

GRM7-07

# To Prove the Warm Affection

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup> Gran March Regional Adventure

Version 0.0.5

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In the fields northeast of Buxton's Crossing grain has given way to gaiety. Between Proman and Buxton's Crossing, just off the road, a large traveling carnival and marketplace has established itself and attracts merchants, patrons, and all that accompany them. A large broadside by the road proclaims, "BAZAAR OF THE BIZARRE – Limited Engagement Only!" Can trouble help but be hard on the heels of opportunity? A dangerous Gran March Regional adventure for APLs 6-12, and Part Six of the *Outsiders In* series.

**Note:** This adventure will be of significant interest to members of the Knights of the Watch, Church of Heironeous, and those who have participated in the other elements of the *Outsiders In* story arc (*GRM5-01 The Commandant's Parlor*, *GRM5-04IN The Lich Queen's Vengeance*, *GRM5-08 Up a Winding Stair*, *GRM6-04 Curtains Drawn Around*, *GRM7-03 Who Sleeps Upon Your Bed?*). This adventure contains major spoilers for *GRM7-03 Who Sleeps Upon Your Bed?* Therefore it is strongly recommended (but not required) that characters play *GRM7-03* prior to participating in this adventure. This adventure has the potential to take longer than a standard four hour slot.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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 [scon40@aol.com](mailto:scon40@aol.com). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

**Resources:** *Book of Exalted Deeds* [by James Wyatt, Christopher Perkins, and Darrin Drader], *Complete Adventurer* [by Jesse Decker], *Complete Arcane* [by Richard Baker], *Complete Scoundrel* [by Mike McArtor and F. Wsley Schneider], *Complete Warrior* [by Andy Collins, David Noonan, and Ed Stark], *Fiendish Codex II: Tyrants of the Nine Hells* [by Robin D. Laws and Robert J. Schwalb], *Heroes of Battle* [by David Noonan, Will McDermott, and Stephen Schubert], *Libris Mortis* [by Andy Collins and Bruce R. Cordell], *Lords of Madness* [by Richard Baker, James Jacobs, and Steve Winter], *Magic Item Compendium* [by Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead], *Miniature's Handbook* [by Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Monster Manual II* [by Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, and Steve Winter], *Player's Handbook II* [by David Noonan], *Races of Stone* [by David Noonan, Jesse Decker, and Michelle Lyons], *Spell Compendium* [by Matthew Sernett, Jeff Grubb, and Mike McArtor].

## RPGA<sup>®</sup> 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, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

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

The *Outsiders In* series began with *GRM5-01 The Commandant's Parlor* in which heroes of Gran March discover yet another plot to assassinate the Commandant. This time the assassins attempted to capture the Commandant, not just kill him (a fate from which he had proven to be easily resurrected). The source of the plot was revealed by a githzerai prisoner as a shadowy figure known as Maimbua. PCs thwarted the plan to hold the Commandant a prisoner on the Astral Plane with assistance of elite members of the 1<sup>st</sup> Battle and the Commandant himself.

In the process, numerous citizens of Gran March took possession of githyanki silver swords and in an effort to reclaim these, the githyanki Lich Queen launches a counter assault on Gran March, which was the battle interactive *GRM5-IN04 The Lich Queen's Vengeance*. Knight Colonel Thero'kay's 34<sup>th</sup> Provisional Battle drove off the incursion at Haradaragh with considerable assistance from the adventuring populace gathered there. Rumors surfaced that one of the

commanding generals of the incursion was also the mysterious Maimbua.

A few months later, a wave of plagues swept across the northwestern portions of Gran March in *GRM5-08 Up a Winding Stair*. The source of these plagues was eventually identified as an undead creature hidden deep within the ruins thought to be Haradaragh, a minion of this same Maimbua. Upon the creature's destruction, an image of Maimbua appeared to its killers, threatening even more dire retribution and punishment for Gran March and Magnus Vrianian personally.

Maimbua returned to Gran March once again in *GRM6-04 Curtains Drawn Around*, however this time it was to inflict personal pain upon both the Commandant and the Knights of the Watch. Maimbua kidnapped Watcher Corum Valstier, Most Gallant Hippogriff and simultaneously murdered and coerced a sordid confession of misdeeds from Dispatcher Erik Thunder. Maimbua then led the heroes on a chase across Gran March while distributing cursed magic items. Maimbua's cursed magic items sparked a series of events which mirrored six cryptic passages left at the scene of the kidnapping. Finally the heroes confronted Maimbua at the feet of a statue of Commandant Treyn, however the villain escaped once again with an injured (perhaps dead) Watcher Valstier in tow.

In *GRM7-03 Who Sleeps Upon Your Bed?* Maimbua contacted the heroes of Gran March a year and a day after the events described in *GRM6-04 Curtains Drawn Around*. His missive intimated that Corum Valstier might still live, and drew the heroes through a portal in the Seedy Wench tavern of Hookhill to a tavern in the City of Doors: Sigil. After being attacked on their arrival by a group of naztharune rakshasas (who have declared a blood feud against Maimbua) the heroes followed the instructions of another of Maimbua's riddles through a series of portals illuminating various aspects of the Commandant's activities twenty years past. Ultimately the heroes discovered the Commandant's dalliance with a mercane woman (whose race she concealed). Unbeknownst to the Commandant he had fathered a child on the mercane woman (Mar'idian), which resulted in the woman's exile and the child's death at the hands of his xenophobic clan. The mercane woman remained in her self-imposed exile, waiting for the Commandant to rescue her. Unable to convince Mar'idian to return with them to Gran March, she *plane shifted* the PCs back to Oerth in

the hopes that they would inform the Commandant of her continued affections. Upon the heroes' return to Gran March the Commandant declared Watcher Valstier officially lost beyond recovery, and chided the heroes for delving into what the Commandant considered the details of his personal past. Brother Drakon of Pholtus approached the PCs after their meeting with the Commandant to assure them that he at least appreciated their efforts on behalf of Commandant and Country.

After the events of *GRM7-03 Who Sleeps Upon Your Bed?* and before the events of *GRM7-06 To Prove the Warm Affection* Maimbua's plans have moved forward. Maimbua arranged for the kidnapping of Mar'idian from her extraplanar home. Her kidnappers used an *antimagic field* to nullify her magic, after which she was subdued and a spellthief in Maimbua's employ stole all of her spells.

Maimbua is not the only one who has taken action in the past few months. After being made aware of the situation with his former paramour and mercane business partners, Commandant Magnus Vrianian set to work attempting to correct the situation. Discrete inquiries with old adventuring contacts as well as a few well placed divination spells allowed him to track down clan Idian's current whereabouts. A month ago he sent Dispatcher Amber Derat, Impavid Llosk with a diplomatic pouch to the Wild Coast. Her orders were to deliver the pouch to the leader of the Bazaar of the Bizarre (unbeknownst to her this is Mar'idian's father, Kal'idian). The pouches contained an assortment of rare gemstones as well as an application to open trade/peace negotiations. Now aware that his past conduct with Mar'idian's clan has put Gran March in peril, this is the first step in disarming that peril.

## ADVENTURE SUMMARY

### Introduction

The PCs receive a missive delivered by a paid hireling from Maimbua. For PCs who participated in *GRM7-03 Who Sleeps Upon Your Bed?* the missive informs them that Mar'idian, the mercane woman they encountered recently, has been kidnapped. Maimbua claims no responsibility, but suggests that her life has been put in danger by the PCs' meddling and it is up to them to set things right and rescue her. Maimbua gives directions to where Mar'idian is being held.

For all other PCs the missive informs them that an innocent woman has been kidnapped, and it seems to him that heroes are in the rescue business. He hopes they don't allow their inaction to cause the death of an innocent. Besides, she is wealthy and would doubtless offer an excellent reward to any who freed her. Maimbua gives directions to where Mar'dian is being held.

#### **Encounter 1**

The PCs are paid a visit by Brother Drakon. He explains that he is working with Magistrate Aliam Nestor who has had divinations actively search for gith silver in Gran March (as that seems to indicate Maimbua's presence). Magistrate Nestor has had the silver collected and reimbursed those who possessed it. Brother Drakon asks the PCs to investigate the kidnapping, in the hope of possibly thwarting Maimbua's eventual goal (whatever that might be). The PCs are detached to special duty as necessary.

#### **Encounter 2**

The PCs gather information, make preparations, and journey to the Bazaar of the Bizarre. PCs gain entrance to the Bazaar and may choose to seek out Mar'dian immediately, roam the Bazaar, or investigate the mysterious Management.

#### **Encounter 3**

The PCs wander aimlessly about the Bazaar, looking for entertainment or whatever might assault them. The PCs encounter a Wheel of Fortune and a roper intently trying to gain their business. They may choose to indulge their curiosity or move on. Regardless of what they decide, after participating in or dismissing these two distractions they spot the azer's tent.

#### **Encounter 4**

The PCs find the location where Mar'dian is being held by a group of azer mercenaries engaged by Maimbua's to baby-sit Mar'dian. The PCs free Mar'dian, possibly sparing the lives of the azers or negotiating a settlement.

#### **Encounter 5**

The PCs speak to Mar'dian. She wants to know what is going on. She asks the PCs to accompany her, as she is a stranger to this world (and much weakened from her imprisonment).

#### **Encounter 6**

The PCs investigate the mysterious Management. If Mar'dian has not yet been rescued, this encounter bears no fruit.

If the PCs have freed Mar'dian, her presence causes the Keeper of the Gate to order his bodyguards to attack the PCs while he retreats to the safety of a *Mordenkainen's magnificent mansion*.

#### **Encounter 7**

The PCs are approached surreptitiously by Mar'dian's brother, Mal'dian. He tells Mar'dian that her clan has been running the Bazaar ever since they left the mercane enclave in Sigil's market ward fifteen years ago. On their tour of the planes they recently began traveling the length and breadth of Oerth. Their most recent engagement was on the Wild Coast near Hardby, where their father Kal'dian received mysterious visitor and spoke to her in private. After the visitor departed their father surprisingly ordered them to travel to Gran March. Mal'dian confirms Mar'dian's suspicion that because of the mercane taboo against physical violence between mercenaries, her father abandoned her son Sal'dian on the plane of Pandemonium instead of slaying him outright. Their family assumed that he died there, for what infant could survive that harsh plane? Prior to the Bazaar's journey to Oerth a zenythri merchant applied to Management for permission to ply his trade here. To the clan's surprise Kal'dian granted the request. Mal'dian returns to his father's house before he is missed, but suggests that the PCs seek out the zenythri (as he might in fact be Sal'dian). Mal'dian tells the PCs of an Ysgardian smith who is friendly with the zenythri, and might know where his tent is set up.

#### **Encounter 8**

The PCs seek out the Ysgardian smith. He can sell them any number of exotic weapons and armor, as well as direct them to where he heard the zenythri does his business. The PCs can also commission a custom weapon, armor, or shield from him out of a variety of special materials. After some questioning, the smith directs them to the zenythri's tent.

#### **Encounter 9**

The PCs find the zenythri, who turns out to in fact be Sal'dian. Sal'dian is surprised to see the PCs and his mother. Mar'dian rushes toward Sal'dian, whose intelligent *cloak of charisma* Malkin surrounds him in a *wall of fire*. Sal'dian's

bodyguard protects Sal'idian to the best of his ability. If Sal'idian escapes Raulston asks for safe passage out of the Bazaar. Depending on whether or not the PCs penetrate his disguise they might allow him to get away. The PCs are free to search Sal'idian's storefront and keep what they find.

### Conclusion

Mar'idian sits speechless in the street, staring at where Sal'idian was only a minute before. A *programmed illusion* activates, where Maimbua monologues. Maimbua warns the PCs to not allow their pride to be their downfall.

Mal'idian shows up and takes Mar'idian in tow as it is now safe for her to return home. He thanks the PCs for their help, but warns them to leave immediately, as his father has dispatched more mercenaries to slay them.

### Epilogue

The PCs can report to whomever they choose (with varying consequences). Ultimately if they do not go to him, Brother Drakon seeks them out. He asks for their report, and their analysis of the situation. He tells them that he fears Maimbua's endgame is near, and he will need their help to thwart Maimbua's ultimate goal (whatever it may be).

## PREPARATION FOR PLAY

Determine which of the PCs participating in this adventure have participated in previous adventures in the *Outsiders In* story arc, specifically *GRM6-04 Curtains Drawn Around* or *GRM7-03 Who Sleeps Upon Your Bed?* If any PCs participated in *GRM7-03 Who Sleeps Upon Your Bed?* ask them if they received the favorable attention of Brother Drakon.

Carefully review the magic items, class abilities and round-by-round tactics for Encounter 4 prior to running the adventure. This combat is extremely complex and requires a thorough understanding of the rules involved to run efficiently and fairly.

Read or summarize the information in DM Aid #1: *GRM7-03 Official Results* for the players. Warn the PCs that this contains major spoilers for that module.

Familiarize yourself with Mar'idian's background below.

## MAR'IDIAN'S BACKGROUND

Mar'idian is the daughter of Kal'idian, the patriarch of one of the mercane trading houses in Sigil. She had heard of Magnus Vrianian through his dealings with her father, and a desire grew within her to meet him personally. When her father hosted a banquet and invited Vrianian she saw her chance. She used her magical training to learn both the *polymorph* and *veil* spells, and used her *veil* spell to appear human (her father saw through the illusion, but Magnus did not). She and Magnus talked all through the banquet and as they talked she became even more enamored of him. Excusing herself she cast her *polymorph* spell (extended with a metamagic rod). Having done this Mar'idian returned and surreptitiously left with Magnus. She led him through a portal which brought them to an asteroid in the Astral Plane. Here they lay together and for the briefest of moments they were happy. While they cradled each other in their arms Magnus told Mar'idian of his home, and sang her a song she has not forgotten all these long years. Their time together now ended they returned to the banquet.

The next day Vrianian returned to Oerth, his business in Sigil and the Outer Planes concluded.

Unbeknownst to Vrianian, his union with the *polymorphed* Mar'idian had born bastard fruit. Mar'idian discovered she was with child, and when she could conceal it from her father no longer confessed the affair to him. He was furious, and ordered her confined to her room and *dimension locked*. After a time Mar'idian's son was born, but she had scarcely held him in her arms for a moment when her father snatched the infant and whisked it away to be disposed of elsewhere (due to the taboo the mercane hold against intraspecies violence). Mar'idian was cast out of her father's house, and Kal'idian used his influence with the other mercane clans to assure she would not be taken in by any of them. Destitute and desperate Mar'idian wandered the streets of Sigil wailing, gnashing her teeth, and beating her breast until one day she stumbled blindly through a portal. As chance (or perhaps some higher power) would have it, the portal she stumbled through brought her to the very site of her shame. Considering it a sign she resolved to reside here until Magnus returned to find her.

Several months ago, a group of adventurers were guided to Mar'idian's residence on the Astral Plane by a cryptic message from Maimbua. Feeling strangely at ease with the strangers,

Mar'idian related her tale to them, and bid them carry her message of love back to Gran March and into the hands of Magnus Vrianian. The adventurers complied, using their influence with the military to file a report directly to the Commandant rather than through the normal chain of command.

Mar'idian continued to wait, now hopeful and fearful that Magnus Vrianian would come to her. Or not. Several months passed, and Mar'idian had grown despondent when she was kidnapped by agents of Maimbua a week ago. She has been held by the azers in the Bazaar of the Bizarre for the past three days.

## THE BAZAAR

The Bazaar of the Bazaar is part carnival, part marketplace, part meeting space that roams the planes. Founded and run by mercanes, the controlling interest of the previous clan was bought out by clan Idian fifteen years ago. The mercanes keep a low profile, and the majority of people who frequent the Bazaar as merchants or patrons know only that the place is run by 'Management'.

While on the Prime Material plane Management mandates that all extraplanar creatures conceal themselves somehow. A combination of illusion magic, mundane disguise, and hiding in plain sight suffice to keep the Bazaar from spooking the common man. Of course those in the know seek it out for its extraordinary wares.

## INTRODUCTION: BAIT

For whatever reason the PCs are all in Buxton's Crossing. It is a hub of commerce and travel in Gran March, so it is not unlikely that the PCs find themselves here at the same time. The adventure begins at 8am.

***This morning in Buxton's Crossing is cool, a pleasant respite from the cloying heat of summer in Gran March. As you travel down the street to your destination a young boy in ragged clothing approaches. "Excuse me, sir [or madam] that man asked me to find you and give you this." So saying the boy hands you a letter and turns to point at someone. He cocks his head curiously and says, "Well, he was right there a minute ago. I hope the silver he gave me doesn't disappear."***

The boy does not know anything about the contents of the letter. He describes the stranger as a human man with a scruffy beard and fine clothes. If the PCs ask to see the silver, the boy becomes suspicious of their motives. If they push the issue he attempts to run off. If he is caught and/or forced to show the coin, it is indeed a strange silver piece with the words, "By Vlaakith's Might." A DC 20 Knowledge (the planes) check tells the PC that Vlaakith is the Lich Queen that rules over the githyanki race with an iron hand. If the PC has played *GRM5-01 The Commandant's Parlor* or *GRM5-04IN The Lich Queen's Vengeance*, they receive a +5 circumstance bonus to this roll.

Looking about, the PCs see several missives being delivered simultaneously to the other PCs along the street. Inform the PCs of this, and prompt them to congregate (since they seem to have received similar if not identical missives from the same person). Have the players do character introductions.

Players receive handouts in the following priority, and no player should receive more than one player handout. Players of characters who have played *GRM7-03 Who Sleeps Upon Your Bed?* receive Player Handout #1. Players of characters who have played *GRM6-04 Curtains Drawn Around* receive Player Handout #2. Players of characters who have played other modules in the *Outsiders In* series receive Player Handout #3. Players of characters who have **not** played other modules in the *Outsiders In* series receive Player Handout #4.

## ENCOUNTER 1: HELP A BROTHER OUT

Modify the box text in this situation as appropriate.

***A solidly built man of about 5'6" with a shaved head and bright blue eyes approaches you.***

PCs who participated in *GRM5-01 The Commandant's Parlor* or *GRM7-03 Who Sleeps Upon Your Bed?* instantly recognize Senior Staff Sergeant Drakon of Pholtus (AKA Brother Drakon). PCs who did not participate in those scenarios may recognize him with a DC 10 Profession (soldier) check, a DC 15 Knowledge (local-Sheldomar Valley Metaregion) check, or a DC 20 Bardic Knowledge check.

Make a note to PCs who participated in GRM5-01 *The Commandant's Parlor* or GRM7-03 *Who Sleeps Upon Your Bed?* that Brother Drakon addresses them by name. Feel free to modify Brother Drakon's attitude as appropriate toward any PC who has his favorable or unfavorable attention.

***"I need a word with you. Would you mind if we talk somewhere a bit more private?"***

Who are you?

***"My name is Brother Drakon of Pholtus. I am here on behalf of Magistrate Aliam Nestor."***

Magistrate?

***"The civil authorities are interested in Maimbua's activities in Gran March."***

A Knowledge (local – Sheldomar MR) check DC 20 reveals that Magistrate Nestor is a Hookhill Magistrate. PCs who reside in Hookhill receive a +2 bonus to this check.

What does a Hookhill Magistrate have to do with such a large threat?

***"If you accompany me to someplace a bit more private I would be more than happy to explain."***

If the PCs acquiesce he leads them to a nearby inn where he engages a private room.

***"Thank you for agreeing to speak with me. For the past few months I have been growing increasingly worried about the machinations of the being known as Maimbua. In case you are not aware, Maimbua instigated the githyanki assault on our country two years ago, attempted to spread disease through our country, distributed cursed magic items across the country, and kidnapped," here Brother Drakon coughs, "Sir Corum Valstier of the Knights of the Watch, a beloved mentor of many knights, including the Commandant himself. I have desperately sought allies to oppose the threat Maimbua poses. I have found one in Magistrate Nestor, a cleric of Heironeous. He seems to have an interest in prosecuting Maimbua for the crimes he has perpetrated in our country. I have no great confidence that such prosecution is either feasible or wise, but I have no where else to turn. Given past reports of contacts with him, his penchant for spending gith silver seems to be a calling card of a sort. Magistrate Nestor has worked with Magistrates throughout Gran***

***March to locate gith silver through locate object spells, and to have it seized and replaced with silver from my own purse."***

If any PCs have played GRM7-03 *Who Sleeps Upon Your Bed?* Brother Drakon adds this in regard to them:

***"In addition, I have surreptitiously kept tabs on you since your last missive from Maimbua in the hope that he would contact you again. It seems that he is a very predictable creature."***

If any PCs who participated in GRM7-03 *Who Sleeps Upon Your Bed?* have the favorable attention of Brother Drakon, he adds to them:

***"I have seen your mettle tested under difficult circumstances. If you recall what we spoke of when last we met, you should see why I believe you are the best men [and women] for the job."***

What is a Hookhill Magistrate doing this for? It seems a bit out of his depth?

***"Technically he is seeking to prosecute Maimbua for crimes in and around Hookhill. Magistrate Nestor has no authority in this area, but he has contacted other Magistrates across Gran March with his concerns. This is not a formal gathering of authorities."***

Why can't you get help somewhere else (the Army, Commandant, Knights of the Watch, etc.)?

***"The military and Knights of the Watch are focused on the problems in Bissel and Ulek. The Knights are seeking their next Grandiose Imperial Wyvern and dealing with the rise of some new (or old) evil. All other eyes are turned to the problems in Shiboeth. The Commandant is preoccupied with the past and sticky political issues. He spends more time than he should sequestered from his friends and his advisors. I am worried that if this Maimbua business keeps up much longer... It seems that the Magistrate, I," here he pauses, "and you are the only ones left to deal with Maimbua."***

What do you want us to do?

***"May I see the missive from Maimbua?"*** Assuming the PCs acquiesce, ***"This is serious indeed. What I would ask is that you follow through with Maimbua's request."***

To any PCs who bring up their personal problems with following Maimbua's instructions

(doesn't want to violate an order from the military or Knights of the Watch, doesn't want to go against their perceived duty to Magnus Vrianian, etc.)

***"I understand and respect your reticence to follow Maimbua's instructions. Your reservations are well-founded. However I am afraid Gran March does not have the luxury of time in this matter. Maimbua's plans will move forward regardless of what we do, so our only hope lies in playing along with him in the hopes that at some point we may turn the tables against him. On my recommendation Magistrate Nestor requests your service in this matter. Magistrate Nestor has made arrangements so that you may investigate Maimbua on his office's behalf. His authority does not reach this far south, so no writ or actual powers come with this task."*** To active duty military characters: ***"The Magistrate has also arranged the cancellation of your leave and attachment to this task."***

The Commandant told me not to deal with Maimbua anymore.

***"I was present for his admonishment. As I recall, he declared Corum Valstier unretrievable, and chided you for delving into his personal affairs. As I see it, venturing into this Bazaar will do neither. You are not actively searching for Corum Valstier, nor are you delving into the Commandant's past. You are simply going to the rescue of a young woman."***

Why can't we call in the military (or other authorities) to deal with this?

***"Maimbua is right, we can't afford to risk innocent life with a huge assault. You are our best hope of resolving this situation without collateral damage. I am confident in your ability to handle yourselves, given your reputations and past experience."***

But kidnapping is a high crime! I can't just go in, kill the kidnapers and not arrest/detain anybody!

***"This is far from a typical kidnapping. Neither Magistrate Nestor nor I am asking you to commit cold-blooded murder. If you wish to simply subdue the kidnapers then by all means do so. The Magistrate's authority does not extend this far south, so I am afraid you have no power to arrest any survivors. Detain them if you must, but handing them over to***

***Magistrate Nestor would be disastrous. It pains me to ask you to do this, but I must have faith that Pholtus will see to their punishment in time."***

Hey, I saw an aspect of Pholtus cheat at cards!

***"I'm afraid you must be mistaken. An aspect of Pholtus would never cheat at any game. Perhaps the rules of the game were not properly explained?"***

That can't be all. What else is going on?

***"The political situation is very tangled. I can't tell you any more than I already have. I can only ask that you be as discrete as you can during your mission. Drawing too much attention to your mission will have larger consequences than you can guess."***

After the PCs are finished speaking with Brother Drakon:

***"I wish you luck, my new friends. I do not name friends easily, and I know you will not disappoint me. Please return to this this room in Buxton's Crossing when you are finished. I will see to it's rental until that time."***

PCs may gather information if they wish (see DM Aid #2) as well as go shopping or file a report with whomever they wish about their mission or whereabouts (military, church, Knights of the Watch, etc.) Making a report to the military elicits an order to ignore the missive.

After the shopping and information gathering are complete proceed to Encounter 2.

**Development:** Any PCs who need to be detached to special duty are. The PCs are now acting under the authority of Magistrate Aliam Nestor and in the rescue of Mar'idian and apprehension of Maimbua.

## ENCOUNTER 2A: THE SILK ROAD

**Conditions:** Minor costs (admittance to the Bazaar and its events) are covered by normal upkeep. The animal bonding fee and buying the azers' contract are not (these cannot come from overcap gold either, since the PCs have accumulated none at the point these events happen).

**Creatures:** The ticket salesman is a jovial fellow, who tries to sell as many tickets as he can.

Traffic is infrequent however, so he naps during the heat of the day. He seems to have an uncanny knack for waking up just when his sales pitches are needed. The ticket salesman will not stop PCs who do not purchase tickets from passing him.

***Traveling on the northeast road out of Buxton's Crossing, about ten miles outside town you encounter a wagon parked by the side of the road with a large broadside that reads, "BAZAARE OF THE BIZARRE – Limited Engagement!" Looking beyond the wagon you see a beaten path to a field where a large carnival has planted it's stakes. The collection of tents, pavilions, wagons, carts, animal pens, hawkers and patrons fill an area easily a square mile in size.***

***A human man wearing a wide-brimmed straw hat sits in a camp chair at the foot of the wagon, dozing beneath an awning.***

If PCs disturb the man, or attempt to pass by him to the Bazaar without disturbing him:

***The man leaps to a standing position, and begins gesticulating wildly "Come one, come all! Wonders beyond your imagination await! Step right up! Who wants a ticket to the Bazaar of the Bizarre?"***

Tickets cost a silver piece. PCs purchasing a ticket are handed a small piece of parchment from a stack he is holding. It reads, "Bazaar of the Bizarre – ADMIT ONE". PCs succeeding on a Spot check DC 10 (or who specifically ask if there is any fine print) notice the fine print that reads "Management not liable for any loss (financial, physical, or other) on the premises of the Bazaar."

Who runs the Bazaar?

***"Management."***

Who are they?

***"Most folks never meet Management. If I were you, I wouldn't be so keen on poking that beehive. Lots of rumors float about, some think that there isn't any Management, just a couple of goons who say they report to a higher power. Some folks say Management is a warlock or some other unsavory character. I couldn't say, except that you should stop worrying and have a good time!"***

Where do I find them?

***"Ask around the Bazaar. When the Bazaar travels folks put down stakes where they like,***

***without any real rhyme or reason. It does keep things exciting, but it's a bit disorganized as well. Ask about, I'm sure you'll find Management's tent soon enough."***

Somebody is being held hostage in the Bazaar!

***"I'm sure Management knows about it. If you're going to rescue somebody, good for you! Just don't burn down the Bazaar. When you're done take some time to look around while you're here."***

When the PCs move on, proceed to Encounter 2B

## ENCOUNTER 2B: FURRIES

**Creatures:** Hostetler is a no-nonsense animal handler. He has a great love of animals, but doesn't blur the line between animal and person (even when that animal might have human intelligence). He takes his responsibility to watch over the animals and magical beasts in his care very seriously. He also has a lot of experience with people who can't properly handle their companions in large crowds, and will not put either the patrons of the Bazaar or the animals themselves in danger by allowing them in (unless paid the price for a permit set by Management).

***Passing the ticket salesman you make your way down the beaten path toward the riot of colorful tents a hundred feet or so off the road. A short journey brings you to the collection of animal pens on the exterior of the Bazaar. These pens hold a variety of mounts. Horses, riding dogs, and more eccentric beasts are stabled here. There are even special areas designed to hold flying mounts, and you see several pegasi stabled there. A swarthy man in buckskins approaches, "Hail travelers, and welcome to the Bazaar of the Bizarre. I'm Hostetler. Have you got your tickets?"***

PCs who do not have tickets are directed to the ticket salesman along the road. PCs that do have tickets:

***"Alright. Stable your mounts and animal companions here for free, or if you prefer to take them in to the Bazaar you'll have to be bonded. Bonding will cost you [10gp \* APL], which I'll return to you when you leave providing your friend hasn't caused any trouble."***

PCs who pay the price are given a slip of parchment that reads *"The bearer of this permit has assumed full responsibility for the actions of his/her bonded mount, animal companion, or other dangerous creature accompanying him/her. Damages of any sort are his/her sole responsibility and will result in the forfeiture of the bond fee as well as appropriate compensation to the injured parties."*

Why so expensive?

***"We've got a big crowd here, and Management has a policy of trying to keep dangerous beasts from wandering around trampling patrons."***

But my bonded mount/animal companion isn't dangerous!

***"I don't care if it is smarter than me, if you want to bring something like that in here, it will cost you. Don't worry, if you can really handle it you'll get your money back."***

What about centaurs?

***"Centaur's are people, so they shouldn't have a problem."***

Are you saying my bonded mount/animal companion isn't a person?

***"Yes."***

**Development:** PCs have either paid the bond fee to keep their furry friends, or left them in the excellent care of Hostetler. They are now free to enter the Bazaar proper. Proceed to Encounter 2C.

## ENCOUNTER 2C: THE LION'S DEN

**Conditions:** The Bazaar of the Bizarre is extremely crowded. Citizens from every walk of life have come to distract themselves from the troubles plaguing the country (foreign wars, sinkholes in Shibolet, etc.) Citizens are here from Hookhill, Buxton's Crossing, Shibolet, Proman, Ander's Falls, and Red Arbor. Off-duty military personnel from the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 10<sup>th</sup>, 12<sup>th</sup>, 15<sup>th</sup>, 17<sup>th</sup>, 21<sup>st</sup>, 24<sup>th</sup> battles are also in attendance, as well as merchants from as far away as Orlane and Cragmor. Unless stated otherwise, PCs cannot run or charge through the crowds, movement is  $\frac{3}{4}$  normal and any area spells they cast include 3d10 innocent bystanders. When night begins to fall (about 8pm) huge

strands of rope laden with colored paper lanterns lit by *continual flame* spells are hoisted overhead. The lanterns shed a rainbow of color over the Bazaar from their 40' height. At ground level they provide shadowy illumination for creatures with normal vision, and bright illumination for creatures with low-light vision.

***Entering the Bazaar you are assaulted by a riot of color and sound. Tents, pavilions and other portable structures have been erected to form a small city. Lanes weave through the Bazaar, past shaded awnings shielding merchants who hawk their goods, past pitchmen espousing the wonders or terrors to be found within, and past all manner of street performers crammed wherever the merchants have not chased them off.***

**Development:** Players have a couple of options at this point. They can either search for Management (Encounter 6), or search for the location of where Mar'idian is being held (Encounter 4), or roam the Bazaar randomly (Encounter 3). PCs who succeed on a Gather Information check DC 15 are able to locate the red, white and blue striped tent in the Bazaar where Mar'idian is being held. Each Gather Information check takes 1d4+1 hours (the adventure begins at roughly 8am, and PCs reach the Bazaar between 10am and 12pm depending on their movement speed.)

## ENCOUNTER 3: DISTRACTIONS

The PCs have either forgotten or disregarded why they are here.

***Wandering the immensity of the Bazaar you have the opportunity to sample all manner of strange and wonderful foods. Glazed meats and vegetables on small wooden skewers, strange fried cakes topped with white powdery sugar, and cone-shaped pastry filled with shaved and flavored ice are among the few of the foods you have the opportunity to sample.***

***A brightly dressed man with a prodigious and waxed mustache stands behind a counter, a large spinning wheel with pie-slices of different colors hangs suspended in a frame behind him. "Step right up! Who wants to try their hand at the Wheel of Fortune? What about you, good man? Is this your lucky day? Only one gold to find out!"***

This is a giant sized version of a *wheel of fortune* (CS page 117). If the PCs pay their gold piece and spin the wheel, have them roll a d8 and consult the chart below (the effect lasts for 24 hours, and the *wheel* does not function again for the same character for 24 hours).

1. Red. -1 penalty on attacks and saves.
2. Orange. +2 luck bonus on Str checks and Str-based skill checks.
3. Yellow. +2 luck bonus on Dex checks and Dex-based skill checks.
4. Green. +2 luck bonus on Con checks and Con-based skill checks.
5. Blue. +2 luck bonus on Int checks and Int-based skill checks.
6. Indigo. +2 luck bonus on Wis checks and Wis-based skill checks.
7. Violet. +2 luck bonus on Cha checks and Cha-based skill checks.
8. White. 10 temporary hit points.

The hawkker also has miniature versions to sell (the PCs gain access to the *wheel of fortune* on the AR).

***Continuing onward from the Wheel of Fortune your attention is drawn to an immense man, so tall he must be walking on stilts. His large cane and stovepipe hat are striped in orange and blue, as is the tent before which he stands. "Come one, come all! Wonders beyond the imagination lie within! Step right up! Zavaleta awaits!"***

Tickets are one silver per person. The tent is fifteen feet in diameter, partitioned in half.

***Entering the orange and blue striped tent you are greeted to a dimly lit interior. Benches have been set down in front of a portable stage, which is currently concealed by a curtain. As you file in and take your seats the curtain is drawn back to reveal the voluptuous form of a woman concealed by many colored veils. Seductive and exotic music begins to play from an unknown source, and the woman dances in time. As the pace of the music increases so does her dance, and soon one of her many veils is flung into the air to drift to the stage as her dance's intricacy increases as well. One after another the veils seemingly remove themselves, however underneath you do not see any sort of flesh with which you are***

***familiar. Instead it appears to be an inky blackness, an emptiness, in which are suspended tiny points of light. They act as a counterpoint to the music, moving and swirling on their own. Finally the music and dance stop. The stage is littered with a rainbow of veils, and the outline of a woman seemingly cut from the night sky stands before you. She bows, nimbly gathers her veils, and scampers behind the second curtain behind her.***

***The tent flap opens and the tall man stoops to grin at you through the opening.***

After having witnessed the performance and exited the tent, or deciding to bypass it, read the following:

***Several tents away one in particular catches your eye. A pavilion striped in red, silver, blue and white stands, and reminds you of your reason for being here.***

**Treasure:** Access to the *wheel of fortune*.

## ENCOUNTER 4: DAMSEL IN DISTRESS

**Conditions:** The pavilion where Mar'idian is being held contains only the azer mercenary company hired by Maimbua, and Mar'idian. There are no innocent bystanders inside the pavilion. See DM Aid #4 for a map of the pavilion and the starting locations of the azers. Mar'idian is unconscious due to nonlethal damage as well as bound with masterwork manacles. Maimbua supplied the azers with a *necklace of adaptation* and *portable hole* so the azers could keep her safe and secure. An *alarm* spell with a mental alarm wards the pavilion. PCs who sneak up on the tent (as long as they do touch or attempt to enter the tent the alarm is not triggered) might overhear a snippet of conversation in Ighan between some of the azer mercenaries. The Listen check DC is 3 plus 1 per 10 feet to simply hear the conversation, and 13 plus distance to understand what is being said (only understood if the PC can also speak Ighan).

***"How much longer are we going to be couped up in here?"***

***"Not much longer. Just think about how we're going to spend our gold back in the City."***

The tent flap is closed and secured from the inside (still easily sundered with a slashing melee attack). A rope bellpull on the exterior summons the azer Captain to the tent flap. He talks to the PCs without opening the tent flap (obeying the Bazaar's stricture on not flaunting outsider presence on the Prime Material plane). Once the Captain is convinced that the PCs are either 'in the know' or are the group he is expecting to rescue Mar'idian, he opens the door and ushers the PCs inside.

When the PCs arrive Maimbua begins scrying on the azers so he can watch the carnage that ensues when his plot ripens. They do not notice the scry sensor unless the PCs point it out to them (when the PCs enter the tent have PCs with Intelligence scores of 12 or higher make Intelligence checks DC 20 to notice the scry sensor).

**Creatures:** The azer mercenary company the Steady Flame has been hired by Maimbua to 'guard' Mar'idian. They have no idea that Maimbua has betrayed them, and were not involved in Mar'idian's initial kidnapping. Though the Captain does have a vague sense of unease at the situation, which is the reason he is willing to sell out his contract to the PCs. PCs who point out the scry sensor to him only reinforce his sense of unease and give him another reason to deal with them. They have been told that they are guarding a very dangerous individual, keeping her in this backwater plane so that she can't disrupt delicate trade negotiations in Samora. They've been ordered not to harm her, but to use whatever means necessary to keep her here, as her allies will most likely come to rescue her.

The azers are businessmen who hire their services out. Their ultimate goal is to come home with their lives, with their pay and perhaps a bit of booty as well. They are not bad people, and see no reason why they can't simply 'subdue' the expected rescue party. They do not actively attempt to kill any party member (and the medic even goes as far as stabilizing a PC with mundane or magical healing) unless the PCs kill one of their number. That removes all restraint from the azers.

In addition, during (or even prior to combat if the PCs don't ambush the azer) the Captain of the company is open to negotiation. If one of the PCs attempts a Diplomacy check (regardless of the result) during or prior to combat the Captain is willing to deal with them. The azer Captain's position is that his company has to keep Mar'idian here, unless the PCs buy out their contract with

Maimbua. Doing so costs 250gp \* APL. If one of the PCs (without assistance) wins an opposed Diplomacy check with the Captain they drop their price by 25%. In addition, if the PCs are able to transport the azers back to the Elemental Plane of Fire they reduce their price by 25% (if the PCs don't have a planar fork for the Elemental Plane of Fire, the azers can provide one). If necessary (the PCs need to prepare planar travel magic) the azers wait one day for the PCs to return and transport them to their home plane. If both conditions are met the cost of buying out the azers' contract reduces by 50%.

Once roused Mar'idian will use her plane shift spell-like ability on the azers if asked by a PC who played GRM7-03, or if the PC who asks succeeds on a DC 20 Diplomacy check.

If the PCs renege on their deal (for example, don't come back to return the azers to their home plane, or steal back the money they paid the azers), the azers hunt the PCs down before they leave the Bazaar and attempt to kill them.

#### **APL 6 (EL 9)**

**Azer Captain:** hp 27; see Appendix 2.

**Azer Medic:** hp 31; see Appendix 2.

**Azer Tank:** hp 28; see Appendix 2.

**Azer Scout:** hp 23; see Appendix 2.

**Azer Battlemage:** hp 31; see Appendix 2.

#### **APL 8 (EL 11)**

**Azer Captain:** hp 43; see Appendix 3.

**Azer Medic:** hp 44; see Appendix 3.

**Azer Tank:** hp 46; see Appendix 3.

**Azer Scout:** hp 40; see Appendix 3.

**Azer Battlemage:** hp 43; see Appendix 3.

#### **APL 10 (EL 13)**

**Azer Captain:** hp 59; see Appendix 4.

**Azer Medic:** hp 56; see Appendix 4.

**Azer Tank:** hp 64; see Appendix 4.

**Azer Scout:** hp 55; see Appendix 4.

**Azer Battlemage:** hp 55; see Appendix 4.

#### **APL 12 (EL 15)**

**Azer Captain:** hp 75; see Appendix 5.

**Azer Medic:** hp 68; see Appendix 5.

**Azer Tank:** hp 82; see Appendix 5.

**Azer Scout:** hp 71; see Appendix 5.

**Azer Battlemage:** hp 67; see Appendix 5.

#### Tactics:

**All APLs** – Remember that unless the PCs kill one of the azers (past -10 hit points and not under the effect of a *delay death* spell or similar effect), they actively avoid killing PCs (but do attempt to knock them unconscious). If the PCs attempt a Diplomacy check to stop the combat, the Captain calls off his men (and any azers that act before the Captain has a chance to respond to the Diplomacy check delay for his instructions). If one or two PCs persist in aggression after a diplomatic overture by one or more other PCs, the medic aborts his normal action to cast *calm emotions* so it affects the hostile PCs.

If the PCs kill (past -10 hit points and not under the effect of a *delay death* spell or similar effect) one of the azers, the azers attempt to capture as many PCs as possible for questioning (but do not actively avoid killing the PCs, except for the medic who always tries to save the PCs) and the Captain only calls off his men if the PCs adjust his attitude from Hostile to Unfriendly (a DC 20 rushed Diplomacy check).

If the PCs kill (past -10 hit points and not under the effect of a *delay death* spell or similar effect) more than one of the azers, they take only one captive (whoever attempted a Diplomacy check, or failing that whoever appears to be the leader).

All the azers attempt to remain within 60 feet of the Captain if possible (to gain the benefit of his marshal aura). Since the azers are immune to fire, the battlemage does not hesitate to include them in the area of any of his fire spells (but not nonlethal substituted ones, since that feat removes the fire descriptor from any spell it modifies). Adjudicate including his allies in other area spells on a case-by-case basis.

#### Important Reminders and Tips

- Roll separate initiatives for each of the azers.
- Remember to roll for spell penetration when the medic attempts to heal the azers.
- Remember that *bracers of the entangling blast* cause the spell they modify to deal half as much damage as normal.

- At APLs 6 & 8, the battlemage has used his *arcanist's gloves* for the day before the combat begins.
- At APLs 10 & 12 the *arcanist's gloves* have one charge available.
- At APLs 10 & 12 the scout forgoes his sudden strike damage by using nonlethal weapons (unless the azers have been provoked to kill the PCs, in which case he switches to his lethal weapons whenever convenient).
- At APL 12 the tank's Combat Vigor feat gives him fast healing 4 when he gains his Combat Focus.
- See DM Aids #7–10 for the azers' round-by-round tactics.

**Treasure:** Favor of the Steady Flame, Chiurgeon's Journal. The azers keep the *portable hole* and *necklace of adaptation* to return to Maimbua (those are not the azers' property, so they won't trade them to the PCs).

APL 6: L: 464 gp, C: 0 gp, M: 1,041 gp *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *boots of agile leaping* (50 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *crystal of bent sight* (42 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *horn of volume* (83 gp), *restful crystal* (42 gp).

APL 8: L: 464 gp, C: 0 gp, M: 2,284 gp *amulet of retributive healing* (167 gp), *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast* (167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp) *crystal of bent sight* (42 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *horn of volume* (83 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp).

APL 10: L: 514 gp, C: 0 gp, M: 4,268 gp *amulet of retributive healing* (167 gp), *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *belt of ultimate athleticism* (300 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast*

(167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp), *crystal of bent sight* (42 gp), *deathstrike bracers* (417 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *helm of heroes* (467 gp), *horn of volume* (83 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp), *ring of mystic healing* (292 gp), *scout's headband* (283 gp), *third eye dampening* (208 gp), *third eye freedom* (217 gp).

APL 12: L: 514 gp, C: 0 gp, M: 5,785 *amulet of retributive healing* (167 gp), *arcaneist's gloves* (42 gp), *armband of elusive action* (66 gp), *belt of ultimate athleticism* (300 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast* (167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp), *crystal of bent sight* (42 gp), *deathstrike bracers* (417 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *helm of heroes* (467 gp), *horn of volume* (83 gp), *metamagic rod, Chaining, lesser* (1,167 gp), *mithral breastplate* (350 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp), *ring of mystic healing* (292 gp), *scout's headband* (283 gp), *third eye dampening* (208 gp), *third eye freedom* (217 gp).

**Development:** This encounter has four possible outcomes.

1. The PCs kill the azers. In which case they must search for and find Mar'idian (she is in the *portable hole* the Captain carries). The PCs get to keep the azers' equipment and the Chiurgeon's Journal (cross of the Favor of the Steady Flame reward from the AR). Wizard PCs can copy open spells from the battlemage's spellbook as well.
2. The PCs capture one or more of the azers. In this scenario the azers refuse to tell the PCs anything unless the PCs buy out the azers' contract. If the PCs acquiesce the azers hand over Mar'idian and keep their equipment. If the PCs did not kill any of the azers (or use *limited*

*wish* to revive any who were killed, or pay 2,410 gp per dead azer to pay for a *limited wish*) they gain the Favor of the Steady Flame and Chiurgeon's Journal rewards on the AR, and the battlemage allows PCs to copy open spells from his spellbook. If the PCs need a day to prepare *limited wishes* to revive any azers the remaining azers agree to wait. If the PC's take the azers' equipment cross off the Favor of the Steady Flame reward.

3. The PCs and azers come to an amicable arrangement. The PCs buy out the azers' contract. The PCs gain the Favor of the Steady Flame and Chiurgeon's Journal rewards on the AR. The azer battlemage allows PCs to copy open spells from his spellbook. The azer Captain hands over Mar'idian.
4. The azers defeat the PCs and capture one or more of the PCs. They interrogate the PCs to find out what is really going on. The azers offer the PCs a chance to buy out their contract. If the PCs accept they hand over Mar'idian and keep their equipment. If the PCs did not kill any of the azers (or use *limited wish* to revive any who were killed, or pay 2,410 gp per dead azer to pay for a *limited wish*) they gain the Favor of the Steady Flame and Chiurgeon's Journal rewards on the AR, and the azer battlemage allows PCs to copy open spells from his spellbook. Otherwise cross those off the AR. If the PCs need a day to prepare *limited wishes* to revive any azers the remaining azers agree to wait.

## ENCOUNTER 5: WHAT'S THE STORY?

**Creatures:** Mar'idian is confused

Once the PCs find Mar'idian:

***Opening the portable hole you see the recumbent form of a twelve foot tall, bald, blue woman clad in a silk dressing gown.***

A Knowledge (the planes) check reveals the following information about mercanes:

- 17 – Mercanes are a race of extraplanar merchants. They are approximately twelve feet tall and are hairless with blue skin and an extra joint in each digit.

- 22 – Mercanes are an *extremely* insular society when not conducting business. They only have truck with other races during business transactions, at all other times they seclude themselves in their enclaves.
- 27 – Mercanes can be powerful wizards, but even a mercane with no wizard training can *dimension door, plane shift, and summon a Leomund's secret chest.*
- 32 – Mercanes can communicate via telepathy, and have a natural resistance to magic.

When the PCs revive her:

***Gently you revive the blue woman. As she regains consciousness her eyes snap open and she quickly gains her knees and in a panic begins to scuttle backwards, away from you.***

Allow the PCs to make a Diplomacy check DC 20 to calm her. PCs who participated in *GRM7-03 Who Sleeps Upon Your Bed?* automatically succeed on this check. Whether she is frightened or not, she still answers the PCs' questions (however role-play her attitude appropriately).

To PCs who participated in *GRM7-03 Who Sleeps Upon Your Bed?*

***"My friends! By the Money Counter, can it be? Am I on Oerth? Am I in Gran March? What is this strange tent?"***

A Knowledge (religion) check DC 10 reveals that the Money Counter is a common name for Zilchus.

Who are you?

***"My name is Mar'idian."***

What are you?

***"I am a mercane."***

What's that?

***"We are a race of extraplanar merchants."***

What happened to you?

***"I was kidnapped!"***

"By who?"

***"A horrible undead creature! He and his ghastly henchman broke into my mansion. Before I could combat them he created an anti-magic field, nullifying my defenses. I fought as best I could, but that beastly man drummed me***

***with saps until I could no longer stand. He was able to siphon off my magic somehow."***

What did they look like?

***"The undead creature was some sort of humanoid, perhaps a lich. I am unsure, as my studies of such creatures have been cursory at best. The man who beat me unconscious was a tiefling."***

After the PCs have finished questioning her, read the following:

***Rising to her feet and gathering her silken dressing gown about her with a grace and dignity that belie both her size and present circumstances, Mar'idian addresses you. "Friends, for indeed only a friend could extricate me from a situation such as this, I must impose upon you a bit further. Now that the Great Guildmaster has guided my path here, I am loathe to leave without discovering what I may. Pray tell, who runs this wondrous market you say we are in?"***

After the PCs answer:

***"I am familiar with this Bazaar. It has been run by mercane for many generations. Perhaps they may know something of the events which surround me. At the least I may seek shelter here, as my time of seclusion is at an end. However," she extends a long and lovely indigo arm, "I can hardly venture into your country dressed like this. We must proceed cautiously, as my father's influence may extend even here. Would one of you be so kind as to fetch me proper clothing, and a disguise of some sort?"***

Why do we have to hide from your father?

***"My father banished me many years ago for shaming our clan. He is not a man to forgive easily or soon for such an insult as I gave him, and he is a powerful man among my people."***

But we tried to see Management, and we couldn't get in!

***"Perhaps if they see a fellow mercane they will allow us an audience."***

The PCs can easily go out into the Bazaar and purchase her a disguise. Unless the PCs specify the type of disguise they would like, they get a masque and an outfit that makes her look as though she is a normal sized person walking on stilts. Ask the PCs to make Disguise checks (or

cast illusion magic), and record the result. The results don't really matter, the mere fact that she is disguised is enough for this adventure.

## ENCOUNTER 6: MANAGEMENT

**Conditions:** The tent is brightly lit by continual flame torches, and there are no innocent bystanders inside. The Keeper resides in a tent approximately 100 feet from the 'audience' tent where the jann guards are stationed. The jann use a *message* spell to communicate with him (cast by the Keeper). The Keeper's tent contains the entrance to a *Mordenkainen's magnificent mansion* where the rest of clan Idian resides. See DM Aid #5 for the detailed setup

**Creatures:** The jann in this encounter have an active *message* spell to communicate with the Keeper of the Gate (a mercane in charge of maintaining external security for clan Idian). They, along with the Keeper, are also under the effect of extended *mind blank* spells that Kal'idian chains to 40 of his most important employees (he uses a metamagic rod of chaining, greater to target 20 people every other day). If commanded to attack the PCs they do so, but surrender if they think they are about to die (even if the jann surrender the PCs can take their equipment).

*This relatively small tent is nonetheless very colorful, it's blue and white checked pattern contributing to the general riot of color throughout the Bazaar of the Bizarre. The tent flap ripples softly in the breeze.*

The tent flap is open, and is not trapped. Inside:

*Holding back the tent flap and stepping inside, you find that the interior is lit by several continual flame torches mounted on the tent poles. The floor is littered with cushions of assorted plushness and color, as well as a collection of tables that sit close to the ground. Lounging on some of the cushions, drinking goblets of wine and playing a game of dice are two human men of Baklunish descent. Upon your entrance they quickly rise.*

At APL 8+ add the following to the description:

*Dark and shapeless forms lurk beneath two of the low tables.*

These are two jann wearing *hats of disguise*.

*"Yes, can we help you?"*

We want to see Management.

*"And who should we say is calling?"*

The jann repeat what the PCs say, as though being pedantic. For example they might say "Gronk, a heavily armed half-orc" or "Laeren, a dour looking elven wizard". In actuality they are communicating the information to the Keeper of the Gate through the *message* spell. If the PCs are not accompanied by Mar'idian the Keeper of the Gate (via his *message* spells and the jann) informs them that Management is unavailable and politely suggests that they enjoy themselves at the Bazaar. PCs who succeed on a Listen check DC 15 are able to hear faint whispering (beating the DC by 10 or more allows the PCs to hear specifically what the Keeper says "They are inconsequential. Send them away gently.")

If the PCs are accompanied by Mar'idian, she is the last to introduce herself:

*"I, Mar of clan Idian seek an audience with your Management."*

As the jann repeats what she says PCs who succeed on a Listen check DC 25 are able to hear faint whispering as the Keeper says "Kill her." Any PC who succeeds on the Listen check, or who succeeds on a Sense Motive check verses one or both of the jann's Bluff checks (roll for each) are not surprised.

### APL 6 (EL 6)

**Jann (2):** hp 33 each; 2 *hats of disguise*; *message* (CL 5<sup>th</sup>), chained extended *mind blank* (CL 20<sup>th</sup>); Monster Manual page 116.

### APL 8 (EL 8)

**Jann Guards (2):** hp 43 each; Appendix 3.

### APL 10 (EL 10)

**Jann Guards (2):** hp 59 each; Appendix 4.

### APL 12 (EL 12)

**Jann Guards (2):** hp 75 each; Appendix 5.

**Tactics:** At APL 8+ the jann use their Quick Reconnoiter feat every round. If the party is particularly strong for their APL feel free to have the jann two-hand their scimitars, but for average or weak parties use the default statblock (which assumes the jann use their scimitars one-handed).

- APL 6 –
  - Round 1: Draw scimitars and spend a standard action to

enlarge defensively with *change size*.

- Round 2: Attack, flanking the most available PC if possible.
- APL 8 –
  - Round 1: Draw scimitars and spend a standard action to enlarge defensively with *change size*. Spend a free action to direct their dark companions adjacent to the two most heavily armored PCs (who do not have prominent holy symbols). Spend a free action to use hexblade's curse against the PCs threatened by their dark companions.
  - Round 2: Attack, flanking the most available PC if possible. If a PC fails their save against a janni's hexblade's curse that janni spends a swift action to activate *hexbands* and focus attacks against that PC (if possible).
- APL 10 –
  - Round 1: Spend a swift action to cast *karmic aura*. Draw scimitars and spend a standard action to enlarge defensively with *change size*. Spend a free action to direct their dark companions adjacent to the two most heavily armored PCs (who do not have prominent holy symbols). Spend a free action to use hexblade's curse against the PCs threatened by their dark companions.
  - Round 2 and later: Spend a swift action to activate *hexbands* if a PC failed their save against the hexblade's curse. Focus attacks on any PC who fails the save against the hexblade's curse.
- APL 12 – Same as APL 10

If a janni is killed (-10 hp or below) at APL 8+, read the following:

***As the last breath leaves the creature's throat, the dark and shapeless form of its companion seems to silently explode. Tatters of the thing's essence swirl about the room***

***before pausing, orienting, and diving into the chests of all present.***

**Treasure:** If a janni is killed at APL 8+, PCs receive the Dark Essence reward on the AR.

APL 6: L: 40 gp, C: 500 gp, M: 300 gp, 2 *hats of disguise* (150 gp).

APL 8: L: 8 gp, C: 130 gp, M: 1,418 gp, 2 +1 *chainmail* (108 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 +1 *scimitars* (193 gp each).

APL 10: L: 0 gp, C: 0 gp, M: 1,490 gp, 2 +3 *chainmail* (775 gp each), 2 *cloaks of charisma* +2 (333 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 *scrolls of karmic aura* (2gp each).

APL 12: L: 0 gp, C: 0 gp, M: 3,558 gp, +3 *chainmail* (775 gp each), 2 *cloaks of charisma* +2 (333 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 *scrolls of karmic aura* (2 gp each), 2 *scrolls of karmic backlash* (31 gp each), 2 +1 *starmetal elemental bane scimitars*. (1,083 gp each).

**Development:** The PCs are now at a loose end. They can search the tent, but find nothing of interest. Mar'idian apologizes for her actions. She has no idea what caused jann to react so violently to her name, but posits that perhaps her father's influence reaches even to this far corner of the multiverse (her father cast her out of her house. For details see Mar'idian's background in the scenario preparation section of this module.) She suggests that the PCs head out into the Bazaar to search for clues.

Meanwhile, the Keeper of the Gate has returned to the mercane enclave and informed them of Mar'idian's presence. This prompts her brother to sneak out and find her.

## ENCOUNTER 7: O SISTER, WHERE ART THOU?

**Creatures:** Mal'idian is Mar'idian's brother. He disapproved of his sister's reckless actions that caused her to be banished by their father, but thinks the banishment itself was overharsh. He loves her, and sees an opportunity to aid her and perhaps heal the breach between his sister and father.

***As you finish with the jann a masked man clad a flowing robe, and so tall he must be***

**walking on stilts, stoops as he enters the tent from the street.**

Allow the PCs to react as they wish.

**The figure addresses you. "I apologize for the rash actions of the jann mercenaries, they were simply following orders." He then turns to Mar'idian. "Sister, I must speak with you! Follow me, quickly." With that, the man turns and quickly exits the tent. Mar'idian gasps, "Mal'idian?" She turns to you, "I do not know how, but this is my brother. Quickly, we must follow him."**

Allow the PCs to discuss for a moment, but if they dally too long Mar'idian breaks away from them and follows her brother. If restrained she pleads with the PCs to let her go, and attempts to follow her brother by any means at her disposal (which isn't much at this point). She does not go so far as to harm the PCs though.

**The tall man makes his way through the crowds and ducks down an alley. Turning the corner, you see he has stopped. He raises his masque and you see that he is also a mercane who bears a striking resemblance to Mar'idian. Mar'idian and her brother embrace, and when they separate you see that they both have tears in their eyes. "Brother, I did not think to lay eyes on you again in this life. What are you doing here?"**

**Mal'idian clears his throat. "Our family runs this Bazaar now. We have for the last fifteen years. We've toured the planes and blended in wherever we could. For the last year we have been on Oerth. Several months ago we were on the Wild Coast when a mysterious woman arrived and asked to see father. Everyone was surprised when he agreed. After the quiet woman left Father commanded that we begin traveling toward Gran March. He has not seen fit to tell us why he wanted us to come here, but seeing you makes me think this is no coincidence. The Keeper of the Gate has told him you are here, and he is very wrath. Even so, he rebuked the Keeper of the Gate for ordering your death. I managed to sneak away in the confusion to find you."**

The woman was Dispatcher Special Diplomatic Envoy Amber Derat, Impavid Llosk. PCs who ask Mal'idian for a description of the woman receive it. PCs who have met Dispatcher Amber Derat (most likely during GRM-IN2 *The*

*Hard Road to Peace*), recognize her description. Other PCs may make a DC 20 Profession (soldier), DC 25 Knowledge (local – Sheldomar Valley MR) or DC 25 Bardic Knowledge check to recognize the description as well.

**"Brother," says Mar'idian, clasping Mal'idian's hands, "the fine people who came to me in my exile have given me new hope. They say that Sal'idian may still live!"**

**Mal'idian's face takes on a grim cast. "Sister, I tell you I saw Father take your son and deposit him in the howling caverns of Pandemonium myself." He looks thoughtful for a moment. "Still, it is possible that he lived. We left him alone to die of exposure. If your presence is no coincidence, then perhaps this is not either..." Mal'idian trails off.**

**"What, brother?"**

**"It is only that there is a zenythri merchant here in the Bazaar. I thought it strange that Father would allow a half-breed like that to hawk his wares here, considering his attitude concerning such creatures. He joined us when we moved to Oerth, and when on those rare occasions I saw him there seemed something familiar about him. Could it be? Is he your son?"**

A Knowledge (the planes) check reveals the following information about zenythri:

- 11 – Zenythri are planetouched who are descended from mysterious beings of law whose identity is only guessed at.
- 16 – A zenythri appears as a perfect version of a human. Its skin is flawlessly smooth, and its muscles are well defined and taut. Even its hair falls effortlessly into place around its handsomely chiseled face. A zenythri could almost blend unnoticed among humans were it not for the slightly blue or purple tint of its skin and hair.
- 21 – Zenythri have the power of true strike once per day.
- 26 – Zenythri have minor resistance to electricity, fire, and sonic energy.

**"Mal'idian, I must find this zenythri. Where is he?"**

**"I do not know, sister. When we travel the merchants set up their tents wherever they please. Though there is an Ysgardian smith**

*who I have seen speaking with the zenythri. Perhaps the smith might know where he is."*

Mal'idian gives the PCs directions to the Ysgardian smith.

*Mal'idian speaks again. "Sister, I must return before my presence is missed. You know how father can be. I will attempt to intercede on your behalf, and seek you out again as soon as I am able. Pray, do not leave the confines of the market before I am able to speak to you again."*

Mal'idian departs, responding to any PCs who direct questions at him that he has no more time, and must return immediately.

**Development:** The PCs now have a lead to investigate.

## ENCOUNTER 8: THE RIDDLE OF STEEL

**Creatures:** The Ysgardian smith is named Bjorn. He is a genial fellow who takes great pride in his work and is eager to see it worn and used on Oerth. Although he is from another plane, you would never know it to look at him.

Mar'idian remains mostly silent throughout the encounter, allowing the PCs to question the smith.

*Making your way through the Bazaar, you locate the Ysgardian smith Mal'idian told you about. Outside his stall is a sign that reads 'Panoply Emporium', and within you see the dwarf-like smith. He is bare-chested, except for a leather apron that has burned through in several places. The smith is currently forging some sort of weapon.*

Ask the PCs what they would like to do. If the PCs enter:

*The smith looks up from his work, grins at you, then quickly places the glowing white piece of metal aside. Dunking his head in a bucket of water, he shakes his now sopping wet hair and beard producing a spray of water that hisses and steams when the droplets land near his anvil. "Welcome to the Panoply Emporium. Are you fine folks looking for a particular piece of steel? I do custom work as well, if you're interested."*

Refer to the AR for any questions dealing with the sort of work he does.

What do you know about Maimbua?

*"Can't say as I've ever heard of a person by that name."*

What do you know about the zenythri?

*The dwarf shakes his head and smiles slightly. "Aye, he's an odd one. Though you can say really? Their race is a rare one, and no one quite knows where they come from. Name's Sal, he deals in minor wondrous items. Keeps to himself mostly."*

Where do we find him?

*"He has a stall near the edge of the Bazaar. I'll give you directions."*

Does anybody hang around his stall?

*"Well Sal's got a bodyguard. I did always think that was odd, considering his wares aren't particularly valuable. The Bazaar does roll through some dangerous places though, so who am I to judge? Though I've told him a couple of times he might want to get a more savory bodyguard. That one usually gives me a chill, and I don't frighten easily."*

**Development:** The PCs now have the information they need to confront Sal'idian.

## ENCOUNTER 9: THE PRODIGAL SON

**Creatures:** Sal'idian is a half-mercane (though he presents himself to the world as a zenythri), see his statblock and background in Appendix 1. His bodyguard Raulston the Accursed is a necropolitan, disguised by illusion magic.

*Pushing through throngs of people, you catch sight of your destination. A small table with boots, charms, and all manner of trinkets spread over its surface rests beneath an awning. Behind the table stands a tall man, nearly seven feet in height. His handsome features might have been chiseled by a master sculptor, though the shadows on his shaved head indicate that his hair is naturally patchy and short. He is dressed in a simple artisan's outfit, and haggles with a gnome over one of the clockwork trinkets on his table. Beside him stands a short man clad in full plate with a spiked chain wound around his torso. His watery blue eyes pay more attention to the passers by than the wares on the table. His*

**eyes turn to regard you, and a deep chill fills your soul at their dead appearance.**

The PCs may make a Spot check DC 14 (modified by distance) to penetrate Sal'idian's disguise to note his slightly bluish skin. Any PC who has met Magnus Vrianian recognizes a strong family resemblance between Sal'idian and the Commandant. PCs may make a Knowledge (history) check DC 20, or trained Craft (armorsmithing) check DC 15 [DC 25 if untrained] to note that the short man's armor is of antique design. A Bardic Knowledge, Craft (armorsmithing), Knowledge (geography) check DC 20, or Knowledge (local – VTF MR) check DC 15 reveals that the armor is of Velunese design.

**At the sight of the merchant, Mar'idian gasps and stops stock still. The zenythri looks up and the color drains from his face. "You!" he screams.**

If any player asks for a Sense Motive check, their PC is able to detect Sal'idian's genuine surprise and shock at the sight of his mother.

At this point the PCs and Mar'idian are 40 feet from Sal'idian and his bodyguard. See DM AID #6 for the detailed setup (adjusted for PC actions, for example, if a scout wanted to approach from the rear allow him to place himself where appropriate based on his skill checks).

**APL 6 (EL 9)**

**Raulston the Accursed:** hp 77; Appendix 2.

**APL 8 (EL 12)**

**Raulston the Accursed:** hp 93; Appendix 3.

**APL 10 (EL 13)**

**Raulston the Accursed:** hp 109; Appendix 4.

**APL 12 (EL 15)**

**Raulston the Accursed:** hp 125; Appendix 5.

There is still a great deal of crowd between the PCs and Sal'idian. Movement is at  $\frac{3}{4}$  normal, PCs cannot charge or run, and area spells catch 3d10 innocent bystanders in their area. Roll initiative normally. Here is a brief summary of intended NPC actions:

**Round 1**

- At the beginning of the round the crowd begins to disperse. Point out that several people bump into Raulston during the confusion and flee in terror.

- Mar'idian attempts to push her way through the crowd toward Sal'idian.
- Sal'idian stands frozen in fear. Malkin casts *wall of fire* to surround Sal'idian (but not Raulston), with the heat radiating outward. Sal'idian calls out, "**Why mother? Why did you abandon me? Don't you love me?**" in Common and casts *mirror image*. If reduced to 0 or fewer hit points Sal'idian uses his Arcane Toughness feat.
- Raulston positions himself to defend Sal'idian and does not attack flat-footed PCs (as that would violate his knight's code). If he wins initiative he instead readies to trip if a PC enters his threatened area. Raulston never attacks helpless or unconscious PCs. He spends a swift action to use his fighting challenge ability against the first PC to enter his threatened area. At higher APLs remember to take into account his Expert Tactician and Deft Opportunist feats. If a PC grapples or threatens Sal'idian Raulston focuses his attacks on that PC.

**Round 2**

- At the beginning of the round the crowd disperses completely. Point out that some people still flee screaming in terror from Raulston, looking over their shoulders.
- Sal'idian calls out "**If you hadn't I would never have met my REAL father. The one who saved me, who loves me. The one who would do ANYTHING for me!**" Sal'idian readies an action to use his *invisibility* spell-like ability defensively if his *mirror images* are dispelled or destroyed. If reduced to 0 or fewer hit points Sal'idian uses his Arcane Toughness feat.
- Raulston's tactics are to trip as much as possible, 5' stepping away from PCs while keeping as many in his threatened area as possible (to utilize his bulwark of defense class ability and force them to provoke attacks of opportunity to close with him.) When possible Raulston focuses his attacks against any PC openly displaying a holy symbol of Rao. If a PC grapples or threatens Sal'idian Raulston focuses his attacks on him. He only Power Attacks for whatever extra bonuses he gets (4 if he intends to trip, etc.)

**Round 3**

- Sal'idian calls out ***“Do you have any idea what it is like, to know that your existence is a mistake? To be reminded of the man you hate most in the world every time you look in a mirror? You're lover will rue the day he sired me!”*** Sal'idian attempts to use his *dimension door* spell-like ability to escape. If reduced to 0 or fewer hit points Sal'idian uses his Arcane Toughness feat.
- Raulston continues his previous tactics.

Round 4 and later

- Sal'idian continues to attempt to escape.
- Raulston continues his previous tactics.

If Sal'idian gets away Raulston stops fighting (but keeps his weapon ready) and says:

***“Damn that faithless dog. I would have fulfilled my charge and protected him, though it meant my destruction.”*** He addresses you, ***“My charge has abandoned me. I have no quarrel with you. Will you allow me safe passage?”***

Turn yourself over to the rightful authorities.

***“On what charge? I have done nothing wrong in this Bazaar.”*** No Sense Motive check is necessary, as he is telling the truth.

Ask the PCs for Sense Motive check. For PCs who beat a DC of 20, note to them that Raulston said 'destruction' and not 'death', an odd turn of phrase. Allow PCs who interact with Raulston (which in this instance includes conversing with him) a DC 20 Will save to see through his *disguise undead* spell. Allow the PCs new saving throws every couple of minutes they converse with Raulston. Note that he does not detect as evil or undead unless PCs are able to circumvent his *disguise undead*, *nondetection* or *misdirection* spells (as described in those spells' descriptions).

PCs who see through the illusion cloaking him see his true form. Pull them aside read them the following (his true form is also revealed when he is destroyed):

***Under closer scrutiny the handsome yet cruel features of the man you face wither before your eyes. His flesh shrivels and blackens, save for a patch on his right cheek in the shape of a heart.***

A Knowledge (religion) check DC 15 is enough to tell PCs that this is a necropolitan and

that the healthy flesh on Raulston's cheek is in the shape of the holy symbol of Rao.

Here is some more Q&A for PCs interrogating Raulston. Next to each answer is a note if he is lying or not. If he lies, roll a Bluff check opposed by the PCs' Sense Motive checks to detect his falsehood. PCs who carefully question him (and question him long enough) should pierce his disguise.

Who are you?

***“I am Raulston Godsmark.”*** Half truth. Raulston has not been called Godsmark since he became a necropolitan.

What are you?

***“I am that boy's bodyguard.”***

I mean what sort of creature are you?

***“I am what you see before you.”*** Lie

What are you doing here?

***“I was hired to protect that zenythri, Sal.”***

Who hired you?

***“The thing's father.”*** As far as Raulston knows, this is true.

What was his name?

***“Maimbua.”***

Is Sal's real name Maimbua?

***“No.”***

Did you know Sal was a half-mercane?

***“No.”***

After a few minutes of questioning Raulston ruffles at his continued detention.

***“Are you satisfied yet? May I depart in peace?”***

Remember that merely detecting as evil is not cause for arresting or attacking anyone. Any paladin who attacks Raulston simply because he detects as evil (which is unlikely given his magical protections) is immediately stripped of his paladinhood until he receives an atonement spell (the atonement so required costs an additional 2,500gp to pay for the XP component, as the paladin willfully violated his oath). Note this in the Play Notes section of the AR.

Once Raulston's true nature is revealed the PCs are justified in destroying him. If for some reason the PCs don't fight him and let him go,

Raulston leaves peacefully. Remember that if he gets away, the PCs do not receive any xp, treasure or item access from this encounter.

**Treasure:**

APL 6: L: 0 gp, C: 100 gp, M: 997 gp, *cloak of charisma* +2 (333 gp), +1 *full plate* (221 gp), *living chain* (360 gp), *vest of resistance* +1 (83 gp).

APL 8: L: 0 gp, C: 70 gp, M: 1,830 gp, *cloak of charisma* +2 (333 gp), +2 *full plate* (471 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *vest of resistance* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: 2,928 gp, *amulet of natural armor* +1 (167 gp), +1 *animated heavy steel shield* (764 gp), *cloak of charisma* +2 (333 gp), +2 *full plate* (471 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *ring of protection* +1 (167 gp), *vest of resistance* +2 (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3,665 gp, *amulet of natural armor* +1 (167 gp), +1 *animated heavy steel shield* (764 gp), *cloak of charisma* +2 (333 gp), +2 *mithral full plate* (1,208 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *ring of protection* +1 (167 gp), *vest of resistance* +2 (333 gp).

**Development:** If by some miracle Raulston is victorious he strides (or limps) away to lick his wounds, taking Sal'idian (or his corpse) with him. Unconscious PCs are stabilized by a concerned Gran March soldier (or the azer medic, if the PCs befriended them), who also safeguard the bodies of any dead PCs and the possessions of all.

A more likely outcome is that the PCs are victorious. If the PCs are victorious and slay Sal'idian, read Conclusion 1A. If the PCs are victorious and capture Sal'idian, read Conclusion 1B. If the PCs are victorious and Sal'idian escapes read Conclusion 1C. If the PCs are defeated read Conclusion 2.

## CONCLUSION 1A: ALL THE KING'S HORSES

*Sal'idian is dead, his whiteface streaked with blood. An odd silence prevails on the previously gay street as Mar'idian kneels in the dust, her mask upturned on the ground beside her. Mar'idian's delicate hands cover her face. Slowly her gentle sobbing increases in volume until it is plainly heard. The few members of the crowd brave enough to return stare at the sight in speechless wonder.*

*After a moment your eyes catch a rainbow of light from Sal'idian's stall. A translucent image springs into being there, causing Mar'idian to look up from her grief to regard it. The creature floating before you flickers between several shapes including a balor, a mercane, a lich and a githyanki warrior.*

*"Greetings, adventurers. How wonderful it would be to see the look on your faces. I suppose I shall simply be forced to wait, but rest assured the wait will not be long. The time is fast approaching when you will be given a choice. Settle our differences amicably, or oppose me and perish. You are not stupid, I have observed you long enough for that, so it simply remains to see if your pride is great enough that you would allow others to suffer for it. I learned the hard lesson of swallowing my pride twenty years ago. I hope the same lesson does not cost you as dearly."*

A Spellcraft check DC 26 tells a PC that this was a programmed image.

*With that, the image vanishes leaving Mar'idian in silent shock. The crowd thickens by the moment, but parts to admit a large figure who by his disguise you recognize as Mal'idian. He quickly moves over to Mar'idian, scoops her mask from the road and gently places it over her face.*

*"Come, sister," he whispers to her. "I have spoken to Father. It is time for you to come home." Mal'idian turns to you. "You have my thanks primes, though I must see to my sister. Do not fear, she will be safe with me. However I ask you to leave as a favor to me. Father is very angry, and your leaving the Bazaar will go far towards calming him. I fear that if you stay your presence may provoke him to rash action from which no diplomacy will save us. I will calm him, and convince him it is in our clan's best interest to pursue the negotiations we came here for. Father has confided in me that he has come here at Magnus Vrianian's behest to negotiate restitution for the dishonor your Commandant has shown our clan. I will contact you again as soon as I am able. Go now, with my gratitude!"*

*Mal'idian gathers Mar'idian in his arms and quickly strides off through the crowd.*

## CONCLUSION 1B: THE BITTER HEART

Find out what the PCs are doing with Sal'idian, and modify the box text below appropriately (for example, if Sal'idian is conscious but bound, etc). Sal'idian is a bitter young man who has been raised to hate the two people most responsible for his miserable existence. He claims that Maimbua is his 'real' father, the one who saved his life and raised him all these years. He knows that his father has big plans for him, but not exactly what those plans might be. Sal'idian has nothing but scorn for Mar'idian and contempt for Magnus. Feel free to ad-lib appropriate insults, but nothing that would make the PCs kill him (as he still has a strong desire to live).

Malkin does his best to 'play dumb', though if donned by an especially stupid looking PC he waits for an opportune moment to initiate an Ego conflict (Will save DC 18, remember the negative level he inflicts when worn) and force that PC to take him to safety. If discovered as intelligent, Malkin attempts to convince the PCs that he can help them fight Maimbua (his Bluff is +14). He is of course lying, as he owes his allegiance to Maimbua. Malkin is simply stalling for time, hoping that Maimbua will rescue him (or that he can at the least avoid destruction at the hands of the PCs).

***Sal'idian lies unconscious in the road, his whiteface streaked with sweat to reveal the blue pallor of his skin beneath. An odd silence prevails on the previously gay street as Mar'idian kneels in the dust next to Sal'idian, her mask upturned on the ground beside her. One of Mar'idian's delicate hands covers her face, the other gently caresses Sal'idian's. Slowly her gentle sobbing increases in volume until it is plainly heard. The few members of the crowd brave enough to return stare at the sight in speechless wonder.***

***After a moment your eyes catch a rainbow of light from Sal'idian's stall. A translucent image springs into being there, causing Mar'idian to look up from her grief to regard it. The creature floating before you flickers between several shapes including a balor, a mercane, a lich and a githyanki warrior.***

***"Greetings, adventurers. How wonderful it would be to see the look on your faces. I suppose I shall simply be forced to wait, but rest assured the wait will not be long. The time***

***is fast approaching when you will be given a choice. Settle our differences amicably, or oppose me and perish. You are not stupid, I have observed you long enough for that, so it simply remains to see if your pride is great enough that you would allow others to suffer for it. I learned the hard lesson of swallowing my pride twenty years ago. I hope the same lesson does not cost you as dearly."***

A Spellcraft check DC 26 tells a PC that this was a *programmed image*.

***With that, the image vanishes leaving Mar'idian in silent shock. She stares at Sal'idian's unconscious face. The crowd thickens by the moment, but parts to admit a large figure who by his disguise you recognize as Mal'idian. He quickly moves over to Mar'idian, scoops her mask from the road and gently places it over her face.***

***"Come, sister," he whispers to her. "I have spoken to Father. It is time for you to come home." Mal'idian turns to you. "You have my thanks primes, though I must see to my sister. Do not fear, she will be safe with me. I do not know what to do with Sal'idian. Do you have any suggestions?"***

The PCs might want to take Sal'idian back with them, believing him to be Maimbua. Mar'idian begs them not to:

***"My dearest friends, I beg of you, do not take my son from me a second time. I do not know what has happened to him, or who has poured such vile poison into his ear, but I feel that a mother's love may yet redeem him."***

If the PCs insist, she sets her mouth grimly.

***"Neither my words nor my tears have moved you to mercy, nor have I the strength to fight. So be it. I leave this place as bereft of hope as I came to it." So saying, Mar'idian crosses her arms and turns her back on you.***

***Mal'idian clears his throat. "I ask you to leave the Bazaar as a favor to me. Father is very angry, and your leaving the Bazaar will go far towards calming him. I fear that if you stay your presence may provoke him to rash action from which no diplomacy will save us. I will calm him, and convince him it is in our clan's best interest to pursue the negotiations we came here for. Father has confided in me that he has come here at Magnus Vrianian's behest to negotiate restitution for the dishonor your***

*Commandant has shown our clan. I will contact you again as soon as I am able. Go now, with my gratitude!”*

*Mal’idian gathers Mar’idian in his arms and quickly strides off through the crowd.*

## **CONCLUSION 1C: FALLOUT**

*Sal’idian is gone, snatched from Mar’idian’s grasp. An odd silence prevails on the previously gay street as Mar’idian kneels in the dust, her mask upturned on the ground beside her. Mar’idian’s delicate hands cover her face. Slowly her gentle sobbing increases in volume until it is plainly heard. The few members of the crowd brave enough to return stare at the sight in speechless wonder.*

*After a moment your eyes catch a rainbow of light from Sal’idian’s stall. A translucent image springs into being there, causing Mar’idian to look up from her grief to regard it. The creature floating before you flickers between several shapes including a balor, a mercane, a lich and a githyanki warrior.*

*“Greetings, adventurers. How wonderful it would be to see the look on your faces. I suppose I shall simply be forced to wait, but rest assured the wait will not be long. The time is fast approaching when you will be given a choice. Settle our differences amicably, or oppose me and perish. You are not stupid, I have observed you long enough for that, so it simply remains to see if your pride is great enough that you would allow others to suffer for it. I learned the hard lesson of swallowing my pride twenty years ago. I hope the same lesson does not cost you as dearly.”*

A Spellcraft check DC 26 tells a PC that this was a programmed image.

*With that, the image vanishes leaving Mar’idian in silent shock. The crowd thickens by the moment, but parts to admit a large figure who by his disguise you recognize as Mal’idian. He quickly moves over to Mar’idian, scoops her mask from the road and gently places it over her face.*

*“Come, sister,” he whispers to her. “I have spoken to Father. It is time for you to come home.” Mal’idian turns to you. “You have my thanks primes, though I must see to my sister. Do not fear, she will be safe with me. However I ask you to leave as a favor to me. Father is*

*very angry, and your leaving the Bazaar will go far towards calming him. I fear that if you stay your presence may provoke him to rash action from which no diplomacy will save us. I will calm him, and convince him it is in our clan’s best interest to pursue the negotiations we came here for. Father has confided in me that he has come here at Magnus Vrianian’s behest to negotiate restitution for the dishonor your Commandant has shown our clan. I will contact you again as soon as I am able. Go now, with my gratitude!”*

*Mal’idian gathers Mar’idian in his arms and quickly strides off through the crowd.*

## **CONCLUSION 2: TO YOUR SCATTERED BODIES GO**

If the PCs befriended the azers, read this paragraph:

*Slowly you swim back to consciousness, brought around by a pleasant warmth which quickly spreads through your body. The fiery smile of the azer medic greets you as you come to. “I thought you primes would get in trouble. You seem like decent folk, so I thought I’d tag along to see if you needed a little help. I have to say, as many places as I’ve been and as much as I’ve seen, I’m not sure quite what to make of that.” The azer gestures to the scene on the street.*

If the PCs did not befriend the azers, read this paragraph:

*Slowly you swim back to consciousness, brought around by a sickly sweet elixir trickling down your throat. The grim smile of a Gran March soldier greets you as you come to. “Quite a show. I have to say, I didn’t think you’d make it. Well, I’m not sure what to make of that, either.” The soldier gestures to the scene on the street.*

Regardless of whether or not the PCs befriended the azers, read from here on:

*Sal’idian is gone, snatched from Mar’idian’s grasp. An odd silence prevails on the previously gay street as Mar’idian kneels in the dust, her mask upturned on the ground beside her. Mar’idian’s delicate hands cover her face. Slowly her gentle sobbing increases in volume until it is plainly heard. The few*

*members of the crowd brave enough to return stare at the sight in speechless wonder.*

*After a moment your eyes catch a rainbow of light from Sal'idian's stall. A translucent image springs into being there, causing Mar'idian to look up from her grief to regard it. The creature floating before you flickers between several shapes including a balor, a mercane, a lich and a githyanki warrior.*

*"Greetings, adventurers. How wonderful it would be to see the look on your faces. I suppose I shall simply be forced to wait, but rest assured the wait will not be long. The time is fast approaching when you will be given a choice. Settle our differences amicably, or oppose me and perish. You are not stupid, I have observed you long enough for that, so it simply remains to see if your pride is great enough that you would allow others to suffer for it. I learned the hard lesson of swallowing my pride twenty years ago. I hope the same lesson does not cost you as dearly."*

A Spellcraft check DC 26 tells a PC that this was a programmed image.

*With that, the image vanishes leaving Mar'idian in silent shock. The crowd thickens by the moment, but parts to admit a large figure who by his disguise you recognize as Mal'idian. He quickly moves over to Mar'idian, scoops her mask from the road and gently places it over her face.*

*"Come, sister," he whispers to her. "I have spoken to Father. It is time for you to come home." Mal'idian turns to you. "You have my thanks primes, though I must see to my sister. Do not fear, she will be safe with me. However I ask you to leave as a favor to me. Father is very angry, and your leaving the Bazaar will go far towards calming him. I fear that if you stay your presence may provoke him to rash action from which no diplomacy will save us. I will calm him, and convince him it is in our clan's best interest to pursue the negotiations we came here for. Father has confided in me that he has come here at Magnus Vrianian's behest to negotiate restitution for the dishonor your Commandant has shown our clan. I will contact you again as soon as I am able. Go now, with my gratitude!"*

*Mal'idian gathers Mar'idian in his arms and quickly strides off through the crowd.*

## EPILOGUE

Ask the PCs if they are returning to Brother Drakon to report.

Mark all of these (as appropriate) in on the AR.

PCs who return to Brother Drakon are greeted warmly.

*"My friends! I am glad to see that you are all right. I heard of a disturbance at the Bazaar, but nothing to ruffle the feathers of any who might have been watching. I am eager to hear what happened. When we are finished here I ask that you submit a written report to Magistrate Nestor. He will keep it sealed until such time as his prosecution against Maimbua is conducted."*

If the PCs return with Sal'idian:

*"I thought I told you that you couldn't arrest anybody? And that in fact arresting somebody would be disastrous?"*

If the PCs state that they believe that this is Maimbua:

*"Well, that is a bit different. We should arrange for his clandestine transport to Magistrate Nestor's office in Hookhill."*

The PCs are free to make a detailed report, but encourage them to just say 'I tell him everything', or 'I tell him everything except...'. When they are finished read the following:

*"Interesting. Disturbing. I am not quite sure what to make of this. What is your assessment?"*

Allow the PCs to give you their theories as to what is going on. Players participating at the premiere may send these theories to the reporting address in the critical events summary.

*"My friends, I thank you. I feel that Maimbua may be reaching his endgame. I plan to monitor the situation with as much diligence as I am able. I will contact you when I feel your talents will be most useful in foiling his 'game'. The stakes are no less than the fate of our country. I pray we will be strong enough to prevail. Until then." Brother Drakon rises and leaves the inn.*

*The room is silent, but it is the silence before the storm...*

## **REPORTING ELSEWHERE**

PCs who report their activities to the Military r River Guard are issued a demerit.

PCs who report their actions to the Corporation receive an influence point with the Corporation.

PCs who report their actions to the Gravedigger's Union receive an influence point with the Gravedigger's Union.

PCs who report their actions to Magistrate Nestor receive an influence point with Magistrate Nestor; if the PCs who report to Magistrate Nestor were military who received a demerit that demerit is also cancelled (cross off AR as if it was not received).

PCs who report their actions to Knights of the Watch and Dispatch are admonished that they should not interfere where they are not wanted.

## **CAMPAIGN CONSEQUENCES**

Please see the Critical Events Summary at the end of this scenario. Fill it out with the requested information and either hand it in to the Senior Judge (at the scenario premiere) or e-mail the requested information to the indicated e-mail address.

**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**

Rescue Mar'idian.

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

### **Encounter 5**

Defeat the jann guards.

APL 6: 180 xp.  
APL 8: 240 xp.  
APL 10: 300 xp.  
APL 12: 360 xp.

### **Encounter 8**

Destroy Raulston the Accursed.

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: 464 gp, C: 0 gp, M: 1,041 gp *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *boots of agile leaping* (50 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *crystal of bent sight* (42 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *horn of volume* (83 gp), *restful crystal* (42 gp).

APL 8: L: 464 gp, C: 0 gp, M: 2,284 *amulet of retributive healing* (167 gp), *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast* (167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp) *crystal of bent sight* (42 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *horn of volume* (83 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp).

APL 10: L: 514 gp, C: 0 gp, M: 4,268 *amulet of retributive healing* (167 gp), *arcanist's gloves* (42

gp), *armband of elusive action* (66 gp), *belt of ultimate athleticism* (300 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast* (167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp), *crystal of bent sight* (42 gp), *deathstrike bracers* (417 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *helm of heroes* (467 gp), *horn of volume* (83 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp), *ring of mystic healing* (292 gp), *scout's headband* (283 gp), *third eye dampening* (208 gp), *third eye freedom* (217 gp).

APL 12: L: 514 gp, C: 0 gp, M: 5,785 *amulet of retributive healing* (167 gp), *arcanist's gloves* (42 gp), *armband of elusive action* (66 gp), *belt of ultimate athleticism* (300 gp), *boots of agile leaping* (50 gp), *bracers of the entangling blast* (167 gp), *chronocharm of the celestial wanderer* (42 gp), *chronocharm of the fateweaver* (42 gp), *chronocharm of the grand master* (42 gp), *chronocharm of the horizon walker* (42 gp), *chronocharm of the laughing rogue* (42 gp), *chronocharm of the uncaring archmage* (42 gp), *cloak of charisma +2* (333 gp), *crystal of bent sight* (42 gp), *deathstrike bracers* (417 gp), *devastation gauntlets* (167 gp), *galeb duhr hammer* (443 gp), *healing belt* (63 gp), *helm of heroes* (467 gp), *horn of volume* (83 gp), *metamagic rod, Chaining, lesser* (1,167 gp), *mithral breastplate* (350 gp), *rearguard's cape* (167 gp), *restful crystal* (42 gp), *ring of mystic healing* (292 gp), *scout's headband* (283 gp), *third eye dampening* (208 gp), *third eye freedom* (217 gp).

### Encounter 5:

APL 6: L: 40 gp, C: 500 gp, M: 300 gp, 2 *hats of disguise* (150 gp).

APL 8: L: 16 gp, C: 130 gp, M: 1,418 gp, 2 +1 *chainmail* (108 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 +1 *scimitars* (193 gp each).

APL 10: L: 16 gp, C: 0 gp, M: 3,036 gp, 2 +3 *chainmail* (775 gp each), 2 *cloaks of charisma +2* (333 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 *scrolls of karmic aura* (2gp each).

APL 12: L: 16 gp, C: 0 gp, M: 5,264 gp, +3 *chainmail* (775 gp each), 2 *cloaks of charisma +2*

(333 gp each), 2 *hats of disguise* (150 gp each), 2 *hexbands* (258 gp each), 2 *scrolls of karmic aura* (2 gp each), 2 *scrolls of karmic backlash* (31 gp each), 2 +1 *starmetal elemental bane scimitars*. (1,083 gp each).

### Encounter 8:

APL 6: L: 0 gp, C: 100 gp, M: 997 gp, *cloak of charisma* +2 (333 gp), +1 *full plate* (221 gp), *living chain* (360 gp), *vest of resistance* +1 (83 gp).

APL 8: L: 0 gp, C: 70 gp, M: 1,830 gp, *cloak of charisma* +2 (333 gp), +2 *full plate* (471 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *vest of resistance* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: 2,928 gp, *amulet of natural armor* +1 (167 gp), +1 *animated heavy steel shield* (764 gp), *cloak of charisma* +2 (333 gp), +2 *full plate* (471 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *ring of protection* +1 (167 gp), *vest of resistance* +2 (333 gp).

APL 12: L: 0 gp, C: 0 gp, M: 3,665 gp, *amulet of natural armor* +1 (167 gp), +1 *animated heavy steel shield* (764 gp), *cloak of charisma* +2 (333 gp), +2 *mithral full plate* (1,208 gp), *gloves of dexterity* +2 (333 gp), *living chain* (360 gp), *ring of protection* +1 (167 gp), *vest of resistance* +2 (333 gp).

### Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 504 gp, C: 600 gp, M: 2,296 gp – Total: 3,400 gp (900 gp).

APL 8: L: 480 gp, C: 200 gp, M: 5,332 gp – Total: 6,012 gp (1,300 gp).

APL 10: L: 530 gp, C: 0 gp, M: 10,232 gp – Total: 10,762 gp (2,300 gp).

APL 12: L: 530 gp, C: 0 gp, M: 14,714 gp – Total: 14,173 gp (3,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

#### Favor of the Steady Flame:

You have made peaceful contact with the Steady Flame (an azer mercenary company). In return for buying out their contract you gain access (Frequency: Adventure) to their possessions (marked with an <sup>A</sup> in the Items section below), and the azer medic shares his journal with you (see the Chiurgeon's Journal below). They also offer

have you trained in one of the following rules items (circle the one you gain access to and cross off all others). Alternate class features: Fighter-counterattack (PH2), Rogue-disruptive attack (PH2), Hexblade- dark companion (PH2); the elemental warrior (fire) prestige class (PIH) (the Steady Flame trains you on the Elemental Plane of Fire).

### Chiurgeons's Journal:

Contained in this journal are notes on a number of rare healing magics. You gain access to the spells for your APL and all lower APLs (all from SpC): APL 6 – *faith healing*, *stabilize*; APL 8 – *close wounds*; APL 10 – *panacea*, *positive energy aura*; APL 12 – *fortunate fate*, *mass restoration*.

### Panoply Emporium:

Bjorn the Ysgardian smith will craft you any one masterwork item. For crafting purposes Bjorn has access to any item, material, or option you have access to as well as those specified here. The item may be a melee or throwing weapon, bundle of 50 arrows, suit of armor (humanoid, nonhumanoid, or barding), or shield crafted from adamantine, dragonhide [any chromatic], mithral, pearlsteel (*Sto*), or riverine (*Sto*). The item may be suited for a creature of any size from Diminutive to Huge. Any of the following options is also available on this masterwork item: close fighting blade<sup>R</sup> (*RW*), dwarvencraft (*RS*), elbow blade<sup>R</sup> (*CS*), gloryborn template (*DMG2*), hilt hollow (*Du*), knee blade<sup>R</sup> (*CS*), netcutter spikes<sup>R</sup> (*RW*), or oil chamber<sup>R</sup> (*Du*). Items marked with an <sup>R</sup> may also be added to any existing weapons, suits of armor, or shields you own at the same time as you receive your masterwork item (as appropriate). You may redeem this favor at any time, paying full cost for the crafted item and modifications (when adding modifications you pay double cost of the addition only). You must spend 1 TU seeking out Bjorn, plus 1 TU working with him for the item he crafts and 1 TU for each item he modifies for you. When redeemed, note what was purchased and mark off this favor.

### Bazaar of the Bizarre:

Choose any one item you have Adventure, Regional, Metaregional or Core access from one of your prior ARs and write it here \_\_\_\_\_ from AR #\_\_\_\_ You now have Adventure access to this item.

### Masterwork Truncheon:

A truncheon is essentially a heavier version of the sap – a one-handed martial weapon that deals

nonlethal damage (a rogue may only sneak attack if she is proficient). One-handed martial melee weapon, **Cost:** 302gp, **Dmg S/M/L:** 1d6<sup>NL</sup>/1d8<sup>NL</sup>/2d6<sup>NL</sup>, **Critical:** x2, **Weight:** 12 lb., **Type:** Bludgeoning.

### Influence and/or Demerit

This character received (cross out those that do not apply) an influence point with: The Corporation, The Gravedigger's Union, and/or Magistrate Nestor; or were given a demerit.

### Item Access

APL 6

- *Arcanist's Gloves*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Boots of Agile Leaping*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Chronocharm of the Celestial Wanderer*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Chronocharm of the Fateweaver*<sup>A</sup> [Limit 3 Chronocharms] (Adventure; MIC)
- *Chronocharm of the Grand Master*<sup>A</sup> [Limit 3 Chronocharms] (Adventure; MIC)
- *Chronocharm of the Horizon Walker*<sup>A</sup> [Limit 3 Chronocharms] (Adventure; MIC)
- *Chronocharm of the Laughing Rogue*<sup>A</sup> [Limit 3 Chronocharms] (Adventure; MIC)
- *Chronocharm of the Uncaring Archmage*<sup>A</sup> [Limit 3 Chronocharms] (Adventure; MIC)
- *Galeb Duhr Hammer*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Restful Crystal*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Masterwork Truncheon*<sup>A,I</sup> (Adventure; BoED)
- *Wheel of Fortune* [Limit 1] (Adventure, CS)

APL 8 (all of APL 6 plus the following)

- *Amulet of Retributive Healing*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Bracers of the Entangling Strike*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Devastation Gauntlets*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Hexbands* [Limit 1] (Adventure; MIC)
- *Rearguard's Cape*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Scroll of Karmic Aura* [Limit 3] (Adventure; CM)

APL 10 (all of APL 6 and 8 plus the following)

- *+1 Animated Heavy Steel Shield* (Adventure; DMG)
- *Belt of Ultimate Athleticism*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Deathstrike Bracers*<sup>A</sup> [Limit 1] (Adventure; MIC)

- *Ring of Mystic Healing*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Scout's Headband*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Third Eye Dampening*<sup>A</sup> [Limit 1] (Adventure; MIC)
- *Third Eye Freedom*<sup>A</sup> [Limit 1] (Adventure; MIC)

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

- *Scroll of Karmic Backlash* [Limit 3] (Adventure; CM)
- *+1 Starmetal Elemental Bane Scimitar* (Adventure; CAr/DMG)

## APPENDIX 1: NPCS

### ENCOUNTER 7

---

**MAR'IDIAN****CR 23**

Female mercane wizard 18

LN Large outsider

**Init** +2; **Senses** darkvision 60 ft.; Listen +13, Spot +12**Languages** Abyssal, Celestial, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.**AC** 15, touch 11, flat-footed 14;

(-1 size, +2 Dex, +4 natural); Combat Expertise

**hp** 171 (25 HD)**SR** 25**Fort** +14, **Ref** +13, **Will** +17**Speed** 30 ft. (6 squares)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +16; **Grp** +22**Atk Options** Improved Disarm, Improved Feint**Special Actions** spell-like abilities, spells**Wizard Spells Prepared** (CL 22<sup>nd</sup>):

9th—0

8th—0

7th—0

6th—0

5th—0

4th—0

3rd—0

2nd—0

1st—0

0—0

**D:** Domain spell. Deity: Zilchus. Domains: City, Law, Pact**Spell-Like Abilities** (CL 14<sup>th</sup>):3/day — *dimension door*, *invisibility*1/day — *Leomund's secret chest*, *plane shift*

† Already cast

**Abilities** Str 15, Dex 15, Con 16, Int 25, Wis 17, Cha 15**Feats** Arcane Disciple (city), Arcane Disciple (law), Arcane Disciple (pact), Arcane Mastery, Combat Expertise, Craft Wondrous Item<sup>B</sup>, Extend Spell<sup>B</sup>, Improved Disarm, Improved Feint, Scribe Scroll<sup>B</sup>, Steady Caster, Practiced Spellcaster (wizard), Quicken Spell<sup>B</sup>.**Skills** Appraise +21, Bluff +12, Concentration +24, Craft (alchemy) +35, Diplomacy +12, Gather Information +12, Intimidate +12, Knowledge (arcana) +20, Knowledge (local – Sigil) +24, Knowledge (religion) +11, Knowledge (the planes) +20, Listen +13, Perform (sing) +16, Profession (bookkeeper) +13, Sense Motive +31, Sleight of Hand +14, Spellcraft +17, Spot +12**Possessions** none**Spellbook** Mar'idian's spellbooks have been taken from her.**Skills** Mercanes receive a +4 racial bonus on Appraise checks.

---

**Description** Mercanes are extraplanar merchants, selling weapons, magic, and other treasures from plane to plane.

They profess neutrality in the conflicts and rivalries of the planes, preferring to do their business and move on. But beneath the mercanes' veneer of impartiality are motives of their own, and they often hire adventurers to set their plans in motion.

A mercane stands out in the most crowded bazaar. A 12-foot tall, blue-skinned creature dressed in voluminous robes, it moves with a slow, languid grace. Its hands are spidery and delicate, with an extra joint on each finger.

Nomadic by nature, mercanes travel widely, buying and selling their wares. They favor opulence, so they often rent or borrow villas or palaces when they'll be settling down for a while. Because they're known as rich merchants, mercanes always have a squad of bodyguards nearby. They attract bandits and thieves, so mercanes tend to be cautious about any strangers they come into contact with.

Mercanes present a demeanor of patience and elegance as they ply their trade. They never quarrel among themselves, and a rival who insults one mercane often finds that others also bear a grudge. Their family structure and mating habits are unknown, since juveniles and the elderly are never seen by those not of their race.

**Sources** Arcane Disciple (Complete Divine), Arcane Mastery (Complete Arcane), mercane (SRD 3.5 & Manual of the Planes), Practiced Spellcaster (Complete Divine), Steady Concentration (Races of Stone)

### ENCOUNTER 8

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**SAL'IDIAN****CR 8**

Male half-mercane wizard 6

LN Medium outsider (native)

**Init** +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1**Languages** Abyssal, Ancient Baklunish, Common, Draconic, Infernal; telepathy 30 ft.**AC** 17, touch 12, flat-footed 15;(+2 Dex, +4 extended *mage armor*, +1 natural)**hp** 65 (6 HD); Arcane Toughness**SR** 16**Fort** +9, **Ref** +4, **Will** +6**Active Spells** extended *mage armor* (CL 5<sup>th</sup>), extended *misdirection* (DC 19, CL 5<sup>th</sup>), extended *nondetection* (CL 5<sup>th</sup>)**Speed** 30 ft. (6 squares)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Melee** quarterstaff +3 (1d6+1)**Special Actions** spell-like abilities, spells**Wizard Spells Prepared** (CL 5<sup>th</sup>):3rd—*nondetection* × (2)

2nd—*glitterdust* (DC 16), *mirror image*,  
*misdirection* \ (2, DC 16)

1st—*disguise undead* \ (DC 15), *identify* (2), *mage armor* \

0—*detect poison*, *mending*, *prestidigitation* (2)

**Spell-Like Abilities** (CL 5<sup>th</sup>):

3/day — *dimension door*, *invisibility*

† Already cast

**Combat Gear** *lesser metamagic rod of extend* (2),  
Malkin (*intelligent cloak of charisma +2*)

---

**Abilities** Str 12, Dex 14, Con 24, Int 18, Wis 12, Cha 17

**Feats** Arcane Toughness, Improved Toughness, Scribe Scroll<sup>B</sup>, Toughness, Still Spell<sup>B</sup>

**Skills** Appraise +9, Concentration +15, Diplomacy +5, Knowledge (arcana) +10, Knowledge (the planes) +9, Spellcraft +14, Survival +3 (+5 on other planes)

**Possessions** combat gear plus 100gp pearls (10), spell component pouch (2)

**Spellbook** Sal'idian's spellbooks do not appear in this adventure.

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**Skills** Half-mercanes receive a +2 racial bonus on Appraise checks.

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**Description** Half-mercane creatures are nearly always taller and have remarkably less hair than others of their kind that do not have mercane blood. Half-mercane creatures have blue skin, and are generally of a lawful bent.

Sal'idian is the bastard son of Magnus Vrianian and Mar'idian. At his birth his grandfather Kal'idian and uncle Mal'idian snatched him from his mother and whisked him away to die of exposure in the howling caves of Pandemonium. He did not die, but was found by Maimbua. His recent plans having failed, Maimbua sensed an opportunity in the infant and rescued him. Maimbua raised Sal'idian, filling him with hate and malice towards his father. The boy's naturally even nature has kept him from turning to the path of evil, but his soul is in balance.

A year ago Maimbua set Sal'idian free on his own to wander the Prime Material plane with the Bazaar of the Bizarre. Before leaving, Maimbua gifted Sal'idian with an intelligent cloak of charisma named Malkin to watch over the boy and aid him in his undertakings. Upon donning Malkin Sal'idian felt a bit woozy, but Maimbua assured him it was simply due to the cloak's power, and that Sal'idian would soon grow accustomed to it. Little did Sal'idian know this was due to the conflict between Malkin's nature and his own (the cloak bestows a negative level on Sal'idian due to its lawful evil alignment). Malkin's purpose is to set Sal'idian against his parents when the time comes.

Maimbua also informed Sal'idian that the Bazaar was run by his grandfather's clan. Sal'idian made an appeal to his grandfather, who allowed him to ply a trade in the Bazaar in return for keeping silent about his heritage and staying away from the other members of his clan.

**Sources** Arcane Toughness (PH2), *disguise undead* (SpC), half-mercane template (New Rules), Improved Toughness (CW), Malkin (New Rules)

## APPENDIX 2: APL 6

### ENCOUNTER 3

#### AZER CAPTAIN CR 3

Male azer Marshal 1  
 LN Medium outsider (extraplanar, fire)  
**Init** +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8  
**Languages** Common, Ignan  
**Auras** Marshal auras

---

**AC** 26, touch 10, flat-footed 26  
 (+0 Dex, +8 armor, +2 shield, +6 natural)  
**hp** 27 (3 HD)  
**Immune** fire  
**SR** 14  
**Fort** +8, **Ref** +3, **Will** +7  
**Weakness** cold vulnerability

---

**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.  
**Melee** mwk warhammer +4 (1d8+1/x3 plus 1 fire) or  
**Melee** cold iron warhammer +3 (1d8+1/x3 plus 1 fire)  
**Ranged** javelin +2 (1d6+1 plus 1 fire)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +3  
**Atk Options** heat  
**Special Actions** Goad (DC 14)  
**Combat Gear** *Chronocharm of the celestial wanderer*,  
*chronocharm of the fateweaver*, *crystal of bent sight*,  
*horn of volume*

---

**Abilities** Str 12, Dex 10, Con 16, Int 15, Wis 14, Cha 13  
**Feats** Ability Focus (Goad), Goad, Skill Focus (diplomacy)<sup>B</sup>  
**Skills** Appraise +7, Bluff +5, Climb +0, Diplomacy +6, Hide -1, Intimidate +1, Jump -6, Listen +8, Move Silently -6, Search +7, Sense Motive +6, Spot +8  
**Possessions** combat gear plus mwk full plate, mwk heavy steel shield, 5 javelins, mwk warhammer, cold iron warhammer

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura - Motivate Dexterity]** Charisma bonus (+1) on Dexterity checks, Dexterity-based skill checks, and initiative checks.

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Ability Focus (MM), azer (MM), *chronocharm of the celestial wanderer* (MIC), *chronocharm of the*

*fateweaver* (MIC), *crystal of bent sight* (MIC), Goad (CAAd), *horn of volume* (MH), marshal (MH)

#### AZER MEDIC CR 3

Male azer Healer 2  
 LN Medium outsider (extraplanar, fire)  
**Init** +3; **Senses** darkvision 60 ft.; Listen +8, Spot +8  
**Languages** Common, Ignan

---

**AC** 20, touch 12, flat-footed 18; Dodge  
 (+2 Dex, +2 armor, +6 natural)  
**hp** 31 (4 HD)  
**Immune** fire  
**SR** 15  
**Fort** +8, **Ref** +5, **Will** +9  
**Weakness** cold vulnerability

---

**Speed** 30 ft. (6 squares)  
**Melee** mwk truncheon +4 (1d8<sup>NL</sup>) or  
**Melee** spiked gauntlet +3 (1d3 plus 1 fire)  
**Ranged** javelin +5 (1d6 plus 1 fire)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +3; **Grp** +3  
**Atk Options** heat  
**Special Actions** spells  
**Healer Spells Prepared** (CL 2<sup>nd</sup>):  
 1st—*faith healing* (3), *sanctuary* (DC 14), *stabilize*  
 0—*cure minor wounds* (4)  
 † Already cast

---

**Combat Gear** *Armband of elusive action*, *healing belt*

**Abilities** Str 10, Dex 15, Con 14, Int 12, Wis 16, Cha 14  
**Feats** Combat Casting, Dodge, Skill Focus (heal)<sup>B</sup>  
**Skills** Climb +5, Concentration +9 (+13 defensive), Heal +15, Hide +7, Jump +5, Knowledge (nature) +3, Knowledge (religion) +3, Listen +8, Move Silently +2, Spellcraft +3, Spot +8  
**Possessions** combat gear plus healer's kit, silver holy symbol, 5 wooden holy symbols, 5 javelins, leather armor, 3 spell component pouches, spiked gauntlet, mwk truncheon

**Healer Spells Known** spells prepared plus 0—*create water*, *deathwatch*, *detect magic*, *detect poison*, *light*, *mending*, *purify food & drink*, *read magic*; 1<sup>st</sup>—*bless water*, *cure light wounds*, *goodberry*, *healing lorecall*, *protection from evil*, *remove fear*, *remove paralysis*, *speak with animals*, *lesser vigor*

**Healing Hands (Ex)** Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. This bonus applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

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**Sources** *Armband of elusive action* (MIC), *azer* (MM), *healer* (MH), *faith healing* (SpC), *healing belt* (MIC), *healing lorecall* (SpC), *stabilize* (SpC), *truncheon* (BoED), *vigor, lesser* (SpC)

**AZER TANK** **CR 3**

Male azer Fighter 1  
LN Medium outsider (extraplanar, fire)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +7, Spot +8  
**Languages** Common, Ignan

---

**AC** 25, touch 11, flat-footed 24; Dodge (+1 Dex, +8 armor, +6 natural)

**hp** 28 (3 HD)

**Immune** fire

**SR** 14

**Fort** +8, **Ref** +5, **Will** +5; +2 Will w/Combat Focus

**Weakness** cold vulnerability

---

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

**Melee** *galeb duhr hammer* +7 (1d8+5/x3 plus 1 fire) or

**Melee** cold iron warhammer +6 (1d8+4/x3 plus 1 fire)

**Ranged** javelin +5 (1d6+3 plus 1 fire)

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

**Base Atk** +3; **Grp** +6

**Atk Options** heat

**Combat Gear** *Chronocharm of the grand master*, *chronocharm of the horizon walker*

---

**Abilities** Str 17, Dex 14, Con 16, Int 12, Wis 15, Cha 6

**Feats** Combat Focus, Combat Stability, Dodge<sup>B</sup>

**Skills** Appraise +6, Climb +3, Craft (weaponsmithing) +6, Hide +2, Jump -2, Listen +7, Move Silently -3, Search +6, Spot +8

**Possessions** combat gear plus mwk full plate, *galeb duhr hammer*, 5 javelins, *restful crystal*, cold iron warhammer

---

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Azer* (MM), *chronocharm of the grand master* (MIC), *chronocharm of the horizon walker* (MIC), *Combat Focus* (PH2), *Combat Stability* (PH2), *galeb duhr hammer* (MIC), *restful crystal* (MIC)

**AZER SCOUT** **CR 3**

Male azer Rogue 1  
LN Medium outsider (extraplanar, fire)  
**Init** +4; **Senses** darkvision 60 ft.; Listen +6, Spot +6  
**Languages** Common, Ignan

---

**AC** 23, touch 13, flat-footed 20; Dodge, Mobility (+3 Dex, +4 armor, +6 natural)

**hp** 23 (3 HD)

**Immune** fire

**SR** 14

**Fort** +5, **Ref** +8, **Will** +4

**Weakness** cold vulnerability

---

**Speed** 30 ft. (6 squares)

**Melee** mwk truncheon +6 (1d8+4<sup>NL</sup>) or

**Melee** mwk warhammer +6 (1d8+4/x3 plus 1 fire)

**Ranged** javelin +5 (1d6+3 plus 1 fire)

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

**Base Atk** +2; **Grp** +5

**Atk Options** heat, sneak attack +1d6

**Combat Gear** *Boots of agile leaping*

---

**Abilities** Str 17, Dex 16, Con 15, Int 14, Wis 12, Cha 6

**Feats** Dodge, Mobility

**Skills** Balance +9, Climb +7, Disable Device +9, Escape Artist +4, Hide +7, Jump +9, Listen +6, Move Silently +4, Search +7, Spot +6, Tumble +10

**Possessions** combat gear plus mwk chain shirt, *chronocharm of the laughing rogue*, 5 javelins, mwk thieves' tools, mwk truncheon, mwk warhammer

---

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Sneak Attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks its target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

With a sap or unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

**Trapfinding (Ex)** The rogue can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Rogues can use the Disable Device skill to disarm magic traps.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Azer* (MM), *boots of agile leaping* (MIC), *chronocharm of the laughing rogue* (MIC), *truncheon* (BoED)

**AZER BATTLEMAGE** **CR 3**

Male azer Evoker 2  
LN Medium outsider (extraplanar, fire)  
**Init** +3; **Senses** darkvision 60 ft.; Listen +8, Spot +8  
**Languages** Common, Ignan

---

**AC** 22, touch 12, flat-footed 18 (+2 Dex, +4 armor, +6 natural)

**hp** 31 (4 HD)

**Immune** fire

**SR** 15

**Fort** +8, **Ref** +5, **Will** +7

**Weakness** cold vulnerability

**Active Spells** *alarm* (CL 6<sup>th</sup>), *mage armor* (CL 6<sup>th</sup>)

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**Speed** 30 ft. (6 squares)

**Melee** mwk warhammer +6 (1d8+2/x3 plus 1 fire) or

**Melee** spiked gauntlet +5 (1d3+2 plus 1 fire)

**Ranged** javelin +5 (1d6+2 plus 1 fire)

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

**Base Atk** +3; **Grp** +5

**Atk Options** heat

**Special Actions** spells

**Wizard Spells Prepared** (CL 4<sup>th</sup>):

1st—*alarm* †, *mage armor* †, *magic missile*, *summon monster I* (1 celestial dog)

0—*arcane mark*, *dancing lights*, *detect magic*, *open/close*, *prestidigitation*

† Already cast

**Combat Gear** *Arcanist's gloves*, *chronocharm of the uncaring archmage* (MIC)

**Abilities** Str 14, Dex 15, Con 16, Int 18, Wis 12, Cha 6

**Feats** Alertness<sup>B</sup>, Extend Spell, Practiced Spellcaster (wizard), Scribe Scroll<sup>B</sup>

**Skills** Decipher Script +8, Climb +7, Concentration +10, Hide +7, Jump +7, Knowledge (arcana) +7, Knowledge (the planes) +6, Listen +8, Move Silently +2, Spellcraft +11, Spot +8

**Possessions** combat gear plus 5 javelins, 3 spell component pouches, spiked gauntlet, mwk warhammer

**Spellbook** spells prepared plus 0—*acid splash*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1<sup>st</sup>—*burning hands*, *comprehend languages*, *enlarge person*, *magic weapon*, *Tenser's floating disk*

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Prohibited Schools (Illusion, Enchantment)** The evoker can not cast spells from her prohibited schools, even from spell trigger or spell completion magic items.

**School Specialization** An evoker can prepare one additional evocation spell per spell level each day.

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Arcanist's gloves* (MIC), azer (MM), *chronocharm of the uncaring archmage* (MIC), Practiced Spellcaster (CAr)

#### CELESTIAL DOG

CR 1

LG Small magical beast (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

**Languages** Celestial

**AC** 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural)

**hp** 6 (1 HD)

**Resist** Acid 5, cold 5, electricity 5

**Fort** +4, **Ref** +5, **Will** +1

**Speed** 40 ft. (8 squares)

**Melee** bite +2 (1d4+1)

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

**Base Atk** +0; **Grp** -3

**Atk Options** smite evil

**Abilities** Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Feats** Alertness, Track<sup>B</sup>

**Skills** Jump +9, Listen +5, Spot +5 Survival +1\*

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

**Smite Evil (Su)** Once per day a celestial dog can make a normal melee attack to deal an extra 1 point of damage against an evil foe.

**Sources** Celestial template (MM), dog (MM)

## ENCOUNTER 8

### RAULSTON THE ACCURSED

CR 9

Male necropolitan Knight 3/Fighter 4/Marshal 2

LE Medium undead (augmented)

**Init** +1; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Velondi

**Auras** Marshal auras

**AC** 20, touch 11, flat-footed 19 (+1 Dex, +9 armor)

**hp** 77 (9 HD); unnatural resilience

**Immune** undead immunities

**Resist** turn resistance +2

**Fort** +10, **Ref** +5, **Will** +9; +2 Will vs. *control undead*, resilient troops

**Active Spells** heightened *disguise undead* (DC 20, CL 10<sup>th</sup>), extended *misdirection* (DC 17, CL 10<sup>th</sup>), extended *nondetection* (CL 10<sup>th</sup>)

**Speed** 20 ft. (4 squares), in full plate; base speed 30 ft.

**Melee** *living chain* +12/+7 (2d4+5)

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

**Base Atk** +8; **Grp** +10

**Atk Options** Combat Expertise, Combat Reflexes (2 AoOs), Expert Tactician, Improved Trip (+11)

**Special Actions** knight's challenge (fighting challenge +1)

**Abilities** Str 14, Dex 13, Con —, Int 13, Wis 10, Cha 18

**Feats** Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expert Tactician, Improved Toughness<sup>B</sup>, Improved Trip<sup>B</sup>, Mounted Combat<sup>B</sup>, Skill Focus (diplomacy)<sup>B</sup>, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)<sup>B</sup>

**Skills** Climb -3, Craft (weaponsmithing) +4, Diplomacy +17, Handle Animal +10, Intimidate +16, Jump +2, Knowledge (nobility & royalty) +6, Ride +10

**Possessions** *cloak of charisma* +2, +1 *full plate*, *living chain*, *vest of resistance* +1

**Bulwark of Defense (Ex)** An opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain.

**Knight's Challenge (Ex)** You can use this ability 5 times per day (½ knight level + Charisma bonus, minimum once per day). Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

**[Fighting Challenge]** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or

higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2.

If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. The effect of a fighting challenge lasts for 9 rounds (5 + Charisma bonus).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

#### **The Knight's Code**

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls.
- A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.
- If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code you take a -2 penalty on attack rolls and saves for the rest of that day.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura – Art of War]** Charisma bonus (+4) on disarm, trip, bull rush, and sunder attempts.

**[Major Aura – Resilient Troops]** +1 circumstance bonus to all saving throws.

**Shield Block (Ex)** During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1.

**Unnatural Resilience (Ex)** Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans, however, negative energy (such as an *inflict* spell) heals them.

**Description** Many hundreds of years ago Raulston the Accursed was once Raulston Godsmark, a champion of Veluna. For the love of a succubus he forswore his oaths to Rao and turned to the path of evil. As a reward for his betrayal he was slain by an aspect of Melcanthet (Queen of the Succubi) and raised as a necropolitan.

His dead eyes burn with hatred. His flesh has shriveled and blackened everywhere save for a heart-shaped patch on his right cheek, the flesh marked by Rao the only thing of his body and soul to escape Malcanthet's corruption. He still bears the arms and armor he carried in life, and wields them with even greater skill in undeath.

Raulston hates his existence. He bears a great malice toward clerics of Rao as he blames his former god for allowing him to come to this pass. Despite his wretched state Raulston clings to unlife with the desperation of a drowning man, fearing what lies beyond undeath's door at the hands of his new mistress.

Raulston takes great pride in maintaining his honor and adherence to the knight's code, as it is all he has left. He scoffs at any offer of redemption, for he knows that he is well and truly damned.

Raulston has been engaged by Maimbua as a bodyguard for Sal'dian while he sojourns on the Material Plane, a duty Raulston undertakes with great care.

**Sources** *disguise undead* (SpC), Expert Tactician (CA), Improved Toughness (CW), knight (PH2), *living chain* (MIC), marshal (MH), necropolitan (LM).

## APPENDIX 3: APL 8

### ENCOUNTER 3

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#### AZER CAPTAIN CR 5

Male azer Marshal 3  
LN Medium outsider (extraplanar, fire)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10  
**Languages** Common, Ignan

**Auras** Marshal auras

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**AC** 26, touch 10, flat-footed 26  
(+0 Dex, +8 armor, +2 shield, +6 natural)

**hp** 43 (5 HD); DR 1/-

**Immune** fire

**SR** 16

**Fort** +9, **Ref** +4, **Will** +8

**Weakness** cold vulnerability

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

**Melee** mwk warhammer +6 (1d8+1/x3 plus 1 fire) or  
**Melee** cold iron warhammer +5 (1d8+1/x3 plus 1 fire)

**Ranged** javelin +4 (1d6+1 plus 1 fire)

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

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

**Atk Options** +2 damage when flanking, heat

**Special Actions** Goad (DC 16)

**Combat Gear** *Chronocharm of the celestial wanderer*,  
*chronocharm of the fateweaver*, *crystal of bent sight*,  
*horn of volume*, *rearguard's cape*

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**Abilities** Str 12, Dex 10, Con 16, Int 15, Wis 14, Cha 14

**Feats** Ability Focus (Goad), Goad, Skill Focus (diplomacy)<sup>B</sup>

**Skills** Appraise +7, Bluff +8, Climb +0, Diplomacy +15,  
Hide -1, Intimidate +4, Jump -6, Listen +10, Move  
Silently -6, Search +7, Sense Motive +8, Spot +10

**Possessions** combat gear plus mwk full plate, mwk  
heavy steel shield, 5 javelins, mwk warhammer, cold  
iron warhammer.

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**Heat (Ex)** An azer's body is intensely hot, so its  
unarmed attacks deal extra fire damage. Its metallic  
weapons also conduct this heat.

**Marshal Auras (Ex)** All allies with Intelligence scores of  
3 or higher within 60 feet of the marshal (and who  
can hear and understand the marshal, including the  
marshal himself) gain the benefit of the marshal's  
aura. Activating an aura is a swift action, and the  
marshal can have only one minor and one major aura  
active at a time. A marshal's aura is dismissed if he  
is dazed, unconscious, stunned, paralyzed, or  
otherwise unable to be heard or understood by his  
allies).

**[Minor Aura - Motivate Dexterity]** Charisma bonus  
(+2) on Dexterity checks, Dexterity-based skill  
checks, and initiative checks.

**[Minor Aura - Master of Tactics]** Charisma bonus  
(+2) on damage rolls when flanking.

**[Major Aura - Hardy Soldiers]** The marshal's allies  
gain damage reduction equal to the amount of bonus

the aura provides (+1). This marshal's allies gain  
damage reduction 1/-.

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**Description** Azers are dwarflike beings native to the  
Elemental Plane of Fire. They wear kilts of brass,  
bronze, or copper, and speak Ignan and Common.

**Sources** Ability Focus (MM), azer (MM), *chronocharm  
of the celestial wanderer* (MIC), *chronocharm of the  
fateweaver* (MIC), *crystal of bent sight* (MIC), Dilate  
Aura (FC2), Goad (CA), *horn of volume* (MH), marshal  
(MH), *rearguard's cape* (MIC)

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#### AZER MEDIC CR 5

Male azer Healer 3/Combat Medic1  
LN Medium outsider (extraplanar, fire)

**Init** +4; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Ignan

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**AC** 20, touch 12, flat-footed 18; Dodge  
(+2 Dex, +2 armor, +6 natural)

**hp** 44 (6 HD); DR 1/-

**Immune** fire

**SR** 17

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

**Weakness** cold vulnerability

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**Speed** 30 ft. (6 squares)

**Melee** mwk truncheon +4 (1d8<sup>NL</sup>) or

**Melee** spiked gauntlet +3 (1d3 plus 1 fire)

**Ranged** javelin +5 (1d6 plus 1 fire)

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

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

**Atk Options** +2 damage when flanking, heat

**Special Actions** cleanse paralysis, spells

**Healer Spells Prepared** (CL 6<sup>th</sup>):

2<sup>nd</sup>—*calm emotions*, *close wounds*, *cure moderate  
wounds* (2), *mass lesser vigor*

1<sup>st</sup>—*faith healing* (3), *sanctuary* (DC 15), *stabilize*

0—*cure minor wounds* (5)

† Already cast

**Combat Gear** *Amulet of retributive healing*, *armband of  
elusive action*, *cloak of charisma* +2, *healing belt*

---

**Abilities** Str 10, Dex 15, Con 14, Int 12, Wis 16, Cha 16

**Feats** Combat Casting, Dodge, Skill Focus (heal)<sup>B</sup>

**Skills** Climb +5, Concentration +11 (+15 defensive),  
Heal +17, Hide +7, Jump +5, Knowledge (nature) +3,  
Knowledge (religion) +3, Listen +8, Move Silently +2,  
Spellcraft +5, Spot +8

**Possessions** combat gear plus healer's kit, silver holy  
symbol, 5 javelins, leather armor, 5 wooden holy  
symbols, 3 spell component pouches, spiked  
gauntlet, mwk truncheon

**Healer Spells Known** spells prepared plus 0—*create  
water*, *deathwatch*, *detect magic*, *detect poison*, *light*,  
*mending*, *purify food & drink*, *read magic*; 1<sup>st</sup>—*bless  
water*, *cure light wounds*, *goodberry*, *healing lorecall*,  
*protection from evil*, *remove fear*, *remove paralysis*,  
*speak with animals*, *lesser vigor*; 2<sup>nd</sup>—*delay poison*,  
*gentle repose*, *remove blindness/deafness*, *remove  
disease*, *lesser restoration*

---

**Cleanse Paralysis (Su)** A healer deals with certain kinds of maladies so often that eventually she can cure them without resorting to a spell. At 3<sup>rd</sup> level, a healer gains the ability to cleanse paralysis once per day, as if casting a *remove paralysis* spell.

**Healing Hands (Ex)** Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. This bonus applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

**Healing Kicker (Su)** Whenever you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with a secondary effect as described below. You can use this ability once per round, up to a total number of times per day equal to your class level + your Wisdom modifier (minimum once per day). This combat medic can apply a kicker 4 times per day. In each case, the secondary effect lasts for 1 round unless otherwise noted. Only one secondary effect can be imbued into any single spell. You can't apply this secondary benefit to yourself.

**[Sanctuary]** Imbue a healing spell with a *sanctuary* effect (as the spell). The Will save DC to overcome this effect is equal to 15 + class level + Wisdom modifier. For this healer the DC is 15+1+3 = 19.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Amulet of retributive healing* (MIC), *armband of elusive action* (MIC), azer (MM), *close wounds* (SpC), combat medic (HB), healer (MH), *faith healing* (SpC), *healing belt* (MIC), *healing lorecall* (SpC), Practiced Spellcaster (CAr), *stabilize* (SpC), truncheon (BoED), *vigor, lesser* (SpC), *vigor, lesser mass* (SpC)

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**AZER TANK** **CR 5**

Male azer Fighter 3  
LN Medium outsider (extraplanar, fire)  
**Init** +4; **Senses** darkvision 60 ft.; Listen +7, Spot +10  
**Languages** Common, Ignan

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**AC** 25, touch 11, flat-footed 24; Dodge (+1 Dex, +8 armor, +6 natural)

**hp** 46 (5 HD); DR 1/-

**Immune** fire

**SR** 16

**Fort** +9, **Ref** +6, **Will** +6; +2 Will w/Combat Focus

**Weakness** cold vulnerability

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

**Melee** *galeb duhr hammer* +10 (1d8+7/x3 plus 1 fire) or

**Melee** cold iron warhammer +9 (1d8+6/x3 plus 1 fire)

**Ranged** javelin +7 (1d6+4 plus 1 fire)

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

**Base Atk** +5; **Grp** +9

**Atk Options** +2 damage when flanking, heat

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**Combat Gear** *Chronocharm of the grand master, chronocharm of the horizon walker, devastation gauntlets*

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**Abilities** Str 18, Dex 14, Con 16, Int 12, Wis 15, Cha 6

**Feats** Combat Focus, Combat Stability, Dodge<sup>B</sup>, Combat Reflexes<sup>B</sup>

**Skills** Appraise +6, Climb +4, Craft (weaponsmithing) +6, Hide +2, Jump +1, Listen +7, Move Silently -3, Search +6, Spot +10

**Possessions** combat gear plus mwk full plate, 5 javelins, *restful crystal, galeb duhr hammer*, cold iron warhammer

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**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

---

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Azer (MM), *chronocharm of the grand master* (MIC), *chronocharm of the horizon walker* (MIC), Combat Focus (PH2), Combat Stability (PH2), *devastation gauntlets* (MIC), *galeb duhr hammer* (MIC), *restful crystal* (MIC)

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**AZER SCOUT**

**CR 5**

Male azer Rogue 3

LN Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Common, Ignan

---

**AC** 23, touch 13, flat-footed 20; Dodge, Mobility, trap sense +1

(+3 Dex, +4 armor, +6 natural)

**hp** 40 (5 HD); DR 1/-

**Immune** fire

**SR** 16

**Fort** +7, **Ref** +9, **Will** +5; Evasion, trap sense +1

**Weakness** cold vulnerability

---

**Speed** 30 ft. (6 squares)

**Melee** mwk truncheon +8 (1d8+4<sup>NL</sup>) or

**Melee** mwk warhammer +8 (1d8+4/x3 plus 1 fire)

**Ranged** javelin +7 (1d6+3 plus 1 fire)

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

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

**Atk Options** +2 damage when flanking, heat, sneak attack +2d6

**Combat Gear** *Boots of agile leaping*

---

**Abilities** Str 17, Dex 16, Con 16, Int 14, Wis 12, Cha 6

**Feats** Dodge, Mobility

**Skills** Balance +12, Climb +7, Disable Device +12, Escape Artist +10, Hide +7, Jump +9, Listen +6, Move Silently +10, Search +7, Spot +6, Tumble +12

**Possessions** combat gear plus mwk chain shirt, *chronocharm of the laughing rogue*, 5 javelins, mwk thieves' tools, mwk truncheon, mwk warhammer

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**Evasion (Ex)** If a rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage on a successful saving throw.

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**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Sneak Attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks its target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

With a sap or unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

**Trap Sense (Ex)** The rogue gains a +1 bonus on Reflex saves made to avoid traps and a dodge bonus to AC against attacks made by traps.

**Trapfinding (Ex)** The rogue can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Rogues can use the Disable Device skill to disarm magic traps.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Azer (MM), *boots of agile leaping* (MIC), *chronocharm of the laughing rogue* (MIC), *truncheon* (BoED)

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**AZER BATTLEMAGE** **CR 5**

Male azer Evoker 4

LN Medium outsider (extraplanar, fire)

**Init** +4; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Ignan

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**AC** 22, touch 12, flat-footed 18

(+2 Dex, +4 armor, +6 natural)

**hp** 43 (6 HD); DR 1/-

**Immune** fire

**SR** 17

**Fort** +9, **Ref** +6, **Will** +8

**Weakness** cold vulnerability

**Active Spells** *alarm* (CL 8<sup>th</sup>), *mage armor* (CL 8<sup>th</sup>)

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**Speed** 30 ft. (6 squares)

**Melee** mwk warhammer +7 (1d8+2/x3 plus 1 fire) or

**Melee** spiked gauntlet +6 (1d3+2 plus 1 fire)

**Ranged** javelin +6 (1d6+2 plus 1 fire)

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

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

**Atk Options** +2 damage when flanking, heat

**Special Actions** spells

**Wizard Spells Prepared** (CL 6<sup>th</sup>):

2nd—nonlethal substituted *burning hands* (DC 15), *flaming sphere* (DC 16), *glitterdust* (DC 16), *summon monster II* (1d3 celestial dogs)

1st—*alarm* †, *enlarge person*, *mage armor* †, *magic missile* (2),

0—*arcane mark*, *dancing lights*, *detect magic*, *open/close*, *prestidigitation*

† Already cast

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**Combat Gear** *Arcanist's gloves*, *bracers of the entangling blast*, *chronocharm of the uncaring archmage*

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**Abilities** Str 14, Dex 15, Con 16, Int 18, Wis 12, Cha 6

**Feats** Alertness<sup>B</sup>, Extend Spell, Nonlethal Substitution (fire), Practiced Spellcaster (wizard), Scribe Scroll<sup>B</sup>

**Skills** Decipher Script +8, Climb +7, Concentration +12, Hide +7, Jump +7, Knowledge (arcana) +13, Knowledge (the planes) +8, Listen +8, Move Silently +2, Spellcraft +15, Spot +8

**Possessions** combat gear plus 5 javelins, 3 spell component pouches, spiked gauntlet, mwk warhammer

**Spellbook** spells prepared plus 0—*acid splash*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1<sup>st</sup>—*comprehend languages*, *magic weapon* *summon monster I*; 2<sup>nd</sup>—*body of the sun*, *chain of eyes*, *fireburst*

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**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Prohibited Schools (Illusion, Enchantment)** The evoker can not cast spells from her banned schools, even from spell trigger or spell completion magic items.

**School Specialization** An evoker can prepare one additional evocation spell per spell level each day.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Arcanist's gloves* (MIC), azer (MM), *bracers of the entangling blast* (MIC), *chronocharm of the uncaring archmage* (MIC), Nonlethal Substitution (CAR), Practiced Spellcaster (CAR)

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**CELESTIAL DOG** **CR 1**

LG Small magical beast (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

**Languages** Celestial

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**AC** 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

**hp** 6 (1 HD)

**Resist** Acid 5, cold 5, electricity 5

**Fort** +4, **Ref** +5, **Will** +1

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**Speed** 40 ft. (8 squares)

**Melee** bite +2 (1d4+1)

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

**Base Atk** +0; **Grp** -3

**Atk Options** smite evil

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**Abilities** Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Feats** Alertness, Track<sup>B</sup>

**Skills** Jump +9, Listen +5, Spot +5 Survival +1\*

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

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**Smite Evil (Su)** Once per day a celestial dog can make a normal melee attack to deal an extra 1 point of damage against an evil foe.

**Sources** Celestial template (MM), dog (MM)

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## ENCOUNTER 5

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**JANNI BODYGUARD** **CR 6**

Male jann Hexblade 2

LN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12

**Languages** Ancient Baklunish, Common, Ignan; telepathy 100 ft.

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**AC** 17, touch 11, flat-footed 16

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

**hp** 69 (8 HD)

**Resist** fire 10

**Fort** +8, **Ref** +6, **Will** +11; +2 vs. spells and spell-like effects

**Active Spells** message (CL 5<sup>th</sup>), chained extended *mind blank* (CL 20<sup>th</sup>)

---

**Speed** 20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)

**Melee** +1 *scimitar* +15/+10 (1d6+7/18-20) or

**Ranged** longbow +9/+5 (1d8/x3)

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

**Base Atk** +8; **Grp** +14

**Atk Options** Power Attack

**Special Actions** Quick Reconnoiter, change size, hexblade's curse 1/day, spell-like abilities

**Combat Gear** *hexbands*

**Spell-Like Abilities** (CL 12<sup>th</sup>):

3/day — *invisibility* (self only), *speak with animals*

1/day — *create food and water* (CL 7<sup>th</sup>), *ethereal jaunt* (for 1 hour)

† Already cast

---

**Abilities** Str 22, Dex 12, Con 16, Int 14, Wis 16, Cha 16

**Feats** Battlecaster, Improved Initiative<sup>B</sup>, Power Attack, Quick Reconnoiter

**Skills** Appraise +11, Concentration +14, Craft (weaponsmithing) +11, Escape Artist +6, Intimidate +6, Listen +12, Move Silently +6, Ride +10, Sense Motive +12, Spellcraft +4, Spot +12

**Possessions** combat gear plus +1 *chainmail*, *hat of disguise*, *hexbands*, longbow (20 arrows), +1 *scimitar*

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**Arcane Resistance (Su)** A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Change Size (Sp)** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability) except that the ability can work on the janni. A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup> level spell.

**Elemental Endurance (Ex)** Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point

of damage per additional hour spent on the elemental plane, until it dies or returns to the Material plane.

**Hexblade's Curse (Su)** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 16) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect can not be affected again by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

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**Description** The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

**Sources** Ability Focus (MM), Battlecaster (CAR), *hexbands* (MIC), hexblade (CW), janni (MM), Quick Reconnoiter (CA).

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## ENCOUNTER 8

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**RAULSTON THE ACCURSED** **CR 11**

Male necropolitan Knight 3/Fighter 5/Marshal 2/Exotic Weapon Master 1

LE Medium undead (augmented)

**Init** +2; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Velondi

**Auras** Marshal auras

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**AC** 21, touch 11, flat-footed 20

(+1 Dex, +10 armor)

**hp** 93 (11 HD); unnatural resilience

**Immune** undead immunities

**Resist** turn resistance +2

**Fort** +13, **Ref** +7, **Will** +10; +2 Will vs. *control undead*, resilient troops

**Active Spells** heightened *disguise undead* (DC 20, CL 10<sup>th</sup>), extended *misdirection* (DC 17, CL 10<sup>th</sup>), extended *nondetection* (CL 10<sup>th</sup>)

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**Speed** 20 ft. (4 squares), in full plate; base speed 30 ft.

**Melee** *living chain* +12/+12/+7 (2d4+5) or

**Melee** *living chain* +14/+9 (2d4+5)

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

**Base Atk** +10; **Grp** +12

**Atk Options** Combat Expertise, Combat Reflexes (3 AoOs), Expert Tactician, Improved Trip (+11), flurry of strikes

**Special Actions** knight's challenge (fighting challenge +1)

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**Abilities** Str 14, Dex 15, Con —, Int 13, Wis 10, Cha 18

**Feats** Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain), Expert Tactician, Improved Toughness<sup>B</sup>, Improved Trip<sup>B</sup>, Mounted Combat<sup>B</sup>, Skill Focus (diplomacy)<sup>B</sup>, Weapon Focus

(spiked chain), Weapon Specialization (spiked chain)<sup>B</sup>

**Skills** Climb -3, Craft (weaponsmithing) +4, Diplomacy +17, Handle Animal +10, Intimidate +18, Jump +5, Knowledge (nobility & royalty) +6, Ride +14

**Possessions** combat gear plus *cloak of charisma* +2, +2 *full plate*, *gloves of dexterity* +2, *living chain*, *vest of resistance* +2

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**Bulwark of Defense (Ex)** An opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain.

**Flurry of Strikes (Ex)** When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Knight's Challenge (Ex)** You can use this ability 5 times per day (½ knight level + Charisma bonus, minimum once per day). Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

**[Fighting Challenge]** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. The effect of a fighting challenge lasts for 9 rounds (5 + Charisma bonus).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

#### **The Knight's Code**

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls.
- A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.
- If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code you take a

-2 penalty on attack rolls and saves for the rest of that day.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura – Art of War]** Charisma bonus (+4) on disarm, trip, bull rush, and sunder attempts.

**[Major Aura – Resilient Troops]** +1 circumstance bonus to all saving throws.

**Shield Block (Ex)** During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1.

**Unnatural Resilience (Ex)** Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans, however, negative energy (such as an *inflict* spell) heals them.

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**Description** Many hundreds of years ago Raulston the Accursed was once Raulston Godsmark, a champion of Veluna. For the love of a succubus he forswore his oaths to Rao and turned to the path of evil. As a reward for his betrayal he was slain by an aspect of Melcanthet (Queen of the Succubi) and raised as a necropolitan. His dead eyes burn with hatred. His flesh has shriveled and blackened everywhere save for a heart-shaped patch on his right cheek, the flesh marked by Rao the only thing of his body and soul to escape Malcanthet's corruption. He still bears the arms and armor he carried in life, and wields them with even greater skill in undeath.

Raulston hates his existence. He bears a great malice toward clerics of Rao as he blames his former god for allowing him to come to this pass. Despite his wretched state Raulston clings to unlife with the desperation of a drowning man, fearing what lies beyond undeath's door at the hands of his new mistress.

Raulston takes great pride in maintaining his honor and adherence to the knight's code, as it is all he has left. He scoffs at any offer of redemption, for he knows that he is well and truly damned.

Raulston has been engaged by Maimbua as a bodyguard for Sal'idian while he sojourns on the Material Plane, a duty Raulston undertakes with great care.

**Sources** *disguise undead* (SpC), exotic weapon master (CW), Expert Tactician (CAd), Improved Toughness (CW), knight (PH2), *living chain* (MIC), marshal (MH), necropolitan (LM).

## APPENDIX 4: APL 10

### ENCOUNTER 3

#### AZER CAPTAIN CR 7

Male azer Marshal 5  
LN Medium outsider (extraplanar, fire)  
**Init** +3; **Senses** darkvision 60 ft.; Listen +12, Spot +12  
**Languages** Common, Ignan  
**Auras** Marshal auras

**AC** 26, touch 10, flat-footed 26  
(+0 Dex, +8 armor, +2 shield, +6 natural)

**hp** 59 (7 HD); DR 1/-

**Immune** fire

**SR** 18

**Fort** +10, **Ref** +4, **Will** +9; +2 Ref w/watchful eye aura

**Weakness** cold vulnerability

**Active Spells** *status* (CL 8<sup>th</sup>)

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

**Melee** mwk warhammer +7 1d8+1/x3 plus 1 fire) or

**Melee** cold iron warhammer +6 (1d8+1/x3 plus 1 fire)

**Ranged** javelin +5 (1d6+1 plus 1 fire)

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

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

**Atk Options** heat

**Special Actions** Dilate Aura, Goad (DC 17), grant move action 1/day

**Combat Gear** *Chronocharm of the celestial wanderer, chronocharm of the fateweaver, crystal of bent sight, helm of heroes, horn of volume, rearguard's cape*

**Abilities** Str 12, Dex 10, Con 16, Int 15, Wis 14, Cha 14

**Feats** Ability Focus (Goad), Dilate Aura, Goad, Skill Focus (diplomacy)<sup>B</sup>

**Skills** Appraise +7, Bluff +10, Climb +0, Diplomacy +18, Hide -1, Intimidate +4, Jump -6, Listen +12, Move Silently -6, Search +7, Sense Motive +11, Spot +12

**Possessions** combat gear plus mwk full plate, mwk heavy steel shield, 5 javelins, mwk warhammer, cold iron warhammer.

**Grant Move Action (Ex)** Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count, the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an ally chooses not to take the extra move action, it is lost.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura - Motivate Dexterity]** Charisma bonus (+2) on Dexterity checks, Dexterity-based skill checks, and initiative checks.

**[Minor Aura - Master of Tactics]** Charisma bonus (+2) on damage rolls when flanking.

**[Minor Aura - Watchful Eye]** Charisma bonus (+2) on Reflex saves.

**[Major Aura - Hardy Soldiers]** The marshal's allies gain damage reduction equal to the amount of bonus the aura provides (+1). This marshal's allies gain damage reduction 1/-.

**[Major Aura - Motivate Care]** The marshal's allies gain a bonus to Armor Class equal to the amount of bonus the aura provides (+1).

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Ability Focus (MM), azer (MM), *chronocharm of the celestial wanderer* (MIC), *chronocharm of the fateweaver* (MIC), *crystal of bent sight* (MIC), Dilate Aura (FC2), Goad (CAD), *helm of heroes* (MIC), *horn of volume* (MH), marshal (MH), *rearguard's cape* (MIC)

#### AZER MEDIC CR 7

Male azer Healer 3/Combat Medic3  
LN Medium outsider (extraplanar, fire)

**Init** +6; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Ignan

**AC** 21, touch 13, flat-footed 18; Dodge, Mobility  
(+3 Dex, +2 armor, +6 natural)

**hp** 56 (8 HD); DR 1/-

**Immune** fire

**SR** 19

**Fort** +9, **Ref** +9, **Will** +10; +2 Ref w/watchful eye aura

**Weakness** cold vulnerability

**Speed** 30 ft. (6 squares)

**Melee** mwk truncheon +5 (1d8<sup>NL</sup>) or

**Melee** spiked gauntlet +4 (1d3 plus 1 fire)

**Ranged** javelin +7 (1d6 plus 1 fire)

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

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

**Atk Options** heat

**Special Actions** cleanse paralysis, spells

**Healer Spells Prepared** (CL 8<sup>th</sup>):

3rd—*cure serious wounds* (2, CL 9<sup>th</sup>), *positive energy aura* (CL 9<sup>th</sup>), *status* (2, CL 9<sup>th</sup>) †

2nd—*calm emotions, close wounds* (CL 9<sup>th</sup>), *cure moderate wounds* (2, CL 9<sup>th</sup>), *mass lesser vigor* (CL 9<sup>th</sup>)

1st—*faith healing* (3, CL 9<sup>th</sup>), *protection from evil, sanctuary* (DC 15), *stabilize* (CL 9<sup>th</sup>)

0—*cure minor wounds* (5, CL 9<sup>th</sup>)

† Already cast

**Combat Gear** *Amulet of retributive healing, armband of elusive action, cloak of charisma* +2, *healing belt, ring of mystic healing*

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

**Feats** Combat Casting, Dodge, Mobility<sup>B</sup>, Skill Focus (heal)<sup>B</sup>

**Skills** Climb +5, Concentration +13 (+17 grappled, +20 defensive), Heal +19, Hide +7, Jump +5, Knowledge (nature) +3, Knowledge (religion) +3, Listen +8, Move Silently +2, Spellcraft +7, Spot +8

**Possessions** combat gear plus healer's kit, silver holy symbol, 5 wooden holy symbols, 5 javelins, leather armor, 3 spell component pouches, spiked gauntlet, mwk truncheon

**Healer Spells Known** spells prepared plus 0—*create water, deathwatch, detect magic, detect poison, light, mending, purify food & drink, read magic*; 1<sup>st</sup>—*bless water, cure light wounds, goodberry, healing lorecall, remove fear, remove paralysis, speak with animals, lesser vigor*; 2<sup>nd</sup>—*delay poison, gentle repose, remove blindness/deafness, remove disease, lesser restoration*; 3<sup>rd</sup>—*create food & water, neutralize poison, remove curse, restoration, revenge, vigor*

**Cleanse Paralysis (Su)** A healer deals with certain kinds of maladies so often that eventually she can cure them without resorting to a spell. At 3<sup>rd</sup> level, a healer gains the ability to cleanse paralysis once per day, as if casting a *remove paralysis* spell.

**Defensive Casting (Ex)** You gain a competence bonus equal to your class level on Concentration checks made to cast spells defensively. For this healer that bonus is 3.

**Field Healer (Ex)** You can make a Heal check to provide first aid as a move action (rather than a standard action) and can take 10 on such checks even when stress or distraction would normally prevent you from doing so.

**Healing Hands (Ex)** Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. This bonus applies only to spells of the healing subschool that she casts as a healer, not to those that she may have by virtue of levels in another class.

**Healing Kicker (Su)** Whenever you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with a secondary effect as described below. You can use this ability once per round, up to a total number of times per day equal to your class level + your Wisdom modifier (minimum once per day). This combat medic can apply a kicker 6 times per day. In each case, the secondary effect lasts for 1 round unless otherwise noted. Only one secondary effect

can be imbued into any single spell. You can't apply this secondary benefit to yourself.

**[Sanctuary]** Imbue a healing spell with a *sanctuary* effect (as the spell). The Will save DC to overcome this effect is equal to 15 + class level + Wisdom modifier. For this healer the DC is 15+3+3 = 21.

**[Reflex Saves]** Grant the target of your healing spell a competence bonus on Reflex saves equal to your class level. For this healer that bonus is 3.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Amulet of retributive healing* (MIC), *armband of elusive action* (MIC), azer (MM), *close wounds* (SpC), combat medic (HB), healer (MH), *faith healing* (SpC), *healing belt* (MIC), *healing lorecall* (SpC), *positive energy aura* (SpC), Practiced Spellcaster (CAr), *revenge* (SpC), *ring of mystic healing* (MIC), *stabilize* (SpC), truncheon (BoED), *vigor* (SpC), *vigor, lesser* (SpC), *vigor, lesser mass* (SpC)

#### AZER TANK

CR 7

Male azer Fighter 5

LN Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Listen +7, Spot +12

**Languages** Common, Ignan

**AC** 25, touch 11, flat-footed 24; **Combat Defense**, Dodge

(+1 Dex, +8 armor, +6 natural)

**hp** 64 (7 HD); **DR** 1/-

**Immune** fire

**SR** 18

**Fort** +10, **Ref** +6, **Will** +6; +2 Ref w/watchful eye aura, +4 Will w/Combat Focus

**Weakness** cold vulnerability

**Active Spells** *status* (CL 8<sup>th</sup>)

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

**Melee** *galeb duhr hammer* +12/+7 (1d8+7/x3 plus 1 fire) or

**Melee** cold iron warhammer +11/+6 (1d8+6/x3 plus 1 fire)

**Ranged** javelin +9 (1d6+4 plus 1 fire)

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

**Base Atk** +7; **Grp** +11

**Atk Options** Combat Reflexes (3 AoOs), Power Attack, Supernatural Instincts, heat

**Combat Gear** *Chronocharm of the grand master, chronocharm of the horizon walker, devastation gauntlets, third eye of dampening*

**Abilities** Str 18, Dex 14, Con 16, Int 12, Wis 15, Cha 6

**Feats** Combat Defense<sup>B</sup>, Combat Focus, Combat Stability, Dodge<sup>B</sup>, Combat Reflexes<sup>B</sup>, Supernatural Instincts

**Skills** Appraise +6, Climb +4, Craft (weaponsmithing) +6, Hide +2, Jump +3, Listen +7, Move Silently -3, Search +6, Spot +12

**Possessions** combat gear plus mwk full plate, *galeb duhr hammer*, 5 javelins, *restful crystal*, cold iron warhammer

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**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Azer (MM), *chronocharm of the grand master* (MIC), *chronocharm of the horizon walker* (MIC), Combat Defense (PH2), Combat Focus (PH2), Combat Stability (PH2), *devastation gauntlets* (MIC), *galeb duhr hammer* (MIC), *restful crystal* (MIC), Supernatural Instincts (FC2), *third eye of dampening* (MIC)

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#### AZER SCOUT

CR 7

Male azer Rogue 4/Dread Commando 1

LN Medium outsider (extraplanar, fire)

**Init** +6; **Senses** darkvision 60 ft.; Listen +6, Spot +12

**Languages** Common, Ignan

**Auras** team initiative bonus

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**AC** 23, touch 13, flat-footed 20; Dodge, Mobility, trap sense +1, uncanny dodge (+3 Dex, +4 armor, +6 natural)

**hp** 55 (7 HD); DR 1/-

**Immune** fire

**SR** 18

**Fort** +7, **Ref** +12, **Will** +5; +2 Ref w/watchful eye aura, evasion, trap sense +1

**Weakness** cold vulnerability

**Active Spells** *status* (CL 8<sup>th</sup>)

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**Speed** 30 ft. (6 squares)

**Melee** mwk truncheon +8/+3 (1d8+3<sup>NL</sup>) and mwk sap +8 (1d6+1<sup>NL</sup>) or

**Melee** mwk truncheon +10 (1d8+3<sup>NL</sup>) or

**Melee** mwk warhammer +8/+3 (1d8+4/x3 plus 1 fire) and

mwk handaxe +8 (1d6+1/x3 plus 1 fire) or

**Melee** mwk warhammer +10 (1d8+4/x3 plus 1 fire)

**Ranged** javelin +9 (1d6+3 plus 1 fire)

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

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

**Atk Options** heat, sneak attack +2d6, sudden strike +1d6

**Combat Gear** *Belt of ultimate athleticism*, *boots of agile leaping*, *deathstrike bracers*, *scout's headband*

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**Abilities** Str 17, Dex 16, Con 16, Int 14, Wis 12, Cha 6

**Feats** Dodge, Mobility, Two-Weapon Fighting

**Skills** Balance +13, Climb +7, Disable Device +14, Escape Artist +12, Hide +8, Jump +9, Listen +6, Move Silently +12, Search +12, Spot +12, Tumble +13

**Possessions** combat gear plus mwk chain shirt, *chronocharm of the laughing rogue*, mwk handaxe, mwk sap, 5 javelins, mwk thieves' tools, mwk truncheon, mwk warhammer

---

**Evasion (Ex)** If a rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw

for half damage, he takes no damage on a successful saving throw.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Sneak Attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks its target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

With a sap or unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

**Sudden Strike (Ex)** If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use a sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

**Trap Sense (Ex)** The rogue gains a +1 bonus on Reflex saves made to avoid traps and a dodge bonus to AC against attacks made by traps.

**Trapfinding (Ex)** The rogue can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Rogues can use the Disable Device skill to disarm magic traps.

**Team Initiative Bonus (Ex)** All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

**Uncanny Dodge (Ex)** A rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed or struck by an invisible attacker.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Azer (MM), *belt of ultimate athleticism* (MIC), *boots of agile leaping* (MIC), *chronocharm of the laughing rogue* (MIC), *deathstrike bracers* (MIC), dread commando (HB), *scout's headband* (MIC), truncheon (BoED)

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**AZER BATTLEMAGE**

**CR 7**

Male azer Evoker 6

LN Medium outsider (extraplanar, fire)

**Init** +5; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Ignan

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**AC** 24, touch 12, flat-footed 18

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

**hp** 55 (8 HD); DR 1/-

**Immune** fire

**SR** 19

**Fort** +10, **Ref** +7, **Will** +9; +2 Ref w/watchful eye aura

**Weakness** cold vulnerability

**Active Spells** *alarm* (CL 10<sup>th</sup>), *anticipate teleportation*, (CL 8<sup>th</sup>), *greater mage armor* (CL 8<sup>th</sup>), *status* (CL 8<sup>th</sup>)

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**Speed** 30 ft. (6 squares)

**Melee** mwk warhammer +8 (1d8+2/x3 plus 1 fire) or

**Melee** spiked gauntlet +7 (1d3+2 plus 1 fire)

**Ranged** javelin +7 (1d6+2 plus 1 fire)

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

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

**Atk Options** Heat

**Special Actions** Spells

**Wizard Spells Prepared** (CL 8<sup>th</sup>):

3rd—*anticipate teleportation* †, metamagic school focused nonlethal substituted *fireball* (2, DC 17), *greater mage armor* †

2nd—nonlethal substituted *burning hands* (DC 15), metamagic school focused nonlethal substituted *flaming sphere* (DC 16), *glitterdust* (DC 16), *summon monster II* (1d3 celestial dogs)

1st—*alarm* †, *comprehend languages*, *enlarge person*, *magic missile* (2)

0—*arcane mark*, *dancing lights*, *detect magic*, *open/close*, *prestidigitation*

† Already cast

**Combat Gear** *Arcanist's gloves*, *bracers of the entangling blast*, *chronocharm of the uncaring archmage*, *third eye freedom*

---

**Abilities** Str 14, Dex 15, Con 16, Int 19, Wis 12, Cha 6

**Feats** Alertness<sup>B</sup>, Extend Spell, Metamagic School Focus (evocation)<sup>B</sup>, Nonlethal Substitution (fire), Practiced Spellcaster (wizard), Scribe Scroll<sup>B</sup>

**Skills** Decipher Script +8, Climb +7, Concentration +14, Hide +7, Jump +7, Knowledge (arcana) +15, Knowledge (the planes) +14, Listen +8, Move Silently +2, Spellcraft +17, Spot +8

**Possessions** combat gear plus 5 javelins, 3 spell component pouches, spiked gauntlet, mwk warhammer

**Spellbook** spells prepared plus 0—*acid splash*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*,

*mending*, *message*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1<sup>st</sup>—*mage armor*, *magic weapon* *summon monster I*; 2<sup>nd</sup>—*body of the sun*, *chain of eyes*, *fireburst*; 3<sup>rd</sup>—*flame arrow*, *greater magic weapon*, *haste*, *phantom steed*, *summon monster III*, *unluck*

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**Prohibited Schools (Illusion, Enchantment)** The evoker can not cast spells from her banned schools, even from spell trigger or spell completion magic items.

**School Specialization** An evoker can prepare one additional evocation spell per spell level each day.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Anticipate teleportation* (SpC), *arcanist's gloves* (MIC), azer (MM), *bracers of the entangling blast* (MIC), *body of the sun* (SpC), *chain of eyes* (SpC), *chronocharm of the uncaring archmage* (MIC), *fireburst* (SpC), *greater mage armor* (SpC), Metamagic School Focus (CM), Nonlethal Substitution (CAr), Practiced Spellcaster (CAr), *repair minor damage* (SpC), *third eye freedom* (MIC), *unluck* (SpC)

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**CELESTIAL DOG**

**CR 1**

LG Small magical beast (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

**Languages** Celestial

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**AC** 15, touch 14, flat-footed 12

(+1 size, +3 Dex, +1 natural)

**hp** 6 (1 HD)

**Resist** Acid 5, cold 5, electricity 5

**Fort** +4, **Ref** +5, **Will** +1

---

**Speed** 40 ft. (8 squares)

**Melee** bite +2 (1d4+1)

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

**Base Atk** +0; **Grp** -3

**Atk Options** smite evil

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**Abilities** Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Feats** Alertness, Track<sup>B</sup>

**Skills** Jump +9, Listen +5, Spot +5 Survival +1\*

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

**Smite Evil (Su)** Once per day a celestial dog can make a normal melee attack to deal an extra 1 point of damage against an evil foe.

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**Sources** Celestial template (MM), dog (MM)

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**ENCOUNTER 5**

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**JANNI BODYGUARD**

**CR 8**

Male jann Hexblade 4

LN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12

**Languages** Ancient Baklunish, Common, Ignan; telepathy 100 ft.

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**AC** 20, touch 11, flat-footed 19

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

**hp** 87 (10 HD)

**Resist** fire 10

**Fort** +9, **Ref** +7, **Will** +12; +3 vs. spells and spell-like effects, mettle

**Active Spells** message (CL 5<sup>th</sup>), chained extended *mind blank* (CL 20<sup>th</sup>)

**Speed** 20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)

**Melee** +1 *scimitar* +17/+12 (1d6+7/15-20) or

**Ranged** longbow +11/+7 (1d8/x3)

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

**Base Atk** +10; **Grp** +16

**Atk Options** Power Attack

**Special Actions** Quick Reconnoiter, change size, dark companion, hexblade's curse 1/day, spell-like abilities, spells

**Combat Gear** *hexbands*

**Hexblade Spells Known** (CL 2<sup>nd</sup>):

1st (1/day)—*karmic aura* (DC 14), *read magic*

**Spell-Like Abilities** (CL 12<sup>th</sup>):

3/day—*invisibility* (self only), *speak with animals*

1/day—*create food and water* (CL 7<sup>th</sup>), *ethereal jaunt* (for 1 hour)

† Already cast

**Abilities** Str 22, Dex 12, Con 16, Int 14, Wis 16, Cha 17

**Feats** Battlecaster, Improved Critical (scimitar), Improved Initiative<sup>B</sup>, Power Attack, Quick Reconnoiter

**Skills** Appraise +11, Concentration +16, Craft (weaponsmithing) +11, Escape Artist +6, Intimidate +11, Listen +12, Move Silently +6, Ride +10, Sense Motive +12, Spellcraft +6, Spot +12

**Possessions** combat gear plus +3 *chainmail*, *cloak of charisma* +2, *hat of disguise*, *hexbands*, longbow (20 arrows), +1 *scimitar*

**Arcane Resistance (Su)** A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Change Size (Sp)** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability) except that the ability can work on the janni. A DC 15 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup> level spell.

**Dark Companion (Su)** Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly – in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is

treated as a spell whose level is equal to ¼ your hexblade level. If it is dispelled it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provide attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

**Elemental Endurance (Ex)** Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material plane.

**Hexblade's Curse (Su)** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 18) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect can not be affected again by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

**Description** The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

**Sources** Ability Focus (MM), Battlecaster (CAr), dark companion alternate class feature (PH2), *hexbands* (MIC), hexblade (CW), janni (MM), Quick Reconnoiter (CAAd).

## ENCOUNTER 8

**RAULSTON THE ACCURSED**

**CR 13**

Male necropolitan Knight 4/Fighter 6/Marshal 2/Exotic Weapon Master 1

LE Medium undead (augmented)

**Init** +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** Common, Velondi

**Auras** Marshal auras

**AC** 26, touch 12, flat-footed 25; shield block

(+1 Dex, +10 armor, +3 shield, +1 natural, +1 deflection)

**hp** 109 (13 HD); unnatural resilience

**Immune** undead immunities

**Resist** turn resistance +2

**Fort** +14, **Ref** +9, **Will** +12; +2 Will vs. *control undead*, resilient troops

**Active Spells** heightened *disguise undead* (DC 20, CL 10<sup>th</sup>), extended *misdirection* (DC 17, CL 10<sup>th</sup>), extended *nondetection* (CL 10<sup>th</sup>)

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**Speed** 20 ft. (4 squares), in full plate; base speed 30 ft.

**Melee** *living chain* +16/+16/+11/+6 (2d4+7) or

**Melee** *living chain* +18/+13/+8 (2d4+7)

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

**Base Atk** +12; **Grp** +14

**Atk Options** Combat Expertise, Combat Reflexes (4 AoOs), Deft Opportunist, Expert Tactician, Improved Trip (+11), flurry of strikes

**Special Actions** knight's challenge (fighting challenge +1, test of mettle)

---

**Abilities** Str 14, Dex 16, Con –, Int 13, Wis 10, Cha 18

**Feats** Combat Expertise, Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Expert Tactician, Improved Toughness<sup>B</sup>, Improved Trip<sup>B</sup>, Melee Weapon Mastery (piercing)<sup>B</sup>, Mounted Combat<sup>B</sup>, Skill Focus (diplomacy)<sup>B</sup>, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)<sup>B</sup>

**Skills** Climb -3, Craft (weaponsmithing) +4, Diplomacy +17, Handle Animal +10, Intimidate +20, Jump +7, Knowledge (nobility & royalty) +6, Ride +19

**Possessions** combat gear plus *amulet of natural armor* +1, +1 *animated heavy steel shield*, *cloak of charisma* +2, +2 *full plate*, *gloves of dexterity* +2, *living chain*, *ring of protection* +1, *vest of resistance* +2

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**Armor Mastery (Ex)** You are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor.

**Bulwark of Defense (Ex)** An opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain.

**Flurry of Strikes (Ex)** When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon master's next turn. The extra attack may be with either end of the double weapon.

**Knight's Challenge (Ex)** You can use this ability 6 times per day (½ knight level + Charisma bonus, minimum once per day). Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

**[Fighting Challenge]** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. The effect of a fighting challenge lasts for 9 rounds (5 + Charisma bonus).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**[Test of Mettle]** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves DC 16 (10 + ½ class level + Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of text of mettle lasts for 9 rounds (5 + your Charisma bonus, if any). Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

#### The Knight's Code

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls.
- A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

- If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code you take a -2 penalty on attack rolls and saves for the rest of that day.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura – Art of War]** Charisma bonus (+4) on disarm, trip, bull rush, and sunder attempts.

**[Major Aura – Resilient Troops]** +1 circumstance bonus to all saving throws.

**Shield Block (Ex)** During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1.

**Unnatural Resilience (Ex)** Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans, however, negative energy (such as an *inflict* spell) heals them.

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**Description** Many hundreds of years ago Raulston the Accursed was once Raulston Godsmark, a champion of Veluna. For the love of a succubus he forswore his oaths to Rao and turned to the path of evil. As a reward for his betrayal he was slain by an aspect of Melcanthet (Queen of the Succubi) and raised as a necropolitan. His dead eyes burn with hatred. His flesh has shriveled and blackened everywhere save for a heart-shaped patch on his right cheek, the flesh marked by Rao the only thing of his body and soul to escape Malcanthet's corruption. He still bears the arms and armor he carried in life, and wields them with even greater skill in undeath.

Raulston hates his existence. He bears a great malice toward clerics of Rao as he blames his former god for allowing him to come to this pass. Despite his wretched state Raulston clings to unlife with the desperation of a drowning man, fearing what lies beyond undeath's door at the hands of his new mistress.

Raulston takes great pride in maintaining his honor and adherence to the knight's code, as it is all he has left. He scoffs at any offer of redemption, for he knows that he is well and truly damned.

Raulston has been engaged by Maimbua as a bodyguard for Sal'idian while he sojourns on the Material Plane, a duty Raulston undertakes with great care.

**Sources** Deft Opportunist (CAd), *disguise undead* (SpC), exotic weapon master (CW), Expert Tactician (CAd), Improved Toughness (CW), knight (PH2), *living chain* (MIC), marshal (MH), melee weapon mastery (PH2), necropolitan (LM).

## APPENDIX 5: APL 12

### ENCOUNTER 3

#### AZER CAPTAIN CR 9

Male azer Marshal 7  
LN Medium outsider (extraplanar, fire)  
**Init** +5; **Senses** darkvision 60 ft.; Listen +14, Spot +14  
**Languages** Common, Ignan  
**Auras** Marshal auras

**AC** 26, touch 10, flat-footed 26  
(+0 Dex, +8 armor, +2 shield, +6 natural)

**hp** 75 (9 HD); DR 2/-

**Immune** fire

**SR** 20

**Fort** +11, **Ref** +5, **Will** +10; +2 Ref w/watchful eye aura

**Weakness** cold vulnerability

**Active Spells** *greater magic weapon* +2 (2, CL 10<sup>th</sup>),  
*status* (CL 10<sup>th</sup>)

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

**Melee** *greater magic weapon* +2 mwk warhammer +10/+5 (1d8+3/x3 plus 1 fire) or

**Melee** *greater magic weapon* +2 cold iron warhammer +10/+5 (1d8+3/x3 plus 1 fire)

**Ranged** javelin +7 (1d6+1 plus 1 fire)

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

**Base Atk** +7; **Grp** +8

**Atk Options** heat

**Special Actions** Dilate Aura, Goad (DC 18), grant move action 1/day

**Combat Gear** *Chronocharm of the celestial wanderer*, *chronocharm of the fateweaver*, *crystal of bent sight*, *helm of heroes*, *horn of volume*, *rearguard's cape*

**Abilities** Str 12, Dex 10, Con 16, Int 15, Wis 14, Cha 15

**Feats** Ability Focus (Goad), Dilate Aura, Goad, Quick Recovery, Skill Focus (diplomacy)<sup>B</sup>

**Skills** Appraise +7, Bluff +13, Climb +0, Diplomacy +20, Hide -1, Intimidate +4, Jump -6, Listen +14, Move Silently -6, Search +7, Sense Motive +14, Spot +14

**Possessions** combat gear plus mwk full plate, mwk heavy steel shield, 5 javelins, *greater magic weapon* +2 mwk warhammer, *greater magic weapon* +2 cold iron warhammer

**Grant Move Action (Ex)** Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but not to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count, the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn.)

A character can take only one extra move action per round. (In other words, two marshals can't use this ability on the same ally in the same round.) If an

ally chooses not to take the extra move action, it is lost.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura - Demand Fortitude]** Charisma bonus (+2) on Fortitude saves.

**[Minor Aura - Master of Tactics]** Charisma bonus (+2) on damage rolls when flanking.

**[Minor Aura - Motivate Dexterity]** Charisma bonus (+2) on Dexterity checks, Dexterity-based skill checks, and initiative checks.

**[Minor Aura - Watchful Eye]** Charisma bonus (+2) on Reflex saves.

**[Major Aura - Hardy Soldiers]** The marshal's allies gain damage reduction equal to the amount of bonus the aura provides (+2). This marshal's allies gain damage reduction 2/-.

**[Major Aura - Motivate Care]** The marshal's allies gain a bonus to Armor Class equal to the amount of bonus the aura provides (+2).

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Ability Focus (MM), azer (MM), *chronocharm of the celestial wanderer* (MIC), *chronocharm of the fateweaver* (MIC), *crystal of bent sight* (MIC), Dilate Aura (FC2), Goad (CA), *helm of heroes* (MIC), *horn of volume* (MH), marshal (MH), Quick Recovery (LoM), *rearguard's cape* (MIC)

#### AZER MEDIC CR 9

Male azer Healer 3/Combat Medic 5  
LN Medium outsider (extraplanar, fire)

**Init** +8; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Ignan

**AC** 21, touch 13, flat-footed 18; Dodge, Mobility  
(+3 Dex, +2 armor, +6 natural)

**hp** 68 (10 HD); DR 2/-

**Immune** fire

**SR** 21

**Fort** +9, **Ref** +10, **Will** +10; +2 Ref w/watchful eye aura

**Weakness** cold vulnerability

**Active Spells** *greater magic weapon* +2 (CL 10<sup>th</sup>)

**Speed** 30 ft. (6 squares)

**Melee** *greater magic weapon* +2 mwk truncheon +7 (1d8<sup>NL</sup>) or

**Melee** spiked gauntlet +5 (1d3 plus 1 fire)

**Ranged** javelin +8 (1d6 plus 1 fire)

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

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

**Atk Options** heat

**Special Actions** cleanse paralysis, spells

**Healer Spells Prepared** (CL 10<sup>th</sup>, spell pen +2):

4th—*mass cure light wounds* (CL 11<sup>th</sup>), *delay death*, *freedom of movement*, *rejuvenation cocoon*

3rd—*cure serious wounds* (2, CL 11<sup>th</sup>), *positive energy aura* (CL 11<sup>th</sup>), *status* (2) †

2nd—*calm emotions*, *close wounds* (CL 11<sup>th</sup>), *cure moderate wounds* (3, CL 11<sup>th</sup>), *mass lesser vigor* (CL 11<sup>th</sup>)

1st—*faith healing* (3, CL 11<sup>th</sup>), *protection from evil*, *sanctuary* (DC 15), *stabilize* (CL 11<sup>th</sup>)

0—*cure minor wounds* (6, CL 11<sup>th</sup>)

† Already cast

**Combat Gear** *Amulet of retributive healing*, *armband of elusive action*, *cloak of charisma* +2, *healing belt*, *ring of mystic healing*

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

**Feats** Combat Casting, Dodge, Mobility<sup>B</sup>, Skill Focus (heal)<sup>B</sup>, Spell Penetration

**Skills** Climb +5, Concentration +15 (+19 grappled, +24 defensive), Heal +21, Hide +7, Jump +5, Knowledge (nature) +3, Knowledge (religion) +3, Listen +8, Move Silently +2, Spellcraft +9, Spot +8

**Possessions** combat gear plus healer's kit, silver holy symbol, 5 wooden holy symbols, 5 javelins, leather armor, 3 spell component pouches, spiked gauntlet, *greater magic weapon* +2 mwk truncheon

**Healer Spells Known** spells prepared plus 0—*create water*, *deathwatch*, *detect magic*, *detect poison*, *light*, *mending*, *purify food & drink*, *read magic*; 1<sup>st</sup>—*bless water*, *cure light wounds*, *goodberry*, *healing lorecall*, *remove fear*, *remove paralysis*, *speak with animals*, *lesser vigor*; 2<sup>nd</sup>—*delay poison*, *gentle repose*, *remove blindness/deafness*, *remove disease*, *lesser restoration*; 3<sup>rd</sup>—*create food & water*, *neutralize poison*, *remove curse*, *restoration*, *revenge*, *vigor*; 3<sup>rd</sup>—*cure critical wounds*, *death ward*, *panacea*, *greater vigor*

---

**Cleanse Paralysis (Su)** A healer deals with certain kinds of maladies so often that eventually she can cure them without resorting to a spell. At 3<sup>rd</sup> level, a healer gains the ability to cleanse paralysis once per day, as if casting a *remove paralysis* spell.

**Defensive Casting (Ex)** You gain a competence bonus equal to your class level on Concentration checks made to cast spells defensively. For this healer that bonus is 5.

**Field Healer (Ex)** You can make a Heal check to provide first aid as a move action (rather than a standard action) and can take 10 on such checks even when stress or distraction would normally prevent you from doing so.

**Healing Hands (Ex)** Whenever a healer casts a spell that cures hit point damage, she adds her Charisma modifier to the amount of damage healed. This bonus applies only to spells of the healing subschool

that she casts as a healer, not to those that she may have by virtue of levels in another class.

**Healing Kicker (Su)** Whenever you cast a conjuration (healing) spell on an ally, you can choose to imbue the spell with a secondary effect as described below.

You can use this ability once per round, up to a total number of times per day equal to your class level + your Wisdom modifier (minimum once per day). This combat medic can apply a kicker 8 times per day. In each case, the secondary effect lasts for 1 round unless otherwise noted. Only one secondary effect can be imbued into any single spell. You can't apply this secondary benefit to yourself.

**[Sanctuary]** Imbue a healing spell with a *sanctuary* effect (as the spell). The Will save DC to overcome this effect is equal to 15 + class level + Wisdom modifier. For this healer the DC is 15+5+3 = 23.

**[Reflex Saves]** Grant the target of your healing spell a competence bonus on Reflex saves equal to your class level. For this healer that bonus is 5.

**[Aid]** Imbue a healing spell with an *aid* effect (as the spell, but the quantity of temporary hit points granted is equal to 13). This effect lasts for 1 minute or until the temporary hit points are depleted, whichever comes first.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Spontaneous Heal** You may convert any prepared spell or spell slot of 6<sup>th</sup> level or higher to cast *heal*, even if that spell is not normally on your spell list. If you do not have the ability to cast 6<sup>th</sup>-level spells, you can't use this class feature. This ability otherwise functions identically to the cleric's spontaneous casting class feature (see page 32 of the *Player's Handbook*).

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Amulet of retributive healing* (MIC), *armband of elusive action* (MIC), azer (MM), *close wounds* (SpC), combat medic (HB), healer (MH), *faith healing* (SpC), *healing belt* (MIC), *healing lorecall* (SpC), *panacea* (SpC), *positive energy aura* (SpC), Practiced Spellcaster (CAr), *rejuvenation cocoon* (SpC), *revenge* (SpC), *ring of mystic healing* (MIC), *stabilize* (SpC), truncheon (BoED), *vigor* (SpC), *vigor, greater* (SpC), *vigor, lesser* (SpC), *vigor, lesser mass* (SpC)

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#### AZER TANK

CR 9

Male azer Fighter 7

LN Medium outsider (extraplanar, fire)

**Init** +7; **Senses** darkvision 60 ft.; Listen +8, Spot +15

**Languages** Common, Ignan

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**AC** 25, touch 11, flat-footed 24; **Combat Defense**, Dodge

(+1 Dex, +8 armor, +6 natural)

**hp** 82 (9 HD); **DR** 2/-; **Combat Vigor**

**Immune** fire

**SR** 20

**Fort** +11, **Ref** +7, **Will** +8; +2 Ref w/watchful eye aura, +4 Will w/Combat Focus

**Weakness** cold vulnerability

**Active Spells** *greater magic weapon* +2 (2, CL 10<sup>th</sup>), *status* (2, CL 10<sup>th</sup>)

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

**Melee** *greater magic weapon* +2 *galeb duhr hammer* +15/+10 (1d8+8/x3 plus 1 fire) or

**Melee** *greater magic weapon* +2 cold iron warhammer +15/+10 (1d8+8/x3 plus 1 fire)

**Ranged** javelin +11 (1d6+4 plus 1 fire)

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

**Base Atk** +9; **Grp** +13

**Atk Options** Combat Reflexes (3 AoOs), Power Attack, Supernatural Instincts, heat

**Combat Gear** *Chronocharm of the grand master*, *chronocharm of the horizon walker*, *devastation gauntlets*, *third eye of dampening*

---

**Abilities** Str 18, Dex 14, Con 16, Int 12, Wis 16, Cha 6

**Feats** Combat Defense<sup>B</sup>, Combat Focus, Combat Reflexes<sup>B</sup>, Combat Stability, Combat Vigor, Dodge<sup>B</sup>, Power Attack<sup>B</sup>, Supernatural Instincts.

**Skills** Appraise +6, Climb +4, Craft (weaponsmithing) +6, Hide +2, Jump +5, Listen +8, Move Silently -3, Search +6, Spot +15

**Possessions** combat gear plus mwk full plate, *greater magic weapon* +2 *galeb duhr hammer*, 5 javelins, *restful crystal*, *greater magic weapon* +2 cold iron warhammer

---

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

---

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Azer (MM)*, *chronocharm of the grand master (MIC)*, *chronocharm of the horizon walker (MIC)*, Combat Defense (PH2), Combat Focus (PH2), Combat Stability (PH2), Combat Vigor (PH2), *devastation gauntlets (MIC)*, *galeb duhr hammer (MIC)*, *restful crystal (MIC)*, Supernatural Instincts (FC2), *third eye of dampening (MIC)*

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#### AZER SCOUT

CR 9

Male azer Rogue 4/Dread Commando 3

LN Medium outsider (extraplanar, fire)

**Init** +8; **Senses** darkvision 60 ft.; Listen +11, Spot +15

**Languages** Common, Ignan

**Auras** team initiative bonus

---

**AC** 24, touch 13, flat-footed 20; Dodge, Mobility, trap sense +1, uncanny dodge (+3 Dex, +5 armor, +6 natural)

**hp** 71 (9 HD)

**Immune** fire

**SR** 20

**Fort** +8, **Ref** +13, **Will** +6; Evasion, trap sense +1

**Weakness** cold vulnerability

**Active Spells** *greater magic weapon* +2 (4, CL 10<sup>th</sup>), *status* (CL 10<sup>th</sup>)

---

**Speed** 30 ft. (6 squares)

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**Melee** *greater magic weapon* +2 mwk truncheon +12/+7 (1d8+6<sup>NL</sup>) and

*greater magic weapon* +2 mwk sap +12 (1d6+4<sup>NL</sup>) or

**Melee** *greater magic weapon* +2 mwk truncheon +14 (1d8+6<sup>NL</sup>) or

**Melee** *greater magic weapon* +2 mwk warhammer +12/+7 (1d8+6/x3 plus 1 fire) and

*greater magic weapon* +2 mwk handaxe +12 (1d6+4/x3 plus 1 fire) or

**Melee** *greater magic weapon* +2 mwk warhammer +14 (1d8+6/x3 plus 1 fire)

**Ranged** javelin +11 (1d6+4 plus 1 fire)

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

**Base Atk** +8; **Grp** +12

**Atk Options** heat, sneak attack +2d6, sudden strike +2d6

**Combat Gear** *Belt of ultimate athleticism*, *boots of agile leaping*, *deathstrike bracers*, *scout's headband*

---

**Abilities** Str 18, Dex 16, Con 16, Int 14, Wis 12, Cha 6

**Feats** Dodge, Mobility, Two-Weapon Fighting

**Skills** Balance +14, Climb +9, Disable Device +16, Escape Artist +15, Hide +9, Jump +11, Listen +11, Move Silently +15, Search +14, Spot +15, Tumble +14

**Possessions** combat gear plus mithral breastplate, *chronocharm of the laughing rogue*, *greater magic weapon* +2 mwk handaxe, 5 javelins, *greater magic weapon* +2 mwk sap, mwk thieves' tools, *greater magic weapon* +2 mwk truncheon, *greater magic weapon* +2 mwk warhammer

---

**Armored Ease (Ex)** You reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0).

**Evasion (Ex)** If a rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage on a successful saving throw.

**Heat (Ex)** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

**Sneak Attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from its attack, it can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time its target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks its target. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

With a sap or unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

**Sudden Strike (Ex)** If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually

has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies – undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use a sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

**Trap Sense (Ex)** The rogue gains a +1 bonus on Reflex saves made to avoid traps and a dodge bonus to AC against attacks made by traps.

**Trapfinding (Ex)** The rogue can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Rogues can use the Disable Device skill to disarm magic traps.

**Team Initiative Bonus (Ex)** All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

**Uncanny Dodge (Ex)** A rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed or struck by an invisible attacker.

**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** Azer (MM), *belt of ultimate athleticism* (MIC), *boots of agile leaping* (MIC), *chronocharm of the laughing rogue* (MIC), *deathstrike bracers* (MIC), dread commando (HB), *scout's headband* (MIC), truncheon (BoED)

#### AZER BATTLEMAGE

CR 9

Male azer Evoker 8

LN Medium outsider (extraplanar, fire)

**Init** +7; **Senses** darkvision 60 ft.; Listen +6 (+8), Spot +6 (+8)

**Languages** Common, Ignan

**AC** 24, touch 12, flat-footed 18

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

**hp** 67 (10 HD); DR 2/-

**Immune** fire

**SR** 21

**Fort** +10, **Ref** +7, **Will** +10; +2 Ref w/ watchful eye aura

**Weakness** cold vulnerability

**Active Spells** *alarm* (CL 12<sup>th</sup>), *anticipate teleportation*, (CL 10<sup>th</sup>), *greater mage armor* (CL 10<sup>th</sup>), *greater*

*magic weapon* +2 (CL 10<sup>th</sup>), *Rary's mnemonic enhancer* extra 3<sup>rd</sup> level spell (CL 10<sup>th</sup>), *status* (2, CL 10<sup>th</sup>)

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**Speed** 30 ft. (6 squares)

**Melee** *greater magic weapon* +2 mwk warhammer +10/+5 (1d8+4/x3 plus 1 fire) or

**Melee** spiked gauntlet +8/+3 (1d3+2 plus 1 fire)

**Ranged** javelin +8 (1d6+2 plus 1 fire)

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

**Base Atk** +6; **Grp** +8

**Atk Options** heat

**Special Actions** spells

**Wizard Spells Prepared** (CL 10<sup>th</sup>):

4<sup>th</sup>—*blistering radiance* (DC 18), *Rary's mnemonic enhancer* †, *summon monster* IV (1d3 celestial bison), metamagic school focused nonlethal substituted *wall of fire* (DC 18)

3<sup>rd</sup>—*anticipate teleportation* †, metamagic school focused nonlethal substituted *fireball* (DC 17), *haste*, *greater mage armor* †, *greater magic weapon* †, *unluck* (DC 17)

2<sup>nd</sup>—nonlethal substituted *burning hands* (DC 15), *flaming sphere*, *glitterdust* (2, DC 16), *summon monster* II (1d3 celestial dogs)

1<sup>st</sup>—*alarm* †, *comprehend languages*, *enlarge person*, metamagic school focuses nonlethal substituted *magic missile*, *magic missile* (2)

0—*arcane mark*, *dancing lights*, *detect magic*, *open/close*, *prestidigitation*

† Already cast

**Combat Gear** *Arcanist's gloves*, *bracers of the entangling blast*, *chronocharm of the uncaring archmage*, *lesser metamagic rod of chaining*, *third eye freedom*

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**Abilities** Str 14, Dex 15, Con 16, Int 19, Wis 12, Cha 6

**Feats** Alertness<sup>B</sup>, Bonded Familiar, Extend Spell, Metamagic School Focus (evocation)<sup>B</sup>, Nonlethal Substitution (fire), Practiced Spellcaster (wizard), Scribe Scroll<sup>B</sup>

**Skills** Decipher Script +11, Climb +7, Concentration +16, Hide +7, Jump +7, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +8, Move Silently +2, Spellcraft +19, Spot +8

**Possessions** combat gear plus 5 javelins, 3 spell component pouches, spiked gauntlet, *greater magic weapon* +2 mwk warhammer

**Spellbook** spells prepared plus 0—*acid splash*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1<sup>st</sup>—*mage armor*, *magic weapon*, *summon monster I*; 2<sup>nd</sup>—*body of the sun*, *chain of eyes*, *fireburst*; 3<sup>rd</sup>—*flame arrow*, *phantom steed*, *summon monster III*; 4<sup>th</sup>—

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**Prohibited Schools (Illusion, Enchantment)** The evoker can not cast spells from her banned schools, even from spell trigger or spell completion magic items.

**School Specialization** An evoker can prepare one additional evocation spell per spell level each day.

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**Description** Azers are dwarflike beings native to the Elemental Plane of Fire. They wear kilts of brass, bronze, or copper, and speak Ignan and Common.

**Sources** *Anticipate teleportation* (SpC), *arcaneist's gloves* (MIC), *azer* (MM), *blistering radiance* (SpC), *body of the sun* (SpC), Bonded Familiar (PH2) *bracers of the entangling blast* (MIC), Chain Spell (CAr), *chain of eyes* (SpC), *chronocharm of the uncaring archmage* (MIC), Energy Substitution (CAr), *fireburst* (SpC), *lesser metamagic rod of chaining* (MIC), Metamagic School Focus (CM), Nonlethal Substitution (CAr), Practiced Spellcaster (CAr), *repair minor damage* (SpC), *third eye freedom* (MIC), *unluck* (SpC)

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**CELESTIAL BISON** **CR 3**

LG Large magical beast (extraplanar)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +7, Spot +5

**Languages** Celestial

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**AC** 13, touch 9, flat-footed 13  
(-1 size, +4 natural)

**hp** 37 (5 HD); DR 5/magic

**Resist** Acid 5, cold 5, electricity 5

**Fort** +7, **Ref** +4, **Will** +1

---

**Speed** 40 ft. (8 squares)

**Melee** gore +8 (1d8+9)

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

**Base Atk** +3; **Grp** +13

**Atk Options** smite evil

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**Abilities** Str 22, Dex 10, Con 16, Int 3, Wis 11, Cha 4

**Feats** Alertness, Endurance

**Skills** Jump +10, Listen +7, Spot +5

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**Smite Evil (Su)** Once per day a celestial bison can make a normal melee attack to deal an extra 5 points of damage against an evil foe.

**Sources** Celestial template (MM), bison (MM)

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**CELESTIAL DOG** **CR 1**

LG Small magical beast (extraplanar)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

**Languages** Celestial

---

**AC** 15, touch 14, flat-footed 12  
(+1 size, +3 Dex, +1 natural)

**hp** 6 (1 HD)

**Resist** Acid 5, cold 5, electricity 5

**Fort** +4, **Ref** +5, **Will** +1

---

**Speed** 40 ft. (8 squares)

**Melee** bite +2 (1d4+1)

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

**Base Atk** +0; **Grp** -3

**Atk Options** smite evil

---

**Abilities** Str 13, Dex 17, Con 15, Int 3, Wis 12, Cha 6

**Feats** Alertness, Track<sup>B</sup>

**Skills** Jump +9, Listen +5, Spot +5 Survival +1\*

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

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**Smite Evil (Su)** Once per day a celestial dog can make a normal melee attack to deal an extra 1 point of damage against an evil foe.

**Sources** Celestial template (MM), dog (MM)

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## ENCOUNTER 5

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**JANNI BODYGUARD** **CR 10**

Male janni Hexblade 6

LN Medium outsider (native)

**Init** +7; **Senses** darkvision 60 ft.; Listen +12, Spot +12

**Languages** Ancient Baklunish, Common, Ignan; telepathy 100 ft.

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**AC** 20, touch 11, flat-footed 19

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

**hp** 105 (12 HD)

**Resist** fire 10

**Fort** +10, **Ref** +8, **Will** +13; +4 vs. spells and spell-like effects, mettle

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**Active Spells** message (CL 5<sup>th</sup>), chained extended *mind blank* (CL 20<sup>th</sup>)

**Speed** 20 ft. (4 squares), fly 15 ft. (perfect) in chainmail; base land speed 30 ft., base fly speed 20 ft. (perfect)

**Melee** +1 *starmetal elemental bane scimitar* +19/+14/+9 (1d6+7/15-20) or

**Ranged** longbow +13/+9 (1d8/x3)

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

**Base Atk** +12; **Grp** +18

**Atk Options** Power Attack

**Special Actions** Quick Reconnoiter, change size, hexblade's curse 2/day, spell-like abilities, spells

**Combat Gear** *hexbands*

**Hexblade Spells Known** (CL 7<sup>th</sup>):

1st (2/day)—*karmic aura* (DC 15), *read magic*

**Spell-Like Abilities** (CL 12<sup>th</sup>):

3/day—*invisibility* (self only), *speak with animals*

1/day—*create food and water* (CL 7<sup>th</sup>), *ethereal jaunt* (for 1 hour)

‡ Already cast

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**Abilities** Str 22, Dex 12, Con 16, Int 14, Wis 16, Cha 18

**Feats** Battlecaster, Combat Casting<sup>B</sup>, Improved Critical (scimitar), Improved Initiative<sup>B</sup>, Power Attack, Practiced Spellcaster, Quick Reconnoiter

**Skills** Appraise +11, Concentration +18 (+22 defensive, grappled), Craft (weaponsmithing) +11, Escape Artist +6, Intimidate +20, Listen +12, Move Silently +6, Ride +10, Sense Motive +12, Spellcraft +6, Spot +12

**Possessions** combat gear plus +3 *chainmail*, *cloak of charisma* +2, *hat of disguise*, *hexbands*, longbow (20 arrows), +1 *starmetal elemental bane scimitar*

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**Arcane Resistance (Su)** A hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

**Change Size (Sp)** Twice per day, a janni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability) except that the ability can work on the janni. A DC 15 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2<sup>nd</sup> level spell.

**Dark Companion (Su)** Any enemy adjacent to your dark companion takes a -2 penalty on its saves and to its AC. Your companion's speed is equal to yours (including all modes of movement you possess) and it acts during your turn each round. It follows your mental commands perfectly – in effect, it is merely an extension of your will.

Your dark companion has no real substance, and thus can't attack or otherwise affect creatures or objects. It occupies a 5-foot space. Even though any creature can enter a dark companion's 5-foot space without restriction, it must occupy its own space in order to have any effect on enemies. It is immune to any damage or other effects that might harm creatures, though it can be dispelled or suppressed just like a spell effect. Your dark companion is treated as a spell whose level is equal to ¼ your hexblade level. If it is dispelled it automatically reforms at your side 24 hours later.

A dark companion can't create flanking situations, nor does it provide attacks of opportunity from movement, because enemies automatically recognize it as an illusion. If it is more than 120 feet from you at the start of your turn, or if you ever lose line of effect to it, it instantly reappears adjacent to you.

**Elemental Endurance (Ex)** Jann can survive on the Elemental Planes of Air, Earth, Fire, or Water for up to 48 hours. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material plane.

**Hexblade's Curse (Su)** Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 20) negates the effect. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect can not be affected again by the same hexblade's curse for 24 hours. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

**Mettle (Ex)** A hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

**Description** The jann (singular janni) are the weakest of the genies. Jann are formed out of all four elements and must therefore spend most of their time on the Material Plane. Jann are physically strong and courageous, and do not take kindly to insult or injury. If they meet a foe they cannot defeat in a standup fight, they use flight and *invisibility* to regroup and maneuver to a more advantageous position.

**Sources** Ability Focus (MM), Battlecaster (CAr), dark companion alternate class feature (PH2), *hexbands*

(MIC), hexblade (CW), janni (MM), Practiced Spellcaster (CAr), Quick Reconnoiter (CAAd), starmetal (CAr).

## ENCOUNTER 8

**RAULSTON THE ACCURSED** **CR 15**  
Male necropolitan Knight 6/Fighter 6/Marshal 2/Exotic Weapon Master 1  
LE Medium undead (augmented)  
**Init** +3; **Senses** darkvision 60 ft.; Listen +0, Spot +0  
**Languages** Common, Velondi  
**Auras** Marshal auras

**AC** 28, touch 14, flat-footed 25; shield block (+3 Dex, +10 armor, +3 shield, +1 natural, +1 deflection)

**hp** 125 (15 HD); unnatural resilience

**Immune** undead immunities

**Resist** turn resistance +2

**Fort** +15, **Ref** +10, **Will** +13; +2 Will vs. *control undead*, resilient troops

**Active Spells** heightened *disguise undead* (DC 20, CL 10<sup>th</sup>), extended *misdirection* (DC 17, CL 10<sup>th</sup>), extended *nondetection* (CL 10<sup>th</sup>)

**Speed** 30 ft.

**Melee** *living chain* +20/+20/+15/+10 (2d4+11) or

**Melee** *living chain* +22/+17/+12 (2d4+11)

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

**Base Atk** +14; **Grp** +18

**Atk Options** Combat Expertise, Combat Reflexes (4 AoOs), Deft Opportunist, Expert Tactician, Improved Trip (+13), flurry of strikes

**Special Actions** Power Attack, Quickdraw, knight's challenge (fighting challenge +1, test of mettle)

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

**Feats** Combat Expertise, Combat Reflexes, Deft Opportunist, Exotic Weapon Proficiency (spiked chain), Expert Tactician, Improved Toughness<sup>B</sup>, Improved Trip<sup>B</sup>, Melee Weapon Mastery (piercing)<sup>B</sup>, Mounted Combat<sup>B</sup>, Power Attack, Quickdraw<sup>B</sup>, Skill Focus (diplomacy)<sup>B</sup>, Weapon Focus (spiked chain), Weapon Specialization (spiked chain)<sup>B</sup>

**Skills** Climb +1, Craft (weaponsmithing) +4, Diplomacy +17, Handle Animal +10, Intimidate +22, Jump +19, Knowledge (nobility & royalty) +6, Ride +23

**Possessions** combat gear plus *amulet of natural armor* +1, +1 *animated heavy steel shield*, *cloak of charisma* +2, +2 *mithral full plate*, *gloves of dexterity* +2, *living chain*, *ring of protection* +1, *vest of resistance* +2

**Armor Mastery (Ex)** You are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor.

**Bulwark of Defense (Ex)** An opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain.

**Flurry of Strikes (Ex)** When wielding an exotic double weapon or a spiked chain with both hands, the character can elect to use a full attack action to make a flurry of strikes. When doing so, he may make one extra attack in the round at his full base attack bonus, but this attack takes a -2 penalty, as does each other attack made in that round and until the exotic weapon

master's next turn. The extra attack may be with either end of the double weapon.

**Knight's Challenge (Ex)** You can use this ability 7 times per day ( $\frac{1}{2}$  knight level + Charisma bonus, minimum once per day). Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

**[Fighting Challenge]** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2.

If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. The effect of a fighting challenge lasts for 9 rounds (5 + Charisma bonus).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

**[Test of Mettle]** You can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves DC 17 (10 +  $\frac{1}{2}$  class level + Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of text of mettle lasts for 9 rounds (5 + your Charisma bonus, if any). Whether a creature fails or succeeds on it's save against your test of mettle, it can only be targeted by this effect once per day.

#### **The Knight's Code**

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls.
- A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.
- If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code you take a -2 penalty on attack rolls and saves for the rest of that day.

**Marshal Auras (Ex)** All allies with Intelligence scores of 3 or higher within 60 feet of the marshal (and who can hear and understand the marshal, including the marshal himself) gain the benefit of the marshal's aura. Activating an aura is a swift action, and the marshal can have only one minor and one major aura active at a time. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies).

**[Minor Aura – Art of War]** Charisma bonus (+4) on disarm, trip, bull rush, and sunder attempts.

**[Major Aura – Resilient Troops]** +1 circumstance bonus to all saving throws.

**Shield Ally (Ex)** As an immediate action you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells or other effects.

**Shield Block (Ex)** During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1.

**Unnatural Resilience (Ex)** Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans, however, negative energy (such as an *inflict* spell) heals them.

**Vigilant Defender (Ex)** If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level (6).

**Description** Many hundreds of years ago Raulston the Accursed was once Raulston Godsmark, a champion of

Veluna. For the love of a succubus he forswore his oaths to Rao and turned to the path of evil. As a reward for his betrayal he was slain by an aspect of Melcanthet (Queen of the Succubi) and raised as a necropolitan. His dead eyes burn with hatred. His flesh has shriveled and blackened everywhere save for a heart-shaped patch on his right cheek, the flesh marked by Rao the only thing of his body and soul to escape Malcanthet's corruption. He still bears the arms and armor he carried in life, and wields them with even greater skill in undeath.

Raulston hates his existence. He bears a great malice toward clerics of Rao as he blames his former god for allowing him to come to this pass. Despite his wretched state Raulston clings to unlife with the desperation of a drowning man, fearing what lies beyond undeath's door at the hands of his new mistress.

Raulston takes great pride in maintaining his honor and adherence to the knight's code, as it is all he has left. He scoffs at any offer of redemption, for he knows that he is well and truly damned.

Raulston has been engaged by Maimbua as a bodyguard for Sal'idian while he sojourns on the Material Plane, a duty Raulston undertakes with great care.

**Sources** Deft Opportunist (CAd), *disguise undead* (SpC), exotic weapon master (CW), Expert Tactician (CAd), Improved Toughness (CW), knight (PH2), *living chain* (MIC), marshal (MH), melee weapon mastery (PH2), necropolitan (LM).

## **DM AID #1 – GRM7-03 OFFICIAL RESULTS**

- Mar'idian remained in her mansion on the Astral plane.
- The PCs reported the events of their sojourn in Sigil to the Commandant directly. He declared Sir Corum Valstier officially 'lost, dead or worse.' He expressed his disappointment that the PCs delved into his personal history, claiming any effect of his past on Gran March as his responsibility alone. He expressed his appreciation at the PCs candor in reporting directly to him, and admonished them to keep quiet about what they discovered.
- Brother Drakon approached the PCs privately. He expressed his appreciation for their efforts on behalf of Commandant and Country, and apologized for the Commandant's words. He explained that the Commandant feels personally responsible for the horrible things happening to Gran March, and fears that the Commandant has resigned himself to whatever terrible fate awaits him. He personally thanked the PCs and departed.

## DM AID #2: RUMORS OF BUXTON'S CROSSING

PCs wishing to make Gather Information checks about Buxton's Crossing or recent happenings in Gran March. A DC10 check reveals one of the following pieces of information (roll randomly or choose one you think is appropriate). If the same PC wishes to gather information more than once, the DC to gather a second rumor increases by 5 with each successive check (though a given PC should never receive the same rumor twice).

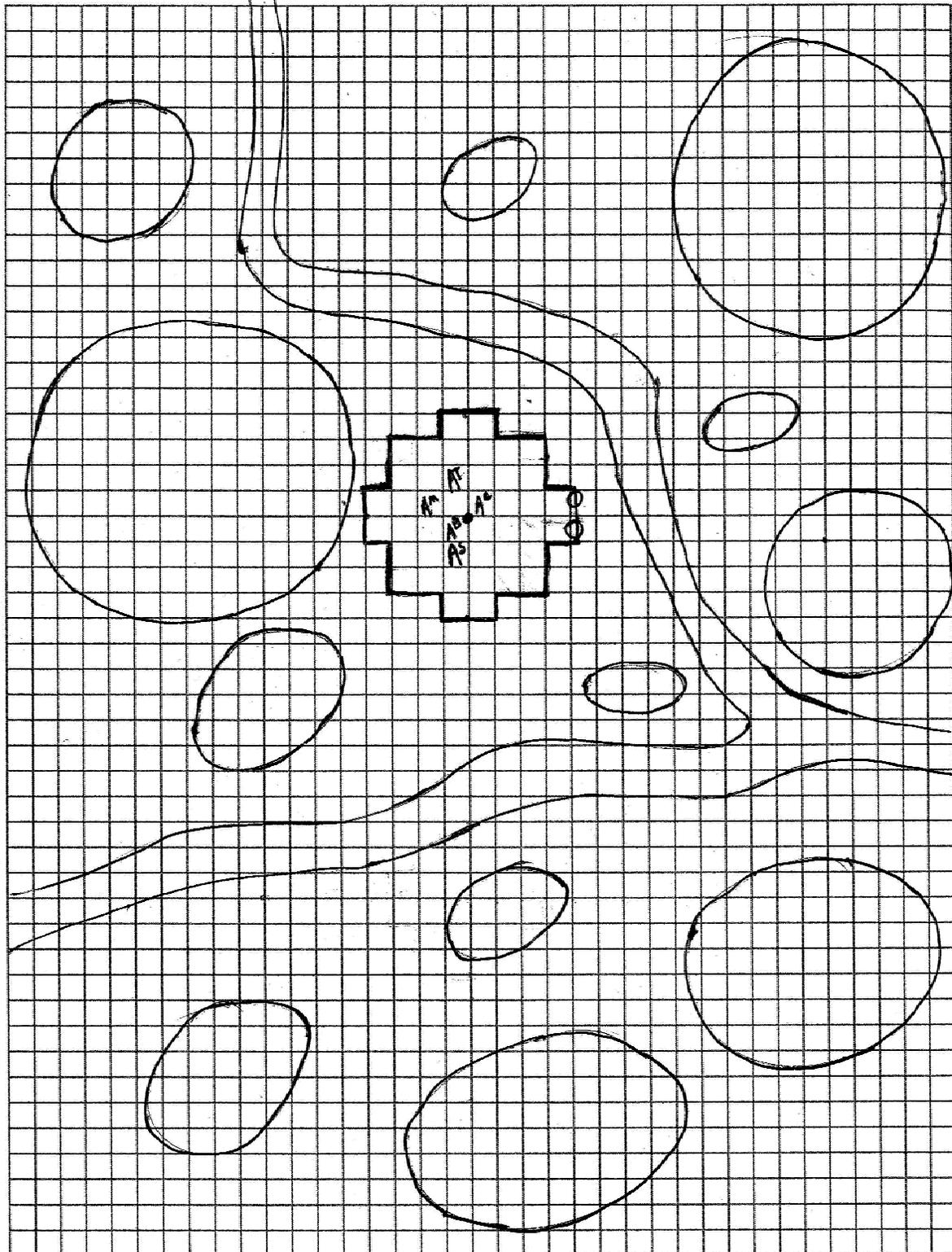
1. There's a huge market a couple miles outside town off the road to Proman. It's been there for a week or so, and when I asked about it I heard they had all their permits in order.
2. People from all over are heading out to that market. Lots of off-duty soldiers from the garrison battles and road patrols are taking it easy there. I hear those folks that went off on some super-secret mission not too long ago need the leave more than most.
3. I heard the waterways are full of draft-dodgers! You'd think our country owns the rivers, and not just the land! Honestly, these foreigners think they can reap the benefits of what we fight for without raising sword, shield or spear to fight themselves?
4. A sage by the name of Ulstra Starsifter in Hookhill is interviewing adventurers for some kind of archeological mission. Something about finding some long dead Elector's long-lost treasure. She's picky though, so I doubt her expedition will get anywhere for a year or two.
5. A letter supposedly penned by Trilesimain himself has been stolen from the collection of the sage known as Plajin the Elder. He is offering the sum of 100 golden lions for its safe return. Plajin the Elder is a well-known friend of the Knights of the Watch.
6. The Herdmasters guild continues to rebuild the old keep that lies eight miles northwest of Hookhill. The guild's charter for the land from the Commandant expires in CY 599 unless they can complete renovations on the keep before then. If the Herdmasters can't do it, some other guild will get the charter for the land.
7. There's a lot of weird silver floating about the country nowadays, and it is turning up in the oddest places. Lots of times though clerics show up, exchange regular silver for the strange coins then leave quick as you like. I got a look at one of them weird coins, and it had a language on it I've never seen before. Maybe it was Veldoni, I hear those fellows up there in Veluna are itching for another fight.

## DM AID #3: DIVINATIONS

Here are some answers to *divinations* the PCs may cast. Feel free to ad-lib any answer to other divination questions. Divinations asking questions about Maimbua are blocked.

- **Q:** Is Mar'idian's child alive? **A:** *The acorn sprouts.*
- **Q:** Where is Mar'idian's child? **A:** *Search within the market of the strange.*
- **Q:** How do I find Mar'idian? **A:** *Taunting words show the way.*
- **Q:** What happened to Mar'idian's child? **A:** *Innocence is twisted in the shadow of death.*

# DM AID #4: ENCOUNTER 4 – DAMSEL IN DISTRESS MAP



C=Captain, T= Tank, M= Medic, B= Battlemage, S=Scout





# DM AID #7: AZER ROUND-BY-ROUND TACTICS (APL 6)

## Round 1

- **Captain:**
  - He moves to the PC most likely to threaten the medic (draws his warhammer as he moves).
  - He Goads the PC.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He casts *sanctuary* on himself and moves to a place where he can't be charged (if possible) near any of his comrades that might need healing.
    - If he is threatened rather than risking an AoO for casting a spell or failing the Concentration check for defensive casting, if he cannot otherwise avoid the AoO he uses his *armband of elusive action* to avoid it.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize*.
- **Tank:**
  - He charges (or moves and attacks if charging isn't possible) the closest available PC to activate his Combat Focus feat.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - He moves to sneak attack the most available PC, flanking with the tank or Captain if possible.
  - He tumbles as appropriate, taking the -10 to tumble at full speed if necessary (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He readies an action to cast *magic missile* to disrupt any PC spellcasting.
  - He calls out any spells he identifies being cast by PCs in Ignan.

## Round 2

- **Captain:**
  - He continues to Goad the same PC as above, or moves to engage and Goad any PC who threatens the medic.
  - If possible he attacks the Goaded PC (and takes a -4 to attack to deal nonlethal damage).
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He heals any azer with significant damage.
    - He uses his *healing belt* if he is out of healing spells.
  - He uses the Heal skill to stabilize a PC who has dropped to negative hit points.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize*.
  - Rather than risking an AoO for casting a spell or failing the Concentration check, if he cannot otherwise avoid the AoO he uses his *armband of elusive action* to avoid it.
  - He calls out any spells he identifies being cast by PCs in Ignan.
- **Tank:**
  - He declares his Dodge target as appropriate.
  - If his Combat Focus feat is not active, he attacks until it is.
  - After that, he takes a -4 to hit and attacks for nonlethal damage. If a PC is dropped, he moves to another.
  - He flanks with the Captain or the scout if possible.
- **Scout:**
  - He declares his Dodge target as appropriate.

- If he is already flanking a PC he continues to attack that PC, otherwise he delays for the battlemage, then attacks when the *summoned* monster provides him with a flank.
- If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts *summon monster I* to summon a celestial dog and spends a swift action to use his *chronocharm of the uncaring archmage* to change the casting time of the spell to a standard action.
  - He places the *summoned* creature to flank with the scout.
  - He calls out any spells he identifies being cast by PCs in Ignan.

### Round 3

- **Captain:**
  - Same as Round 2.
- **Medic:**
  - Same as Round 2.
- **Tank:**
  - Same as Round 2.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - If he is already flanking a PC he continues to attack that PC, otherwise he moves to flank a PC and attacks.
  - He Tumbles as appropriate, taking the -10 to tumble at full speed if appropriate (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He moves to attack the closest PC (drawing his warhammer as he moves) and attacks the PC while fighting defensively.
  - He calls out any spells he identifies being cast by PCs in Ignan.

### Round 4

- **Captain:**
  - Same as Round 3.
- **Medic:**
  - Same as Round 3.
- **Tank:**
  - Same as Round 3.
- **Scout:**
  - Same as Round 3.
- **Battlemage:**
  - He continues to attack and fight defensively.
  - He calls out any spells he identifies being cast by PCs in Ignan.

### Round 5

- **Captain:**
  - Same as Round 4.
- **Medic:**
  - Same as Round 4.
- **Tank:**
  - Same as Round 4.
- **Scout:**
  - Same as Round 4.
- **Battlemage:**

- Same as Round 4.

# DM AID #8: AZER ROUND-BY-ROUND TACTICS (APL 8)

## Round 1

- **Captain:**
  - He spends a swift action to change his minor aura from motivate dexterity to master of tactics.
  - He moves to the PC most likely to threaten the medic (draws his warhammer as he moves).
  - If he has a move action remaining he Goads the PC.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He defensively casts *sanctuary* on himself and moves to a place where he can't be charged (if possible) and near any of his comrades that might need healing.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds* and applies a sanctuary kicker if needed.
  - He calls out any spells he identifies being cast by PCs in Ignan.
- **Tank:**
  - He declares his Dodge target as appropriate.
  - He charges (or moves and attacks if charging isn't possible) the closest available PC to activate his Combat Focus feat.
    - If he needs extra movement he will spend a swift action to activate his *chronocharm of the horizon walker* to move 10 feet in that same swift action.
    - If he scores a critical hit while dealing lethal damage he will not activate his devastation gauntlets in the first round unless the azers have been provoked into attempting to kill the PCs.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - He moves to sneak attack the most available PC, flanking with the tank or Captain if possible.
  - He tumbles as appropriate, taking the -10 to tumble at full speed if necessary (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts (defensively if necessary) *flaming sphere* and spends a swift action to activate his *bracers of the entangling blast*. He sends the sphere after the PC with the heaviest armor (he hopes they will become entangled).
  - He calls out any spells he identifies being cast by PCs in Ignan.

## Round 2

- **Captain:**
  - If the azers are outnumbered by PCs, he spends a swift action to activate his *rearguard's cape*.
  - He continues to Goad the same PC as above, or moves to threaten and Goad any PC who threatens the medic.
  - If possible he attacks the PC he is Goadng with a -4 and deals nonlethal damage.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He casts (defensively if necessary) *mass lesser vigor* on as many of the tank, scout and battlemage as he is able to, applying a sanctuary kicker.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds* as appropriate to the damage the target has taken.

- If he must take an AoO to save an azer or a PC he spends a swift action to use his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
- He calls out any spells he identifies being cast by PCs in Ignan.
- **Tank:**
  - He declares his Dodge target as appropriate.
  - If he does not threaten a PC for some reason he moves to do so.
    - If he needs extra movement he will spend a swift action to activate his *chronocharm of the horizon walker* to move 10 feet in that same swift action.
  - If his Combat Focus feat is not active, he attacks until it is.
    - If he scores a critical hit while dealing lethal damage he will not activate his *devastation gauntlets* in the first round unless the azers have been provoked into attempting to kill the PCs.
  - After that, he takes a -4 to hit and attacks for nonlethal damage. If a PC is dropped, he moves to another.
    - If he scores a critical hit while dealing nonlethal damage he will spend a swift action to activate his *devastation gauntlets* and use all three of their charges at once.
  - He flanks with the Captain or the scout if possible.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - If he is already flanking a PC he continues to attack that PC, otherwise he delays for the battlemage, then attacks the closest PC blinded by the *glitterdust*.
  - He tumbles as appropriate, taking the -10 to tumble at full speed if necessary (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts (defensively if necessary) *glitterdust* to attempt to blind as many PCs as possible.
  - He keeps the *flaming sphere* on the initial target if that PC was not entangled, or was entangled but only for one round (i.e. the entangle ends just before the battlemage's turn). Otherwise he redirects the *flaming sphere* to the second most heavily armored PC.
  - He calls out any spells he identifies being cast by PCs in Ignan.

### Round 3

- **Captain:**
  - Same as Round 2.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He heals any azer with significant damage (using his *amulet of retributive healing* if he has been injured) applying a sanctuary kicker as needed.
    - He uses his *healing belt* if he is out of healing spells.
  - If any azer becomes paralyzed, he uses his cleanse paralysis class feature to remove the condition.
  - He uses the Heal skill to stabilize a PC who has dropped to negative hit points.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds*.
  - If he must take an AoO to save an azer or a PC he spends a swift action to use his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
  - He calls out any spells he identifies being cast by PCs in Ignan.
- **Tank:**
  - Same as Round 2.
- **Scout:**

- He declares his Dodge target as appropriate.
- If he is already attacking a flanked or blinded PC he continues to attack that PC, otherwise he moves to a PC who can be flanked (or is blinded) and attacks.
- He Tumbles as appropriate, taking the -10 to tumble at full speed if appropriate (he does not hesitate to provoke AoOs due to his Mobility).
- If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts (defensively if necessary) *summon monster II* to summon 1d3 celestial dogs and spends a swift action to activate his *chronocharm of the uncaring archmage* to change the casting time to a standard action, placing the monster(s) to flank with the scout.
  - He directs his *flaming sphere* as above.
  - He calls out any spells he identifies being cast by PCs in Ignan.

## Round 4

- **Captain:**
  - Same as Round 3.
- **Medic:**
  - Same as Round 3.
- **Tank:**
  - Same as Round 3.
- **Scout:**
  - Same as Round 3.
- **Battlemage:**
  - He casts (defensively if necessary) *magic missile* targeting as many PCs as possible (targeting archers or other ranged fighters in preference to all others) and spends a swift action to activate his *bracers of the entangling blast*.
  - He directs his *flaming sphere* as above.

## Round 5

- **Captain:**
  - Same as Round 4.
- **Medic:**
  - Same as Round 4.
- **Tank:**
  - Same as Round 4.
- **Scout:**
  - Same as Round 3.
- **Battlemage:**
  - He moves into position and defensively casts a nonlethal substituted *burning hands* spell to include the most PCs possible in it's area.
  - If he has a move action available, he directs his *flaming sphere* as above.

# DM AID #9: AZER ROUND-BY-ROUND TACTICS (APL 10)

## Round 1

- **Captain:**
  - He spends a swift action to change his minor aura from motivate dexterity to watchful eye.
  - If necessary he spends a standard action to use his Dilate Aura feat to include allies more than 60 feet away from him in his auras.
  - He moves to the PC most likely to threaten the medic (draws his warhammer as he moves).
  - If he has a move action remaining he Goads the PC.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He defensively casts *sanctuary* on himself and moves to a place where he can't be charged (if possible) and near any of his comrades that might need healing.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds* and applies a sanctuary or reflex save kicker if needed.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - He declares his Dodge target as appropriate.
    - If he has his Combat Focus and the extra +2 to AC from Dodge and Combat Defense would prevent an enemy hit, he uses Combat Defense to spend an immediate action to switch his Dodge target to defend against that attack.
  - If a PC is within 10 feet, he spends a swift action to activate his *chronocharm of the horizon walker* to move up to that PC in that same swift action and makes a full attack.
  - Otherwise he charges (or moves and attacks if charging isn't possible) the closest available PC to activate his Combat Focus feat.
    - If he scores a critical hit while dealing lethal damage he will not activate his devastation gauntlets in the first round unless the azers have been provoked into attempting to kill the PCs.
  - If affected by a dangerous spell or spell-like ability (a big cold spell most likely), he spends an immediate action (if one is available) to activate his *third eye dampening*.
- **Scout:**
  - He spends a standard action to gain *true seeing* from his *scout's headband*.
    - He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
  - He declares his Dodge target as appropriate.
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts (defensively if necessary) a metamagic school focused nonlethal substituted *fireball* and spends a swift action to activate his *bracers of the entangling blast*. He attempts to get as many PCs in the radius of the spell as possible.
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom*.

## Round 2

- **Captain:**
  - If necessary he spends a standard action to use his Dilate Aura feat to include allies more than 60 feet away from him in his auras.
  - If the azers are outnumbered by PCs, he spends a swift action to activate his *rearguard's cape*.
  - If the tank threatens a PC and the scout can sneak attack, he spends a standard action to activate his *helm of heroes* and grant as many of his allies as possible an immediate melee attack.
  - He continues to Goad the same PC as above, or moves to threaten and Goad any PC who threatens the medic.
  - If possible he attacks the PC he is Goading with a -4 and deals nonlethal damage.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He defensively casts *mass lesser vigor* on as many of the Captain, tank, scout and battlemage as he is able to, applying a sanctuary or reflex save kicker as appropriate.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds* and applies a sanctuary or reflex save kicker if needed.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - If he must take an AoO to save an azer or a PC he spends a swift action to use his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - He declares his Dodge target as appropriate.
    - If he has his Combat Focus and the extra +2 to AC from Dodge and Combat Defense would prevent an enemy hit, he uses Combat Defense to spend an immediate action to switch his Dodge target to defend against that attack.
  - If he does not threaten a PC for some reason he moves to do so.
    - If he needs extra movement he will spend a swift action to activate his *chronocharm of the horizon walker* to move 10 feet in that same swift action so he can take a full attack.
  - If his Combat Focus feat is not active, he attacks until it is.
    - If he scores a critical hit while dealing lethal damage he will not activate his *devastation gauntlets* in the first round unless the azers have been provoked into attempting to kill the PCs.
  - After that, he takes a -4 to hit and attacks for nonlethal damage. If a PC is dropped, he moves to another.
    - If he scores a critical hit while dealing nonlethal damage he will spend a swift action to activate his *devastation gauntlets* and use all three of their charges at once.
  - He flanks with the Captain or the scout if possible.
  - If affected by a dangerous spell or spell-like ability (a big cold spell most likely), he spends an immediate action (if one is available) to activate his *third eye dampening*.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - He moves to [sneak] attack the most available PC, flanking with the tank or Captain if possible.
  - He tumbles as appropriate, taking the -10 to tumble at full speed if necessary (he does not hesitate to provoke AoOs due to his Mobility).

- If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- If faced with an opponent who is immune to his sneak attack he spends a swift action to activate his *deathstrike bracers* to see if they remedy the situation.
- He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
- **Battlemage:**
  - Same as Round 1, unless the PCs did not take any damage from the fireball (most likely because they have some sort of fire resistance).
  - In that case he casts (defensively if necessary) *glitterdust* to attempt to blind as many PCs as possible (giving priority to any invisible PCs he has been alerted to by the scout).
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use)

### Round 3

- **Captain:**
  - Same as Round 2.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He heals any azer with significant damage (using his *amulet of retributive healing* if he has been injured) applying a sanctuary or reflex save kicker as appropriate.
    - He uses his *healing belt* if he is out of healing spells.
  - If any azer becomes paralyzed, he uses his cleanse paralysis class feature to remove the condition.
  - He uses the Heal skill to stabilize a PC who has dropped to negative hit points.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize* or *close wounds* and applies a sanctuary or reflex save kicker if needed.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - If he must take an AoO to save an azer or a PC he uses his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - Same as Round 2.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - If he is already attacking a flanked or blinded PC he continues to attack that PC, otherwise he moves to a PC who can be flanked (or is blinded) and attacks.
  - He Tumbles as appropriate, taking the -10 to tumble at full speed if appropriate (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
  - If faced with an opponent who is immune to his sneak attack he spends a swift action to activate his *deathstrike bracers* to see if they remedy the situation.
  - He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
- **Battlemage:**
  - He casts (defensively if necessary) *glitterdust* to attempt to blind as many PCs as possible (giving priority to any invisible PCs he has been alerted to by the scout).

- If he has already cast his *glitterdust* he casts (defensively if necessary) *magic missile* targeting as many PCs as possible (targeting archers or other ranged fighters in preference to all others) and spends a swift action to activate his *bracers of the entangling blast*.
- He moves to the safest position possible (if he can do so without drawing an AoO).
- He calls out any spells he identifies being cast by PCs in Ignan.
- If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use)

## Round 4

- **Captain:**
  - Same as Round 3.
- **Medic:**
  - Same as Round 3.
- **Tank:**
  - Same as Round 3.
- **Scout:**
  - Same as Round 3.
- **Battlemage:**
  - He casts (defensively if necessary) *magic missile* targeting as many PCs as possible (targeting archers or other ranged fighters in preference to all others) and spends a swift action to activate his *bracers of the entangling blast*.
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use)

## Round 5

- **Captain:**
  - Same as Round 4.
- **Medic:**
  - Same as Round 4.
- **Tank:**
  - Same as Round 4.
- **Scout:**
  - Same as Round 4.
- **Battlemage:**
  - He casts (defensively if necessary) *magic missile* targeting the PC with the highest apparent AC and spends a swift action to activate his *arcanist's gloves* (if doing so would kill the PC, pick another target this would not outright kill).
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use)

# DM AID #10: AZER ROUND-BY-ROUND TACTICS (APL 12)

## Round 1

- **Captain:**
  - He spends a swift action to change his minor aura from motivate dexterity to watchful eye.
  - If necessary he spends a standard action to use his Dilate Aura feat to include allies more than 60 feet away from him in his auras.
  - He moves to the PC most likely to threaten the medic (draws his warhammer as he moves).
  - If he has a move action remaining he Goads the PC.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He defensively casts *sanctuary* on himself and moves to a place where he can't be charged (if possible) and near any of his comrades that might need healing.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize*, *close wounds*, *rejuvenation cocoon*, or *delay death* as appropriate and applies a sanctuary, reflex save or aid kicker as appropriate.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - He declares his Dodge target as appropriate.
    - If he has his Combat Focus and the extra +2 to AC from Dodge and Combat Defense would prevent an enemy hit, he uses Combat Defense to spend an immediate action to switch his Dodge target to defend against that attack.
  - If a PC is within 10 feet, he spends a swift action to activate his *chronocharm of the horizon walker* to move up to that PC in that same swift action and makes a full attack.
  - Otherwise he charges (or moves and attacks if charging isn't possible) the closest available PC to activate his Combat Focus feat.
    - If he scores a critical hit while dealing lethal damage he will not activate his *devastation gauntlets* unless the azers have been provoked into attempting to kill the PCs.
  - If affected by a dangerous spell or spell-like ability (a big cold spell most likely), he spends an immediate action (if one is available) to activate his *third eye dampening*.
- **Scout:**
  - He spends a standard action to gain *true seeing* from his *scout's headband*.
    - He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
  - He declares his Dodge target as appropriate.
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- **Battlemage:**
  - He casts (defensively if necessary) a *blistering radiance* so it fills the entire pavilion, and spends a swift action to activate his *bracers of the entangling blast*. (Remember that PCs who take damage from the spell are entangled for 1d3 rounds, and while entangled take 4 points of nonlethal fire damage per round. All creatures, including the azers, are dazzled while inside it's area).
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - He calls out any spells he identifies being cast by PCs in Ignan.

- If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom*.
- If he would be reduced to 0 hit points or below, he uses his Bonded Familiar feat to transfer the damage to his familiar (his familiar has 33 hp).

## Round 2

- **Captain:**
  - If necessary he spends a standard action to use his Dilate Aura feat to include allies more than 60 feet away from him in his auras.
  - If the azers are outnumbered by PCs, he spends a swift action to activate his *rearguard's cape*.
  - If the tank threatens a PC and the scout can sneak attack, he spends a standard action to activate his *helm of heroes* and grant as many of his allies as possible an immediate melee attack.
  - He continues to Goad the same PC as above, or moves to threaten and Goad any PC who threatens the medic.
  - If possible he attacks the PC he is Goading with a -4 and deals nonlethal damage.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He defensively casts *mass lesser vigor* on as many of the Captain, tank, scout and battlemage as he is able to, applying a sanctuary, reflex save or aid kicker as appropriate.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize*, *close wounds*, *rejuvenation cocoon*, or *delay death* as appropriate and applies a sanctuary, reflex save or aid kicker as appropriate.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - If he must take an AoO to save an azer or a PC he spends a swift action to use his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - He declares his Dodge target as appropriate.
    - If he has his Combat Focus and the extra +2 to AC from Dodge and Combat Defense would prevent an enemy hit, he uses Combat Defense to spend an immediate action to switch his Dodge target to defend against that attack.
  - If he does not threaten a PC for some reason he moves to do so.
    - If he needs extra movement he will spend a swift action to activate his *chronocharm of the horizon walker* (if it is still available) to move 10 feet in that same swift action so he can take a full attack.
  - If his Combat Focus feat is not active, he attacks until it is.
    - If he scores a critical hit while dealing lethal damage he will not activate his *devastation gauntlets* unless the azers have been provoked into attempting to kill the PCs.
  - After that, he takes a -4 to hit and attacks for nonlethal damage. If a PC is dropped, he moves to another.
    - If he scores a critical hit while dealing nonlethal damage he will spend a swift action to activate his *devastation gauntlets* and use all three of their charges at once.
  - He flanks with the Captain or the scout if possible.

- If affected by a dangerous spell or spell-like ability (a big cold spell most likely), he spends an immediate action (if one is available) to activate his *third eye dampening*.
- **Scout:**
  - He declares his Dodge target as appropriate.
  - He moves to [sneak] attack the most available PC, flanking with the tank or Captain if possible.
  - He tumbles as appropriate, taking the -10 to tumble at full speed if necessary (he does not hesitate to provoke AoOs due to his Mobility).
  - If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
  - If faced with an opponent who is immune to his sneak attack he spends a swift action to activate his *deathstrike bracers* to see if they remedy the situation.
  - He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
- **Battlemage:**
  - He casts (defensively if necessary) an *unluck* spell at the most heavily armored PC visible, using a lesser metamagic rod of chaining to chain the spell to up to 10 enemies within 30 feet of the primary target. (Remember that the save DC for the secondary targets is 4 less.)
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use).
  - If he would be reduced to 0 hit points or below, he uses his Bonded Familiar feat to transfer the damage to his familiar (if he has not already done so, his familiar has 33 hp).

### Round 3

- **Captain:**
  - Same as Round 2.
- **Medic:**
  - He declares his Dodge target as appropriate.
  - He heals any azer with significant damage (using his *amulet of retributive healing* if he has been injured) applying a sanctuary, reflex save or aid kicker as appropriate.
    - He uses his *healing belt* if he is out of healing spells.
  - If any azer becomes paralyzed, he uses his cleanse paralysis class feature to remove the condition.
  - He uses the Heal skill to stabilize a PC who has dropped to negative hit points.
  - If any azer or PC will die if he is unable to reach them, he instead casts *stabilize*, *close wounds*, *rejuvenation cocoon*, or *delay death* as appropriate and applies a sanctuary, reflex save or aid kicker as appropriate.
    - If needed to save a life he spends a swift action to activate his *ring of mystic healing* and spends as many charges as are required to save the life.
    - If an azer is about to die, the medic won't risk getting through their spell resistance, and instead casts *positive energy aura*. Don't forget to apply the medic's healing hands class feature to the damage healed each round.
  - If he must take an AoO to save an azer or a PC he uses his *armband of elusive action* to avoid it (or relies on his Mobility if the *armband* is exhausted or he has no swift action available).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - He monitors the *status* of his allies.
- **Tank:**
  - Same as Round 2.
- **Scout:**
  - He declares his Dodge target as appropriate.

- If he is already attacking a flanked or blinded PC he continues to attack that PC, otherwise he moves to a PC who can be flanked (or is blinded) and attacks.
- He Tumbles as appropriate, taking the -10 to tumble at full speed if appropriate (he does not hesitate to provoke AoOs due to his Mobility).
- If knocked prone somehow he uses his *boots of agile leaping* to regain his feet as a swift action that does not provoke AoOs.
- If faced with an opponent who is immune to his sneak attack he spends a swift action to activate his *deathstrike bracers* to see if they remedy the situation.
- He calls out the position of any invisible, displaced, or otherwise magically concealed PCs.
- **Battlemage:**
  - He casts (defensively if necessary) *glitterdust* to attempt to blind as many PCs as possible (giving priority to any invisible PCs he has been alerted to by the scout).
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - He calls out any spells he identifies being cast by PCs in Ignan.
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use).
  - If he would be reduced to 0 hit points or below, he uses his Bonded Familiar feat to transfer the damage to his familiar (if he has not already done so, his familiar has 33 hp).

## Round 4

- **Captain:**
  - Same as Round 3.
- **Medic:**
  - Same as Round 3.
- **Tank:**
  - Same as Round 3.
- **Scout:**
  - Same as Round 3.
- **Battlemage:**
  - He casts (defensively if necessary) a metamagic school focused nonlethal substituted *fireball* targeting as many PCs as possible.
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use)

## Round 5

- **Captain:**
  - Same as Round 4.
- **Medic:**
  - Same as Round 4.
- **Tank:**
  - Same as Round 4.
- **Scout:**
  - Same as Round 4.
- **Battlemage:**
  - He casts (defensively if necessary) a metamagic school focused nonlethal substituted *wall of fire* in it's circular form to catch as many PCs as possible.
  - He moves to the safest position possible (if he can do so without drawing an AoO).
  - If grappled or otherwise constrained he spends an immediate action to activate his *third eye freedom* (if it is still available for use).
  - If he would be reduced to 0 hit points or below, he uses his Bonded Familiar feat to transfer the damage to his familiar (if he has not already done so, his familiar has 33 hp).



## DM AID #11: NEW RULES

### NEW FEATS

#### **Ability Focus (Monster Manual)**

**Prerequisite:** Special Attack.

**Benefit:** Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

**Special:** A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

#### **Arcane Toughness (Player's Handbook II)**

**Prerequisite:** Toughness, arcane caster level 3rd.

**Benefit:** You can expend a prepared spell or spell slot as an immediate action when you are reduced to 0 or fewer hit points. You heal a number of points of damage equal to the level of the spell or spell slot used in this manner. You cannot use this ability to negate effects that disable you without causing hit point damage, such as a medusa's ability to turn you to stone. Even if this healing does not bring you above negative hit points, it still stabilizes you. Using a 0-level spell with this feat grants no benefit.

#### **Battlecaster (Complete Arcane)**

**Prerequisite:** Ability to ignore arcane spell failure chance from armor.

**Benefit:** You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

#### **Bonded Familiar (Player's Handbook II)**

**Prerequisite:** Familiar.

**Benefit:** As long as your familiar is within 30 feet of you, the two of you can share the damage from a single deadly attack. Once per day, if an attack would drop your familiar to 0 or fewer hit points, you can instead choose to accept that damage. In addition, once per day, your familiar can choose to take the damage from a single attack or effect that would reduce you to 0 or fewer hit points. This ability applies

only to attacks or effects that deal hit point damage. You or your familiar could not absorb the effect of a spell such as *flesh to stone*.

#### **Chain Spell (Complete Arcane)**

**Prerequisite:** Any metamagic feat.

**Benefit:** Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20).

Each arc affects on secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10<sup>th</sup>-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin dhieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

#### **Combat Defense (Player's Handbook II)**

**Prerequisite:** Dex 13, Wis 13, Combat Focus, Dodge, base attack bonus +6.

**Benefit:** While you maintain your combat focus, you can change the target of your Dodge feat to a new opponent as an immediate action.

If you have three or more combat form feats, you gain an additional +1 dodge bonus to AC against the target of your Dodge feat.

**Normal:** Designating or changing the target of your Dodge feat can only be done on your turn as a free action.

**Special:** A fighter can select Combat Defense as one of his fighter bonus feats

#### **Combat Focus (Player's Handbook II)**

**Prerequisite:** Wis 13.

**Benefit:** In battle, you push aside the chaos of the fight and attain a focused state that grants you a keen, clear picture of the battle. Fear and pain ebb away as you focus solely on defeating your enemy. The first time you make a

successful attack during an encounter, you gain your combat focus. In this state, your mind and body become one, allowing you to overcome mundane physical limits. You can maintain your combat focus for 10 rounds after entering it, +1 additional round per combat form feat you possess aside from this one. You can only gain your combat focus once per encounter.

While you are maintaining your combat focus, you gain a +2 bonus on Will saves. If you have three or more combat form feats, this bonus increases to +4.

**Special:** A fighter can select Combat Focus as one of his fighter bonus feats.

### ***Combat Stability (Player's Handbook II)***

**Prerequisite:** Wis 13, Combat Focus, base attack bonus +3.

**Benefit:** You gain a +4 bonus on checks or rolls to resist bull rush, disarm, grapple, overrun, and trip attempts made against you.

If you have three or more combat form feats, the bonus granted by this feat increases to +8.

**Special:** A fighter can select Combat Stability as one of his fighter bonus feats..

### ***Combat Vigor (Player's Handbook II)***

**Prerequisite:** Wis 13, Combat Focus, base attack bonus +9.

**Benefit:** While you maintain your combat focus, you gain fast healing 2. You lose this benefit when your combat focus ends.

If you have three or more combat form feats, the benefit of this feat improves to fast healing 4.

**Normal:** Designating or changing the target of your Dodge feat can only be done on your turn as a free action.

**Special:** A fighter can select Combat Defense as one of his fighter bonus feats.

### ***Deft Opportunist (Complete Adventurer)***

**Prerequisite:** Dex 15, Combat Reflexes.

**Benefit:** You get a +4 bonus on attack rolls when making attacks of opportunity.

### ***Dilate Aura (Fiendish Codex II)***

**Prerequisite:** Aura ability.

**Benefit:** Once per encounter, you can double the range of your aura. The expanded aura lasts for a number of rounds equal to your Charisma modifier (minimum 1 round).

### ***Expert Tactician (Complete Adventurer)***

**Prerequisite:** Dex 13, Combat Reflexes, base attack bonus +2.

**Benefit:** If you hit a creature with an attack of opportunity, you and all your allies gain a +2

circumstance bonus on melee attack rolls and damage rolls against that creature for 1 round.

### ***Goad (Complete Adventurer)***

**Prerequisite:** Cha 13, base attack bonus +1.

**Benefit:** As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has Intelligence of 3 or higher. (The goad is a mind-affecting ability). When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + ½ your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against during this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it may make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

**Special:** A fighter may select Goad as one of his fighter bonus feats.

### ***Improved Toughness (Complete Warrior)***

**Prerequisite:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

**Special:** A fighter may select Goad as one of his fighter bonus feats.

### ***Metamagic School Focus (Complete Mage)***

**Prerequisite:** Spell Focus (chosen school) or specialist wizard in chosen school.

**Benefit:** Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

**Special:** A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

### **Melee Weapon Mastery (Player's Handbook II)**

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

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

**Special:** You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

### **Nonlethal Substitution (Complete Arcane)**

**Prerequisite:** Knowledge (arcane) 5 ranks, any metamagic feat.

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt – for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

### **Practiced Spellcaster (Complete Arcane)**

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup>-level cleric/3<sup>rd</sup>-level fighter who selects this feat would increase his cleric caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9<sup>th</sup> (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 4<sup>th</sup>-level cleric/5<sup>th</sup>-level wizard who had selected this feat twice would cast cleric spells as an 8<sup>th</sup>-level caster and wizard spells as a 9<sup>th</sup>-level caster.

### **Quick Recovery (Lords of Madness)**

**Benefit:** Whenever you begin your turn stunned or dazed, you can make a new saving throw at the original DC of the effect that stunned or dazed you in an attempt to recover. Recovering from being stunned or dazed in this way is a move action. If the effect that caused you to become stunned or dazed did not allow a saving throw, you can recover by succeeding on a Will save (DC 10 + ½ HD or caster level of originator of effect + relevant ability modifier, or Cha modifier if there is not an obvious ability linked to the effect).

**Normal:** You are stunned or dazed as long as the effect calls for, and do not have an opportunity to recover early.

### **Quick Reconnoiter (Complete Adventurer)**

**Prerequisite:** Listen 5 ranks, Spot 5 ranks.

**Benefit:** You can make one Spot check and one Listen check each round as a free action

**Normal:** Using Spot or Listen in a reactive fashion is a free action, but actively trying to make a Spot check or Listen check requires a move action.

### **Staggering Strike (Complete Adventurer)**

**Prerequisite:** Base attack bonus +6, sneak attack.

**Benefit:** If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its nonlethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This

feat has no effect on creatures not subject to sneak attack damage.

### **Supernatural Instincts (Fiendish Codex II)**

**Prerequisite:** Combat Reflexes.

**Benefit:** When a creature you threaten uses a supernatural ability, it provokes an attack of opportunity from you. Unlike a spell or spell-like ability, though, a successful hit does not require the target to succeed on a Concentration check to continue to make use of the supernatural ability.

If you have three or more combat form feats, the benefit of this feat improves to fast healing 4.

**Normal:** Supernatural abilities do not provoke attacks of opportunity.

## **NEW ITEMS**

### **Arcanist's Gloves (Magic Item Compendium)**

When you activate *arcanist's gloves* (a swift command action), you add 2 to the caster level of the next 1<sup>st</sup>-level arcane spell you cast before the end of your turn.

*Arcanist's gloves* function two times per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *fox's cunning*, *cat's grace*; Price 500 gp.

### **Armband of Elusive Action (Magic Item Compendium)**

An *armband of elusive action* allows you to protect yourself from the hazards of battlefield chaos. When it is activated (an immediate mental action), the band allows you to avoid provoking a single attack of opportunity that your actions would otherwise incur.

An *armband of elusive action* functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *cat's grace*; Price 800 gp.

### **Amulet of Retributive Healing (Magic Item Compendium)**

Devoting your life to healing is often a thankless job. An *amulet of retributive healing* ensures that if you tend to your allies, you are renewed in turn.

When you activate your amulet (a swift command action), the next effect you use before the end of your turn that heals another creature's damage also heals you of an equal amount, as long as you could be healed by the same effect. If the effect heals multiple

creatures, you only gain the retributive healing once per effect.

For example, a human cleric casting *cure light wounds* on an ally after activating this amulet would gain the same amount of healing, but a human wizard casting *repair light damage* on her warforged ally would not benefit from the amulet (since that spell only affects constructs).

An *amulet of retributive healing* functions three times per day.

Moderate transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *mass cure light wounds*; Price 2,000 gp.

### **Belt of Ultimate Athleticism (Magic Item Compendium)**

A *belt of ultimate athleticism* allows you to reliably perform normal athletic feats, or occasionally pull off a truly amazing stunt. When you activate the belt (a swift command action), you can take 10 on all Balance, Climb, Jump, Swim, and Tumble checks made in that round, even if you are in a stressful situation.

In addition, once per day, you can activate the belt to treat the next Balance, Climb, Jump, Swim, or Tumble check you attempt as if you had rolled a 20.

Moderate transmutation; CL 9<sup>th</sup>; Craft Wondrous Item, *bull's strength*, *cat's grace*; Price 3,600 gp.

### **Boots of Agile Leaping (Magic Item Compendium)**

While wearing *boots of agile leaping*, you can add your Dexterity modifier (instead of your Strength modifier) on Jump checks.

If you have at least 5 ranks in Balance, you can stand from prone as a swift action. When standing from prone, you do not provoke attacks of opportunity.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *cat's grace*; Price 600 gp.

### **Bracers of the Entangling Blast (Magic Item Compendium)**

*Bracers of the entangling blast* allow you to reduce the damage dealt by your magic to ensnare those affected by it. When you activate these bracers (a swift command action), the next spell you cast or spell-like ability you use deals only half its normal damage, however, any creature damaged by the spell becomes entangled for 1d3 rounds, taking an additional point of damage per level of the spell each round on your turn. This damage is of the same type as normally dealt by the spell (or your choice if the spell deals more than one type of

damage). These bracers have no effect on a spell or spell-like ability that doesn't deal damage.

This ability functions three times per day.

Faint conjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *web*; Price 2,000 gp.

### **Chronocharm (Magic Item Compendium)**

A chronocharm occupies the throat body slot, but it can be worn simultaneously with any number of other chronocharms, which all function normally. However, you can't wear more than one of the same chronocharm.

You must wear a chronocharm for 24 hours before you can access its abilities. If it is taken off, it becomes inactive until worn for an additional 24 hours.

### **Chronocharm of the Celestial Wanderer (Magic Item Compendium)**

A *chronocharm of the celestial wanderer* slows your perception of time, allowing you a second chance to recognize potential danger. When you activate this chronocharm (an immediate mental action), you can immediately reroll a single Listen or Spot check that you just attempted. The result of the second roll replaces the first result.

This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *cat's grace*; Price 500 gp.

### **Chronocharm of the Fateweaver (Magic Item Compendium)**

A *chronocharm of the fateweaver* slows your perception of time, letting you avoid an ill-advised step. When you activate this chronocharm (an immediate mental action), you can immediately reroll a single Balance, Climb, or Tumble check that you just attempted. The result of the second roll replaces the first result.

This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *cat's grace*; Price 500 gp.

### **Chronocharm of the Grand Master (Magic Item Compendium)**

A *chronocharm of the grand master* slows your perception of time, allowing you to better dodge an incoming ranged attack. When it is activated (an immediate mental action), you gain a +5 dodge bonus to your AC against a single ranged attack.

This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *cat's grace*; Price 500 gp.

### **Chronocharm of the Horizon Walker (Magic Item Compendium)**

Like other chronocharms, this item slows your perception of time for a specific, singular purpose. When you activate a *chronocharm of the horizon walker* (a swift command action) you can move up to half your speed as part of the same swift action used to activate it; this movement does not provoke attacks of opportunity. When determining the distance you can move, round down to the nearest 5-foot increment.

This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *expeditious retreat*; Price 500 gp.

### **Chronocharm of the Laughing Rogue (Magic Item Compendium)**

First imagined by skilled temple raiders devoted to Olidammara, the god of rogues, *chronocharms of the laughing rogue* have found their way into the toolboxes of thieves of all stripes. When you activate this chronocharm (an immediate mental action), you can immediately reroll a single Disable Device skill check that you just attempted. You can activate this item after the success or failure of the first roll has been determined (even if your failure resulted in accidentally setting of a trap), but before any ramifications of that roll have been applied. The result of the second roll replaces the first result.

This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *haste*; Price 500 gp.

### **Chronocharm of the Uncaring Archmage (Magic Item Compendium)**

A chronocharm of the uncaring archmage alters your perception of time, allowing you to cast a single spell more quickly. When it is activated (a swift command action), the next spell of 3<sup>rd</sup> level or lower you can cast that has a casting time of 1 full round can be cast as a standard action instead. If you don't cast such a spell by the end of your turn, the effect fades.

This ability functions once per day.

Moderate transmutation; CL 9<sup>th</sup>; Craft Wondrous Item, Quicken Spell; Price 500 gp.

### **Crystal of Bent Sight (Magic Item Compendium)**

A *crystal of bent sight* offers a great boon to any who face creatures that have gaze attacks. When this augment crystal is attached to your shield, you can avert your eyes from a creature

that has a gaze attack without suffering a miss chance on your attack rolls against that creature.

Faint divination; CL 5<sup>th</sup>; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; Price 500 gp.

### **Deathstrike Bracers (Magic Item Compendium)**

When activated (a swift mental action), *deathstrike bracers* allow you to use melee weapons to deal extra damage from critical hits and sneak attacks to constructs, elementals, oozes, plants, and undead as if they were not immune to such extra damage. You must still roll a critical threat and confirm it as a critical hit or qualify to deliver sneak attack damage to gain any benefit from the bracers. This effect does not allow you to overcome any other immunity or resistance to extra damage from sneak attacks or critical hits (such as the fortification armor property). This effect lasts for 1 round.

This ability functions three times per day.

Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Item, *keen edge*; Price 5,000 gp.

### **Devastation Gauntlets (Magic Item Compendium)**

*Devastation gauntlets* are prized by anyone who earns gold by fighting in melee, from raging barbarians to wily swashbucklers. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges (a swift command action) grants you a bonus to the damage dealt by a critical hit you make in melee. You activate the gauntlets after you have confirmed a critical hit, but before damage is rolled.

1 charge: +2d6 points of damage.

2 charges: +3d6 points of damage.

3 charges: +4d6 points of damage.

Faint transmutation; CL 5<sup>th</sup>; Craft Wondrous Item, *keen edge*; Price 2,000 gp.

### **Galeb Duhr Hammer (Magic Item Compendium)**

A *galeb duhr hammer* acts as a +1 *warhammer*. In addition, if you have the stonemasonry racial ability, the hammer gains an extra ability. Whenever you score a critical hit with a *galeb duhr hammer* against a creature standing on the ground, the surface your target is standing on attempts to hold the creature in place. For 5 rounds, the victim's speed falls to 5 feet and it takes a -2 penalty on attack rolls and to AC.

Moderate transmutation; CL 10<sup>th</sup>; Craft Magic Arms and Armor, *stone shape*; Price 5,312 gp.

### **Healing Belt (Magic Item Compendium)**

While wearing a *healing belt*, you gain a +2 competence bonus on Heal checks. This is a continuous effect and requires no activation.

In addition, the belt has 3 charges, which are renewed each day at dawn. Spending 1 or more charges (a standard command action) allows you to channel positive energy and heal damage with a touch. (You can also use this ability to harm undead, dealing them an equivalent amount of damage instead.)

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

Faint conjuration; CL 3<sup>rd</sup>; Craft Wondrous Item, *cure moderate wounds*; Price 750 gp.

### **Helm of Heroes (Magic Item Compendium)**

A *helm of heroes* is prized by marshals (MH 11), because it allows them to better direct their allies in battle. When you wear this helm and use your grant move action ability, you can choose instead to grant each affected character a single melee attack (using each ally's full base attack bonus). This ability's activation is a part of the grant move action activation.

This ability functions once per day.

Moderate evocation; CL 7<sup>th</sup>; Craft Wondrous Item, *shout*; Price 5,600 gp.

### **Hexbands (Magic Item Compendium)**

Hexblades (CW 5) rely on these items to enhance their curse power and their combat prowess. While worn, *hexbands* increase the save DC of your hexblade's curse by 1. This is a continuous effect and requires no activation.

In addition, when you activate your *hexbands* (a swift command action), you can add your Charisma bonus (if any) on weapon damage rolls you make against any creature currently affected by your hexblade's curse. This benefit lasts for 1 round, and this ability functions five times per day.

Strong transmutation; CL 20<sup>th</sup>; Craft Wondrous Item, Sanctify Relic, *heroism*; Price 4,500 gp.

### **Horn of Volume (Miniature's Handbook)**

This horn lets the user be heard up to twice as far as she normally would be when speaking, singing, or using an ability that affects creatures that can hear the user.

Moderate transmutation; CL 7<sup>th</sup>; Craft Wondrous Item, *eagle's splendor*; Price 3,100 gp.

### **Living Chain (Magic Item Compendium)**

This +1 spiked chain coils around the target's limbs on a successful attack, granting you a +2 bonus on Strength checks made to trip the target.

Moderate transmutation; CL 7<sup>th</sup>; Craft Magic Arms & Armor, *bull's strength*; Price 4,325 gp.

### **Malkin (Dungeon Master's Guide)**

Malkin is an intelligent *cloak of charisma* +2 with an Ego score of 18. Malkin's ability scores are Int 18, Wis 10, Cha 18. He speaks and reads Ancient Baklunish, Common, Draconic and Infernal, and can communicate telepathically with his wielder. He can *read magic*, and has blindsense and darkvision to 120'. Malkin's minor powers are 10 ranks of Bluff, 10 ranks of Spellcraft, and *detect magic* at will. Malkin's major powers are *detect undead* at will, and *wall of fire* in a circle 1/day with his wielder at the center.

Strong evil, transmutation; Price 46,800 gp.

### **Metamagic Rod of Chaining, Lesser (Magic Item Compendium)**

You can cast up to three spells per day of third level or lower that are chained as though affected by the Chain Spell feat.

Strong (no school); CL 17<sup>th</sup>; Craft Rod, Chain Spell (CAr 76); Price 14,000 gp.

### **Rearguard's Cape (Magic Item Compendium)**

If you are a marshal (MH 11), a *rearguard's cape* provides you with a potent ability whenever you and your allies are outnumbered. If the number of visible, active enemies within 60 feet of you exceeds the number of your visible, active allies (including yourself) within 60 feet, you can activate this cape (a swift command action). While it is active, the bonus granted by your minor and major auras improves by 2.

This benefit lasts for 10 rounds or until you and your allies are no longer outnumbered. This ability functions once per day.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *eagle's splendor*; Price 2,000 gp.

### **Restful Crystal (Magic Item Compendium)**

A *restful crystal* is a great boon to any warrior who must stay always at the ready.

Sleeping in armor that has this augment crystal attached does not make you fatigued.

Faint enchantment; CL 5<sup>th</sup>; Craft Magic Arms and Armor, *sleep*; Price 500 gp.

### **Ring of Mystic Healing (Magic Item Compendium)**

A *ring of mystic healing* provides a boost to your healing spells. When casting *cure* spells, you gain a +1 competence bonus to your caster level. This is a continuous effect and requires no activation.

In addition, this ring has 3 charges, which are renewed each day at dawn. Spending 1 or more charges (a swift command action) grants a bonus to the damage healed by the next *cure* spell you cast before the end of your turn.

1 charge: +2d6 points of healing.

2 charges: +3d6 points of healing.

3 charges: +4d6 points of healing.

Faint conjuration; CL 5<sup>th</sup>; Forge Ring, *cure serious wounds*; Price 2,000 gp.

### **Scout's Headband (Magic Item Compendium)**

A *scout's headband* grants you a +2 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges (a standard command action) enhances your visual acuity as described below.

1 charge: You gain darkvision out to 60 feet for one hour.

2 charges: You can see invisible creatures and objects (as *see invisibility*) for 10 minutes.

3 charges: You gain *true seeing* (as the spell) for 1 minute.

Moderate divination; CL 9<sup>th</sup>; Craft Wondrous Item, *see invisibility*, *darkvision*, *true seeing*; Price 3,400 gp.

### **Third Eye Dampening (Magic Item Compendium)**

You can activate a *third eye of dampening* (an immediate mental action) to reduce all variable numeric effects of the next spell or spell-like ability that affects you to the minimum value (if this power or spell would affect multiple creatures, only you are protected). This protection lasts until the end of your next turn.

This ability functions once per day.

Faint abjuration; CL 5<sup>th</sup>; Craft Wondrous Item, *dispel magic*; Price 2,500 gp.

### **Third Eye Freedom (Magic Item Compendium)**

You can activate a *third eye freedom* (an immediate mental action) to trigger a *freedom of movement* effect lasting for 1 round. Since this ability suppresses only the effect hindering your movement, you must either find some other method of removing or eliminating the effect, or it will resume after the duration ends.

This ability functions once per day.

Moderate abjuration; CL 7<sup>th</sup>; Craft Wondrous Item, *freedom of movement*; Price 2,600 gp.

## **NEW SPELLS**

### **Anticipate Teleportation (Spell Compendium)**

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a

creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

*Focus:* A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

### **Blistering Radiance (Spell Compendium)**

Evocation [Fire, Light]

**Level:** Cleric 5, sorcerer/wizard 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Long

**Area:** 50-ft.-radius spread

**Duration:** Instantaneous

**Saving Throw:** None and Fortitude partial; see text

**Spell Resistance:** Yes

*As you conclude the ritual to release the energy of the spell, you hurl a blazing ball of light toward the point you designate, and it erupts into a brilliant hovering sphere.*

All sighted creatures in the area are dazzled (no save), and the heat from the blistering radiance deals 2d6 points of fire damage to all creatures and objects in the area each round on your turn (Fortitude half). Like a *fireball* spell, *blistering radiance* erupts if it strikes any material body or solid barrier before attaining the prescribed range, and you must make a successful ranged touch attack to send the sphere through a narrow opening or passage.

*Blistering radiance* counters or dispels any darkness spell of equal or lower level.

*Material Component:* A bit of tinder and a small lens.

### **Body of the Sun (Spell Compendium)**

Transmutation [Fire]

**Level:** Druid 2, sorcerer/wizard 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 5 ft.

**Area:** 5-ft.-radius emanation centered on you.

**Duration:** 1 round/level

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*By drawing on the power of the sun, you cause your body to emanate fire*

Fire extends 5 feet in all directions from your body, illuminating the area and dealing 1d4 points of fire damage per two caster levels (maximum 5d4). Adjacent creatures take fire damage each round on your turn.

### **Chain of Eyes (Spell Compendium)**

Divination

**Level:** Cleric 3, druid 4, sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*With the creature's will to resist brushed aside, you gaze out from its eyes to see your own satisfied smile.*

You can use another creature's vision instead of your own. While this spell gives you no control over the subject, each time it comes into physical contact with another living being, you can choose to transfer your sensor to the new creature. During your turn in a round, you can use a free action to switch from seeing through the current creature's eyes to seeing normally or back again.

Each transfer attempt allows the new target a saving throw and spell resistance. If a target resists, the spell ends.

### **Close Wounds (Spell Compendium)**

Conjuration (Healing)

**Level:** Cleric 2, healer 2

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

### **Delay Death (Spell Compendium)**

Necromancy

**Level:** Cleric 4, healer 4

**Components:** V, S, DF

**Casting Time:** 1 immediate action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** 1 creature

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*You gesture toward your ally and call upon the power of your beliefs. A soft, golden glow appears on your companion's chest, around his heart.*

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow *raise dead* to work, such as a *disintegrate* effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

### **Disguise Undead (Spell Compendium)**

Illusion (Glamer)

**Level:** Sorcerer/wizard 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** 1 corporeal undead

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

*One cannot just march a ghoul into the Duke's Court. But as the fumes issuing from the cocoon surround the creature, the form of the ghoul is replaced with that of a stately courtier armed with a rapier. Of course, it will have to keep its mouth shut.*

You make one undead – including its clothing, armor, weapons, and equipment – look different. You can make it seem 1 foot shorter

or taller, thin, fat, or in between. You cannot change the creature's body type. For example, a wight could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature, such as a mole or a beard, or make it look like an entirely different creature.

The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the undead or its equipment. A battleaxe made to look like a dagger still functions as a battleaxe.

This spell also foils magical means of detecting undead. The subject of *disguise undead* detects as a creature of the type simulated.

Creatures get Will saves to recognize the glamor as an illusion if they interact with the subject (such as by touching the undead and having that not match what they see, in the case of this spell).

*Focus:* A cocoon of a death's head moth.

### ***Faith Healing (Spell Compendium)***

Conjuration (Healing)

**Level:** Blackguard 1, cleric 1, healer 1, paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Targets:** Living creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless)

**Spell Resistance:** Yes (harmless)

*You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.*

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

### ***Fireburst (Spell Compendium)***

Evocation [Fire]

**Level:** Sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Effect:** Burst of fire extending 10 ft. from you

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

*With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.*

*Fireburst* causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

*Material Component:* A bit of sulfur.

### ***Fortunate Fate (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 7, healer 7

**Components:** V, S

**Casting Time:** 1 minute

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 minutes/level or until discharged

**Saving Throw:** None (harmless)

**Spell Resistance:** No (harmless)

*A golden aura spreads out from your fingertips, suffusing your ally with a golden glow that brightens, then fades into her skin.*

You surround the subject with an aura that immediately heals the creature if it is subjected to an effect that would kill it (reduce its hit points to -10 or below). When this event occurs, the *fortunate fate* spell intervenes by immediately triggering a *heal* spell upon the target. If the effect is one that causes harm in a way that a *heal* spell can repair (disease, hit point damage, ability damage, or poison), the target does not actually die, saved by the *heal*. If the effect is one that *heal* cannot countermand (such as ability drain, old age, negative levels, disintegration, ability drain, or death effects), the *fortunate fate* spell cannot prevent the creature's death.

### ***Healing Lorecall (Spell Compendium)***

Divination

**Level:** Cleric 2, druid 2, healer 1, ranger 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

*With a mint leaf under your tongue, you whisper quiet words of soothing comfort. You feel a divine touch guiding your healing hand.*

A caster with 5 or more ranks in Heal can, when casting a conjuration (healing) spell,

choose to remove any one of the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened.

Also, when determining the amount of damage healed by your conjuration (healing) spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus, a 3<sup>rd</sup>-level cleric with 6 ranks in Heal when under the effect of *healing lorecall* cures 1d8+5 points of damage with a *cure light wounds* spell.

*Material Component:* A mint leaf.

### ***Karmic Aura (Complete Mage)***

Abjuration

**Level:** Hexblade 1, sorcerer/wizard 1

**Components:** V

**Casting Time:** 1 swift action

**Range:** 20 ft.

**Area:** 20-ft.-radius emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*You feel the currents of fate flow through you, tugging on the strings of chance.*

While this spell is in effect, any creature within range that deals damage to you with an attack, spell, or other effect becomes fatigued for 3 rounds. A successful Will save indicates that the attacker is unaffected and immune to the spell's effect until the start of your next turn, but must save again if he damaged you after that point. An attacker already fatigued suffers no additional effect from this spell.

*Karmic aura*, *karmic backlash*, and *karmic retribution* interact in an unusual fashion. If you have more than one of these spells active at once, the subject must save against each spell in descending order of spell level. If he fails any of these saves, he automatically fails any save against any lower-level spell of the set that you have active. (Spell resistance still applies to each effect separately).

For example, suppose you have all three spells active when a foe strikes you. He first attempts to save against *karmic retribution*. If that save fails, he is treated as if he had failed his saving throws against all three spells. If the first save succeeds, but the save against *karmic backlash* fails, he is treated as if he had failed his saves against both that spell and *karmic aura*. Only if he succeeds on both of the first

two saves is he entitled to a save against *karmic aura*.

### ***Karmic Backlash (Complete Mage)***

Abjuration

**Level:** Hexblade 2, sorcerer/wizard 3

**Components:** V

**Casting Time:** 1 swift action

**Range:** 20 ft.

**Area:** 20-ft.-radius emanation, centered on you

**Duration:** 1 round/level

**Saving Throw:** Will partial

**Spell Resistance:** Yes

*Your magic influences the flow of fate, doing harm to all who would dare attack you.*

This spell functions like *karmic aura*, except that any creature that damages you and fails its Will save becomes exhausted for 2 rounds.

### ***Mage Armor, Greater (Spell Compendium)***

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 3

**Components:** V, S

*An invisible sheen of armor-shaped force surrounds you.*

This spell functions like *mage armor* (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

### ***Panacea (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 4, druid 5, healer 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.*

This spell channels positive energy into a creature to wipe away its afflictions. It immediately ends any of the following conditions affecting the subject: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, and stunned. It negates sleep effects and the effects of the *feblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It

also cures 1d8 points of damage +1 point per caster level (maximum +20).

*Panacea* does not remove ability damage, negative levels, or drained levels.

Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

### **Positive Energy Aura (Spell Compendium)**

Conjuration (Healing)

**Level:** Cleric 4, healer 3

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Area:** 10-ft.-radius emanation centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** No

*You speak the eldritch phrases of power and an aura of white, shining, positive energy surrounds you.*

Each round on your turn, every living creature within 10 feet of you gains 1 hit point per three caster levels (maximum 5). Creatures can't exceed their full normal hit point totals as a result of this effect. Undead creatures take 2 points of damage per round. Characters with immunity to positive energy effects are not affected by this aura. A positive energy aura does not affect you.

### **Rejuvenation Cocoon (Spell Compendium)**

Conjuration (Healing)

**Level:** Druid 5, healer 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Willing creature touched

**Duration:** 2 rounds

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*You pass your hand over the body of your friend, drawing a cocoon of glowing yellow-green energy about him.*

When you cast the spell, the *rejuvenation cocoon* forms around the subject. One round after the cocoon forms, it heals the subject of 10 points of damage per caster level (maximum 150 hit points) and purges the subject of poison and disease. At the end of the second round, the *rejuvenation cocoon* dissipates and the subject emerges, able to move and act freely.

The cocoon is made of force, but it is somewhat flexible and responds to pressure from the inside of the cocoon. The subject can't move from the space it is in while cocooned, however.

The cocoon has hardness 10 and 10 hit points per caster level. If it is destroyed, the spell ends.

*Material Component:* A cocoon of a butterfly.

### **Restoration, Mass (Spell Compendium)**

Conjuration (Healing)

**Level:** Cleric 7, healer 6

**Casting Time:** 1 round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Targets:** One creature/level, no two of which are more than 30 ft. apart.

*Hurling diamond dust into the air, you call out to your deity, and a sparkling aura briefly surrounds those you wish to heal.*

This spell functions like *restoration* (PH 272), except as noted above.

### **Revenance (Spell Compendium)**

Conjuration (Healing)

**Level:** Bard 6, blackguard 4, cleric 4, healer 3, paladin 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Dead ally touched

**Duration:** 1 minute/level

**Saving Throw:** None; see text

**Spell Resistance:** Yes (harmless)

*You rush to your fallen companion amid the chaos of the battle and cry out the words that will bring her back for one last fight.*

This spell brings a dead ally temporarily back to life. The subject can have been dead for up to 1 round per level. Your target functions as if a *raise dead* spell (PH 268) had been cast upon her, except that she does not lose a level and has half of her full normal hit points. She is alive (not undead) for the duration of the spell and can be healed normally, but dies as soon as the spell ends. While under the effect of this spell, the subject is not affected by spells that raise the dead.

The subject gains a +1 morale bonus on attack rolls, damage rolls, saves, and checks against the creature that killed her.

### **Stabilize (Spell Compendium)**

Conjuration (Healing)

**Level:** Paladin 2, cleric 2, healer 1

**Components:** V, S, DF

**Casting Time:** 1 swift action  
**Area:** 50-ft.-radius burst centered on you  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (harmless); see text  
**Spell Resistance:** Yes (harmless)

*Filled with compassion and concern, you draw upon your deity's power. A burst of golden energy springs forth, spreading from you. Those still alive around you seem less bloody and in less pain.*

This spell, designed to work on the battlefield, allows you to stabilize the dying all around you. A burst of positive energy spreads out from you, healing 1 point of damage to all living creatures in the affected area, whether allied or not. This spell deals 1 point of damage to undead creatures, which are allowed a Will saving throw to negate the effect.

### ***Unluck (Spell Compendium)***

Divination

**Level:** Bard 3, sorcerer/wizard 3  
**Components:** V, S, M  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.*

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied.

A creature carrying a stone of good luck is immune to the effect of *unluck*.

**Material Component:** A piece of a broken mirror.

### ***Vigor (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 3, druid 3, healer 3  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 25 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.*

The subject gains fast healing 2, enabling it to heal 2 hit points per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time.

*Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

### ***Vigor, Greater (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 5, druid 5, healer 4  
**Components:** V, S  
**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 35 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.*

The subject gains fast healing 4, enabling it to heal 4 hit points per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time.

*Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

### ***Vigor, Lesser (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 1, druid 1, healer 1  
**Components:** V, S  
**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 15 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.*

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time.

*Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

### ***Vigor, Mass Lesser (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 3, druid 3, healer 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Target:** One creature/2 levels, no two of which are more than 30 ft. apart

**Duration:** 10 rounds + 1 round/level (max 25 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subjects gain fast healing 1, enabling them to heal 1 hit point per round until the spell ends and automatically becoming stabilized if they begin dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

### ***Vigorous Circle (Spell Compendium)***

Conjuration (Healing)

**Level:** Cleric 6, druid 6, healer 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 35 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The subjects gain fast healing 3, enabling them to heal 3 hit points per round until the spell ends and automatically becoming stabilized if they begin dying from hit point loss during that time. *Mass lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

## **NEW TEMPLATE**

### **HALF-MERCANE**

Half-mercane creatures are nearly always taller and have remarkably less hair than others of their kind that do not have mercane blood. Half-mercane creatures have blue skin, and are generally of a lawful bent.

#### CREATING A HALF-MERCANE

"Half-mercane" is an inherited template that can be added to any living, corporeal creature of roughly humanoid shape (referred to hereafter as the base creature).

**Size and Type:** The creature's type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. Half-mercanes are normally native outsiders.

**Speed:** The creature's speed and movement modes are the same as the base creature.

**Armor Class:** Natural armor improves by +1

**Special Attacks:** A half-mercane retains all the special attacks of the base creature and also gains the following special abilities:

**Spell-Like Abilities:** A half-mercane with an Intelligence or Wisdom score of 8 or higher has one or more spell-like abilities, depending on its Hit Dice, as indicated on the table below. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD, and the save DC is Charisma-based.

#### **HD Abilities**

1-5 Invisibility 3/day

6-10 Dimension Door 3/day

11-15 Leomund's Secret Chest

16-20 Plane Shift

**Special Qualities:** A half-mercane has all the special qualities of the base creature, plus the following special qualities:

- Darkvision out to 60 feet.
- Spell resistance equal to the creature's HD + 10 (maximum 35).
- Telepathy to 30 feet.
- A half-mercane gains wizard as an additional favored class.
- +2 racial bonus on Appraise checks

**Abilities:** Increase from the base creature as follows: Str +2, Dex +2, Con +4, Int +4, Wis +4, Cha +2

**Skills:** A half-mercane gains skill points as an outsider and has skill points equal to  $(8 + \text{Int modifier}) \times (\text{HD} + 3)$ . Do not include Hit Dice from class levels in this calculation - the half-mercane gains outsider skill points only for its racial Hit Dice, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and others skills as cross-class.

**Challenge Rating:** HD 5 or less, as base creature +1; HD 6 to 10, as base creature +2, HD 11 or more, as base creature +3

**Alignment:** Always lawful (any)

**Level Adjustment:** Same as base creature +4

## **PLAYER HANDOUT #1 – MAIMBUA'S THANKS**

*It seems that only a few days have passed since our last 'conversation'. Let me open my missive with my thanks for eliminating those pesky naztharunes. They were a bit too close to my trail for my liking, and could have tangled my plans a bit if they had lived. Let me commend you on your excellent detective work. Ah, it is surprising the secrets that one's past can hold. And the power those secrets have is immense! Sadly it appears that your trail to our blue friend was a bit too easy to follow. I have recently received word that she no longer dwells in exile, and has been kidnapped. Rest assured that I had nothing to do with it. After all I am the soul of goodness and decency, and you should trust me in all things.*

*She is being held captive in the Bazaar of the Bizarre, which is camped a bit northeast of your current location. I would advise against informing the Gran March military (for reasons which should be apparent to you) or the Knights of the Waste. In addition they tend to be a bit clumsy, calling them would be like attacking an anthill with a warhammer. I am sure it would weigh heavily on your soul*

*if any innocent life was lost in a military assault on the Bazaar.*

*Seek the tent that bears the colors of Gran March.*

*PS: If you have any friends who were not present for our last meeting, by all means invite them along. The more the merrier.*

*Maimbua*

## **PLAYER HANDOUT #2 – MAIMBUA’S TAUNT**

*It seems that only a few days have passed since my last contact with your limited plane. It appears that a few careless adventurers have unwittingly led some foul beings to the doorstep of an innocent woman. Oh, my! I have recently received word that she has been kidnapped.*

*She is being held captive in the Bazaar of the Bizarre, which is camped a bit northeast of your current location. I would advise against informing the Gran March military or the Knights of the Waste.*

*They tend to be a bit clumsy, calling them would be like attacking an anthill with a warhammer. I am sure it would weigh heavily on your soul if any innocent life was lost in a military assault on the Bazaar.*

*If seems to me that heroes are in the business of rescuing fair maidens in distress. I sincerely hope you do not allow your inaction to cause the death of an innocent woman. If your motives are not so... pure, then all the better. She is wealthy and would undoubtedly offer an excellent reward to any who liberate her.*

*Seek the tent that bears the colors of Gran  
March.*

*Maimbua*

### **PLAYER HANDOUT #3 – MIAMBUA'S TAUNT**

*It seems that only a few days have passed since my last contact with your limited plane. While we have never met, my information suggests that you might perhaps benefit from the next act of my grand drama.*

*It appears that a few careless adventurers have unwittingly led some foul beings to the doorstep of an innocent woman. Oh, my! I have recently received word that she has been kidnapped.*

*She is being held captive in the Bazaar of the Bizarre, which is camped a bit northeast of your current location. I would advise against informing the Gran March military or the Knights of the Waste. They tend to be a bit clumsy, calling them would be like attacking an anthill with a warhammer. I am sure it would weigh heavily on your soul if any innocent life was lost in a military assault on the Bazaar.*

*If seems to me that heroes are in the business of rescuing fair maidens in distress. I sincerely hope you do not allow your inaction to cause the death of*

*an innocent woman. If your motives are not so... pure, then all the better. She is wealthy and would undoubtedly offer an excellent reward to any who liberate her.*

*Seek the tent that bears the colors of Gran March.*

*Maimbua*

## PLAYER HANDOUT #4 – MAIMBUA'S CHALLENGE

*Newcomer to the War,*

*Thus far you are an uninformed bystander in my war on Magnus Vrianian. Now, I invite you to become a participant and choose sides. While we have never met, my information suggests that you might perhaps benefit from the next act of my grand drama.*

*It appears that a few careless adventurers have unwittingly led some foul beings to the doorstep of an innocent woman. Oh, my!*

*I have recently received word that she has been kidnapped.*

*She is being held captive in the Bazaar of the Bizarre, which is camped a bit northeast of your current location. I would advise against informing the Gran March military or the Knights of the Waste.*

*They tend to be a bit clumsy, calling them would be like attacking an anthill with a warhammer. I am sure it would weigh heavily on your soul if any innocent life was lost in a military assault on the Bazaar.*

*If seems to me that heroes are in the business of rescuing fair maidens in distress. I sincerely hope you do not allow your inaction to cause the death of an innocent woman. If your motives are not*

so... pure, then all the better. She is wealthy and would undoubtedly offer an excellent reward to any who liberate her.

Seek the tent that bears the colors of Gran March.

Perhaps the truths you find may turn you to my side and, if not, I prefer my meat fresh.

Maimbua

## CRITICAL EVENT SUMMARY: GRM7-07 TO PROVE THE WARM AFFECTION

During the month of October, 2007 please please e-mail this information to [greysector@hotmail.com](mailto:greysector@hotmail.com) and [grimnim@yahoo.com](mailto:grimnim@yahoo.com)

- |   |     |     |
|---|-----|-----|
| 1. Did the PCs rescue Mar'idian?                                  | Yes | No  |
| 2. Did the PCs buy out the Steady Flame's contract?               | Yes | No  |
| 3. Did the PCs defeat the Steady Flame in combat?                 | Yes | No  |
| 4. If the answer to #3 is Yes, did they slay all the azers?<br>No |     | Yes |
| If not, who survived?   |     |     |
| 5. Did the PCs slay the jann bodyguards?                          | Yes | No  |
| 6. Did the PCs fight Raulston?                                    | Yes | No  |
| 7. Did the PCs let Raulston go?                                   | Yes | No  |
| 8. Did the PCs defeat Raulston?                                   | Yes | No  |
| 9. Did the PCs discover Malkin?                                   | Yes | No  |
| 9. What happened to Malkin?                                       |     |     |
| 10. What happened to Sal'idian?                                   |     |     |

**Notes:** (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):