

GRM8-2

Pest Control

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

Version 0.3.3

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Pestilential Politics in Orlane are getting out of hand. One body's already turned up; will there be more? Will you get to the heart of the matter or will it get to you first? Do you have both the courage and audacity to act? A Gran March regional adventure for APLs 4-14 and part 10 of the Homefront Series.

Note: This adventure will be of interest to PCs who have participated in the Homefront story arc as well as PCs belonging to regional religious metaorgs or standard churches of Gran March. This adventure contains spoilers for GRM7-7 and GRM7-9; those adventures should be played before this one.

Resources: *Arms & Equipment Guide* [Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt], *Complete Arcane* [Richard Baker], *Complete Champion* [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Lique], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Fiendish Codex 2* [Robin D Laws, Robert J Schwalb], *Frostburn* [Wolfgang Baur, James Jacobs, George Strayton], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen KC Stephens, John Snead], *Players Handbook Two* [David Noonan], *Races of the Wild* [Skip Williams], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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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.

For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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.

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LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

TIME UNITS AND UPKEEP

This is a standard one round Regional adventure, set in the 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

Aliam Nestor, one of the magistrates of Hookhill has decided that he has a good chance of being elected Commandant should Vranian not return. Chancellor Housemann suspects that Nestor is allied with the nefarious Nolar Thotec.

Chancellor Housemann desires to be the next Commandant, so he has decided to serve himself and Gran March at the same time by exposing the relationship between Nestor & Thotec. By doing so, he can expose the Hextorites as well. This lets him remove a political rival while also putting him in a position to claim credit for removing hidden Hextorites in Gran March.

An opportunity has presented itself to do this in Orlane. The temple to Heironeous there has many Hextorites hidden in its ranks. A true Heironean priest named Templar Valiant Hillas Aurmark (Hill-ÄS ÖR-mark) stumbled upon the hidden Hextorite chapel known as Temple Black. Five days ago, he was killed there by a fiend under the control of Nolar, given in service to the head Hextorite in Orlane, a man named Terlius Dasi Teliz (Tër-LĒ-üs Dă-SĔ TĒL-ēz). The Hextorites knew the disappearance of this man would draw too many questions. If, however, it could be made to look like a thug killing, there might be fewer questions. This was the route they took, so they attempted to make the body appear as if the cause of death was several stab wounds as opposed to the slashes and gouges the fiend left on the corpse. They left evidence at the scene that street thugs who had fled from the Knights in Hochoch were responsible. At the same time, Magistrate "Nestor" told Magistrate Teliz in Orlane to close the case. Teliz, being a Hextorite himself, followed orders.

Chancellor Housemann is aware of the situation and plans to use it to his advantage. He has clandestinely approached several likely candidates and will attempt to enlist them to find

out the true cause of death of Warrior Valiant Aurmark. Hopefully, they will also stumble upon the Hextorites and proof of the conspiracy between Aliam Nestor and Nolar Thotec.

ADVENTURE SUMMARY

This adventure is meant to look like an investigative scenario, but the true heart of the adventure takes place under the temple of Heironeous. When judging, you should not feel the need to rush the investigative portions, as those portions are still crucial to getting the PCs on the right path.

Introduction: The party has been summoned to Orlane via an anonymous note. The PC's are asked to investigate the murder of Warrior Valiant Hillas Aurmark. They receive a handout and decide whether or not to go to Orlane.

Encounter 1: The Stonebeard Public House – In this encounter, the PCs meet each other, meet with Taykos Zyne, and hopefully gather a bit of information.

Encounter 2: Options – The bulk of the investigative portion of the scenario takes place in this encounter. Here, the PCs can travel about Orlane asking questions and gathering clues. This encounter may lead to encounter 2a, but that is not necessary. By the end of the encounter, the PCs should have a decent idea where to find the hidden location to the Hextorite complex in Orlane.

Encounter 2a: Ambush – This is an optional encounter that the PCs may trigger during encounter 2.

Encounter 3: Operation: Infiltrate! – In this encounter, the PCs find the hidden entrance to the Hextorite complex, called Temple Black, under the Heironean temple, and head in. This encounter has a few options available to PCs.

Encounter 4: The Guardpost – In this encounter, the PCs enter Temple Black and confront the guards. They can fight their way past them or use Diplomacy and Bluff.

Encounter 5: Trapped Temple – In this encounter, the PCs come across some traps designed to foil anyone who makes it past the guards as well as to protect Tyrant Teliz from any attack upon his own people.

Encounter 6: The Inner Sanctum – In this encounter, the PCs confront Tyrant Teliz, his

minion Warrior Hostile Quint Slaegan, and the devil under the control of Nolar Thotec..

Conclusion: In the conclusion, PCs possibly receive a clandestine meeting from Housemann as well as gratitude from various sources and a note from Nolar Thotec himself.

PREPARATION FOR PLAY

Before the scenario starts, you should ask the players if they have played any of the scenarios listed below: GRM4-01 Homecoming, GRM5-02 Enemy of my Enemy, GRM5-07 Justice Be Done. Do they have any favor/disfavor from Nolar Thotec earned from those games? Have any of them met any members of the Teliz family? (GRM7-02 Gullet, GRM7-04 The Threat Within) If so, do they have any favors/disfavors from that family? Do any PCs have any curses from GRM7-09 The Lost and the Found? Are any of the PCs bonded to Hellbreaker or under the domination of the Hellscepter?

Additionally, you should ask which deity each PC follows and do they openly display holy symbols?

It is **very important** to ask if any PC has Hellbreaker. At the beginning of Encounter 1, let any PC with Hellbreaker know that it detects the Hellscepter within one mile (the confines of the city).

Are any PCs bonded to the Hellscepter? This is crucially important in the final scene as that person will be dominated by Nolar Thotec in a last-ditch effort to preserve his secret identity.

Finally, at higher APLs, there is the chance someone will cast a *Divination* spell during the scenario. If they do, you can use the following answer: *Yellow leads down to darkest Black / Your answer is there, unless Courage you lack.*

INTRODUCTION

The scenario begins with the PCs scattered throughout Gran March. Why they are where they are is their own business. Regardless of why, they each receive a letter. To conserve time, DMs may wish to choose one PC to role-play receiving the letter, and let all the other players know that their PCs also received letters. If two or more PCs were traveling together, feel free to have the young

soldier deliver both letters to those PCs at the same time.

Lunchtime finds you enjoying a light repast of bread and cheese. The weather has taken a particularly pleasant turn allowing you to dine at a local outdoor café, which is a very good thing as there is a burly marine stinking up the inside of the place. A well-dressed young soldier approaches your table with a wax sealed parchment envelope.

“Your pardon but would you happen to be [PC’s name]?”

“Excellent. I’ve been searching all over town from you. You matched the description, but I had to be certain. I was asked to deliver this to you,” he says as he holds out a letter.

The soldier’s name is Ventin Lledwyn. If asked, he will tell anyone that his Corporal Stefan Chark told him to deliver this letter. (If they ask, Sergeant Redfish gave the order to Corporal Stefan Chark.) He was given a description of the recipient and told to continue searching the town until he could deliver the letter. If asked any other questions, he responds with apologies and “I don’t know”. He will say that his corporal must have been given that information, and it was not shared with him. (Some PCs may want to follow his chain of command to see who sent the letter. Try to discourage this as it has nothing at all to do with the scenario.)

When a PC takes the letter, give them Player Handout #1.

The letter reads, “Something is rotten in Orlane. A local priest was recently killed in the street but the murder investigation is being closed prematurely. For reasons that may become apparent later not all the evidenced found at the scene of his death has been disclosed by those who ‘found’ the body. I cannot tell you more as you would not believe me. But you will believe what you uncover on your own.

This situation is not tolerable. I represent a man who wants to see justice done. Even if you refuse this job, we will pay you the sum of 50 gold to cover your travel expenses. I do not think you are the kind of person to refuse, so I look forward to meeting you.

Travel to Orlane. Once there, go to the Stonebeard public house. Get a table in the pub and place this envelope in plain sight. Other like-minded individuals I am gathering should join you, and I will contact you as well. Feel free to begin

your investigation; there will be no need to wait for me, but I assure you the wait will not be long. – Taykos Zyne”

Development: Once each PC accepts the assignment, proceed to Encounter 1. If any PC refuses the invitation, thank them and give them their AR; they do not get the 50 gp. Alternatively, since no information has been given out, judges may (at their discretion) allow a player to play a different PC as long as adding the PC does not raise or lower the APL.

ENCOUNTER 1: THE STONEBEARD PUBLIC HOUSE

The purpose of this encounter is to let the PCs meet each other, meet their employer and Gather Information on the murder.

Conditions: It is nearly noon when this encounter begins, and the weather is fine. There are no special conditions to be aware of.

The Stonebeard public house is a simple establishment to locate. The bust of a gnarled dwarven face hangs over the door – the black paint chipped and faded on the beard and hair of the carving.

Finding a table is tough, attesting to the popularity of the establishment, but you manage to locate one. A kindly dwarven lass approaches with an armload of empty tankards. “Good day my friends and welcome to Stonebeard’s. I’m Linsel Stonebeard. Ale all around?”

Linsel Stonebeard: Female Dwarf Commoner 2 (Diplomacy +4).

Linsel offers to bring the group any and all food or beverages within reason and is quite efficient as well as kind in all things. Drinks arrive shortly after she leaves. The patrons of this establishment appear to run the gamut of lower to upper class and all are well behaved. There are two burly human bouncers ready to break up any disruptions. **Spot** checks DC 20 reveal several shady characters that appear, to the trained eye, as possibly being a good source of rumor and information. Additionally if the Spot check is made by a member of the Corporation, they recognize these shady characters as fellow members. This

will give Corporation Members a +5 Circumstance bonus if they **Gather Info**.

Once any PC puts an envelope on the table, let the other PCs make **Spot** checks DC 10 to see it and recognize it as identical to their own. They can introduce themselves to each other at this point or after gathering info.

Gather Information: Stonebeard Public House

DC 10: A priest of Hieroneous was found dead in the park by the temple.

DC 15: The body was found by a priest of Pholtus.

DC 20: The dead priest had dagger wounds all over his body but his robes were not stained with blood.

DC 25: Some kind of teeth or claw marks were found all over the body under the robes. An attack by a rabid animal loose in the park somewhere is suspected. There's a reward from Magistrate Teliz for the death of the beast..

DC 30: Magistrate Teliz will be closing the case in the next day or two with an official cause of death as random street crime.

Once the Gather Information checks have all been made or if it looks like the party plans to sit and wait for their contact to get there or if they go to leave, they are approached by Taykos Zyne. Change the text below as necessary to suit the situation for whatever the PCs are doing when Taykos arrives.

As you wait for your contact, perhaps contemplating what you've learned or maybe just enjoying your ale, a modestly dressed man approaches your table. "Good day, friends. I trust your journey was pleasant?"

First Deputy Assistant Taykos Zyne: Male Human Expert 5 (Bluff +8, Diplomacy +8, Intimidate +8, Sense Motive+8).

Taykos Zyne (TĀY-kōs ZĪN) will not give his title. If PCs are able to divine it (or mind-read it somehow), let that PC make a **Knowledge (Local Sheldomar)** DC 18 check. Success indicates that this PC is aware that the First Deputy Assistant works in the office of the Chancellor. Furthermore, until recently, the First Deputy Assistant was a gnome named Redfall. He was replaced recently; the PC cannot be sure that Taykos Zyne is the replacement (he is). Should a PC let this knowledge slip, Zyne will confirm who he works for. He may (DMs discretion) let slip a little comment like, "Well, one should never interrupt the boss's morning routine." (This refers to one of the reasons his predecessor was let go.)

He pauses for a brief bit of small talk concerning everyone's travels but as soon as anyone tries to steer the conversation to the reason for the meeting he takes the opening and continues cutting others off.

"These are troubled times in Orlane, indeed in the whole of Gran March. The instance of the ever present incursion of various and sundry evil creatures is on the rise all while the commandant is... well... for lack of a better term shall we say 'out of touch'. Now a Heironean priest is found dead in the street and little if anything has been done about it. I want you to investigate this death yourselves.

Please bring what you find to me before going to anyone else. This is a political matter, and needs to be handled properly. For reasons I cannot divulge, I can neither give you any official standing on this nor may I offer you any official assistance. For all intents and purposes you're on your own, although I can promise that important people will be grateful to you. If you wish to meet with me again take a table in this public house and display the envelope again. I'll meet you within the hour. Good luck, and again, I must stress that you report to me before anyone else.."

The PCs will no doubt try to question him. He will not under any circumstances reveal who his employer is at this time. Even a friendly result cannot force him to do this. He will answer a few questions. Also, he will neglect to mention the 50 gp unless anyone specifically asks for it. If so, he will pay that sum immediately.

Who do you work for?

I'd prefer to not say. I wouldn't want your opinion of anyone to color your findings. (If the PCs insist, he will respond: *<Sigh>. Very well. I work for Chancellor Housemann. During your investigation, be sure you leave his name out of things. As I said earlier, you have no official standing.*)

Why us?

You were available, and my employer believes you have the skill for the job. Also, there are political ramifications to this job. My employer believes you will be apolitical.

What's the job pay?

That depends on how successful you are. The reward will be sufficient, I promise you.

What's going on?

Well, that's what I want you to tell me. I have given you all the information you need to figure out this mystery. The rest is up to you.

The letter says we won't believe what you tell us; what is so unbelievable?

If it were that easy, I would have stated it in the letter. I will go so far as to say that... no, I shouldn't. It would be better for you to find out.

A **Diplomacy** Check DC 10 will get him to finish his thought. ***Well, let me say that someone wants to cover this entire affair up.***

Who wants to cover the murder up?

That's what I need you to tell me.

Will this be dangerous?

It depends on how your investigation goes, but... probably. Yes, I think it will be.

Why aren't you being helpful / telling us more?

Because I don't want to bias your findings in this investigation. It is important to my employer that your findings are your own.

What can you tell us about the murder?

Not much, actually. I am ignorant of the details. All I know is the victim's information: Hillas Aurmark. He was a Heironean priest, and he was killed five days ago.

Can we see the body?

Unfortunately, I don't believe that will be possible. His body was already sent to his family for burning in Ghostgate.

Taykos Zyne is being honest when he answers these questions. Additionally, if anyone tries a **Diplomacy** check and gets him to friendly (he begins at Indifferent), read, ***"Look, if I could tell you more, I would. Orders, you know. Still..." He pauses for a bit. "There is something that I wasn't told not to mention. Let's just say that things here could get political. If politics are involved, so are powerful people."***

Once Taykos feels that the PCs will definitely take the job, he will leave. He tells them one last thing, ***"Remember, report your findings only to me. And please, don't summon me here needlessly. Do so when you have something to report. Follow your instincts and do what you feel is necessary. Good luck."***

The party is free to continue gathering information if they like and should be encouraged to do so if they are not readily picking up on the hint above to do so.

ALL APLs: C: 50 gp.

Development: Once the PCs are done gathering info, proceed to Encounter 2.

There is the possibility that the PCs will return to this location before going into the temple to present their findings to Taykos Zyne. If they do, please refer to the **Back to the Beginning** section in Encounter 3.

ENCOUNTER 2: Options

This encounter encapsulates all of the "Investigative" portions of the scenario. As such, there is a great deal the PCs can do. There is no set order to how this encounter runs, and PCs may need to go multiple places and speak with several people to get all the facts that allow them to move on to other encounters or they may only need to visit one or even two places.

Most of the sections in this encounter have a great deal of information that can be given to the PCs. While there are several portions arranged as lists of information, this does not mean that players need to ask specific questions to get specific answers. In fact, the attitudes of the NPCs are presented so that you, as the judge, have the chance to role-play while giving out the information.

There is a caveat that must be mentioned for this encounter. Nearly all of the NPCs are ignorant of most of the facts of the case. Be careful to not give out facts that they do not know.

Gathering Info

There is the possibility that many PCs will want to **Gather Information** as the primary means of their investigation. If the PCs did not make any **Gather Info** checks in Encounter 1, allow them to do so and provide the information from that encounter.

If they wish to make follow-up **Gather Info** checks, they can spend some time (1 hour) roaming the city to possibly learn the following:

DC 10: the location of the park (Nature's Bounty) where the body was found (and directions).

DC 12: Constable Horuce Klartin (HÖR-üs KLÄR-tin) usually patrols the park area. He handles most investigations that take place in that area.

DC 14: The name of the man who found the deceased – Gleaming Light Yoash Lamro (YŌ-sh Lām-RŌ) – is a priest at the Shining Spire (temple of Pholtus.)

DC 16: Hillas Aurmark was a recent arrival to Orlane. He moved here from the temple at Hookhill.

The Scene of the Crime

There is not a great deal of information to be had here, but some PCs may wish to visit the area. They can do so, look around and speak to the various people in the area.

It's called Nature's Bounty, and it is a pleasant place. The "park" is a few acres of mostly flat land just on the edge of Orlane. Spread across the expanse are many very large, very stout oak trees. The place has a wild feel to it but not necessarily a woodsy feel. You can both see and hear the stream as it flows nearby. Wildflowers grow here and there, and the place has a peaceful, tranquil feeling. There are several people here. Some are walking, others sitting. You even see one person lying in the middle of a wide expanse looking up at the sky.

The people here are residents of the city that come to enjoy the peace and quiet. Some may be worshippers of Obad-Hai, while others just appreciate the peacefulness of the place. If PCs ask any of the people here, they can learn the information below. This information should be given as a response to good role-play not read as a list of bullet points.

- There is no temple to Obad-Hai in Orlane. Instead, many years ago several druids created Nature's Bounty so that the city folk would have a place to relax and remember the goodness of Obad-Hai.
- A man's body was found several days ago, supposedly by a Pholtan priest. (No one here knows the name of the priest.)
- Constable Klartin is probably overseeing the investigation. Klartin has a reputation as being a good man, but he's never dealt with a situation like this.
- No one is sure who the murdered man was or why he was killed.
- Wild animals are frequently encountered here, but feral or ferocious ones have

never been seen here. No one has ever even claimed to see dire or monstrous animals, much less exotic beasts. (People here will think that the idea of a monster here is ludicrous.)

- No one is exactly sure where the body was found, but it was somewhere near the river. (This part of the stream is upstream of Temple Black, but there is no need to mention this fact.)

It is possible that the PCs will try to find the area where the body was found. Let them make a **Search** or **Survival** check (whichever is better) DC 28. **Survival** can only be used for PCs with the Track feat. (The difficulty is high due to firm ground, 5 days and eight hours of rain from the time the body was placed here.) If they make the check, they find the site. Provide the following info.

- It appears that there was a body here. The body was in an area slightly elevated above the river, and some 15 feet away from it.
- It looks as if two people dragged it here. (If they follow the drag marks, they lead to the river. It is impossible to determine if the body was carried up or downstream.)
- It looks like several people came from outside Nature's Bounty to this spot. There are signs that a cart was here as well. (The body was carted away.)
- There are no signs of a fight.
- There are no signs of any creatures other than the two that dragged the body here.

Constable Horuce Klartin

The PCs can gain several clues from Constable Klartin.

Asking around, you are told where to find the constable. It does take over an hour to find him as he walks through his portion of the city, but find him you do. When you finally spot him, he is talking to a fruit vendor. As you approach, he takes a piece of fruit as the two men share a chuckle. He apparently hears you as he looks in your direction, nods politely as if you were random passers-by, and turns back to the fruit vendor.

Constable Horuce Klartin: LN Male Human Expert 3 (Bluff +6, Diplomacy +9, Listen +9, Sense Motive +14, Spot +9).

Constable Klartin is a friendly & garrulous type and will gladly talk to the PCs, but he is a little bit insecure about this case. He is out of his league, and he sort of knows this; and he is not coming to grips with it too well. He has no theory of who killed Aurmark or why. He is ignorant of most of the facts of the case.

His initial attitude should come across as Friendly. As soon as they ask about the murder, his attitude should noticeably change to Indifferent.

Below is information he can share. The information he is willing to share is based on attitude.

If during the course of the conversation, any PC accuses him of doing a poor job in his investigation, questions his skill or dedication, or gets caught **Bluffing**, his attitude shifts down one step.

PCs can make a **Profession (Soldier)** or **Profession (Sailor)** check DC 15 to realize that the man is a retired courier. Any PC realizing this who is (or was) a Courier and makes mention of this fact can automatically shift Klartin's attitude one step.

Hostile

If the party reduces Klartin's attitude to this level, he will stop talking to them and leave. He is done with them for the rest of the scenario. (Klartin cannot be reduced to hostile if there are any current or former Couriers in the party.)

Unfriendly

At this stage, Klartin will confirm any facts that the PCs have correct. He will tell them where they are wrong, but will not correct any misinformation they may have.

He knows:

- The Victim's name.
- The name of the man who found the body.
- The location the body was found in.
- The man was new to town.
- All the information in the sections below.

Indifferent

Klartin is willing to talk about the case, if the PCs can provide a valid reason for their questions, i.e. so long as they seem to be more than busybodies.

- He did not know the victim.

- The man who found the body was the Pholtan priest, Gleaming Light Yoash Lamro. He had not previously met Lamro.
- The victim had his personal effects as well as coin on him (about 10 gp).
- He knows of no monsters, strange creatures, etc. in the city or the surrounding area.

Friendly

Klartin can see at this stage that he is talking with good people. He will try to provide this info, even if it is not requested. Have him appear to think these things as significant but unsure as to why they are significant.

- The body was intact. No parts were missing.
- He did not see any tracks or anything leading to or from the body. (If asked, he will admit that this is not his 'specialty'.)
- The body was very bloody, but there was no blood in the area.
- There were some scrolls in the man's pockets that seemed waterlogged, but the body was not found in the river. In fact, it was about fifteen feet away where the ground sloped upwards. (He also knows that the river does not flow high enough or flood enough to deposit a body there. He will only point this out if the PCs make mention of a theory like that.)
- If asked about "street crime", he will say that he finds it highly unlikely.
- If asked about criminal elements from Hochoch, he will be unsure what elements the PCs are referring to. He will say that he has seen to increase in suspicious personages.
- Klartin has the victim's personal effects at his office and will allow the PCs to look at them if they wish.

Helpful

At this stage, Klartin is willing to share all of the info he has. He will freely answer questions. While he will not present the facts as bullet points, he will try to make sure that the PCs are thoroughly equipped with all the facts.

- The case will be closed tomorrow, on the orders of Magistrate Teliz.

- Magistrates do not often order cases closed, but if they do, that's that.
- Someone from the Magistrate's office collected the body. He believes they took care of disposing of the deceased. He is not sure what was done with the body.
- Klartin is not sure why Magistrate Teliz is closing the case.

The Personal Effects

Constable Klartin takes the PCs to his office and allows them to go through a crate. He will allow them to borrow any item with a **Diplomacy** check DC 15.

The crate contains the following items: masterwork longsword, masterwork full plate mail, mundane documents relating to the day to day operations of the temple, Holy book of Hieroneous, Mud-caked boots, 10gp, golden holy symbol of Heironeous, and a ceramic holy symbol of Heironeous.

PCs should make **Spot** checks DC 15 to notice that the mud has a weird yellowish-color. A DC20 **Knowledge (Local-Sheldomar), Knowledge (Geography),** or **Survival** tells them that this type of mud is rare in the area. Beating the DC by 5 tells them that it is occasionally found on the banks of the river that runs near the temple.

PCs should make **Spot** or **Search** checks DC 25 to notice the base of the ceramic holy symbol is chipped. There seems to be some sort of metal inside. If the PCs break the ceramic off the holy symbol, an easy task, they find a brass holy symbol of Hextor. This item is the Hidden Holy Symbol. Clerics of Hextor can use it to masquerade as Heironeans and still be able to cast spells that require a divine focus.

The other items are not special in anyway.

The Pholtan Priest

The facts that the PCs have gathered may eventually lead them to speak to Gleaming Light Yoash Lamro. They can find him at the Shining Spire.

As you enter the temple, you can see that the Shining Spire is aptly named. The nave of the church is done entirely in white marble and uncounted candles and torches burn everywhere. Light spells also appear to have been cast at some point as many of the pews radiate light as well. It also seems that all of the candlesticks and torch sconces are made

of a white metal, perhaps white gold, silver or platinum. The ceiling which towers above you rises to a high steeple. Clear windows take up much of the sides of the steeple, allowing much sunlight in. The marble and the gleaming metal catch the light of the sun and flames and reflect it everywhere creating a brilliance and radiance scarcely seen. As you come in, a young priest dressed all in white approaches, "Welcome to the Shining Spire. How can the Blinding Light be of service to you?"

If the PCs ask for Gleaming Light Yoash Lamro, they are asked to wait there for him. He comes to them in a few minutes.

Gleaming Light Yoash Lamro: LN male human (Oeridian) Cleric 4 (Heal +10, Sense Motive +3).

"Greetings. I am Gleaming Light Yoash Lamro; I was told you asked for me. What Light can I give to you, today?"

Yoash Lamro is friendly and obviously pious. If there are any Pholtans present, he will speak primarily to them. He will snub any Pelorites (cultists) and will pointedly ignore anyone who wears holy symbols of Atroa, Sotillion, Telchur, Velnius, or Wenta, or who shows allegiance to the Harvest Church.

When the PCs ask about the body, Yoash Lamro replies, *"Yes, the body. It was quite distressing. I have shared my thoughts with the authorities; I am not sure it would be proper to do so with you, unless you are here in an official capacity of some sort?"*

If the PCs respond that they are, he will ask for a document or some form of proof. PCs can overcome this difficulty with a successful **Bluff** check.

Honest PCs can make a **Diplomacy** DC 15 check to get the priest to provide his information. Pholtans have a +2 circumstance modifier to this check; Pholtan clerics have an additional +2 for a total of +4 to this check.

"Well... I suppose it cannot hurt to tell you what I saw. It's not against the law after all. Well, I am new in town and have been learning my way about. It was a bright, sunny day and I saw the sun gleaming off the stream in the park, so I thought I would go over there and say a prayer to Pholtus, thanking him for the Light he made to shine and sparkle so brightly.

As I made my way to the river, I came across the body. There were some children playing in the park, so I asked some of them to fetch the constable. While waiting, I checked to see if there was anything I could do for the man. I could tell that it was too late. By my guess, he had been dead many hours. As I looked him over, I saw that he had been stabbed repeatedly, but that those wounds showed no evidence of bleeding. I did notice several gashes in his flesh, almost like claw or teeth marks.

Well, the constable arrived before too long, and I let him know that I found the man, and that I had already ascertained that it was too late to help him. I made him aware that I would be at his disposal should he need to question me, but he has not seen fit to do so."

Yoash Lamro has no other information of note. If questioned, he will reiterate facts that are in his read-aloud text, but the only fact he is aware of that he has left out is the name of the constable. He knows nothing else.

If the PCs mention any suspicions about other churches (including banned churches) being involved, Yoash Lamro becomes very serious. ***"I certainly hope that is not the case. That would be a serious threat to all the faiths of Gran March. If you find this to be the case, please be sure to let me know. If it is the case and I can find help for you, I will do so."***

If the PCs provide proof, see the Blinding Assault section in encounter 3 for details on the "assistance" that Lamro will provide.

Additionally, while at this temple, PCs can speak to Shining Light Venn Harford, an 11th level cleric. PCs may spend appropriate IPs to receive spellcasting allowed in the LGCS. (For this casting only, PCs may donate 500 gp in place of each IP needed.)

The House of Resolute Courage

There is an excellent chance that the PCs will at some point wish to visit the Heironean temple. There are a few people here they can speak with. The priest of the day in charge of greeting supplicants, preaching sermons, etc. is Templar Valiant Jory Wybert. The closest friend of the victim is Templar Valiant Elias Alvaro. The person in charge of the temple is Templar Valiant Kalyri Gaspar.

Hell's Second Ring is hidden in the temple. As PCs will not be permitted to search everywhere, there is no chance that they find it. However, any discussions they have may be known to Nolar Thotec.

Upon entering Resolute Courage, the PCs are greeted by Father Wybert.

As you enter the House of Resolute Courage, you notice that this temple is similar to many Heironean temples in Gran March. It is a stone building, with very thick walls, narrow windows and iron-reinforced wooden doors. The place is a fortress. The only difference between this temple and other Heironean temples is that this one seems to be much more recent construction.

As you step into the central room of the temple, you notice that the walls are decorated with swords and axes. None of them appear ornamental, and all look to be excellent examples of weaponsmithing. A man in chain mail & vestments approaches. "Welcome to Resolute Courage. I am Father Wybert; how can I help you folks today?"

Templar Valiant Jory Wybert: LN Male Human (Flan/Suel) Clr5 (Diplomacy +4, Sense Motive +3).

Wybert is a Hextorite, but he is part of a group of Hextorites in Orlane who do not know of the existence of Temple Black. Many of the LN Hextorites have had holy symbols implanted in their bodies; Wybert is one of these. As such, if the PCs ask to see his holy symbol, he will hand them a true non-ceramic holy symbol of Heironeous.

If asked about the victim, Father Wybert will say that he did not know the man well as he was new to Orlane. He will ask the PCs why they are asking. He will pretend to be satisfied with any reason that seems to indicate that the PCs wish to find the killer, are seeking justice, etc. Once he has their answer, he responds, ***"Good. It would be unacceptable for the death of a Valiant to go unanswered. I am not sure I can be of help, but ask me what you will, and I will answer."***

Father Wybert will answer questions without lying as much as possible (He says "I don't know" a lot.). He did not know the victim well, but can introduce the PCs to Templar Valiant Elias Alvaro who did. If asked about the possibility of Hextorites, he will say it is impossible, and he will try to give an answer that is not a lie, but causes the PCs to feel at ease around him. ***"Heironeans***

search diligently for their enemies, especially those enemies. Truly, how could they hide?"

Wybert will introduce the PCs to Templar Valiant Elias Alvaro (the sooner the better to his mind if they are asking him questions.) When he does, go to the section below.

Additionally, if PCs mention the possibility of Hextorites in the temple or Orlane, Wybert becomes very serious. He will say that this is not possible. ***"We are always on the lookout for their ilk. Were there any here, we would know; and we would quickly dispatch them to the Hells."*** If the PCs persist, he will introduce them to the priest in charge of the temple, Templar Valiant Kalyri Gaspar.

Templar Valiant Elias Alvaro: LG Male Human (Oeridian/Flan) Clr5 (Diplomacy +2, Profession (Soldier) +4, Sense Motive +2).

Templar Valiant Elias Alvaro is a large man. He is a few inches over six feet and has the stoutness to match. He appears to be in good shape. A sword hangs at one side and a battle axe is strapped to his back. He wears full plate mail. When introduced, he looks you all in the eye, one at a time, before speaking. "I am Father Alvaro. I am told you seek justice for my friend Father Aurmark. What can I do to help?"

Alvaro will answer questions to the best of his ability. He is still mourning his friend and is maintaining a vigil in his honor (thus the weapons & armor). Below are some sample answers to possible questions.

How well did you know the victim?

Very well. We grew up together outside Ghostgate. We even spent some time serving together in the 4th battle. He was a good man.

How long did the victim live in Orlane?

He moved here only three months ago. He settled in early and took to his duties.

Where was he from?

His last position was at Cathedral Valorous. He grew up in Ghostgate, though. (PCs may make Knowledge Local-Sheldomar checks DC 10 to know that Cathedral Valorous is the center of Heironeous's worship in Gran March and that it is located in Hookhill.)

Where did he live?

He had quarters here.

Can we visit his quarters?

Unfortunately, no. Such is not allowed. You would need special permission from Valiant Gaspar for that.

If PCs persist in asking to search Aurmark's quarters, they are told that this is a breach of protocol. If they wish, they will be given a meeting with Templar Valiant Kalyri Gaspar, the priest in charge of Resolute Courage.

Can we see his personal effects?

Investigations are handled by the constables and magistrates; I believe they have his things. You'd have to speak to them.

Did the victim have any enemies?

Not that I know of, but I know Hillas would have called any enemy of Gran March his enemy.

Did he ever mention anything suspicious?

No. I mean, he did have several complaints about how things were being run at Cathedral Valorous, but I didn't consider that too far out of the ordinary.

What complaints?

Oh, he said things seemed to be getting political out there. I don't remember exactly what he said, but I do recall that he thought several tenets of the faith were being ignored in favor of other tenets.

Which magistrate is handling the investigation?

I am afraid I do not know that. Why? Is it being handled improperly?

How did you learn of the death?

Valiant Gaspar knew we were friends; she told me of his death.

May we "Speak with Dead"?

I doubt it; his body was sent back to his family in Ander's Falls.

Did he act normally/oddly?

Well, he did seem unusually preoccupied of late. Actually, come to think of it, he may have been nervous, now that I think about it. I could be wrong; it's just a recollection of a feeling, but he was a bit on edge.

Could there be Hextorites here in Orlane / in the temple? Is it possible he found Hextorites / knew of Hextorites

Never! Impossible! That sort of scum could never hide here. We'd root them out!

If PCs persist that there may be Hextorites here or they present any evidence, they are immediately brought to Valiant Gaspar. If they ask

to speak to her, Alvaro will introduce the PCs to her.

Templar Valiant Kalyri Gaspar: LG Female Human (Suel) Clr9 (Diplomacy +10, Intimidate +3, Knowledge (Religion) +12, Sense Motive +7).

The PCs meeting with Valiant Gaspar starts in one of two ways: either the PCs have asked to search the victim's living quarters or they have presented the opinion that Hextorites are involved. Use the appropriate read-aloud text below.

Searching Quarters: **Templar Valiant Kalyri Gaspar is a Suel woman who appears to be somewhere in her early 40s. She meets with you in her office and greets you quite politely. She invites you to sit and says, "So, I am told you are seeking justice for the death of Hillas Aurmark. We appreciate this. How can we assist?"**

Allow the PCs to try to convince Valiant Gaspar that they need to search the room. If they can make a **Diplomacy** check DC 15, she will give permission. Heironean PCs gain a +2 circumstance modifier to this check. Heironean Clerics have a +4 (instead of the +2). Other Standard Faith clerics have a -2 circumstance modifier.

Hextorites in their Midst: **Templar Valiant Kalyri Gaspar is a Suel woman who appears to be somewhere in her early 40s. You are shown to her office and asked to sit. She dismisses everyone else but you. "I have heard what you have told my priest. This is a serious matter, and one we would all take very seriously. On the other hand, it is also highly unlikely that there are Hextorites here. We would have found them out. However, with one of our own slain, I feel I should hear you out. Please present your findings."**

The PCs can talk until they are blue in the face: Gaspar will not believe it is possible. She is being stubborn in part because she believes no Hextorite could impersonate a Heironean in her temple. She is also being stubborn as the idea of Hextorites in her temple is so repulsive that she cannot bear to consider it.

If the PCs show a Hidden Holy Symbol (possibly found in the Magistrate Teliz section below), then she can be convinced quite easily. Once convinced, she will respond:

Valiant Gaspar looks both disturbed and a bit despondent. "I...I cannot believe this has

happened. Vile Hextorites here." She shakes her head for a bit, and then her eyes take on a steely look as she looks at all of you. "Well, if they are here, they must be found and purged. I am not sure who here I can trust, nor can I start a search through the temple, going through everyone's personal belongings as that would surely alert the guilty. Damn." She thinks for a bit. You see a spasm of rage cross her face as she stands up, grabs an adamantite battleaxe from under her desk and buries it in the stone wall behind her in a fit of rage. She turns to you, and in a voice filled with righteous indignation, "Find them and deal with them. Once dealt with, we can speak to them or their corpses."

Valiant Gaspar does not have any spells at the ready that she can cast on the PCs. She also tells them that they cannot search the temple. If the PCs insist, she will float the theory that there must be a hidden shrine somewhere outside the temple. The PCs need to find that.

Aurmark's Quarters

Once the PCs have permission, they can search the victim's quarters. If they succeed at a **Search** check DC 28, they find a sealed letter stuffed into the mattress. On breaking the seal, the PCs can be given Handout #2.

There is nothing else to find here apart from Handout #2.

Finally, it is conceivable that PCs will ask to have spells cast upon their persons. They may do so per the LGCS if they spend appropriate IPs. They will be told that whatever spell they request is not currently memorized and to return the following day. The spell(s) will be cast when they return.

Other Temples

It is conceivable that the PCs will try to visit other temples in Orlane. There are temples to Merrika & Phytan as well as a shrine to Fharlangn. There is a temple of St. Cuthbert about two west of the city. There is no information to be had at these locations.



Military

If the PCs say they want to report to any military authorities:

The headquarters of the 13th battle is easy to locate. Like most garrison battles, you find men training in the yard when you enter. Stating your purpose, you are told to wait until someone can attend to you. After about an hour, you are brought in to see a Senior Staff Sergeant. He gruffly introduces himself as "Senior Staff Sergeant Narsun" and asks, "So, what can I do for you folks?"

After stating any or all of the facts they have, Narsun directs the PCs to speak to the local magistrates. He will not get involved, even if the PCs try to make the case the civilian authorities are playing politics with lives. In fact, if the PCs have proof of Hextorite involvement, he will still say that his hands are tied. He will remark that he wishes he could deal with Hextorites as worshipping that dark deity is legally treason, but his hands are still tied.

Some PCs may insist on seeing his CO. He will very apologetically state that the higher ranking NCOs & officers are out of the city currently (on personal business: a wedding), but that he expects them back in a day or two. Standing orders are to perform training exercises. No other missions are authorized unless an attack occurs. (In other words, he has an out for PCs who outrank him.)

The SSSgt does truly wish to help, but his hands are tied.

Magistrate Teliz

This part of the scenario is the trickiest part of the entire scenario. In it, the PCs are speaking with the main villain of the scenario. So, there are a few things to bear in mind:

- 1) When not in Temple Black, Magistrate Teliz wears a ring of Mind Shielding.
- 2) Additionally, he prays at the altar in Temple Black regularly; this casts the spell *Undetectable Alignment* on him.
- 3) Teliz knows he is not a great liar when he does not have magical help. He will try to be very careful then when speaking to answer questions as obtusely as possible.
- 4) He will NOT allow spells to be cast in his office. If PCs do this, he will tell them to leave.

Magistrate Teliz is well aware of the Hextorite activity under the Heironean temple; he is the

leader of the small group of Hextorites in Orlane. He knows that Hillas Aurmark found the secret entrance to Temple Black, and he knows that the fiend in the temple killed Aurmark. He is not aware that Aurmark managed to steal a Hidden Holy Symbol before being killed. Teliz knew that the disappearance of a priest would draw unwanted attention so he told his men to make it look like the cause of death was some sort of mugging. He knew that if the body was found along the river, the case would come under his jurisdiction. All he has to do is find a scapegoat and close the case.

When the PCs visit him, he will do his best to convince them that the investigation is well in hand. If that fails, he will simply order them to drop their investigation.

When the PCs arrive at his office, read the text below. Those who have met Terlius Jill Teliz (GRM7-04) will see a strong family resemblance if they make an **Intelligence** check DC 12.

The Magistrate's office is well appointed and well kept. Upon your entry, you were greeted by his assistant, a gnome named Knub Gnoggins. He asked you to sit and even offered you some water while you waited. He let the Magistrate know that you are here, and politely asked you to wait to speak to him.

After nearly an hour of waiting, the door to the inner office opens, and you see a stately man wearing the raiment of a magistrate. Magistrate Teliz appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray. He has a sheaf of papers clutched in one hand, a folio of papers under that same arm and a book in his other hand. He places them all on the gnome's desk. "Please see to these Knub, thank you." He looks over at all of you and gestures for you to come in. He then goes back into his office and sits in the hand-tooled leather chair behind the imposing desk.

"I understand you wanted to see me. I have a large backlog of work to attend to so please be brief," he says gesturing to folios, books and papers similar to those he gave the gnome outside.

As soon as any character either mentions the murdered priest by name or makes any other reference to the incident interrupt the players with the following:

Teliz raises his hand cutting you off. "Yes, yes. A very unfortunate assault on the pious

Heironeans. Quite tragic really but in a city of this size you must expect a certain amount of street crime. We are working to uncover the malefactor, of course, but there are some difficulties. So little evidence, you see. I have a constable working the case, but this is so far outside his experience, that I have had to look to others to find out what really happened.

The case is quite clear. Yes, quite. It seems that the Knights in Hochoch have been dealing with several criminal elements in the city there. Word has reached me that many criminals fled the city due to the actions of the Watchers. Some obviously fled to Geoff, but we have also had several come here. Rather open and shut I'm afraid: A simple street crime. That does not mean I do not care. It is just difficult to find the guilty party in cases like this."

If the PCs wish to make **Sense Motive** checks, allow them to do so. Do **NOT** suggest to them to make these checks. Teliz's **Bluff** is +0. Success indicates that there is some truth and some untruth in his statements. The lie seems to hinge on the phrase "simple street crime".

If the party brings up the information they've been able to glean so far, questions the accuracy of Teliz's information, ask to see any evidence, or in any way tries to drill further into the incident read the following:

"Please, we here at the magistrates office are not the village bumpkins you surly adventurers are used to dealing with. We're quite thorough and professional, I can assure you. We have seen these kinds of things before. It's quite clear what has happened here and while tragic it is nothing more than random street crime. That is the official explanation and I'm closing the case today. Now if you'll excuse me, as I said, I have quite a bit of work to do."

If the party accuses him of being dishonest, he becomes angry. If they accuse him of ineptitude, not caring or anything else, he becomes angry. Even if they press the issue, he will become angry and throw them out of his office. Modify the text below to suit the reason for why he throws them out.

"[How dare you accuse me?] I am a Magistrate, I'll have you know. You adventurers are all alike. You think you can come in here and tell me how to do my job? This matter does not concern you. Unless you

have some official standing which outranks mine I'll ask you to leave my office AT ONCE and if you do not I shall have you removed. I am also ORDERING you to stay out of this case. If I catch you busybodies nosing in, I will charge you with Interfering in an Investigation. GOOD DAY!"

Ask the PCs for a **Sense Motive** check. If they beat Teliz's **Bluff**+0 check, they realize that he is mad, but his anger does not really seem to be about their opinion of his investigation.

Once they are in the outer office, Knub will apologize to them. He is relatively displeased with his position in the magistrate's office as he has seen occasions where Teliz has bent the law to suit his purposes. As the party exits the inner office, he nods to the door and quietly goes outside with the party.

"I apologize for the magistrate's treatment of you in there. A modicum of respect should be shown people regardless of their station, be it high-born or peasant class. A public servant should know such things." He shakes his head and turns to leave. Then he pauses and turns back. In a near whisper, "Constable Klartin has the victim's personal effects. You may wish to speak to him. Be aware that if you do and Magistrate Teliz learns of it, he will likely charge you with Interference. Good luck, and I am sorry I couldn't do more."

Knub Gnoggins: NG Male Gnome Exp2 (Profession (clerk) +6, Sense Motive +6).

The PCs have a chance to get Knub to show them the evidence in the case. All they have to do is convince him that they mean well and want to see justice done. If they can make a **Diplomacy** check DC 15:

If the PCs try to see the Magistrate after this, Knub will refuse them admission. He tells them that he has his orders (and his job to consider). Teliz will not give the PCs an audience. If they wish to force their way in, give them a **Knowledge (Local-Sheldomar)** check DC 10 to know that doing so could be construed as Assault (4 TUs of enforced Servitude and 400 gp) or Attacking a Representative of the Government (52 TUs of Enforced Servitude).

Development: This encounter ends when one of two events occurs: the PCs discover the source

of the strange mud and head for the vicinity of the secret entrance to Temple Black or they trigger the optional encounter 2a: Ambush. Proceed to the appropriate encounter.

It is possible that PCs can return to this Encounter following encounter 2a.

ENCOUNTER 2A: AMBUSH!

Tyrant Teliz has anticipated that someone might investigate the death of Aurmark (the victim). His follower, Warrior Hostile Quint Slaegan disguised himself and hired someone to keep track of people who visit Teliz. There is a chance that the PCs spot the person watching them and give chase. This encounter deals with that possibility.

Also, if the PCs have visited with all of the people in encounter 2 and seem to have no idea what to do next, feel free to have them make **Spot** checks to trigger this encounter. You should **only** do this if the PCs have visited everyone and seem hopelessly off track. The spot DCs below reflect the fact that the spy is getting complacent in his observations after following the PCs all day.

Conditions: Light conditions are based upon time of day. As the judge, you need to determine if it is still relatively early or after dark. If it is past dusk, then assume that there is low-light from shops & houses as well as from moonlight & starlight. PCs without low-light vision must roll concealment rolls. Additionally, give the PCs a -5 penalty to spot the person watching them.

The spy drank an Elixir of Hiding when the PCs went into the magistrate's office.

Finally, the DCs below include modifiers for the elixir as well as distance and assumes that the spy is taking 10.

APL 4: **Spot** DC 20.

APL 6: **Spot** DC 22.

APL 8: **Spot** DC 24.

APL 10: **Spot** DC 26.

APL 12: **Spot** DC 30.

APL 14: **Spot** DC 32.

If the PCs fail the spot check, this encounter does not take place.

If the PCs make the spot check, read the text below.

Out of the corner of your eye, you notice a man across the street maybe 50 feet away, standing in a narrow alley. He appears to be closely observing you.

If the PCs make it obvious that they notice that they are being watched, the man spying on them will flee. While fleeing, he will attempt to drink a potion of *Haste*. If he succeeds, his speed is 60. If no PC can match his speed, he will escape as per the rules for pursuit in the DMG.

If any PC has a speed greater than 60, they will eventually catch him.

If a PC has speed equal to his, have the pursuer and the spy roll opposed **Dexterity** checks. If the spy wins, he escapes. If the pursuing PC wins, the spy will be overtaken. (If multiple PCs are pursuing, each one gets to make this opposed check.)

If the PCs make the Dexterity checks, they will catch the spy. He will turn to defend himself. **He will not attack first.** If he wins initiative, he will ready an action to attack the first person who attacks him.

If the spy escapes, PCs with the Track feat can follow him. The ground is hard, and once he escapes, the spy will try to hide his tracks. The **Survival** check DC is 25 to find/follow the tracks. If it is after dusk, the DC is 28.

If the PCs corner or capture the man, read the text below:

As you round a corner, you see the man standing with his back to a wall down an alley. He has a sap in his hand. "Stay back! I don't want any trouble."

The spy's name is Drasler (DRAA-slur). PCs may attempt to use **Diplomacy** to improve his attitude. If they do so, they should be made to role-play talking to the man. Do not just allow a skill check; ask them how they are trying to improve his attitude. Drasler begins as hostile. Additionally, **Intimidate** may also be used to change his attitude. Only those PCs who actively participate in any conversations should be allowed to make any rolls to assist. If these checks come AFTER a battle, PCs cannot use Diplomacy to improve his attitude past indifferent, no matter what the result is of their check. (Their actions spoke much louder than their words, in this case.)

If questioned, the answers Drasler provides are based on his current attitude. Below are typical answers. Embellish as necessary. Drasler does not know why he was hired or who hired him. If asked his opinion (and friendly attitude or better), he will say he guessed someone had some political agenda.

If searched while unconscious or dead, PCs can find notes giving directions to the site where Drasler would leave his notes.

Before any combat takes place, allow PCs to make a **Knowledge (Local-Sheldomar)** DC 12 check. Success indicates that attacking the Drasler without cause would be an illegal act: Assault on a commoner, which carries a penalty of 4 TUs of enforced servitude and a 400 gp fine. Warn PCs that killing him in combat could easily be construed as murder. (If this happens, see your convention coordinator or contact the Gran March Triad to resolve this crime.) Finally, let PCs know that killing this person if he is helpless is **an evil act**.

Hostile:

- "I know the law; you got no right to chase me or threaten me."
- "I don't want trouble, but I will defend myself."

Unfriendly:

- "Look, I didn't do anything wrong here."
- "So what if I was watching you, and I'm not saying I was, what crime is there in watching people? You have no right to keep me here."

Indifferent:

- "Yes, I was watching you. Observing people is not a criminal activity so I have done nothing wrong. Actually, from my perspective, all I was doing was making sure all of **you** didn't assault me."
- "My reasons for watching you are my own and none of your business."

Friendly:

- "Yes, I was paid to watch you, sort of. I was actually paid to see if any government, military or knight types visited Magistrate Teliz's office. I was also told to make note and follow any groups of people. You all seemed to fit that bill."
- "I am not sure who my boss was; he paid well and said his name wasn't important. With what he gave me, I agreed. He even told me there'd be more payments if I saw anyone."
- "You folks seem OK; for your sake, I will 'forget' to report to my employer that I ever saw you."

Helpful:

- "He told me of a place near the stream where I can leave my notes." (He will describe the location for the PCs.)
- "You folks are the only ones who visited the magistrate, so far as I could tell, apart from barristers, constables, and those types who seem to come regularly."

- "Those types? Well, you know, constables with petty crooks, other magistrates, law-type people. I don't think any of them were important."

APL 4 (EL 4)

Drasler, Male Human Rogue4: hp 20; see *Appendix 1*.

APL 6 (EL 6)

Drasler, Male Human Rogue6: hp 29; see *Appendix 2*.

APL 8 (EL 8)

Drasler, Male Human Rogue8: hp 38; see *Appendix 3*.

APL 10 (EL 10)

Drasler, Male Human Rogue10: hp 47; see *Appendix 4*.

APL 12 (EL 12)

Drasler, Male Human Rogue12: hp 56; see *Appendix 5*.

APL 14 (EL 14)

Drasler, Male Human Rogue14: hp 65; see *Appendix 6*.

Tactics: The spy is being very cautious to avoid breaking any laws in plain sight. As such, he only makes non-lethal attacks.

This fight is not meant to be a true challenge for the PCs; it is an **OPTIONAL** encounter. The EL for this fight is not counted into the EL totals for the scenario as it is unlikely this fight will take place.

Treasure: The equipment on the spy is not counted as treasure in this scenario. It is not counted at the end of the scenario as over the cap gold, either. If the PCs trigger this encounter and take his gear, they have gold in addition to any over the cap gold they receive. However, if they do this, they are also guilty of theft. Allow them all a **Knowledge (Local- Sheldomar)** check DC 12 to be aware of this. Success also tells them that the penalty is 1 TU of enforced servitude and a fine of 10 gp per each 100 gp value of the item(s) stolen.

Development: PCs can return to encounter 2 to find more facts or they can move on to encounter 3, if they have directions to the spot where Drasler leaves his notes.

ENCOUNTER 3: OPERATION: INFILTRATE!

In this encounter PCs find the entrance to Temple Black. This encounter also deals with the possibility of the PCs seeking assistance during their infiltration/assault on Temple Black.

Conditions: There are no predominant conditions here that the PCs need to worry about. However, to build tension, the river that flows nearby is noisy. Ask PCs to make periodic **Listen** checks. If they come at night, ask for the occasional **Spot** check.

There is a small strip of land behind the House of Resolute Courage and the river. As you approach, you can see that the banks of the river here do indeed have some sort of yellow clay.

If the PCs **Search** the area and beat a DC 25, read the text below. Be liberal in allowing this check do not ask which squares the PCs are searching for, etc. Give them the benefit of the doubt that they are searching a wide area.

A thorough search of the area nets results. On the bank of the river, hidden under a bush, is something looking like a domed rock. It seems to actually be some sort of concealed entrance leading underground.

The secret door is not trapped or locked. If PCs open the door and go in, go to encounter 4.

Back to the Beginning

During the scenario, some PCs may wish to speak to Taykos Zyne. If so, read the following.

An hour or so after summoning Taykos Zyne, he arrives. "Greetings. I assume you've found something?"

Taykos Zyne will not be entirely pleased that the PCs summoned him before dealing with the Hextorites, but he will contain his annoyance.

If the PCs are not getting anywhere in their investigation, he will ask them if they have spoken to the investigating Constable, the Priest who found the body, and the Magistrate overseeing the case. This should get the PCs back on track.

If the PCs are not able to determine where the yellowish mud came from, he will tell them to search along the river.

If the PCs tell him about the Hextorites, he will respond, *"As I said, it is unthinkable. How do you plan to deal with them?"* Taykos expects the PCs to handle the problem. He cannot provide assistance nor can he give them official standing, not even now. He will remind them that they have a duty to Gran March, even if not on duty or retired. (If there are no Gran March PCs at the table, he will remind them that they were paid to solve the problem.)

If the PCs are not willing to go into Temple Black without some writ or authorization, they may be done with the scenario. Give them a chance to re-consider their choices. Taykos Zyne will push them to go in if they are reluctant. If they still refuse, go to the appropriate conclusion.

Blinding Assault

If the PCs spoke to Yoash Lamro (the Pholtan priest who found the body), they may wish to tell him what they have found. If they visit him and tell him what they know (modify if necessary):

"Friends, I am glad you've told me. This is a serious matter, a most serious matter. My suggestion in this: I will round up some of the Bringers of Truth. We will cordon the Heironean Temple so that no Hextorite escapes. You can go into the shrine you found and deal with whatever it is you find there. We will shine the Blinding Light at these evildoers."

Yoash Lamro will get a few of the Bringers of Truth to assist him. They will arm and prepare for a fight in case any Hextorites (or potential Hextorites) try to flee the temple. Yoash will tell the PCs that they will not attack or get involved in the fight, including the casting of spells. Too many of them remember the Penbrooke.

Development: Sometimes the PCs' actions have unusual ramifications or affect later encounters. Describe these changes and developments here.

ENCOUNTER 4: THE GUARDPOST

In this encounter, the PCs have to get past the guardpost. They have multiple options. If they get into combat, please make sure to mention the two keys in the loot they get.

Conditions: The guardroom has been *unhallowed*, creating an unhallow effect in this room. Besides the usual *Magic Circle* vs. *Good* effect, there is also an *invisibility purge* effect tied to this location from the *Unhallow* (which is re-cast each morning.) **Note:** At APL 4 **only** the Magic Circle has lapsed; the *Purge Invisibility* effect is still tied to the room.

If PCs cast *detect magic* in this room, spend 3 rounds concentrating, and make a Spellcraft DC 20 check, they learn that there is a moderate evocation effect active in the room. PCs may attempt to *Dispel Magic* against the *Unhallow*. Difficulties for this are below. (The difficulty changes due to the fact that it is a different level caster casting the spell at higher APLs.)

APL 4: Dispel Magic Caster Level check DC 20
APL 6: Dispel Magic Caster Level check DC 21
APL 8: Dispel Magic Caster Level check DC 22
APL 10: Dispel Magic Caster Level check DC 24
APL 12: Dispel Magic Caster Level check DC 26
APL 14: Dispel Magic Caster Level check DC 28

Anyone casting *Detect Evil* will detect evil in here, but only from the room itself (the imp will flee as soon as the spell is cast; since the Hextorites have an undetectable alignment and the imp has left, only the unhallow effect can be detected.). The evil has a Strong aura (caster level 9-20). The guards have all prayed at the Alter (see encounter 5) and have received the *Undetectable Alignment* effect.

The Invisibility Purge is tied to alignment. It will NOT affect any creature of Lawful Evil alignment. Finally, it is very important to realize that the wide area of an *Unhallow* spell does cover part of the stairs and hallway leading into this room. DMs should mention to invisible PCs that they are visible before coming into the room.

Finally, the doors in this room are wood covering a thin lead lining.

Entering the secret door, you find a small hallway of fitted stone. It is narrow and quite damp and would force anyone attacking the place to do so in single file. The hallway is dark and slopes downward. You travel for about 60 feet before coming to some stairs. At the bottom of the stairs, there are torches set in wall sconces. You can see that the hallway goes forward about twenty feet and bend to the right.

If the PCs stop here and cast spells, the guards below get to make **Listen checks, DC 0+1**

per 10'. Give them a **-5 penalty** as they are not too focused on listening for anyone coming. However, if the PCs convinced any Pholtans to go into the temple above, these guards are very watchful; they will not suffer the -5 penalty. If they hear spellcasting, they will cast preparatory spells on themselves as well. Have them cast whichever buff spells you feel are most appropriate.

Once the PCs go down the stairs, continue the read-aloud text.

As you round the bend, you notice that ahead of you is a fairly large room. Furthermore, there are three men inside it. They are armed and armored and appear ready for battle. They see you and one of them says, "How'd you get here?" while another, the one on the far side of the room speaks over him, "This is a private place, friends. I am afraid you should not be here. You will need to leave immediately."

When they first enter the room, allow any PC with *See Invisibility* or a similar spell active to make a **Spot check** verse the Imp's **Hide check** of +17. If they make it: ***Along the back wall, near the doorway but at the top of the ceiling, you see a tiny creature watching the entire room from behind a small metal grate.*** A **Knowledge (Planes)** check DC 12 will tell this PC that this is an Imp. Any PC without a *See Invisibility* type effect can make a **Spot check** DC 18 to notice the grate. The Imp leaves the room one round after the PCs enter it. He warns Tyrant Teliz, and then he waits in the hall in the poisoned floor trap area of Encounter 5.

If asked for their names, they will introduce themselves as Armen, Sahak and Segnus. They will be polite but insistent that the PCs leave. If questioned, they will relate the following information:

- This is a special area of Heironeous Temple; it is off limits. (False)
- This area of the temple is used by the Inquisition, so it is off limits even to other clergy or the Faithful. (False)
- If the PCs ask the purpose of this area, they will respond that it is not their business what the Inquisition does. (False)
- If asked to show their holy symbols, they will do so. Their holy symbols are identical to the other Hidden Holy symbols.

- If asked about their choice of weapons, they will shrug and say they were never trained with the sword or axe. (True.)
- If accused of being Hextorites, they will bristle and get quite defensive in an attempt to imitate the indignation a true follower of Heironeous would feel.

Allow PCs to make **Spot checks DC 15**. Those that do may make **Religion checks DC 12**. (Decrease these DCs by 2 for any follower of Heironeous.) Success at both checks reveals that each “cleric” is armed with a flail. No longswords or axes are in the room. Most Heironean clerics prefer to avoid the flail, due to its association with Hextor.

During the questioning, they will continually be trying to get the PCs to leave. They will not attack first as they do not wish to break cover; however, should a PC take a threatening action, they will respond appropriately, i.e. if the PCs cast a spell to detect or buff themselves, the villains will cast spells to buff themselves; if PCs draw weapons or prepare items, the villains will do the same. If any type of offensive spell is cast (judge’s call), have everyone roll initiative. There is **NO** surprise round as both sides are aware of each other and the possibilities of combat; judge’s may, if they wish, have the villains delay actions until after the aggressive PC starts the fight.

There is also the possibility that the PCs will try to Bluff or Diplomacize their way past the guards. This is completely possible. The PCs can make up any story that they think is likely to get them past the guards.

- If there are Pholtans in the temple above, give all the Guards a +2 circumstance modifier to their Sense Motive checks.
- If the PCs present a Hidden Holy symbol, give them PCs a +2 circumstance modifier to their check.
- If two or more PCs give conflicting reasons for being down here, give the Guards a +2 circumstance modifier to their Sense Motive checks.
- If the PCs reason for being here is exceptionally farfetched, give the Guards a +2 circumstance modifier to their Sense Motive checks. If their reason sounds especially plausible, give the PCs a +2 circumstance modifier to their Bluff checks.

- If any PC who is wearing holy symbols of Heironeous is willing to say he does not follow the Invincible Knight or he praises Hextor in some way, give the PCs a +5 circumstance bonus to their Bluff check.

These circumstance modifiers are cumulative so it is possible for the roll to be modified quite a bit in one direction or to have modifiers cancel each other out. Allow any PC who actively roleplayed this encounter to make a roll to assist.

Some players may want to try to use Diplomacy to get past the guards. That works to an extent. Consider the guards attitude as unfriendly. If the PCs can get them to Friendly or better, give them an additional +2 circumstance modifier to their Bluff check. **It is important to note that a helpful result with the Diplomacy skill does not automatically make an NPC willing to go along with the situation; it merely changes the NPCs attitude and makes him more willing to listen to a course of action.** The same is true of Intimidate, and PCs can use Intimidate in place of Diplomacy to try to gain this modifier.

Important: The **Diplomacy** skill by itself (without **Bluff**) will not get the PCs past the guards. **Diplomacy** will only make it easier to **Bluff**.

It is important to note that the guards here know about the secret door in this room as well as the trap on the door to the Chapel area; they are not aware of the Imp above them. They are under orders to **NOT** discuss these with anyone. Regardless of attitude, **they will follow orders**. They will not give out this information, even if Intimidated or tortured (they are quite lawful, after all.) If they are subjected to a *Dominant Person* or similar effect, they can be forced to “tell all they know”. Breaking orders is something contrary to their nature, so allow them a second saving throw if they are asked to divulge information about the compound or those who may be in it.

Descriptions of the guards are in the appropriate appendix.

APL 4 (EL 5)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 3: hp 11; see *Appendix 1*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 1 (2): hp 8 each; see *Appendix 1*.

APL 6 (EL 7)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 5: hp 19; see *Appendix 2*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 3 (2): hp 23 each; see *Appendix 2*.

APL 8 (EL 9)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 7: hp 26; see *Appendix 3*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 5 (2): hp 38 each; see *Appendix 3*.

APL 10 (EL 11)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 7/Fatespinner 2: hp 41; see *Appendix 4*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 7 (2): hp 53 each; see *Appendix 4*.

APL 12 (EL 13)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 7/Fatespinner 4: hp 50; see *Appendix 5*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 8 / Ftr 1 (2): hp 69 each; see *Appendix 5*.

APL 14 (EL 15)

Segnus, Hextorite Conjurer, Human Wizard (Conj) 9/Fatespinner 4: hp 59; see *Appendix 6*.

Armen & Sahak, Favored of Hextor, Male Human FavSI 10 / Ftr 1 (2): hp 84 each; see *Appendix 6*.

Include the following section for tactics by combatants:

Tactics: At all APLs, the general tactic is for the conjurer to delay the PCs and try to make them less combat effective while the favored souls alternate between buffing and attacking.

Additionally, the caster will use his Abrupt Jaunt ability as early as possible to avoid attacks. At all APLs, the NPCs should feel free to use their consumable items.

Specific tactics are below.

APL 4: The conjurer begins by casting a Sculpted Glitterdust, trying to blind as many PCs as possible. If he gets at least 2 of them, he will then use his scrolls of Mage Armor & Shield, and potion of Shield of Faith+2. If the remaining unblinded PCs seem to be doing well, he will drop another sculpted Glitterdust (or sculpted Grease) before finishing his defensive buffing actions. There is the possibility that these defenses will be cast prior to the combat. If so, the conjurer will use up his Glitterdusts and Greases to try to hamper the PCs' actions.

The Favored Souls will take turns attacking and buffing; neither will take the same action on the same turn until they have completed buffing. They will target those who are blind or prone over those who are not, unless they think a quick attack on someone else will remove that person from the fight.

APL 6: Tactics for this APL are the same as above, except that the conjurer casts the heightened sculpted Glitterdust first. The conjurer will try to use his *Icelance* spell on a PC spellcaster, bard or marshall if possible. Otherwise, he targets the weakest looking PC. He would also try to use the *Buzzing Bee* spell on a spellcaster.

It is important at this APL to remember that the Favored Souls have an ability that gives them temporary HP every time they cast a spell. Because of this, they are likely to alternate between attacking and buffing/healing. They always cast defensively.

APL 8: Tactics for this APL are similar to those above. The conjurer will open with a heightened sculpted Glitterdust followed by a sculpted Evard's.

The Favored Souls tactics are the same as above. When casting *Lesser Energized Shield*, they will choose electricity, sonic, or cold, whichever they feel they are most likely to face. They will not choose fire or acid due to their resistances.

APL 10: Tactics for this APL are similar to those above. He will swift action cast *Dimension Jumper* so that he can move wherever he needs to be without drawing AOOs. He will use all his spin to boost the DC of his first heightened sculpted Glitterdust. He will Haste himself and his guards on the second round, and casts a sculpted Evard's on the third.

For his Fickle Finger of Fate ability, use the following priorities: threatened critical, roll of a 20 on a save, escaping from the Evard's. He will use the ability against the PCs on the first of these to happen.

The Favored Souls tactics have some changes at this APL from lower APLs. They will begin with *Unholy Storm* and *Ring of Blades*. They cast these until both have a *Ring of Blades* and *Unholy Storm* covers the entire room. They then alternate between buff spells, attacks, and casting *Bestow Curse*. They will NOT choose the third option for *Bestow Curse*.

APL 12: Tactics for this APL are similar to those above. The conjurer begins with his best heightened sculpted Glitterdust, with +2 spin. He uses the rest of his spin on whichever spell he casts next that requires a save. The conjurer is an intelligent caster so use his spells tactically as best as possible. For example, he will use his *Flesh to Ice* spell on an arcane caster or a roguish type; also, if he sees a *Freedom of Movement* effect, he is likely to cast something other than Evard's.

At this APL, the Favored Souls have Combat Reflexes. This may make a difference in the first round. Like the conjurer, they will also use their spells tactically. It is still their goal to have the entire room within an *Unholy Storm*, but this does not mean they will not cast *Recitation*, *Divine Power*, or *Freedom of Movement* as necessary.

APL 14: Tactics for this APL are similar to those above. If given the opportunity to prepare for battle, each Favored Soul will cast *Death Throes*. If given the chance during the battle, each will cast this spell IN THE SAME ROUND.

Treasure: PCs can loot the items below from their enemies once the combat has ended. **Additionally, Segnus, the conjurer, has two keys on him.** This may be important to the PCs in the next encounter.

APL 4: L: 94 gp, C: 25 gp, M: 2x *Divine Scroll Bless*, *Hammersphere*, 2x *Potion Barkskin*+2, *Potion L. Vigor*, *Potion Shield of Faith*+2, *Scroll Glitterdust*, *Scroll Icelance*, *Scroll Mage Armor*, *Scroll Shield*, *Scroll Web*, *Wand Lesser Orb of Sound*, CL1 (15c) (252 gp).

APL 6: L: 148 gp, C: 0 gp, M: 2x *Divine Scroll Bless*, 2x *Clasp of Energy Protection*, (Least, Acid), 2x *Iron Ward Diamond*, 2x *Scroll Bear's Endurance*, 2x *Scroll Bull's Strength*, *Amulet Natural Armor* +1, *Hammersphere*, 2x *Potion*

Barkskin+2, *Potion L. Vigor*, *Potion Shield of Faith*+2, *Scroll Glitterdust*, *Scroll Icelance*, *Scroll Mage Armor*, *Scroll Shield*, *Wand Lesser Orb of Sound*, CL1 (15c) (545 gp).

APL 8: L: 62 gp, C: 8 gp, M: *Amulet Natural Armor* +1, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Heavy Steel Shield*+1, 2x *Iron Ward Diamond*, 2x *Potion Barkskin* +2, *Potion Lesser Vigor*, *Potion Shield of Faith*+2, *Arcane Scroll Mage Armor*, *Arcane Scroll Shield* (1,251 gp).

APL 10: L: 32 gp, C: 50 gp, M: 3x *Amulet Natural Armor* +1, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Feather Token* (Whip), *Gloves of Dexterity* +2, 2x *Heavy Steel Shield*+1, 2x *Iron Ward Diamond*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Arcane Scroll Mage Armor*, *Arcane Scroll Shield*, 2x *Divine Scroll Poison* (2,114 gp).

APL 12: L: 62 gp, C: 18 gp, M: 3x *Amulet Natural Armor* +1, *Armband of Elusive Action*, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Feather Token* (Whip), *Gloves of Dexterity* +2, 2x *Heavy Steel Shield*+2, 2x *Ice Strand of the North*, 2x *Iron Ward Diamond*, *Mithral Breastplate*+1 of *Twilight*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Arcane Scroll Shield*, *Thistledown Coat* (3,679 gp).

APL 14: L: 57 gp, C: 27 gp, M: 3x *Amulet Natural Arm*+1, *Armband of Elusive Action*, 2x *Breastplate*+2, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection* (Lesser, Acid), *Cloak Resistance*+1, 2x *Cloak Resistance* +2, 2x *Divine Scroll Cure Light Wounds* (CL5), *Gloves of Dexterity* +4, 2x *Heavy Steel Shield*+2, 2x *Ice Strand of the North*, 2x *Iron Ward Diamond* (Lesser), *Mithral Breastplate*+1 of *Twilight*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Ring Protection* +1, *Scroll Shield*, *Thistledown Coat* (6,346 gp).

Development: The PCs proceed to encounter 5 either by going through the door at the south end of the room, by finding the Secret Door (**Search DC 30**), or possibly finding some way to go through the Imp's grate and down his tiny passageway.

ENCOUNTER 5: TRAPPED TEMPLE

If the PCs have not figured out that they are in a Hextorite temple, they should know it before they leave this room.

Conditions: The chapel proper as well as the hallway leading from the guards room to the chapel are fairly well lit, enough where concealment will not be an issue if the combat should spill into these rooms. Additionally, these rooms were built to worship Hextor in secret. As such, they were built to contain sound. PCs will not hear sounds from the rest of the complex while in this area. Additionally, people outside these rooms will not hear the PCs either. A **Knowledge (Architecture & Engineering)** roll DC 15 will reveal this unique design.

The chapel proper has an *Unhallow* effect that is identical to the one in Encounter 4. Refer to that section as needed.

Finally, the doors in this room are wood covering a thin lead lining.

When the PCs enter this area, the Imp, who is hiding in the hallway above the poisoned floor trap, flies off to warn the villains in encounter 6 that someone is coming. Allow the PCs who can *See Invisibility* to make **Spot** checks versus the Imp's **Hide** +17.

There are two traps in this area, traps designed to work together. All of the Hextorites associated with Temple Black know of these traps and the simple way to disarm them. PCs that do not know may have to deal with both of them. The first trap is designed to make the PCs more susceptible to the second trap. This means that the combined CRs of these traps is an EL equal to the APL+2.

Once the PCs are in the room, the judge should ask them where they are in the room. This may become important if the second trap goes off. Additionally, it is possible for the final encounter to take place in this room, if the PCs take an inordinate amount of time.

The Door Trap

The first trap is on the entrance to the chapel proper; the second trap is on the floor by the exit leading to the Inner Sanctum. The first trap should be resolved before the PCs enter the chapel proper.

Additionally, the first trap has multiple effects at higher APLs. **Traps will multiple effects discharge their effects in the order listed**; this means that the various curses can effect the saves from the other spells going off at the almost same time.

The door at the end of the passageway is locked, **Open Lock** DC 25. Unlocking the door does not set off the trap; neither does opening the door. Passing through the doorway does, however.

There are two ways to disarm this trap. The first is by using the Disable Device skill. The second is by using the keys that the conjurer Segnus had on him. One of the keys that Segnus had will unlock this door. The other will disarm the trap if it is placed in the right spot. Just inside this hallway, by the door to the guardpost, about eight feet up is a small keyhole. (This spot is marked on the map with a hash line across the wall.) To find this keyhole PCs need to get a **Search check** DC 26. As always when searching, they must be within 10 feet of this space to search it.

One of the keys must be placed in this lock and the other in the lock on the door. If they are both turned at the same time, the trap is disarmed. The keys are unique. Each must be in the correct lock in order to turn them. It is not possible to turn a key if it is in the wrong lock. It is also not possible to turn a key in the hidden lock on the wall if the other key is not turned in the door. There is no penalty for the key being in the wrong lock, so if there is time, judges should feel free to make the PCs worry & sweat as to whether or not they have the keys in the correct locks.

Finally, the PCs can bypass the trap altogether by going through the wall.

The schools of magic for the spell on the trap are below in case the PCs cast *detect magic*.

- Curse of Ill Fortune: Transmutation
- Dispel Magic: Abjuration
- Bestow Curse: Necromancy
- Greater Dispel Magic: Abjuration
- Greater Bestow Curse: Necromancy
- Slay Living: Necromancy
- Harm: Necromancy
- Blood to Water: Necromancy

PCs may wish to dispel these effects. Unless stated otherwise, the caster level is the minimum required to cast the spell.

APL 4 (CR 4)

Heightened Curse of Ill Fortune Trap: Search DC 29; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Curse of Ill Fortune, 4th level cleric spell, DC 16 Will negates or -3 attack rolls, saves, ability & skill checks for 4 minutes). Disable Device DC 29.

APL 6 (CR 6)

Dispel Magic Trap: Search DC 28; magic device; location trigger (the doorway); automatic reset; spell effect (Dispel Magic, 3rd level cleric spell, Targeted Dispel, caster level 7). Disable Device DC 28.

Heightened Bestow Curse Trap: Search DC 29; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Bestow Curse 4th level cleric spell, DC 16 Will negates or -4 penalty on attack rolls, saves, ability checks, and skill checks). Disable Device 29.

APL 8 (CR 8)

Greater Dispel Magic Trap: Search DC 31; magic device; location trigger (the doorway); automatic reset; spell effect (Greater Dispel Magic, 6th level cleric spell, Targeted Dispel, caster level 11). Disable Device DC 31.

Heightened Bestow Curse Trap: Search DC 31; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Bestow Curse 6th level cleric spell, DC 19 Will negates or -4 penalty on attack rolls, saves, ability checks, and skill checks). Disable Device 31.

APL 10 (CR 10)

Greater Dispel Magic Trap: Search DC 31; magic device; location trigger (the doorway); automatic reset; spell effect (Greater Dispel Magic, 6th level cleric spell, Targeted Dispel, caster level 13). Disable Device DC 31.

Greater Bestow Curse Trap: Search DC 32; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Bestow Curse 7th level cleric spell, DC 20 Will negates or -8 penalty on attack rolls, saves, ability checks, and skill checks). Disable Device 32.

Heightened Slay Living Trap: Search DC 32; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Slay Living 7th level cleric spell, DC 20 Fort. Success is 3d6+13 damage). Disable Device 32.

APL 12 (CR 12)

Greater Dispel Magic Trap: Search DC 31; magic device; location trigger (the doorway); automatic reset; spell effect (Greater Dispel Magic, 6th level cleric spell, Targeted Dispel, caster level 17). Disable Device DC 31.

Heightened Greater Bestow Curse Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Bestow Curse 9th level cleric spell, DC 23 Will negates or -8 penalty on attack rolls, saves, ability checks, and skill checks). Disable Device 34.

Heightened Slay Living Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Slay Living 9th level cleric spell, DC 23 Fort. Success is 3d6+17 damage). Disable Device 34.

Heightened Harm Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Harm 9th level cleric spell, DC 23 Will for half or 150 damage). Disable Device 34.

APL 14 (CR 14)

Heightened Greater Dispel Magic Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Greater Dispel Magic, 9th level cleric spell, Targeted Dispel, caster level 13). Disable Device DC 34.

Heightened Greater Bestow Curse Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Bestow Curse 9th level cleric spell, DC 23 Will negates or -8 penalty on attack rolls, saves, ability checks, and skill checks). Disable Device 34.

Heightened Blood to Water Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Blood to Water 9th level cleric spell, targets up to 5 creatures within 30 ft., DC 23 Fort (save for half) or 2d6 Con damage). Disable Device 34.

Heightened Slay Living Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Slay Living 9th level cleric spell, DC 23 Fort. Success is 3d6+17 damage). Disable Device 34.

Heightened Harm Trap: Search DC 34; magic device; location trigger (the doorway); automatic reset; spell effect (Heightened Harm 9th level cleric

spell, DC 23 Will for half or 150 damage). Disable Device 34.

Once past the trap(s) on the door, PCs are free to enter the room.

Entering this room, you cannot help but notice that it has a sinister aspect to it. The room is done in red and black, and across from you is an altar made of some sort of obsidian stone. Behind it, painted large on the wall is the symbol of a hand clutching a fistful of arrows, six red arrows to be precise. Torch sconces are spread evenly through the room, lighting it well. To your right are three pews; they face the wall opposite you. On the wall behind the altar, there is a large inscription carved into the wall. It appears to be in Infernal.

PCs who speak Infernal: ***Praise to the Herald of Hell. His triumph over the most Vincible Fool comes.*** A **Knowledge (Religion)** check DC 12 will suggest to most PCs that “Vincible Fool” is an obvious twisting of Invincible Knight, a title claimed by Heironeous.

If the PCs examine the altar, they will notice a small device built into the top of it. It appears to be a crystal ball made of volcanic crystal. The PCs can pry it out of the altar, and if they do they will see a small symbol of Hextor inscribed into the bottom. The ball is a wondrous magical item called Hextor’s Black Globe; it is able to cast Undetectable Alignment on anyone who touches the black globe and says a prayer to Hextor. If *Detect Magic* is cast and the spellcraft check is made, the item detects as Faint Abjuration. (This may be deceiving as the item was created by a 22nd level caster.) This is a use activated (continuous) magic item. It would be worth 12,000 gp if there were a market for it in Gran March, which there most assuredly is not. PCs may make a **Knowledge (Local- Sheldomar Valley)** check, DC 10 to know that an item like this, dedicated as it is to Hextor, would be illegal to keep or sell in Gran March. If the PCs take it and turn it over to any standard faith temple, they will be rewarded; turning it over to the Heironeans earns a special benefit. This happens at the end of the scenario.

Additionally, the prayer that must be said is written on a small scroll under the altar. This scroll says that anyone who touches the globe and says this prayer will be able to walk in the midst of enemies undetected. A PC activating the item can

be accused of the Use of a Banned Item. (See the Gran March Legal Document for details.)

Black Altar: 18 in. thick stone; hardness 8; hp 270; Break DC 40.

The Altar is not made of adamantine, in case PCs ask. It is just black stone.

The PCs are free to despoil this room in anyway they wish. As they do, bear in mind that they may set off the second trap.

The Floor Trap

The trap on the floor is less deadly than the trap on the door. This was designed this way by Tyrant Teliz when the place was constructed. The floor trap serves two purposes. First, should anyone infiltrate Temple Black, they are likely to fall victim to this trap, especially if they fell victim to the curse trap on the door. The second purpose is that this trap prevents multiple people being in the area leading to the Tyrant’s Inner Sanctum. This makes it more difficult for his minions to rebel and attack him when he is in this room.

The floor trap only goes off if 2 or more people are in the trapped area. (For the sake of this trap, consider 2 PCs smaller than Small to be the same as one PC.) When there are two people in this area, a small sticky mist sprays from the ground up onto people in all the squares.

The trap takes 3 rounds to reset. If there are 2 or more people in the area when it resets, it will fire again. It will continue firing every third round if there are people in the area when the trap resets. At APL 14 there are two separate poisons. Each operates independently of the other and must be disarmed separately.

APL 4 (CR 3)

Floor Poison Trap: Search DC 24; mechanical; touch trigger; automatic reset (3 rounds); Sassone Leaf Residue (Contact Fort DC 16, 2d12 hp/1d6 Con); Disable Device DC 24.

APL 6 (CR 5)

Floor Poison Trap: Search DC 29; mechanical; touch trigger; automatic reset (3 rounds); Nitharit (Contact Fort DC 13, 0/3d6 Con); Disable Device DC 29.

APL 8 (CR 7)

Floor Poison Trap: Search DC 29; mechanical; touch trigger; automatic reset (3 rounds); Burnt Other Fumes (Inhaled DC 18, 1 Con drain/3d6 Con); Disable Device DC 29.

APL 10 (CR 9)

Floor Poison Trap: Search DC 29; mechanical; touch trigger; automatic reset (3 rounds); Black Lotus Extract (Contact DC 20, 3d6/3d6 Con); Disable Device DC 29.

APL 12 (CR 11)

Floor Poison Trap: Search DC 35; mechanical; touch trigger; automatic reset (3 rounds); Black Lotus Extract (Contact DC 20, 3d6/3d6 Con); Disable Device DC 35.

APL 14 (CR 13)

First Floor Poison Trap: Search DC 40; mechanical touch trigger; automatic reset (3 rounds); Black Lotus Extract (Contact DC 20, 3d6/3d6 Con); Disable Device DC 40.

Second Floor Poison Trap: Search DC 40; mechanical; touch trigger; automatic reset (3 rounds); Dragon Bile (Contact DC 26, 3d6/0 Str); Disable Device DC 40. (Source: Arms & Equipment Guide)

The Complex

The PCs have the option to explore the rest of the complex if they go through the north door. They will find a few rooms that could be used as storerooms or quickly converted into a small sleeping chamber. Unfortunately, if they try to rest in them, the villains from encounter 6 come looking for them (assuming that the Imp spotted them.) There is little of value here, although PCs can find plenty of vestments, both of Hextor and Heironeous, as well as several more Hidden Holy symbols, and an assortment of building materials left over from construction of the complex (or material for expansion, perhaps?)

Treasure: The only item of value in here is Hextor's Black Globe. Unfortunately, as evil as this object is it would be considered a banned item. (Punishable by 2 TUs of enforced Servitude). The PCs can turn it over to any temple to gain an influence point with that temple. Turning it over to the Heironeans earns the influence point as well as a greater reward.

Development: From here the PCs go to the Inner Sanctum or they wait and the Inner Sanctum comes to them.

ENCOUNTER 6: INNER SANCTUM

This final encounter takes place after the PCs have passed the area containing the poison trap in encounter 5.

Any PCs who are under the domination of the Hellsceptor will act normally during the combat with the exception that they will try to be moving towards the desk if possible. As soon as the combat ends, those PCs will attempt to find the documents and burn them. Allow the other PCs a **Sense Motive** check DC 15 to realize that one of their companions are being dominated. It may be easier to resolve this situation if you stay in rounds after the combat ends.

Alternatively, if the Imp has successfully warned the villains, the villains may come looking for the PCs. Read the **Alternatives** section below.

In no situation will the Imp be with the villains; he has already been sent out of the temple to bring word to his master, Nolar Thotec.

This encounter assumes that the NPCs will have a chance to prepare for combat. Stat blocks have prepared and unprepared sections. Additionally, DM aid #5 contains a list of buffs for each APL that are on the NPCs. If they do not get to prepare fully or if any buffs run out or are dispelled, refer to this sheet to more easily adjust stat blocks. Tyrant Teliz and Warrior Hostile Slaegan will not buff any of the devils.

Conditions: The inner sanctum has an *Unhallow* effect that is identical to the one in Encounter 4. Refer to that section as needed.

Tyrant Teliz and the Warrior Hostile assisting him will not detect as evil as they have prayed at the Alter and received the *Undetectable Alignment* effect.

Dekemshezgrinon, the devil, has not been summoned. He may try to summon other devils, however, during the combat.

If the Imp never made it to the Inner Sanctum, adjust the text below as circumstances dictate. Additionally, some of the buff spells may have a visible effect. These effects should be mentioned and are described in **DM Aid: Buff Spells**.

As you come to the end of the hallway, you see three figures. One appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit

of gray. He is wearing full-plate mail that is ornately decorated in black and red with the unholy symbol of Hextor clearly prominent on the breastplate. He has a smug look on his face. The second man is lightly armored but burly combatant wearing a chain shirt. [APL4-8 only: A blue-white javelin is in his hand.] He wears vestments of Hextor over his armor. He sneers at all of you. The last creature is a wicked looking fiend. Behind them all, in a corner, you see a lit brazier next to a desk.

The one in full plate looks you over, "So, you did manage to gain entrance here. This means you are even more foolish than I thought, unless of course, you came here to admit your need for a Master. Have you come to submit yourselves to the great Tyrant, the Herald of Hell, Mighty Hextor? I warn you that if you have not, you will not leave this place alive."

Assuming the PC's answer in the negative, *"I did not think so. Warrior Hostile Slaegan, these interlopers wish to die. Grant them their wish. Devil, your master bound you to my service. Kill them, and then keep my earlier instructions." They attack.*

The PCs may interrupt Tyrant Teliz before he finishes speaking. If so, he will talk to them, but only for a few moments. He does not want any spells that his side has cast to end. He is willing to gloat over what he believes is his victory. He will also ask anyone if they wish to convert to the worship of a true deity, and he will promise great rewards to anyone who does.

If the PCs have met with Magistrate Teliz, let them know that the "high priest" is the magistrate. The Magistrate will recognize them immediately even if they did not visit him as he has had people watching them during their investigation.

Also, refer to the appropriate appendix or Monster Manual for the description of the fiend.

Finally, Tyrant Teliz is willing to talk, but only for a round or two.

While Teliz is speaking with the PCs, he is alert for combat. Any move or action he deems threatening will trigger the start of combat. There is no surprise round in this combat, even if the location changes under the **Alternatives** section.

The location of the combat does not change the abilities and tactics of the villains.

Alternatives

When the Imp sees the PCs in the Guardpost, he tells Tyrant Teliz that interlopers are coming. Teliz orders him to watch the chapel while he and Warrior Hostile Slaegan cast their minute per level (and longer) buffs. When the PCs enter the chapel, the imp tells Teliz. Teliz & Slaegan will wait a few moments and begin casting their short term buffs. (Those few moments are the amount of time it takes for the PCs to disarm the traps.) If the imp is prevented from reaching Teliz, the rounds per level buffs will not be active and their effects need to be taken out of the Power up Suite. Refer to the appropriate appendix and DM aid #5: Buff Spells.

There is the distinct possibility that the villains will cast all their buffing spells and be forced to wait for the PCs to arrive, losing many of their buffs. They will not let this happen. Once they are prepared for combat, they will wait only a few moments before seeking out the interlopers in their domain.

If that happens, the DM needs to adjust the read-aloud text as necessary and have the villains confront the PCs. The villains will try to fight within any of the three areas containing the *Unhallow* spells, but if their buffs would completely run out, they will fight anywhere in the complex.

Finally, there is a very slim possibility that PCs will leave after the first fight or dealing with the traps to heal and return later. If so, they can fight the villains unbuffed, but any of the documents they might have found will already be gone.

APL 4 (EL 7)

Tyrant Terlius Dasi Teliz, Male Human Cleric 4: hp 33; see *Appendix 1*.

Warrior Hostile Slaegan, Male Human Monk1 / FavSoul1: hp 12; see *Appendix 1*.

Dekemshezgrinon, Bearded Devil (Barbazu): hp 45; see *MM page 52*.

APL 6 (EL 9)

Tyrant Terlius Dasi Teliz, Male Human Cleric 6: hp 45; see *Appendix 2*.

Warrior Hostile Slaegan, Male Human Monk1/ FavSoul1/ Ftr2: hp 27; see *Appendix 2*.

Dekemshezgrinon, Male Harvester Devil: hp 69; see *Appendix 2*.

APL 8 (EL 11)

Tyrant Terlius Dasi Teliz, Male Human Cleric7/Pious Templar 1: hp 62; see *Appendix 3*.

Warrior Hostile Slaegan, Male Human Monk2/ FavSoul2/ Ftr2: hp 39; see *Appendix 3*.

Dekemshezgrinon, Male Harvester Devil: hp 69; see *Appendix 3*.

APL 10 (EL 13)

Tyrant Terlius Dasi Teliz, Male Human Cleric7/Pious Templar 3: hp 80; see *Appendix 4*.

Warrior Hostile Slaegan, Male Human Monk2/ FavSoul2/ Ftr2/ SacFist2: hp 51; see *Appendix 4*.

Dekemshezgrinon, Male Bone Devil (Osyluth): hp 95; see *MM page 52*.

APL 12 (EL 15)

Tyrant Terlius Dasi Teliz, Male Human Cleric7/Pious Templar 3/ Divine Oracle2: hp 96; see *Appendix 5*.

Warrior Hostile Slaegan, Male Human Monk2/ FavSoul2/ Ftr2/ SacFist4: hp 63; see *Appendix 5*.

Dekemshezgrinon, Male Assassin Devil Sorc1: hp 120; see *Appendix 5*.

APL 14 (EL 18)

Tyrant Terlius Dasi Teliz, Male Human Cleric 7/ Pious Templar 3/ Divine Oracle 4: hp 105; see *Appendix 6*.

Warrior Hostile Slaegan, Male Human Monk2 / Fav Soul 2 / Ftr 2 / Sacred Fist 6: hp 75; see *Appendix 6*.

Dekemshezgrinon, Male Horned Devil: hp 169; see *MM page 55*.

Tactics: At all APLs, the villains do their best to keep the PCs within the area of the *Unhallow* effect. Tyrant Teliz saves his once per day +2 bonus to any save for the first opportunity that calls for a Reflex save. Dekemshezgrinon will always try to summon the best possible devil he can; summoned devils will not try to summon other devils. Use whatever tactic seems best for any summoned devils.

APL 4: Tyrant Teliz will wade into combat, targeting any obvious Heironeans. His first attack will be a Smite attack. He will cast spells if necessary, although most of his buff spells should be pre-cast before the combat begins.

Warrior Hostile Slaegan will begin combat by throwing his Javelin of Lightning. After that, he will grapple a spellcaster or mobile-type PC to do damage. He will use his thunderstone or Stunning Fist attack if/when they seem necessary.

The Bearded Devil will attempt to summon another Bearded Devil (35% success) on the first round of combat; then, he will Frenzy as soon as he is in melee. Whenever possible, he will target the same person fighting Tyrant Teliz or the person grappled by Warrior Hostile Slaegan.

APL 6: Tyrant Teliz's tactics are similar to those above. He will use his Divine Fortune to gain a +4 bonus to the next save each time he is targeted with an effect that calls for a save (maximum once per round).

The Warrior Hostile's tactics are the same as above.

The Harvester Devil will attempt to summon 1d4 Bearded devils (35% success). Once that is done, he will cast Mirror Image and walk through the combat area to see which PC manages to attack him first (see the Refuge of the Damned ability in the appendix.) He will attack the first PC who deals damage to him with a *Vampiric Touch*. After that, he will try to spread his attacks around so that all PCs suffer from the curse he gives (see *Infernal Debt*). Once that is done, he tries to target the same person fighting Teliz or grappled by Slaegan.

APL 8: Teliz's tactics are the same as those above except that he will cast *Mark of the Outcast* before going into melee combat. His order of preference for casting this at the most lightly armored Heironean PC, then the most heavily armored Heironean, then any other Heironean, then lightly armored foes, heavily armored foes, unarmed foes.

The Warrior Hostile's tactics are the same except that he will use his delay potion feat to activate a potion before going into combat.

The Harvester Devil's tactics are the same.

APL 10: Teliz's tactics are the same as above except that he can cast *Mark of the Outcast* twice and can Smite Good twice per day. If the first round of combat makes it appear that Teliz needs

to get into melee instead of casting, then feel free to move him into the melee.

At this APL, the Warrior Hostile has no javelin to throw. He will cast Balor Nimbus before going into melee.

The Bone Devil will try to summon another Bone devil (35% success). He will make sure he does not divide the villains force up with a wall of ice; in fact, he will only cast a wall of ice if he can isolate one or two PCs on this side (with all the villains) or if he can isolate a spellcaster who is dealing damage on the other side. He will use his fear aura or cast invisibility in himself as necessary. He will NOT use his fear aura if adjacent to the Warrior Hostile or Tyrant Teliz. In melee, he tries to target the same person fighting Teliz or grappled by Slaegan.

APL 12: Teliz's tactics are the same as those above except that once he is in melee, he will use a swift action to use his Divine Armor feat (giving himself temporary DR5/-.)

The Warrior Hostile's tactics are the same as above.

The Assassin Devil will, if possible, cast True Strike one round and power attack full the next. He will turn invisible each round before he attacks (See appendix.) While invisible, he gains the benefit of his sneak attack. He will also attack (as much as possible) flanked targets and those denied their dexterity bonus. The Assassin Devil only uses his Fog Cloud if the Hextorites have fallen.

APL 14: Tactics for Teliz and the Warrior Hostile are the same as above.

The Horned devil will begin combat by attempting to summon another Horned Devil (20% chance success). After that, he will try as much as possible to concentrate all his non-stunning attacks on a single PC. Also, he will try to stun as many PCs as possible, choosing targets tactically (i.e. whomever the DM believes he would feel is the greatest threat.)

Treasure: The treasure for this encounter is below. Additionally, PCs may search the Inner Sanctum and find several notes, letters, etc.

APL 4: L: 68 gp, C: 5 gp, M: *Full Plate Mail +1, Javelin of Lightning, Potion Barkskin +2* (371 gp).

APL 6: L: 68 gp, C: 5 gp, M: *Cloak of Resistance +1, Crest of Valor, Full Plate Mail +1, Javelin of Lightning, 2x Potion Barkskin +2, Potion Resist Energy (type) 10* (671 gp).

APL 8: L: 34 gp, C: 23 gp, M: *Chain Shirt+1, Cloak of Resistance +1, Crest of Valor, Potion Enlarge Person, Full Plate Mail +1, Heavy Wooden Shield +1, Javelin of Lightning, Periapt of Valor, Potion Barkskin +2, Potion Cure Light Wounds, Potion Resist Energy (type) 10* (1,205 gp).

APL 10: L: 26 gp, C: 38 gp, M: *Chain Shirt+1, Cloak of Resistance +1, Crest of Valor, Crystal of Lifekeeping (Lesser), Full Plate Mail +1, Gauntlets Ogre Power, Heavy Wooden Shield +1, Periapt of Valor, Potion Barkskin +3, Potion Blur, Potion Cure Light Wounds, Potion Resist Energy (type) 10, Potion Enlarge Person, Gauntlets of War, Third Eye Freedom* (2,071 gp).

APL 12: L: 64 gp, C: 32 gp, M: *Acidic Chain Shirt+1, Belt of Growth, Cloak of Resistance +1, Crest of Valor, Crystal of Arrow Deflection (Least), Crystal of Lifekeeping (Lesser), Divine Scroll Dispel Magic, Full Plate Mail +1, Gauntlets Ogre Power, Heavy Steel Shield +1, Heavy Wooden Shield +1, Periapt of Valor, Potion Barkskin +3, Potion Blur, 4x Potion CLW, Potion Resist Energy (type) 20, Tabard of Valor, Elixir of Sneaking* (3,575 gp).

APL 14: L: 0 gp, C: 24 gp, M: *Acidic Chain Shirt+1, Belt of Growth, Cloak Resistance+2, Crest of Valor, Crystal of Arrow Deflection (Least), Crystal of Lifekeeping (Lesser), Divine Scroll Dispel Magic, Flail+1, Full Plate+3, Gauntlets Ogre Power, Heavy Steel Shield+3, Heavy Wooden Shield+3, Periapt of Valor, Potion Barkskin+3, Potion Blur, Potion CLW, Potion Resist Energy 20, Tabard of Valor* (5,997 gp).

Development: Proceed to the conclusion after this encounter.

CONCLUSION

There are several issues to resolve to determine the level of success that the PCs had. Each of these is addressed below. AR effects are noted in each section.

DID THE PCS WIN THE FIGHT IN THE INNER SANCTUM?

If they did:

The Hextorites are defeated, their leader here in Orlane having fallen before you in glorious battle. Surely, the Invincible Knight watched over you all as you fought underneath his temple in the hidden shrine of his arch-nemesis.

If they did not, read one of the texts below, based on what is appropriate.

If they were forced to flee: *The power of mighty Hextor has forced you to flee his holy place. His might and power were too great for you, and you were forced to flee for your life. But you did escape.* [Read if anyone was left behind (alive or dead): *And all was not lost; while hiding nearby, you saw some Hextorites bury your dead friends in the mud by the river. Their bodies are retrievable.*] Dead PCs were buried with their gear intact & present, but anything they took from any of the Hextorites as well as all their coin is gone.

If the party TPK'ed BUT had also requested help from the Pholtans, their bodies will be found by the Pholtans. A *Speak with Dead* will be cast (free of charge) asking if that PC wishes to be raised. The Pholtans will raise the PC at normal cost or arrange to have the PC raised as per any Favors PCs have. Influence Points are still required as usual.

If the party TPK'ed and did request aid of the Pholtans, their bodies will not be found.

For defeating the Hextorites, PCs gain the following AR favors/disfavors: **Devilslayer, Enmity of Nolar Thotec OR Eternal Enmity of Nolar Thotec.** PCs can gain either the Enmity or Eternal Enmity, not both. If the PCs did NOT include the Pholtans in their plans, they also gain the **Invincible's Blessing** favor.

All PCs receive the **Gratitude of the Standard Faiths** regardless of success as they have fought with and exposed an enemy of all the faithful of Gran March.

DID THE PCS SEARCH THE INNER SANCTUM?

If they did:

Your search of the Inner Sanctum turned up a small traveling satchel, stuffed with documents, hidden in the desk. One of these

notes is a verse that has been partially scratched out.

Also, there are notes detailing the construction of the hidden shrine under the temple, as well as plans on how to remove the true Heironeans from Orlane altogether. The notes also contain details on which Hextorites have successfully infiltrated the Inquisition, and there are many.

There are several letters from various Hextorites hidden in Hookhill; unfortunately, none of them signed their names. These letters mention that the leader in Hookhill, a man named Nolar Thotec, has been acting strangely of late. It seems he refers to himself as "we" a lot. He also talks about "our plans" and speaks of some device as if it were making plans with him. Many of these Hextorites are nervous and seek to transfer to Orlane.

Finally, there appears to be correspondence from Nolar Thotec himself. Two letters also indicate that Nolar Thotec is operating under an alias in Hookhill. These letters even have the name of this alter-ego.

Nolar Thotec, it seems from these documents, is responsible for a faked a Commune with Heironeous in order to ensure that an elf named Olowyn Aelanthy was found guilty in a trial following attacks in the Dim Forest. He also appears guilty of many other crimes in Gran March, including the murder of Elector Promani during the Ghostgate Regatta last year. These documents unmask the villain at last. Nolar Thotec is none other than the Magistrate Aliam Nestor.

Give the PCs player handouts 3 and either 4 or 5; PCs who already have the enmity of Nolar Thotec receive handout 5. All others receive handout 4.

Additionally, if any PC wishes, add to their notes that they meet the special requirement for the Church Inquisitor prestige class.

DID THE PCS ENLIST THE AID OF THE PHOLTANS TO GET INTO THE TEMPLE?

If they did:

The Pholtans were aggressive in their attempt to aid you. They marched into the temple and openly accused the place of being full of Hextorites. A fight broke out, but no priests were killed on either side, although

some of the Heironean faithful present were badly injured.

The Pholtans are grateful to you for giving them an opportunity to show-up a rival, but the Heironeans are upset at you. While they are grateful that you exposed the Hextorites, they would have preferred you to have done so without involving priests of a different faith. That action was unforgivable.

It is likely that this incident will sour relations between the two churches in Gran March for some time.

PCs who enlisted help from the Pholtans receive the **Blinding Assault** favor. These PCs also receive the **Shunned** disfavor.

DID THE PCS TURN THE BLACK GLOBE OVER TO ANY STANDARD FAITH CHURCH?

If so, they earn the **Church Thanks** favor. Fill in the name of the church that they turned it over to. The Standard Faiths in Gran March are: Heironeous, the Harvest Church, Phytan, Pholtus, St. Cuthbert, Fharlanghn, Obad-Hai, Zilchus, and Ulaa.

If the PCs turn the globe over to a non-standard faith church, they do not gain this favor.

If a PC receives the **Shunned** AR entry and turns the globe over to the Heironeans, these two entries will cancel each other out. Both should be crossed off.

DID THE PCS REPORT TO HOUSEMANN FIRST?

If so, they receive **Housemann's Favor**. Reporting the events in Temple Black to the Heironeans does NOT count when considering this favor (as it would likely be exceedingly difficult for PCs to avoid this). Reporting the events to the military, Knights of the Watch, other religions, meta-orgs, etc. does count. Also, assuming they searched (as above), read the following text:

Again, you meet with Taykos Zyne. He in turn introduces you to Chancellor Housemann, who greets each of you enthusiastically. "Thank you friends, for this service to Gran March. When I enlisted your help, I suspected a connection between Nolar Thotec and Aliam Nestor. I never thought we would be so fortunate as to unmask the man. This is a double blessing as sources in Hookhill tell me that "Aliam Nestor" had a very good chance of

becoming Commandant, especially after Elector Promani was killed. You all did well, and for that, I am grateful. I will do my best to see you well rewarded."

This favor should be considered on an individual basis. Ask each PC who they report these incidents to. Do not deny the entire party this favor if a single PC chooses to report to someone other than Housemann.

If the PCs report to someone else first:

You are walking down the street when Taykos Zyne sees you. He comes over and looks you up and down, a look of disgust on his face. "My superiors in Hookhill are displeased that you could not follow simple instructions and report to us first," he says. He continues, "Do not look to us for help, if you need it in the future." He turns and walks away, spitting on the ground as he does so.

WERE ANY PCS TURNED TO ICE WITH A FLESH TO ICE SPELL?

Stone to Flesh does not work to counteract this spell, nor does *Dispel Magic*, *Remove Curse*, etc. However, any PC may spend 1,000 gp preserving the ice statue and 2 additional TUs searching for a cleric of Obad-Hai who will cast *Ice to Flesh* if the PCs pay the 660gp cost and spend an influence point (church of Obad-Hai or Military IPs may be used.) The PC receiving the spell must spend the 660 gp, but anyone who spends the 2 TUs can spend the IP. The PC receiving the spell must also spend the 2 TUs. If the entire party spends the 2 TUs, over the cap funds may be used for these spells. Otherwise, over the cap funds are not available (as the treasure is already divided up at the time the spell is cast.)

DID ANY OF THE PCS BREAK ANY LAWS?

If so, note the penalties on the AR. Theft is 1 TU of enforced servitude and a fine of 10 gp per each 100 gp value of the item(s) stolen. Assault of a commoner is 4 TUs enforced servitude and a fine of 400 gp. Murder is 1,040 TUs of enforced servitude.

DID THE PCS REFUSE TO GO INTO TEMPLE BLACK?

If so, read the text below:

Taykos Zyne was disgusted with you. When he last met with you, he said, "You were hired to help Gran March deal with this threat.

What a disappointment. We didn't need someone to uncover facts; we needed someone a-political to solve the problem. I hope our paths never cross again."

PCs can earn up to 80xp for good role-playing and the 50 gp they were paid in the beginning. They do not earn any favors/disfavors nor any access on the AR. Strike everything out.

CAMPAIGN CONSEQUENCES

There is a critical events summary for this scenario. **PLEASE MAKE SURE YOU COMPLETE THE CRITICAL EVENTS AND TURN IT OVER TO YOUR CONVENTION COORDINATOR OR GRAN MARCH TRIAD MEMBER.**

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 4

Objective: Get past the Guards.

APL 4: 145 xp.

APL 6: 220 xp.

APL 8: 295 xp.

APL 10: 370 xp.

APL 12: 445 xp.

APL 14: 520 xp.

Encounter 5

Objective: Disable, defeat, or get past the traps.

APL 4: 165 xp.

APL 6: 240 xp.

APL 8: 315 xp.

APL 10: 390 xp.

APL 12: 465 xp.

APL 14: 540 xp.

Encounter 6

Objective: Defeat Tyrant Teliz and his minions.

APL 4: 185 xp.

APL 6: 260 xp.

APL 8: 335 xp.

APL 10: 410 xp.

APL 12: 485 xp.

APL 14: 560 xp.

Story Award

Story Objective: Find the documents revealing Nolar Thotec's identity and report them to someone within Gran March.

All APLs: 100 xp.

Discretionary Roleplaying Award

All APLs: 80 xp.

Total possible experience

APL 4: 675 xp.

APL 6: 900 xp.

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 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 1:

All APLs: C: 50 gp.

Encounter 4:

APL 4: L: 94 gp, C: 25 gp, M: 2x *Divine Scroll Bless*, *Hammersphere*, 2x *Potion Barkskin*+2, *Potion L. Vigor*, *Potion Shield of Faith*+2, *Scroll Glitterdust*, *Scroll Icelance*, *Scroll Mage Armor*, *Scroll Shield*, *Scroll Web*, *Wand Lesser Orb of Sound*, CL1 (15c) (252 gp).

APL 6: L: 148 gp, C: 0 gp, M: 2x *Divine Scroll Bless*, 2x *Iron Ward Diamond*, 2x *Scroll Bear's Endurance*, 2x *Scroll Bull's Strength*, *Amulet Natural Armor* +1, *Hammersphere*, 2x *Potion Barkskin*+2, *Potion L. Vigor*, *Potion Shield of Faith*+2, *Scroll Glitterdust*, *Scroll Icelance*, *Scroll Mage Armor*, *Scroll Shield*, *Wand Lesser Orb of Sound*, CL1 (15c) (545 gp).

APL 8: L: 62 gp, C: 8 gp, M: *Amulet Natural Armor* +1, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Heavy Steel Shield*+1, 2x *Iron Ward Diamond*, 2x *Potion Barkskin* +2, *Potion Lesser Vigor*, *Potion Shield of Faith*+2, *Arcane Scroll Mage Armor*, *Arcane Scroll Shield* (1,251 gp).

APL 10: L: 32 gp, C: 50 gp, M: 3x *Amulet Natural Armor* +1, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Feather Token* (Whip), *Gloves of Dexterity* +2, 2x *Heavy Steel Shield*+1, 2x *Iron Ward Diamond*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Arcane Scroll Mage Armor*, *Arcane Scroll Shield*, 2x *Divine Scroll Poison* (2,114 gp).

APL 12: L: 62 gp, C: 18 gp, M: 3x *Amulet Natural Armor* +1, *Armband of Elusive Action*, 2x *Breastplate* +1, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection*, (Least, Acid), *Cloak Resistance* +1, 2x *Divine Scroll Cure Light Wounds* (CL5), 2x *Feather Token* (Whip), *Gloves of Dexterity* +2, 2x *Heavy Steel Shield*+2, 2x *Ice Strand of the North*, 2x *Iron Ward Diamond*, *Mithral Breastplate*+1 of *Twilight*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Arcane Scroll Shield*, *Thistledown Coat* (RW) (3,679 gp).

APL 14: L: 57 gp, C: 27 gp, M: 3x *Amulet Natural Arm*+1, *Armband of Elusive Action*, 2x *Breastplate*+2, *Circlet Intelligence* +2, 2x *Clasp of Energy Protection* (Lesser, Acid), *Cloak Resistance*+1, 2x *Cloak Resistance* +2, 2x *Divine Scroll Cure Light Wounds* (CL5), *Gloves of Dexterity* +4, 2x *Heavy Steel Shield*+2, 2x *Ice Strand of the North*, 2x *Iron Ward Diamond* (Lesser), *Mithral Breastplate*+1 of *Twilight*, *Potion Lesser Vigor*, *Potion Shield of Faith*+4, *Ring Protection* +1, *Scroll Shield*, *Thistledown Coat* (6,346 gp).

Encounter 6:

APL 4: L: 68 gp, C: 5 gp, M: *Full Plate Mail* +1, *Javelin of Lightning*, *Potion Barkskin* +2 (371 gp).

APL 6: L: 68 gp, C: 5 gp, M: *Cloak of Resistance* +1, *Crest of Valor*, *Full Plate Mail* +1, *Javelin of Lightning*, 2x *Potion Barkskin* +2, *Potion Resist Energy* (type) 10 (671 gp).

APL 8: L: 34 gp, C: 23 gp, M: *Chain Shirt*+1, *Cloak of Resistance* +1, *Crest of Valor*, *Potion Enlarge Person*, *Full Plate Mail* +1, *Heavy Wooden Shield* +1, *Javelin of Lightning*, *Periapt of Valor*, *Potion Barkskin* +2, *Potion Cure Light Wounds*, *Potion Resist Energy* (type) 10 (1,205 gp).

APL 10: L: 26 gp, C: 38 gp, M: *Chain Shirt*+1, *Cloak of Resistance* +1, *Crest of Valor*, *Crystal of Lifekeeping* (Lesser), *Full Plate Mail* +1, *Gauntlets Ogre Power*, *Heavy Wooden Shield* +1, *Periapt of Valor*, *Potion Barkskin* +3, *Potion Blur*, *Potion Cure Light Wounds*, *Potion Resist Energy* (type) 10, *Potion Enlarge Person*, *Gauntlets of War*, *Third Eye Freedom* (2,071 gp).

APL 12: L: 64 gp, C: 32 gp, M: *Acidic Chain Shirt*+1, *Belt of Growth*, *Cloak of Resistance* +1, *Crest of Valor*, *Crystal of Arrow Deflection* (Least), *Crystal of Lifekeeping* (Lesser), *Divine Scroll Dispel Magic*, *Full Plate Mail* +1, *Gauntlets Ogre Power*, *Heavy Steel Shield* +1, *Heavy Wooden Shield* +1, *Periapt of Valor*, *Potion Barkskin* +3, *Potion Blur*, 4x *Potion CLW*, *Potion Resist Energy* (type) 20, *Tabard of Valor*, *Elixir of Sneaking* (3,575 gp).

APL 14: L: 0 gp, C: 24 gp, M: *Acidic Chain Shirt*+1, *Belt of Growth*, *Cloak Resistance*+2, *Crest of Valor*, *Crystal of Arrow Deflection* (Least), *Crystal of Lifekeeping* (Lesser), *Divine Scroll Dispel Magic*, *Flail*+1, *Full Plate*+3, *Gauntlets Ogre Power*, *Heavy Steel Shield*+3, *Heavy Wooden Shield*+3, *Periapt of Valor*, *Potion Barkskin*+3, *Potion Blur*, *Potion CLW*, *Potion Resist Energy* 20, *Tabard of Valor* (5,997 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 162 gp, C: 80 gp, M: 623 gp – Total: 964 gp (650 gp).

APL 6: L: 216 gp, C: 50 gp, M: 1,217 gp – Total: 1,483 gp (900 gp).

APL 8: L: 95 gp, C: 80 gp, M: 2,454 gp – Total: 2,630 gp (1,300 gp).

APL 10: L: 59 gp, C: 138 gp, M: 3,991 gp – Total: 4,167 gp (2,300 gp).

APL 12: L: 126 gp, C: 100 gp, M: 5,999 gp – Total: 6,225 gp (3,300 gp).

APL 14: L: 57 gp, C: 100 gp, M: 12,343 gp – Total: 12,500 gp (6,600 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Devilslayer: For slaying a devil in Orlane, this PC gains access to the Hellreaver PrC from Fiendish Codex 2.

Enmity of Nolar Thotec: This cancels any previously earned Favor of Nolar Thotec. A PC who already has the Enmity from another AR instead receives the Eternal Enmity below.

Eternal Enmity of Nolar Thotec: Nolar will make sure all Hextorites know of you. They receive a +2 profane bonus to attacks and weapon damage against you. This bonus doubles if you follow Heironeous. This disfavor may not be canceled by any Favor of Nolar Thotec.

Invincible's Blessing: For ridding the temple of Hextorites without bringing harm to the faithful, this PC receives a +2 sacred bonus to saves for the next 5 adventures. This bonus doubles when facing Hextorites.

Gratitude of the Standard Faiths: For revealing a serious threat from an evil church, the churches of Gran March will provide this PC access to 1 of the following weapon upgrades: Blessed (MIC), Divine Wrath (MIC), Ghost Strike (MIC), Heavenly Burst (MIC), Lucky (MIC), Precise (MIC), Warning (MIC.) Mark as Used when spent.

Blinding Assault: For embarrassing its rival, this PC receives two influence points with the church of Pholtus. Additionally, this PC has access one of the following (circle the one chosen): dawnburst (CM), immediate assistance (CM), heart of air (CM), battlefield illumination (HB), holy warrior alternative class feature (CC), or coordinated shot feat (HB) or healing hands skill trick (CS)

Shunned: For leading a rival faith in an assault on the Temple, you suffer a -2 circumstance penalty to diplomacy, gather information, bluff, sense motive, disguise, perform, when dealing with any follower of Heironeous. Non-material spellcasting costs cast by Heironeans are doubled and cost double IPs.

Church Thanks: For turning the Black Globe over to the church of _____, this PC has earned an influence point with that church. If the globe was given to the Heironeans, they will cast any PHB spell with the Healing subschool on this

PC for half cost during/following a regional or metaregional scenario. This favor can be used once and must then be marked used.

Housemann's Promise: For your help against his rival, Housemann promises a promotion (a commission for those staff sergeant and higher) and your choice of assignment (including the First Battle) if he ever becomes Commandant. He will also duplicate item/upgrade access given to you on any year 5, 6, or 7 Gran March scenario if that access was provided by a Gran March military or government source. Write the Favor duplicated and original AR# here: _____ . This choice must be made at the table; you will have adventure access to this item.

Convicted: You were found guilty of breaking the law. Influence was exerted on your behalf so you will your penalty will be deferred for a year. If you are convicted of any other crime in the next year, your sentence is automatically tripled with a minimum of 12 TU and 1000 gp fine. .

Item Access

APL 4:

- *Potion Lesser Vigor, CL1* (Adventure; *Spell Compendium*) [Limit 5]
- *Scroll Icelance, CL5* (Adventure; *Spell Compendium*) [Limit 1]
- *Javelin of Lightning* (Adventure; *DMG*)
- *Wand Lesser Orb of Sound (CL1, 15 charges)* (Adventure; *Spell Compendium*, 225 gp) [Limit 1]

APL 6:

- *Scroll Benign Transposition, CL1* (Adventure; *Spell Compendium*) [Limit 1]
- *Crest of Valor* [Limit 1] (Adventure; *Complete Champion*)

APL 8:

- *Clasp of Energy Protection, Least, Acid* [Limit 1] (Adventure; *Magic Item Compendium*)
- *Periapt of Valor* [Limit 1] (Adventure; *Complete Champion*)

APL 10:

- *Crystal of Lifekeeping, Lesser* [Limit 1] (Adventure; *Magic Item Compendium*)
- *Gauntlets of War* [Limit 1] (Adventure; *Complete Champion*)

APL 12:

- *Twilight Mithral Breastplate+1* [Limit 1] (Adventure; *Magic Item Compendium & DMG*)
- *Thistledown Coat* [Limit 1] (Adventure; *Races of the Wild*)
- *Belt of Growth* [Limit 1] (Adventure; *Magic Item Compendium*)
- *Tabard of Valor* [Limit 1] (Adventure; *Complete Champion*)

APL 14:

- *Icy Strand of the North* (Adventure; *Magic Item Compendium*) [Limit 1]
- *Acidic Chain Shirt+1* [Limit 1] (Adventure; *Magic Item Compendium*)
- *Clasp of Energy Protection, Lesser, Acid* [Limit 1] (Adventure; *Magic Item Compendium*)

APPENDIX 1 – APL 4

ENCOUNTER 2A

DRASLER

CR 4

Male Human Rogue 4

CN Medium humanoid (human)

Init +3; **Senses** Listen +7, Spot +7**Languages** Common, Suloise, Flan**AC** 18, touch 13, flat-footed 17
(+3 Dex, +4 armor, +1 buckler)**hp** 20 (4 HD);**Fort** +2, **Ref** +7, **Will** +1**Speed** 30 ft. in studded leather (6 squares);**Melee** masterwork sap +6 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +4**Atk Options** Sneak Attack +2d6**Special Actions** -**Combat Gear** Studded Leather+1, Mwk buckler, Mwk sap, ~~Elixir of Hiding~~, ~~Potion of Haste~~**Abilities** Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8**SQ** Evasion, Trap Sense +1, Uncanny Dodge**Feats** Weapon Focus (Sap), Skill Focus (Hide), Stealthy**Skills** Balance +5, Bluff +6, Decipher Script +9, Diplomacy +#, Disguise +1, Escape Artist +10, Gather Info +8, Hide +15, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +9, Listen +7, Move Silently +12, Sense Motive +7, Spot +7, Tumble +10**Possessions** combat gear**Description** This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 3

Male Human Wizard (Conjurer) 3

LE Medium Humanoid (Human)

Init +7 (Includes Nerveskitter); **Senses** Listen +3, Spot +3**Aura****Languages** Common, Infernal, Flan, Draconic**AC** 12, touch 12, flat-footed 10

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

hp 12 (3 HD);**Fort** +2, **Ref** +3, **Will** +3**Speed** 30 ft. (6 squares), base movement 20 ft.;**Melee** Quarterstaff +1 (1d6) or**Ranged** Sling +3 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +1; **Grp** +1**Atk Options** -**Special Actions** Abrupt Jaunt (2x/day)**Combat Gear** Scroll Glitterdust, Scroll Icelance, Scroll Mage Armor, Scroll Shield, Scroll Web, Hammersphere, Potion Shield of Faith +2, Potion Lesser Vigor, Wand Lesser Orb of Sound (CL1, 15 charges), Quarterstaff, Sling**Wizard Spells Prepared** (CL 3rd):2nd (DC14)—Sculpted Glitterdust x2, Melf's Acid Arrow1st (DC13)—Sculpted Grease, Grease, Benign Transposition, ~~Nerveskitter~~ ‡

0 (DC 12)—Acid Splash x3, Detect Magic, Read Magic

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 15, Wis 10, Cha 8**SQ** Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion)**Feats** Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll**Skills** Concentration +7, Knowledge (Arcana) +5, Knowledge (Religion) +5, Listen +3, Spellcraft +8, Spot +3,**Possessions** combat gear plus spellbook, 125 gp**Spellbook** spells prepared plus 1—Mage Armor, Shield, Web**Immediate Magic (Abrupt Jaunt) (Sp)** You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjunction): You teleport up to 10 feet. You can't bring along other creatures.

Description Before you stands a flan human in non-descript clothing. He has a probing look in his eyes and an expressionless face.**Sources** Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Hammersphere (Magic Item Compendium), Lesser Orb of Sound (Spell Compendium), Lesser Vigor (Spell Compendium)**ARMEN & SAHAK, FAVORED OF HEXTOR CR 1**

Male Human Favored Soul 1

LE Medium Humanoid (Human)
Init +2; **Senses** Listen +0, Spot +0
Aura -

Languages Common

AC 20, touch 12, flat-footed 18
 (+2 Dex, +5 armor, +3 shield)

hp 8 (1 HD);

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

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +1 (1d8/x2) or

Ranged Light Crossbow +2 (1d8, 19-20/x2)

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

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

Atk Options -

Special Actions -

Combat Gear Breastplate, Heavy Steel Shield, Masterwork flail, Light crossbow, 20 bolts, Potion Barkskin+2, Divine Scroll Bless,

Favored Soul Spells Known (CL 1st):

1st (4/day, DC11)—Cause Fear, Cure Light Wounds, Protection From Good

0 (5/day, DC10)—Guidance, Light, Resistance, Virtue

‡ Already cast

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

SQ --

Feats Skill Focus (Concentration), Shield Specialization,

Skills Concentration +9, Sense Motive +4,

Possessions combat gear plus hidden holy symbol of Hextor, 11gp

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2)

ENCOUNTER 5

HEIGHTENED CURSE OF ILL FORTUNE **CR 4**

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 29; **Type** Magic

Trigger Location (doorway)

Effect Heightened Curse of Ill Fortune, 4th level cleric spell, DC 16 Will negates or -3 attack rolls, saves, ability & skill checks

Duration 4 minutes.

Disarm DC 29

Dispel as 4th level cleric spell.

Sources Curse of Ill Fortune (Spell Compendium)

FLOOR POISON TRAP **CR 3**

Description A mist sprays up from the ground.

Search DC 24; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Poison: Sassone Leaf Residue (Contact Fort DC 16, 2d12 hp/1d6 Con)

Disarm DC 24

ENCOUNTER 6

TYRANT TERLIUS DASI TELIZ **CR 4**

Male human Cleric 4

LE Medium Humanoid (Human)

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

Aura Lawful, Evil

Languages Common, Infernal

AC 22, touch 11, flat-footed 21

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

hp 33 (4 HD);

Fort +6, **Ref** +4, **Will** +7; 1x/day: +2 one save

Speed 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;

Melee Mwk Flail +6 (1d8+1, x2)

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

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

Atk Options -

Special Actions Smite 1x/day

Combat Gear Full Plate Mail +1, Mwk Flail, heavy Wooden Shield, Potion Barkskin +2

Cleric Spells Prepared (CL 4th):

2nd (DC 15)—Bull's Strength, Bear's Endurance, Divine Protection, Spiritual Weapon^D

1st (DC 14)—Entropic Shield, Protection from Good, Faith Healing, Resurgence, Magic Weapon^D

0 (DC 13)—Guidance Virtue, Detect Magic, Light, Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War

‡ Already cast

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

SQ Smite 1x/day, Rebuke Undead 3x/day

Feats True Believer, Lightning Reflexes, Weapon Focus (Flail), Improved Toughness

Skills Concentration +9, Knowledge (Religion) +3, Spellcraft +0

Possessions combat gear plus 27 gp

POWER UP SUITE

AC 25, touch 12, flat-footed 24, +2 AC vs. good creatures; 20% miss chance

hp 41

Fort +8, **Ref** +4, **Will** +7 (+8 vs. Fear); 1x/day: +2 one save; +2 vs. good creatures

Melee Mwk Flail +9 (1d8+4, x2)

Special Actions Smite 1x/day

Cleric Spells Remaining (CL 4th):

2nd (DC 15)—Spiritual Weapon^D

1st (DC 14)—Faith Healing, Resurgence

0 (DC 13)—Guidance Virtue, Detect Magic, Light, Cure Minor Wounds

Used Gear: Potion of Barkskin +2

Abilities Str 16, Dex 13, Con 18, Int 8, Wis 16, Cha 10

Description This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.

Sources Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior)

WARRIOR HOSTILE SLAEGAN CR 2

Male Human Monk 1 / Favored Soul 1

LE Medium Humanoid (Human)

Init +2; **Senses** Listen +4, Spot +0

Aura -

Languages Common

AC 18, touch 12, flat-footed 16

(2 Dex, +0 class, +4 armor, +2 shield)

hp 12 (2 HD);

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

Speed 30 ft. in light armor (6 squares);

Melee Unarmed Strike +2 (1d6+2) or

Melee Grapple +6 (2d6+2)

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

Base Atk +0; **Grp** +6

Atk Options Javelin of Lightning, Improved Grapple, Stunning Fist (DC 11), Decisive Strike

Special Actions -

Combat Gear Javelin of Lightning, Mwk chain shirt, armor spikes, Mwk Heavy Wooden Shield, vial of Acid, Thunderstone

Favored Soul Spells Known (CL 1st):

1st (4/day, DC 11)—Faith Healing, Bless, Shield of Faith

0 (5/day, DC 10)—Detect Magic, Light, Virtue

‡ Already cast

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

SQ -

Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist

Skills Concentration +4, Knowledge (Religion) +3, Listen +4, Spellcraft +1, Tumble +4,

Possessions combat gear plus 3 gp

POWER UP SUITE

AC 21, touch 15, flat-footed 19

hp 12

Fort +5, **Ref** +7, **Will** +5 (+6 vs. fear)

Melee Unarmed Strike +3 (1d6+2) or

Melee Grapple +7 (2d6+2)

Atk Options Javelin of Lightning, Improved Grapple, Stunning Fist (DC 11), Decisive Strike

Spells Remaining (CL 1st):

1st (2/day, DC 11)—Faith Healing, Bless, Shield of Faith

0 (5/day, DC 10)—Detect Magic, Light, Virtue

Used Gear: none

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

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

Description This man is a lightly armored but burly combatant wearing a chain shirt. A blue-white javelin is in his hand. He wears vestments of Hextor over his armor, and a sneer is on his face.

Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2)

APPENDIX 2 – APL 6

ENCOUNTER 2A

DRASLER

CR 6

Male Human Rogue 6

CN Medium humanoid (human)

Init +3; **Senses** Listen +9, Spot +9

Aura -

Languages Common, Suloise, Flan**AC** 19, touch 13, flat-footed 18

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

hp 29 (6 HD);**Fort** +3, **Ref** +8, **Will** +4**Speed** 30 ft. in studded leather (6 squares);**Melee** +1 sap +7 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +5**Atk Options** Sneak Attack +3d6**Special Actions****Combat Gear** Studded Leather+1, buckler +1, sap +1, ~~Elixir of Hiding, Potion of Haste~~**Abilities** Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8**SQ** Evasion, Trap Sense +2, Uncanny Dodge**Feats** Weapon Focus (Sap), Skill Focus (Hide), Stealthy, Iron Will**Skills** Balance +5, Bluff +8, Decipher Script +11, Diplomacy +1, Disguise +1, Escape Artist +12, Gather Info +10, Hide +17, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +11, Listen +9, Move Silently +14, Sense Motive +9, Spot +9, Tumble +12**Possessions** combat gear**Description** This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 5

Male Human Wizard (Conjurer) 5

LE Medium Humanoid (Human)

Init +7 (Includes Nerveskitter); **Senses** Listen +4, Spot +4

Aura -

Languages Common, Infernal, Flan, Draconic, Celestial**AC** 13, touch 12, flat-footed 11

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

hp 19 (5 HD);**Fort** +2, **Ref** +3, **Will** +4**Speed** 30 ft. (6 squares), base movement 20 ft.;**Melee** Quarterstaff +2 (1d6) or**Ranged** Sling +4 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** +2**Atk Options** -**Special Actions** Abrupt Jaunt (3x/day)**Combat Gear** Scroll Glitterdust, Scroll Icelance, Scroll Mage Armor, Scroll Shield, Hammersphere, Potion Shield of Faith +2, Potion Lesser Vigor, Wand Lesser Orb of Sound (CL1, 15 charges), Quarterstaff, Sling**Wizard Spells Prepared** (CL 5th):3rd (DC16)—Fireball, Icelance^C, Heightened Sculpted Glitterdust^C2nd (DC15)—Sculpted Glitterdust^C, Melf's Acid Arrow^C x2, False Life1st (DC14)—Sculpted Grease^C, Grease^C, Benign Transposition^C, Buzzing Bee^C, ~~Nerveskitter~~ ‡0 (DC 13)—Acid Splash^C x3, Detect Magic, Read Magic^C - Conjunction Spell (+1 DC)

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 16, Wis 10, Cha 8**SQ** Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion)**Feats** Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll, Spell Focus (Conjuration)**Skills** Concentration +9, Knowledge (Arcana) +9, Knowledge (Religion) +6, Listen +4, Spellcraft +13, Spot +4,**Possessions** combat gear plus spellbook, Amulet Natural Armor+1, gemstone (clear quart, 50gp)**Spellbook** spells prepared plus 1—Mage Armor, Shield**Immediate Magic (Abrupt Jaunt) (Sp)** You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjuration): You teleport up to 10 feet. You can't bring along other creatures.

Description Before you stands a flan human in non-descript clothing. He has a probing look in his eyes and an expressionless face.

Sources Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Hammersphere (Magic Item Compendium), Lesser Orb Sound (Spell Compendium), Lesser Vigor (Spell Compendium), Buzzing Bee (Spell Compendium)

ARMEN & SAHAK, FAVORED OF HEXTOR CR 3

Male Human Favored Soul 3

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 20, touch 12, flat-footed 18

(+2 Dex, +5 armor, +3 shield, +0 deflection, +0 insight, +0 natural)

hp 23 (3 HD); **DR** 1/-

Resist Fire 5;

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

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +3 (1d8/x2) or

Ranged Light Crossbow +4 (1d8, 19-20/x2)

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

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

Atk Options

Special Actions -

Combat Gear Masterwork Breastplate, Masterwork Heavy Steel Shield, Masterwork flail, Light crossbow, 20 bolts, Potion Barkskin+2, divine Scroll Bless, Clasp of Energy Protection (Least, Fire), Iron Ward Diamond, divine Scroll Bear's Endurance, divine Scroll Bull's Strength

Favored Soul Spells Known (CL 3rd):

1st (6/day, DC11)—Shivering Touch Lesser, Cure Light Wounds, Protection From Good, Sign

0 (6/day, DC10)—Guidance, Light, Resistance, Virtue, Cure Minor Wounds

† Already cast

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

SQ – Deity's Favor

Feats Skill Focus (Concentration), Shield Specialization, Combat Casting

Skills Concentration +11 (+15 casting defensively), Sense Motive +4,

Possessions combat gear plus hidden holy symbol of Hextor, 11gp

Deity's Favor (Su) Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to one minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2), Sign (Spell Compendium), Clasp of Energy Protection (Magic Item Compendium), Iron Ward Diamond (Magic Item Compendium), Lesser Shivering Touch (Frostburn)

ENCOUNTER 5

DISPEL MAGIC TRAP

CR 3

Description As you pass through the doorway, there is the slightest flash of magic..

Search DC 28; **Type** Magic

Trigger Location (doorway)

Effect 3rd level cleric spell, Targeted Dispel, caster level 7

Duration permanent.

Disarm DC 28

HEIGHTENED BESTOW CURSE

CR 4

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 29; **Type** Magic

Trigger Location (doorway)

Effect Heightened Bestow Curse, 4th level cleric spell, DC 16 Will negates or -4 attack rolls, saves, ability & skill checks

Duration permanent.

Disarm DC 29

Dispel as 4th level cleric spell.

FLOOR POISON TRAP

CR 3

Description A mist sprays up from the ground.

Search DC 29; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Poison: Nitharit (Contact Fort DC 13, 0/3d6 Con)

Disarm DC 29

ENCOUNTER 6

TYRANT TERLIUS DASI TELIZ

CR 6

Male human Cleric 6
 LE Medium Humanoid (Human)
Init +1; **Senses** Listen +3, Spot +3
Aura Lawful, Evil
Languages Common, Infernal

AC 22, touch 11, flat-footed 21
 (+1 Dex, +9 armor, +2 shield)
hp 45 (6 HD);
Fort +7, **Ref** +5, **Will** +8; 1x/day: +2 one save

Speed 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;
Melee Mwk Flail +7 (1d8+1, x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +5
Atk Options Crest of Valor
Special Actions Smite 1x/day, Divine Fortune
Combat Gear Full Plate Mail +1, Mwk Flail, heavy Wooden Shield, Potion Barkskin +2, Potion Resist Energy

Cleric Spells Prepared (CL 6th):
 3rd (DC 16)—Aid, Mass, Blindness/Deafness, Ring of Blades, Contagion^D
 2nd (DC 15)—Bull's Strength, Bear's Endurance, Divine Protection, Silence, Spiritual Weapon^D
 1st (DC 14)—Entropic Shield, Protection from Good, Faith Healing, Resurgence, Magic Weapon^D
 0 (DC 13)—Guidance Virtue, Detect Magic, Light, Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War
 ‡ Already cast

Abilities Str 12, Dex 13, Con 14, Int 8, Wis 16, Cha 10
SQ Smite 1x/day, Rebuke Undead 7x/day
Feats True Believer, Lightning Reflexes, Weapon Focus (Flail), Extra Turning, Divine Fortune
Skills Concentration +11, Knowledge (Religion) +3, Spellcraft +2
Possessions combat gear plus Crest of Valor, 27 gp

POWER UP SUITE
AC 25, touch 12, flat-footed 24, +2 AC vs. good, 20% miss chance vs. ranged attacks
hp 57+(1d8+6 temp HP)
Fort +10, **Ref** +6, **Will** +9 (+10 vs. fear); +2 saves vs. good; 1x/day: +2 one save;
Melee Mwk Flail +10 (1d8+4, x2)
Atk Options Crest of Valor
Special Actions Smite 1x/day, Divine Fortune
Spells Remaining (CL 6th):
 3rd (DC 16)—Blindness/Deafness, Ring of Blades, Contagion^D
 2nd (DC 15)—Silence, Spiritual Weapon^D
 1st (DC 14)—Faith Healing, Resurgence, Magic Weapon^D
 0 (DC 13)—Guidance Virtue, Detect Magic, Light, Cure Minor Wounds
Used Gear: Potion Barkskin +2
Abilities Str 16, Dex 13, Con 18, Int 8, Wis 16, Cha 10

Raiment of Valor (Worn Items) While wearing a **crest of valor**, you gain a +2 morale bonus on melee

weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points. The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

Description This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.

Sources Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior), Crest of Valor (Complete Champion), Mass Aid (Spell Compendium), Ring of Blades (Spell Compendium), Divine Fortune (Players Handbook Two)

WARRIOR HOSTILE SLAEGAN CR 4

Male Human Monk 1 / Favored Soul 1 / Fighter 2

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 18, touch 12, flat-footed 16
 (2 Dex, +0 class, +4 armor, +2 shield)

hp 27 (4 HD);

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

Speed 30 ft. in light armor (6 squares);

Melee Unarmed Strike +6 (1d6+3) or

Melee Grapple +10 (2d6+3)

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

Base Atk +2; **Grp** +10

Atk Options Javelin of Lightning, Improved Grapple, Stunning Fist (DC 12), Decisive Strike

Special Actions -

Combat Gear Javelin of Lightning, Mwk chain shirt, armor spikes, Mwk Heavy Wooden Shield, vial of Acid, Thunderstone, Potion Barkskin +2

Favored Soul Spells Known (CL 1st):

1st (4/day, DC 11)—Faith Healing, Bless, Shield of Faith

0 (5/day, DC 10)—Detect Magic, Light, Virtue

‡ Already cast

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

SQ -

Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Combat Casting, Weapon Focus (Unarmed Strike), Weapon Focus (Grapple)

Skills Concentration +4 (+4 casting defensively), Jump +8, Knowledge (Religion) +3, Spellcraft +1, Tumble +7

Possessions combat gear plus Cloak of Resistance +1, 3 gp

POWER UP SUITE

AC 23, touch 15, flat-footed 21

hp 27+(1d8+6 temp hp)

Fort +8, **Ref** +7, **Will** +5 (+6 vs. fear)

Melee Unarmed Strike +7 (1d6+3) or

Melee Grapple +11 (2d6+3)

Atk Options Javelin of Lightning, Improved Grapple, Stunning Fist (DC 12), Decisive Strike

Favored Soul Spells Remaining (CL 1st):

1st (3/day, DC 11)—Faith Healing, Bless, Shield of Faith

0 (5/day, DC 10)—Detect Magic, Light, Virtue

Used Gear: Potion of Barkskin+2

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

Description This man is a lightly armored but burly combatant wearing a chain shirt. A blue-white javelin is in his hand. He wears vestments of Hextor over his armor, and a sneer is on his face.

Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2)

DEKEMSHEZGRINON, HARVESTER DEVIL CR 7

Male Harvester Devil

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +9; **Senses** Listen +12, Spot +12; see in darkness

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 22, touch 15, flat-footed 17

(+5 Dex, +7 natural)

hp 69 (9 HD); DR 5/good or magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +9, **Ref** +11, **Will** +8

Speed 30 ft (6 squares);

Melee dagger +14 (1d4+2, 19-20/x2) or

Melee Full Attack dagger +14/+9 (1d4+2, 19-20/x2)

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

Base Atk +9; **Grp** +11

Atk Options infernal debt

Special Actions summon baatezu

Combat Gear dagger

Spell-Like Abilities (CL 9th):

At will—Disguise self, greater teleport (self plus 50 pounds of gear only)

1/day—mirror image

3/day—dispel magic, vampiric touch (melee touch +14)

† Already cast

Abilities Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

SQ Alignment mask, refuge of the damned

Feats Ability Focus (Refuge of the Damned), Improved Initiative, Quick Draw, Weapon Finesse

Skills Balance +7, Bluff +16, Concentration +13, Skill +#, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +18, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5,

Possessions combat gear

Alignment Mask (Su) When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

Infernal Debt (Su) A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by this weapon, a target must make a successful DC 20 Will save or take a -2 penalty on attack rolls, checks, and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard -4 penalty on the attack roll to deal non-lethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and he can feel the soothing relief waiting for him if he only gives in to the malevolent whispers that echo in his mind. A remove curse or heal spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind-affecting ability, and the save DC is Charisma based.

Refuge of the Damned (Su) Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all non-outsiders, at least until they strike first. A harvester devil continually gains the benefit of a sanctuary spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A non-outsider that succeeds on its saves against the refuge of the damned takes a -2 penalty of all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma based.

Summon Baatezu (Sp) Once per day, a harvester devil can attempt to summon 2d6 lemures with a 50% chance of success or 1d4 bearded devils with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 12th).

Description A saturnine humanoid flashes a charming smile, exposing gleaming, pointed canine teeth. Its slick, tightly cropped hair drops down over its forehead in a widow's peak, which is flanked by two tiny horns, like those of a baby goat. The creature wears luxurious, impeccably fashionable garments. Instead of feet, it possesses a formidable pair of

cloven hooves. Its eyes glow red. A prehensile tail, covered in crimson scales, impatiently twitches from a long opening cut into the back of its fine outfit.

Sources Harvester Devil (Fiendish Codex 2)

APPENDIX 3 – APL 8

ENCOUNTER 2A

DRASLER

CR 8

Male Human Rogue 8

CN Medium humanoid (human)

Init +3; **Senses** Listen +11, Spot +11

Aura -

Languages Common, Suloise, Flan**AC** 20, touch 13, flat-footed 19

(+3 Dex, +5 armor, +2 shield)

hp 38 (8 HD);**Fort** +3, **Ref** +9, **Will** +4**Speed** 30 ft. in studded leather (6 squares);**Melee** +1 sap +9 (1d6+2) or**Melee Full Attack** +1 sap +9 / +4 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +7**Atk Options** Sneak Attack +4d6**Special Actions** -**Combat Gear** Studded Leather+2, buckler +1, sap +1, Potion Invisibility, Potion Cat's Grace, ~~Elixir of Hiding, Potion of Haste~~**Abilities** Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8**SQ** Evasion, Trap Sense +2, Improved Uncanny Dodge**Feats** Weapon Focus (Sap), Skill Focus (Hide), Stealthy, Iron Will**Skills** Balance +5, Bluff +10, Decipher Script +13, Diplomacy +1, Disguise +1, Escape Artist +14, Gather Info +12, Hide +19, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +13, Listen +11, Move Silently +16, Sense Motive +11, Spot +11, Tumble +14**Possessions** combat gear**Description** This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 7

Male Human Wizard (Conjurer) 7

LE Medium Humanoid (Human)

Init +7 (Includes Nerveskitter); **Senses** Listen +4, Spot +4

Aura -

Languages Common, Infernal, Flan, Draconic, Celestial**AC** 13, touch 12, flat-footed 11

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

hp 26 (7 HD);**Fort** +4, **Ref** +5, **Will** +6**Speed** 30 ft. (6 squares), base movement 20 ft.;**Melee** Quarterstaff +3 (1d6) or**Ranged** Sling +5 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Atk Options** -**Special Actions** Abrupt Jaunt (4x/day)**Combat Gear** Scroll Mage Armor, Scroll Shield, Potion Shield of Faith +2, Potion Lesser Vigor, Quarterstaff, Sling**Wizard Spells Prepared** (CL 7th):4th (DC18)—Sculpted Evard's Black Tentacles^C, Stoneskin, Heightened Sculpted Glitterdust^C3rd (DC17)—Fireball, Icelance^C, Heightened Sculpted Glitterdust^C, Bands of Steel^C2nd (DC16)—False Life, Glitterdust^C, Melf's Acid Arrow^C x2, False Life1st (DC15)—Grease^C x2, Benign Transposition^C, Lesser Orb of Sound, Buzzing Bee^C, ~~Nerveskitter~~ ‡0 (DC 14)—Acid Splash^C x3, Detect Magic, Read Magic^C - Conjunction Spell (+2 DC)

‡ Already cast

Abilities Str 10, Dex 14, Con 13, Int 18, Wis 10, Cha 8**SQ** Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion)**Feats** Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll, Spell Focus (Conjuration), Greater Spell Focus**Skills** Concentration +11, Knowledge (Arcana) +14, Knowledge (Religion) +11, Listen +4, Spellcraft +16, Spot +4,**Possessions** combat gear plus spellbook, Amulet Natural Armor+1, Circlet Intelligence+2, Cloak Resistance +1, 25gp, gemstone (clear quart, 50gp)**Spellbook** spells prepared plus 1—Mage Armor, Shield**Immediate Magic (Abrupt Jaunt) (Sp)** You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjunction): You teleport up to 10 feet. You can't bring along other creatures.

Description Before you stands a flax human in nondescript clothing. He has a probing look in his eyes and an expressionless face.

Sources Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Lesser Orb Sound (Spell Compendium), Lesser Vigor (Spell Compendium), Buzzing Bee (Spell Compendium), Bands of Steel (Spell Compendium)

ARMEN & SAHAK, FAVORED OF HEXTOR CR 5

Male Human Favored Soul 5

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 23, touch 13, flat-footed 20

(+3 Dex, +6 armor, +4 shield, +0 deflection, +0 insight, +0 natural)

hp 28 (5 HD); **DR** 1/-

Resist Fire 10, Acid 5;

Fort +6, **Ref** +7, **Will** +4

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +4 (1d8/x2) or

Ranged Light Crossbow +6 (1d8, 19-20/x2)

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

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

Atk Options

Special Actions -

Combat Gear Breastplate+1, Heavy Steel Shield +1, Masterwork flail, Light crossbow, 20 bolts, Potion Barkskin+2, Clasp of Energy Protection (Least, Acid), Iron Ward Diamond, divine Scroll Cure Light Wounds (CL5),

Favored Soul Spells Known (CL 5th):

2nd (4/day, DC12)—Bear's Endurance, Bull's Strength, Energized Shield, Lesser

1st (7/day, DC11)—Shivering Touch Lesser, Cure Light Wounds, Protection From Good, Sign

0th (6/day, DC10)—Guidance, Light, Resistance, Virtue, Cure Minor Wounds, Inflict Minor Wounds

† Already cast

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

SQ – Deity's Favor, Energy Resistance (Fire10)

Feats Skill Focus (Concentration), Shield Specialization, Combat Casting

Skills Concentration +12 (+16 casting defensively), Heal +1, Sense Motive +8,

Possessions combat gear plus hidden holy symbol of Hextor, 11gp

Deity's Favor (Su) Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to one minute per level of the spell. If the spell would also

grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2), Clasp of Energy Protection (Magic Item Compendium), Iron Ward Diamond (Magic Item Compendium), Energized Shield, Lesser (Spell Compendium), Lesser Shivering Touch (Frostburn)

ENCOUNTER 5

GREATER DISPEL MAGIC TRAP CR 6

Description As you pass through the doorway, there is the slightest flash of magic..

Search DC 31; **Type** Magic

Trigger Location (doorway)

Effect 6th level cleric spell, Targeted Dispel, caster level 11

Duration permanent.

Disarm DC 31

HEIGHTENED BESTOW CURSE CR 6

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 31; **Type** Magic

Trigger Location (doorway)

Effect Heightened Bestow Curse, 6th level cleric spell, DC 19 Will negates or -4 attack rolls, saves, ability & skill checks

Duration permanent.

Disarm DC 31

Dispel as 6th level cleric spell.

FLOOR POISON TRAP CR 7

Description A mist sprays up from the ground.

Search DC 29; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Burnt Other Fumes (Inhaled DC 18, 1 Con drain/3d6 Con)

Disarm DC 29

ENCOUNTER 6**TYRANT TERLIUS DASI TELIZ CR 8**

Male human Cleric 7 / Pious Templar 1

LE Medium Humanoid (Human)

Init +1; **Senses** Listen +3, Spot +3**Aura** Lawful, Evil**Languages** Common, Infernal**AC** 22, touch 11, flat-footed 21, plus Periapt of Valor (+1 Dex, +9 armor, +2 shield)**hp** 62 (8 HD);**Fort** +12, **Ref** +8, **Will** +13; 1x/day: +2 one save; Mettle; plus Periapt of Valor**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;**Melee** Mwk Flail +9 (1d8+1, x2) or**Melee** Mwk Flail +9 / +4 (1d8+1, x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +7**Atk Options** Crest of Valor**Special Actions** Smite 1x/day, Divine Fortune**Combat Gear** Full Plate Mail +1, Mwk Flail, heavy Wooden Shield, Potion Resist Energy**Cleric Spells Prepared** (CL 7th):4nd (DC 17)—~~Greater Resistance~~ †, Divine Power^D3nd (DC 16)—Aid, Mass, Blindness/Deafness, Ring of Blades, Contagion^D2nd (DC 15)—Hand of Divinity, Bear's Endurance, Divine Protection, Silence, Spiritual Weapon^D1st (DC 14)—Entropic Shield, Shield of Faith, Faith Healing, Resurgence, Cure Light Wounds, Magic Weapon^D

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War**Pious Templar Spells Prepared** (CL 1st):1st (DC 14)—Mark of the Outcast

† Already cast

Abilities Str 12, Dex 13, Con 15, Int 8, Wis 16, Cha 10**SQ** Smite 1x/day, Rebuke Undead 7x/day**Feats** True Believer, Lightning Reflexes, Weapon Focus (Flail), Extra Turning, Divine Fortune**Skills** Concentration +13, Knowledge (Religion) +3, Spellcraft +4**Possessions** combat gear plus Crest of Valor, Periapt of Valor, 135 gp**POWER UP SUITE****AC** 25, touch 14, flat-footed 24, plus Periapt of Valor; 20% miss chance for ranged attacks**hp** 78 (+1d8+14 temp hp)**Fort** +17, **Ref** +11, **Will** +16 (+17 vs. fear); 1x/day: +2 one save; Mettle; plus Periapt of Valor**Melee** Mwk Flail +13 (1d8+5, x2) or**Melee** Mwk Flail +13 / +7 (1d8+5, x2)**Atk Options** Crest of Valor**Special Actions** Smite 1x/day, Divine Fortune**Spells Remaining** (CL 7th):3nd (DC 16)—Blindness/Deafness, Ring of Blades, Contagion^D2nd (DC 15)—Silence, Spiritual Weapon^D1st (DC 14)—Faith Healing, Resurgence, Cure Light Wounds

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

Abilities Str 18, Dex 13, Con 19, Int 8, Wis 16, Cha 10**Raiment of Valor (Worn Items)** While wearing a **periapt of valor**, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points. The periapt of valor is part of a set known collectively as the raiment of valor.While wearing a **crest of valor**, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points. The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.**Description** This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.**Sources** Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior), Crest of Valor (Complete Champion), Mass Aid (Spell Compendium), Ring of Blades (Spell Compendium), Divine Fortune (Players Handbook Two), Periapt of Valor (Complete Champion), Mark of the Outcast (Spell Compendium), Pious Templar (Complete Divine), Hand of Divinity (Spell Compendium)**WARRIOR HOSTILE SLAEGAN CR 6**

Male Human Monk 2 / Favored Soul 2 / Fighter 2

LE Medium Humanoid (Human)

Init +2; **Senses** Listen +0, Spot +0**Aura** -**Languages** Common**AC** 20, touch 12, flat-footed 18

(+2 Dex, +0 class, +5 armor, +3 shield)

hp 39 (6 HD);**Fort** +10, **Ref** +9, **Will** +7**Speed** 30 ft. in light armor (6 squares);**Melee** Unarmed Strike +8 (1d6+3) or**Melee** Grapple +12 (2d6+3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +12**Atk Options** Javelin of Lightning, Improved Grapple, Stunning Fist (DC 13) 3x/day, Decisive Strike**Special Actions** Deflect Arrows, Delay Potion

Combat Gear Javelin of Lightning, chain shirt +1, armor spikes, Heavy Wooden Shield +1, vial of Acid, Thunderstone, Potion Barkskin +2, Potion Enlarge Person, Potion Cure Light Wounds

Favored Soul Spells Known (CL 2nd):

1st (5/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison

‡ Already cast

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

Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Combat Casting, Weapon Focus (Unarmed Strike), Weapon Focus (Grapple), Deflect Arrows, Delay Potion

Skills Concentration +5 (+9 when casting defensively), Jump +8, Knowledge (Religion) +3, Spellcraft +1, Tumble +11

Possessions combat gear plus Cloak of Resistance +1, 3 gp

POWER UP SUITE

AC 25, touch 17, flat-footed 23

Hp 39 (+1d8+7 temp hp)

Fort +11, **Ref** +10, **Will** +8 (+9 vs. fear)

Melee Unarmed Strike +9 (1d6+3) or

Melee Grapple +13 (2d6+3)

Atk Options Javelin of Lightning, Improved Grapple, Stunning Fist (DC 13) 3x/day, Decisive Strike

Special Actions Deflect Arrows, Delay Potion

Spells Remaining (CL 2nd):

1st (4/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison

Used Gear: Potion of Barkskin +2

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

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

Description This man is a lightly armored but burly combatant wearing a chain shirt. A blue-white javelin is in his hand. He wears vestments of Hextor over his armor, and a sneer is on his face.

Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2), Resurgence (Spell Compendium), Delay Potion (Complete Mage)

DEKEMSHEZGRINON, HARVESTER DEVIL CR 7

Male Harvester Devil

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +9; **Senses** Listen +12, Spot +12; see in darkness

Languages Celestial, Common, Infernal; telepathy 100 ft.

AC 22, touch 15, flat-footed 17

(+5 Dex, +7 natural)

hp 69 (9 HD); DR 5/good or magic

Immune fire, poison

Resist acid 10, cold 10; **SR** 17

Fort +9, **Ref** +11, **Will** +8

Speed 30 ft (6 squares);

Melee dagger +14 (1d4+2, 19-20/x2) or

Melee Full Attack dagger +14/+9 (1d4+2, 19-20/x2)

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

Base Atk +9; **Grp** +11

Atk Options infernal debt

Special Actions summon baatezu

Combat Gear dagger

Spell-Like Abilities (CL 9th):

At will—Disguise self, greater teleport (self plus 50 pounds of gear only)

1/day—mirror image

3/day—dispel magic, vampiric touch (melee touch +14)

‡ Already cast

Abilities Str 14, Dex 20, Con 16, Int 14, Wis 14, Cha 22

SQ Alignment mask, refuge of the damned

Feats Ability Focus (Refuge of the Damned), Improved Initiative, Quick Draw, Weapon Finesse

Skills Balance +7, Bluff +16, Concentration +13, Skill +#, Decipher Script +12, Diplomacy +20, Disguise +16 (+18 acting), Escape Artist +10, Forgery +12, Hide +15, Intimidate +18, Jump +4, Listen +12, Sense Motive +7, Sleight of Hand +12, Spot +12, Tumble +10, Use Rope +5,

Possessions combat gear

Alignment Mask (Su) When it is exposed to any effect that can determine alignment or sense an alignment aura, a harvester devil can make a Bluff check opposed by the detector's Sense Motive check. If the harvester devil's check succeeds, it does not register as evil. The harvester devil still remains susceptible to other effects that target evil creatures, such as smite evil.

Infernal Debt (Su) A harvester devil's ichor-soaked dagger places a powerful curse upon those struck by it. When struck by this weapon, a target must make a successful DC 20 Will save or take a -2 penalty on attack rolls, checks, and saves as feelings of fatigue and sloth overcome him. Multiple attacks with this venom do not stack. This penalty lasts for 24 hours or until the target willingly strikes a good-aligned creature. This attack must deal its full normal damage, though the victim can opt to make an unarmed strike or other similarly ineffectual blow. In any case, he cannot opt to deal less damage than normal, nor can he accept the standard -4 penalty on the attack roll to deal non-lethal damage. The victim feels a strange urge to strike eligible targets to break the curse, and he can feel the soothing relief waiting for him if he only gives in to the malevolent whispers

that echo in his mind. A remove curse or heal spell rids a victim of the penalties, as well as the urge to do a companion harm. This is a mind-affecting ability, and the save DC is Charisma based.

Refuge of the Damned (Su) Through a bizarre clause in the Pact Primeval, harvester devils are magically warded to prevent attacks by all non-outsiders, at least until they strike first. A harvester devil continually gains the benefit of a sanctuary spell; a DC 22 Will save is required to overcome this effect. Outsiders are unaffected by this ability. If a harvester devil attacks any opponent, this ability ceases to function for 1 minute. A non-outsider that succeeds on its saves against the refuge of the damned takes a -2 penalty of all saves for 1 minute, the cosmic price for breaking the ancient clause that protects harvester devils. The save DC is Charisma based.

Summon Baatezu (Sp) Once per day, a harvester devil can attempt to summon 2d6 lemures with a 50% chance of success or 1d4 bearded devils with a 35%

chance of success. This ability is the equivalent of a 3rd-level spell (CL 12th).

Description A saturnine humanoid flashes a charming smile, exposing gleaming, pointed canine teeth. Its slick, tightly cropped hair drops down over its forehead in a widow's peak, which is flanked by two tiny horns, like those of a baby goat. The creature wears luxurious, impeccably fashionable garments. Instead of feet, it possesses a formidable pair of cloven hooves. Its eyes glow red. A prehensile tail, covered in crimson scales, impatiently twitches from a long opening cut into the back of its fine outfit.

Sources Harvester Devil (Fiendish Codex 2)

APPENDIX 4 – APL 10

ENCOUNTER 2A

DRASLER

CR 10

Male Human Rogue 10

CN Medium humanoid (human)

Init +3; Senses Listen +13, Spot +13

Aura -

Languages Common, Suloise, Flan

AC 23, touch 14, flat-footed 21

(+3 Dex, +5 armor, +3 shield, +1 deflection, +1 natural)

hp 47 (10 HD);

Fort +4, Ref +10, Will +5

Speed 30 ft. in studded leather (6 squares);

Melee +1 sap +12 (1d6+2) or

Melee Full Attack +1 sap +12 / +7 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +8

Atk Options Sneak Attack +5d6

Special Actions

Combat Gear Studded Leather+2, buckler +2, sap +1, Potion Invisibility, Potion Cat's Grace, ~~Elixir of Hiding~~, ~~Potion of Haste~~

Abilities Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 8

SQ Evasion, Trap Sense +3, Improved Uncanny Dodge, Improved Evasion

Feats Weapon Focus (Sap), Skill Focus (Hide), Stealthy, Iron Will, Weapon Finesse

Skills Balance +5, Bluff +12, Decipher Script +15, Diplomacy +1, Disguise +1, Escape Artist +16, Gather Info +14, Hide +21, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +15, Listen +13, Move Silently +18, Sense Motive +13, Spot +13, Tumble +16

Possessions combat gear Ring Protection +1, Amulet Natural Armor +1

Description This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 9

Male Human Wizard (Conjurer) 7/ Fatespinner 2

LE Medium Humanoid (Human)

Init +8 (Includes Nerveskitter); Senses Listen +6, Spot +5

Aura -

Languages Common, Infernal, Flan, Draconic, Celestial

AC 14, touch 13, flat-footed 11

(+0 size, +3 Dex, +0 class, +0 armor, +0 shield, +0 deflection, +0 insight, +1 natural)

hp 41 (9 HD);

Fort +5, Ref +6, Will +9

Speed 30 ft. (6 squares), base movement 20 ft.;

Melee Quarterstaff +4 (1d6) or

Ranged Sling +7 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +4

Atk Options

Special Actions Abrupt Jaunt (4x/day)

Combat Gear Scroll Mage Armor, Scroll Shield, Potion Shield of Faith +4, Potion Lesser Vigor, Quarterstaff, Sling

Wizard Spells Prepared (CL 9th):

5th (DC19)—Heightened Sculpted Glitterdust ^C, Dimension Jumper ^C

4th (DC18)—Sculpted Evard's Black Tentacles ^C, Stoneskin, Heightened Sculpted Glitterdust ^C, Sculpted Fireball

3rd (DC17)—Fireball, Haste, Icelance ^C, Magic Circle vs. Good, Bands of Steel ^C

2nd (DC16)—False Life, Bear's Endurance, See Invisibility, Melf's Acid Arrow ^C x2, False Life

1st (DC15)—Grease ^C x2, Benign Transposition ^C, Lesser Orb of Sound, Buzzing Bee ^C, ~~Nerveskitter~~ ‡

0 (DC 14)—Acid Splash ^C x3, Detect Magic, Read Magic

^C - Conjunction Spell (+2 DC)

‡ Already cast

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

SQ Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion), Spin Fate, Fickle Finger of Fate

Feats Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll, Spell Focus (Conjunction), Greater Spell Focus, Skill Focus (Concentration)

Skills Concentration +17, Knowledge (Arcana) +14, Knowledge (Religion) +8, Listen +6, Profession (Gambler) +5, Spellcraft +18, Spot +5,

Possessions combat gear plus spellbook, Amulet Natural Armor+1, Circlet Intelligence+2, Cloak Resistance+1, Gloves of Dexterity+2, 275gp, gemstone (clear quartz, 50gp)

Spellbook spells prepared plus 1—Mage Armor, Shield

Immediate Magic (Abrupt Jaunt) (Sp) You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is

equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjunction): You teleport up to 10 feet. You can't bring along other creatures.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin". Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Description Before you stands a flin human in nondescript clothing. He has a probing look in his eyes and an expressionless face.

Sources Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Lesser Orb Sound (Spell Compendium), Lesser Vigor (Spell Compendium), Buzzing Bee (Spell Compendium), Bands of Steel (Spell Compendium), Dimension Jumper (Complete Mage), Fatespinner (Complete Arcane)

ARMEN & SAHAK, FAVORED OF HEXTOR CR 7

Male Human Favored Soul 7

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 24, touch 17, flat-footed 21

(+3 Dex, +6 armor, +4 shield, +0 deflection, +0 insight, +1 natural)

hp 53 (7 HD); **DR** 1/-

Resist Fire 10, Acid 5;

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

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +6 (1d8/x2) or

Ranged Light Crossbow +8 (1d8, 19-20/x2)

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

Base Atk +5; **Grp** +5 (+9 defending)

Atk Options -

Special Actions -

Combat Gear Breastplate+1, Heavy Steel Shield +1, Masterwork flail, Light crossbow, 20 bolts, Clasp of Energy Protection (Least, Acid), Iron Ward Diamond, divine Scroll Cure Light Wounds (CL5), divine Scroll Poison (DC16), Feather Token (whip)

Favored Soul Spells Known (CL 7th):

3rd (4/day, DC13)—Bestow Curse, Unholy Storm, Ring of Blades

2nd (6/day, DC12)—Bear's Endurance, Bull's Strength, Energized Shield, Lesser, Owl's Wisdom

1st (7/day, DC11)—Shivering Touch Lesser, Cure Light Wounds, Protection From Good, Sign, Vigor, Lesser

0 (6/day, DC10)—Guidance, Light, Resistance, Virtue, Cure Minor Wounds, Inflict Minor Wounds, Detect Magic

‡ Already cast

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

SQ – Deity's Favor, Energy Resistance (Fire10)

Feats Skill Focus (Concentration), Shield Specialization, Combat Casting, Shield Ward

Skills Concentration +13 (+17 casting defensively), Heal +2, Sense Motive +10,

Possessions combat gear plus hidden holy symbol of Hextor, Amulet of Natural Armor+1, 11gp

Deity's Favor (Su) Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to one minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2), Clasp of Energy Protection (Magic Item Compendium), Iron Ward Diamond (Magic Item Compendium), Energized Shield, Lesser (Spell Compendium), Unholy Storm (Spell Compendium), Ring of Blades (Spell Compendium), Vigor, Lesser (Spell Compendium), Shield Ward (Player's Handbook 2), Lesser Shivering Touch (Frostburn)

ENCOUNTER 5

GREATER DISPEL MAGIC TRAP CR 6

Description As you pass through the doorway, there is the slightest flash of magic..

Search DC 31; **Type** Magic

Trigger Location (doorway)

Effect 6th level cleric spell, Targeted Dispel, caster level 13

Duration permanent.

Disarm DC 31

HEIGHTENED GREATER BESTOW CURSE CR 7

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 32; **Type** Magic

Trigger Location (doorway)

Effect Heightened Bestow Curse, 7th level cleric spell, DC 20 Will negates or -8 attack rolls, saves, ability & skill checks

Duration permanent.

Disarm DC 32

Dispel as 6th level cleric spell.

HEIGHTENED SLAY LIVING TRAP CR 7

Description As you pass through the doorway, you feel pressure on your heart and lungs.

Search DC 32; **Type** Magic

Trigger Location (doorway)

Effect Heightened Slay Living 7th level cleric spell, DC 20 Fort save or die. Success is 3d6+13 damage

Duration permanent.

Disarm DC 32

FLOOR POISON TRAP CR 7

Description A mist sprays up from the ground.

Search DC 29; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Black Lotus Extract (Contact DC 20, 3d6/3d6 Con)

Disarm DC 29

ENCOUNTER 6

TYRANT TERLIUS DASI TELIZ CR 10

Male human Cleric 7 / Pious Templar 3

LE Medium Humanoid (Human)

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

Aura Lawful, Evil

Languages Common, Infernal

AC 22, touch 11, flat-footed 21, plus Periapt of Valor (+1 Dex, +9 armor, +2 shield)

hp 80 (10 HD); **DR** 1/-; +Divine Armor

Fort +13, **Ref** +9, **Will** +14; 1x/day: +2 one save; Mettle; plus Periapt of Valor

Speed 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;

Melee Mwk Flail +11 (1d8+4, x2) or

Melee Mwk Flail +11 / +6 (1d8+4, x2)

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

Base Atk +8; **Grp** +9

Atk Options Crest of Valor, Gauntlets of War

Special Actions Smite 2x/day, Divine Fortune

Combat Gear Full Plate Mail +1, Mwk Flail, heavy Wooden Shield, Potion Resist Energy, Gauntlets of War, Third Eye Freedom

Cleric Spells Prepared (CL 7th):

4nd (DC 17)—~~Greater Resistance~~ ‡, Divine Power^D

3rd (DC 16)—Aid, Mass, Blindness/Deafness, Ring of Blades, Contagion^D

2nd (DC 15)—Hand of Divinity, Bear's Endurance, Divine Protection, Silence, Spiritual Weapon^D

1st (DC 14)—Entropic Shield, Shield of Faith, Faith Healing, Resurgence, Cure Light Wounds, Magic Weapon^D

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Pious Templar Spells Prepared (CL 3rd):

2nd (DC 15)—Veil of Shadow

1st (DC 14)—2x Mark of the Outcast

‡ Already cast

Abilities Str 12, Dex 13, Con 15, Int 8, Wis 16, Cha 10

SQ Smite 2x/day, Rebuke Undead 7x/day

Feats True Believer, Lightning Reflexes, Weapon Focus (Flail), Extra Turning, Divine Fortune, Divine Armor, Weapon Specialization

Skills Concentration +15, Knowledge (Religion) +3, Spellcraft +4

Possessions combat gear plus Crest of Valor, Periapt of Valor, 135 gp

POWER UP SUITE

AC 25, touch 14, flat-footed 24, plus Periapt of Valor; 20% miss chance for ranged attacks; 20% concealment

hp 100 (+1d8+14 temp hp); **DR** 1/-; +Divine Armor

Fort +18, **Ref** +12, **Will** +17 (+15 vs. fear); 1x/day: +2 one save; Mettle; plus Periapt of Valor

Melee Mwk Flail +15 (1d8+8, x2) or

Melee Mwk Flail +15 / +10 (1d8+8, x2)

Atk Options Crest of Valor, Gauntlets of War

Special Actions Smite 2x/day, Divine Fortune

Spells Remaining (CL 7th):

3rd (DC 16)—Blindness/Deafness, Ring of Blades, Contagion^D

2nd (DC 15)— Silence, Spiritual Weapon^D

1st (DC 14)— Faith Healing, Resurgence, Cure Light Wounds

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

Abilities Str 18, Dex 13, Con 14, Int 8, Wis 16, Cha 10

Raiment of Valor (Worn Items) While wearing a **periapt of valor**, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points. The periapt of valor is part of a set known collectively as the raiment of valor.

While wearing a **crest of valor**, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points. The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

Description This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.

Sources Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior), Crest of Valor (Complete Champion), Mass Aid (Spell Compendium), Ring of Blades (Spell Compendium), Divine Fortune (Players Handbook Two), Periapt of Valor (Complete Champion), Mark of the Outcast (Spell Compendium), Pious Templar (Complete Divine), Third Eye Freedom (Magic Item Compendium), Gauntlets of War (Complete Champion), Divine Armor (Players Handbook Two), Veil of Shadow (Spell Compendium)

WARRIOR HOSTILE SLAEGAN CR 8

Male Human Mnk2 / FS2 / Ftr 2/ Sacred Fist 2
LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 21, touch 13, flat-footed 19
(+2 Dex, +1 class, +5 armor, +3 shield)

hp 51 (8 HD);

Fort +13, **Ref** +12, **Will** +7; +3 vs. Energy Drains, Inflict spells, Death Effects

Speed 30 ft. in light armor (6 squares);

Melee Unarmed Strike +11 (1d6+4) or

Melee Full Attack Unarmed Strike +11 / +6 (1d6+4) or

Melee Grapple +15 (1d6+4) or

Melee Full Attack Grapple +15 / +10 (1d6+4)

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

Base Atk +6; **Gp** +15

Atk Options Improved Grapple, Stunning Fist (DC 14)
3x/day, Decisive Strike

Special Actions Deflect Arrows, Delay Potion

Combat Gear chain shirt +1, Heavy Wooden Shield +1, Gauntlets Ogre Power, Potion Barkskin +2, Potion Enlarge Person, Potion Cure Light Wounds, Potion of Blur

Favored Soul Spells Known (CL 4th):

2nd (2/day, DC 12)—Balor Nimbus, Hand of Divinity, Cure Moderate Wounds

1st (7/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Mending

† Already cast

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

SQ Evasion, AC Bonus +1 (Sacred Fist)

Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Combat Casting, Weapon Focus (Unarmed Strike), Weapon Focus (Grapple), Deflect Arrows, Sudden Still

Skills Balance+4, Concentration +4 (+9 when casting defensively), Jump +9, Knowledge (Religion) +7, Spellcraft +2, Tumble +13

Possessions combat gear plus Cloak of Resistance +1, Crystal of Lifekeeping, 93 gp

POWER UP SUITE

Size LARGE

AC 24, touch 16, flat-footed 23; 20% concealment

hp 51 (+1d8+7 temp hp)

Fort +16, **Ref** +14, **Will** +10 (+11 vs. fear); +3 vs. Energy Drains, Inflict spells, Death Effects

Melee Unarmed Strike +12 (1d8+5) or

Melee Full Attack Unarmed Strike +12 / +7 (1d8+5) or

Melee Grapple +20 (1d8+5) or

Melee Full Attack Grapple +20 / +15 (1d8+5)

Atk Options Improved Grapple, Stunning Fist (DC 14)
3x/day, Decisive Strike

Special Actions Deflect Arrows

Spells Remaining (CL 4th):

2nd (1/day, DC 12)—Balor Nimbus, Hand of Divinity, Cure Moderate Wounds

1st (6/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Mending

Used Gear: Potion of Barkskin+2, Potion of Blur, Potion Enlarge Person

Abilities Str 20, Dex 12, Con 10, Int 8, Wis 10, Cha 14

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

Description This man is a lightly armored but burly combatant wearing a chain shirt. He wears vestments of Hextor over his armor, and a sneer is on his face.

Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2), Resurgence (Spell Compendium),

Sudden Still (Complete Arcane), Sacred Fist (Complete Divine), Crystal of Lifekeeping (Magic Item Compendium), Balor Nimbus (Spell Compendium), Hand of Divinity (Spell Compendium)

DEKEMSHEZGRINON, ASSASSIN DEVIL CR
12[MJR1]

Male Assassin Devil (Dogai) Sorcerer 1

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +14; **Senses** Listen +23, Spot +23; see in darkness, blindsight 60 ft.

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 27, touch 19, flat-footed 18; Dodge, Mobility, Improved uncanny dodge (+9 Dex, +8 natural)

Miss Chance 20% in shadow form

hp 120 (14d8+1d4+45); DR 10/good

Immune fire, poison

Resist acid 10, cold 10, evasion; **SR** 21

Fort +12, **Ref** +18, **Will** +17

Speed 30 ft. (6 squares),

Melee masterwork cold iron longsword +20 (1d8+6, 17-20/x2) or

Melee Full Attack masterwork cold iron longsword +20/+15/+10 (1d8+6, 17-20/x2)

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

Base Atk +14; **Grp** +18

Atk Options Spring Attack, Sneak Attack +5d6

Special Actions assassin's shadow step, shadow form

Combat Gear elixir of sneaking, 3 potions of cure light wounds

Sorcerer Spells Known (CL 1st):

1st (43/day)—Nerveskitter, True Strike

0th (5/day)—Caltrops, Open/Close, Detect Magic, Resistance

‡ Already cast

Spell-Like Abilities (CL 15th):

At will—dimension door, fog cloud, nondetection, tongues

1/day—greater teleport (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 19, Dex 28, Con 17, Int 16, Wis 22, Cha 17
SQ summon baatezu[MJR2]

Feats Dodge, Improved Critical (Longsword), Mobility, Spring Attack, Weapon Focus (Longsword) Power Attack

Skills Balance +28, Bluff +20, Climb +21, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +26, Hide +26, Intimidate +5, Jump +23, Listen +23, Move Silently +26, Sense Motive +23 +#, Spot +23, Tumble +28, Use Rope +9 (+11 bindings)

Possessions combat gear plus masterwork cold iron longsword

Assassin's Shadow Step (Su) As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.

Shadow Form (Su) As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.

Description This humanlike creature has solid gray skin. Its head is almost blank, but it has the faintest suggestion of a nose and two burning red eyes. Most disturbing is its wicked smile. It curves menacingly and seems fixed, revealing bone white teeth.

Sources Assassin Devil (Fiendish Codex 2), Caltrops (Spell Compendium)

APPENDIX 5 – APL 12

ENCOUNTER 2A

DRASLER

CR 12

Male Human Rogue 12

CN Medium humanoid (human)

Init +5; Senses Listen +15, Spot +15

Aura -

Languages Common, Suloise, Flan

AC 26, touch 16, flat-footed 22

(+5 Dex, +5 armor, +3 shield, +1 deflection, +2 natural)

hp 56 (12 HD);

Fort +7, Ref +13, Will +6

Speed 30 ft. in studded leather (6 squares);

Melee +1 sap +16 (1d6+2) or

Melee Full Attack +1 sap +16 / +11 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +10

Atk Options Sneak Attack +6d6

Special Actions

Combat Gear Studded Leather+2, buckler +2, sap +1, Potion Invisibility, Potion Fly, ~~Elixir of Hiding, Potion of Haste~~

Abilities Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8

SQ Evasion, Trap Sense +4, Improved Uncanny Dodge, Improved Evasion

Feats Weapon Focus (Sap), Skill Focus (Hide), Stealthy, Iron Will, Weapon Finesse, Great Fortitude

Skills Balance +7, Bluff +14, Decipher Script +17, Diplomacy +1, Disguise +1, Escape Artist +20, Gather Info +16, Hide +25, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +17, Listen +15, Move Silently +22, Sense Motive +15, Spot +15, Tumble +20

Possessions combat gear Ring Protection +1, Amulet Natural Armor +2, Gloves of Dexterity +2

Description This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 11

Male Human Wizard (Conjurer) 7/ Fatespinner 4

LE Medium Humanoid (Human)

Init +8 (Includes Nerveskitter); Senses Listen +7, Spot +7

Aura -

Languages Common, Infernal, Flan, Draconic, Celestial

AC 20, touch 13, flat-footed 17

(+0 size, +3 Dex, +0 class, +7 armor, +0 shield, +0 deflection, +0 insight, +1 natural)

hp 50 (11 HD);

Fort +6, Ref +7, Will +10

Speed 30 ft. in Twilight Mithral Breastplate. (6 squares), base movement 20 ft.;

Melee Quarterstaff +5 (1d6) or

Ranged Sling +8 (1d4)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +5

Atk Options -

Special Actions Abrupt Jaunt (4x/day)

Combat Gear Scroll Shield, Potion Shield of Faith +4, Potion Lesser Vigor, Quarterstaff, Sling, Armband of Elusive Action

Wizard Spells Prepared (CL 11th):

6th (DC20)—Heightened Sculpted Glitterdust^C, Globe of Invulnerability

5th (DC19)—Flesh to Ice, Heightened Sculpted Glitterdust^C, Dimension Jumper^C

4th (DC18)—Sculpted Evard's Black Tentacles^C, Stoneskin, Sculpted Fireball, Orb of Electricity^C, Orb of Acid^C

3rd (DC17)—Fireball, Haste, Icelance^C, Magic Circle vs. Good, Vampiric Touch, Bands of Steel^C

2nd (DC16)—False Life, Bear's Endurance, See Invisibility, Melf's Acid Arrow^C x2, False Life

1st (DC15)—Grease^C x2, Benign Transposition^C, Lesser Orb of Sound, Buzzing Bee^C, Nerveskitter[†]

0 (DC 14)—Acid Splash^C x3, Detect Magic, Read Magic

^C - Conjunction Spell (+2 DC)[†] Already cast

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

SQ Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion), Spin Fate, Fickle Finger of Fate, Spin Destiny, Deny Fate, Resist Fate

Feats Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll, Spell Focus (Conjuration), Greater Spell Focus, Skill Focus (Concentration)

Skills Concentration +19, Knowledge (Arcana) +16, Knowledge (Religion) +8, Listen +7, Profession (Gambler) +5, Spellcraft +20, Spot +7,

Possessions combat gear plus spellbook, Amulet Natural Armor+1, Circlet Intelligence+2, Cloak Resistance+1, Gloves of Dexterity+2, Thistledown Coat, 87gp, gemstone (clear quartz, 50gp)

Spellbook spells prepared plus 1—Mage Armor, Shield

Immediate Magic (Abrupt Jaunt) (Sp) You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus

(minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjunction): You teleport up to 10 feet. You can't bring along other creatures.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin". Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion if also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex) At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex) A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than original roll.

Description Before you stands a flax human in nondescript clothing. He has a probing look in his eyes and an expressionless face.

Sources Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Lesser Orb Sound (Spell Compendium), Lesser Vigor (Spell Compendium), Buzzing Bee (Spell Compendium), Bands of Steel (Spell Compendium), Dimension Door, Greater (Spell Compendium), Fatespinner (Complete Arcane), Twilight armor property (Magic Item Compendium), Armband of Elusive Action (Magic Item Compendium), Thistledown Coat (Races of the Wild), Flesh to Ice (Frostburn), Orb of Acid (Spell Compendium), Orb of Electricity (Spell Compendium)

ARMEN & SAHAK, FAVORED OF HEXTOR CR 9

Male Human Fav Soul 8 / Ftr 1

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 25, touch 17, flat-footed 21

(+3 Dex, +6 armor, +5 shield, +0 deflection, +0 insight, +1 natural)

hp 69 (8 HD); **DR** 1/-

Resist Fire 10, Acid 5

Fort +10, **Ref** +9, **Will** +6

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +8 (1d8/x2) or

Ranged Light Crossbow +10 (1d8, 19-20/x2) or

Melee Masterwork Flail +8 / +3 (1d8/x2)

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

Base Atk +7; **Grp** +7 (+12 defending)

Atk Options Vexing Flanker, Combat Reflexes

Special Actions -

Combat Gear Breastplate+1, Heavy Steel Shield +2, Masterwork flail, Light crossbow, 20 bolts, Clasp of Energy Protection (Least, Acid), Iron Ward Diamond, divine Scroll Cure Light Wounds (CL5), Feather Token (whip), Icy Strand of the North

Favored Soul Spells Known (CL 8th):

4th (4/day, DC14)—Freedom of Movement, Recitation, Divine Power

3rd (4/day, DC13)—Bestow Curse, Unholy Storm, Ring of Blades

2nd (6/day, DC12)—Bear's Endurance, Bull's Strength, Energized Shield, Lesser, Owl's Wisdom, Remove Paralysis

1st (7/day, DC11)—Shivering Touch Lesser, Cure Light Wounds, Protection From Good, Sign, Vigor, Lesser

0 (6/day, DC10)—Guidance, Light, Resistance, Virtue, Cure Minor Wounds, Inflict Minor Wounds, Detect Magic, Detect Poison

† Already cast

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

SQ – Deity's Favor, Energy Resistance (Fire10)

Feats Skill Focus (Concentration), Shield Specialization, Combat Casting, Shield Ward, Combat Reflexes, Vexing Flanker

Skills Concentration +14 (+18 casting defensively), Heal +2, Sense Motive +11,

Possessions combat gear plus hidden holy symbol of Hextor, Amulet of Natural Armor+1, 11gp

Deity's Favor (Su) Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to one minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2), Clasp of Energy Protection (Magic Item Compendium), Iron Ward Diamond (Magic Item Compendium), Energized Shield, Lesser (Spell Compendium), Unholy Storm (Spell Compendium), Ring of Blades (Spell Compendium), Vigor, Lesser (Spell Compendium), Shield Ward (Player's Handbook 2), Lesser Shivering Touch (Frostburn)

Effect Heightened Bestow Curse, 9th level cleric spell, DC 23 Will negates or -8 attack rolls, saves, ability & skill checks

Duration permanent.

Disarm DC 34

Dispel as 9th level cleric spell.

HEIGHTENED SLAY LIVING TRAP CR 9

Description As you pass through the doorway, you feel pressure on your heart and lungs.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Slay Living 9th level cleric spell, DC 23 Fort save or die. Success is 3d6+17 damage.

Duration permanent.

Disarm DC 34

HEIGHTENED HARM TRAP CR 9

Description As you pass through the doorway, you feel some magic assailing you.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Harm 9th level cleric spell, DC 23 Will save for half or 150 damage.

Duration permanent.

Disarm DC 34

FLOOR POISON TRAP CR 11

Description A mist sprays up from the ground.

Search DC 35; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Black Lotus Extract (Contact DC 20, 3d6/3d6 Con)

Disarm DC 35

ENCOUNTER 5

GREATER DISPEL MAGIC TRAP CR 6

Description As you pass through the doorway, there is the slightest flash of magic..

Search DC 31; **Type** Magic

Trigger Location (doorway)

Effect 6th level cleric spell, Targeted Dispel, caster level 17

Duration permanent.

Disarm DC 31

HEIGHTENED GREATER BESTOW CURSE CR 9

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 34; **Type** Magic

Trigger Location (doorway)

ENCOUNTER 6

TYRANT TERLIUS DASI TELIZ CR 12

Male human Cleric 7 / Pious Templar 3 / Divine Oracle 2
LE Medium Humanoid (Human)

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

Aura Lawful, Evil

Languages Common, Infernal

AC 23, touch 11, flat-footed 21, plus Periap of Valor (+1 Dex, +9 armor, +3 shield)

hp 96 (12 HD); **DR** 1/-; +Divine Armor

Fort +14, **Ref** +9, **Will** +17 (+4 vs. Fear effects within 10ft.); 1x/day: +2 one save; Mettle, Prescient Sense; plus Periap of Valor & Tabard of Valor

Speed 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;

Melee Mwk Flail +12 (1d8+3, x2) or

Melee Mwk Flail +12 / +7 (1d8+3, x2)

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

Base Atk +9; **Grp** +10

Atk Options Crest of Valor, Tabard of Valor

Special Actions Smite 2x/day, Divine Fortune

Combat Gear Full Plate Mail +1, Mwk Flail, heavy steel Shield +1, Potion Resist Energy 20, Divine Scroll Dispel Magic (CL5)

Cleric Spells Prepared (CL 9th):

5th (DC 18)—Righteous Wrath of the Faithful, Slay Living^D

4nd (DC 17)—~~Greater Resistance~~ †, Freedom of Movement, Divine Power^D

3rd (DC 16)—Aid, Mass, Blindness/Deafness, Ring of Blades, Cure Serious Wounds, Contagion^D

2nd (DC 15)—Hand of Divinity, Bear's Endurance, Divine Protection, Silence, Owl's Wisdom, Spiritual Weapon^D

1st (DC 14)—Entropic Shield, Shield of Faith, Faith Healing, Resurgence, Cure Light Wounds, Magic Weapon^D

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Pious Templar Spells Prepared (CL 3rd):

2nd (DC 15)—Veil of Shadow

1st (DC 14)—2x Mark of the Outcast

† Already cast

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

SQ Smite 2x/day, Rebuke Undead 7x/day

Feats True Believer, Lightning Reflexes, Weapon Focus (Flail), Extra Turning, Divine Fortune, Divine Armor, Weapon Specialization, Skill Focus (Knowledge Religion)

Skills Concentration +18, Knowledge (Religion) +10, Spellcraft +4

Possessions combat gear plus Crest of Valor, Periapt of Valor, Tabard of Valor, 47 gp

POWER UP SUITE

Freedom of Movement

AC 26, touch 14, flat-footed 24, plus Periapt of Valor; 20% miss chance for ranged attacks; 20% concealment

hp 120 (+1d8+16 temp hp); **DR** 1/-; +Divine Armor

Fort +19, **Ref** +12, **Will** +22 (+24 vs. Fear, allies +4 vs. Fear effects within 10ft.); 1x/day: +2 one save; Mettle, Prescient Sense; plus Periapt of Valor & Tabard of Valor

Melee Mwk Flail +19 (1d8+10, x2) or

Melee Mwk Flail +19 / +14 / +19(1d8+10, x2)

Atk Options Crest of Valor, Tabard of Valor

Special Actions Smite 2x/day, Divine Fortune

Spells Remaining (CL 9th):

5th (DC 20)—Harm^D

3rd (DC 18)—Blindness/Deafness, Ring of Blades, Cure Serious Wounds, Contagion^D

2nd (DC 17)—Silence, Spiritual Weapon^D

1st (DC 16)—Faith Healing, Resurgence, Cure Light Wounds

0 (DC 15)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

Abilities Str 18, Dex 13, Con 20, Int 8, Wis 20, Cha 10

Raiment of Valor (Worn Items) While wearing a **periapt of valor**, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points. The periapt of valor is part of a set known collectively as the raiment of valor.

When you wear it along with a crest of valor and a tabard of valor, you gain additional abilities as given in the description of the crest of valor.

While wearing a **crest of valor**, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points. The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

While wearing a **Tabard of Valor**, whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the mettle ability. If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully. If you already have mettle from a class feature or some other source, you instead gain improved mettle, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.

Description This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.

Sources Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior), Crest of Valor (Complete Champion), Mass Aid (Spell Compendium), Ring of Blades (Spell Compendium), Divine Fortune (Players Handbook Two), Periapt of Valor (Complete Champion), Mark of the Outcast (Spell Compendium), Pious Templar (Complete Divine), Divine Armor (Players Handbook Two), Veil of Shadow (Spell Compendium), Righteous Wrath of the Faithful (Spell Compendium), Divine Oracle (Complete Divine), Hand of Divinity (Spell Compendium)

WARRIOR HOSTILE SLAEGAN

CR 10

Male Human Mnk2 / FS2 / Ftr 2/ Sacred Fist 4

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 21, touch 13, flat-footed 19; +2 vs. ranged attacks (+2 Dex, +1 class, +5 armor, +3 shield)
hp 51 (8 HD);
Fort +14, **Ref** +13, **Will** +10; +3 vs. Energy Drains, Inflict spells, Death Effects

Speed 40 ft. in light armor (6 squares);
Melee Unarmed Strike +13 (1d8+4) or
Melee Full Attack Unarmed Strike +13 / +8 (1d8+4) or
Melee Grapple +17 (1d8+4+2d4 acid) or
Melee Full Attack Grapple +17 / +12 (1d6+4+2d4 acid)
Space 5 ft.; **Reach** 5 ft.
Base Atk +8; **Grp** +17
Atk Options Improved Grapple, Stunning Fist (DC 15) 4x/day, Decisive Strike, Sacred Flames 1x/day
Special Actions Deflect Arrows
Combat Gear Acidic chain shirt +1, Heavy Wooden Shield +1, Gauntlets Ogre Power, Potion Barkskin +3, Potion Enlarge Person, Potion Cure Light Wounds, Potion of Blur
Favored Soul Spells Known (CL 6th):
 2nd (5/day, DC 12)—Balor Nimbus, Hand of Divinity, Bear's Endurance
 1st (6/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence, Protection from Good
 0 (5/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Read Magic
 † Already cast

Abilities Str 18, Dex 14, Con 10, Int 8, Wis 10, Cha 14
SQ Evasion, AC Bonus +1 (Sacred Fist)
Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Combat Casting, Weapon Focus (Unarmed Strike), Weapon Focus (Grapple), Deflect Arrows, Sudden Still, Iron Will
Skills Balance+5, Concentration +10 (+14 when casting defensively), Jump +9, Knowledge (Religion) +7, Spellcraft +2, Tumble +15
Possessions combat gear plus Cloak of Resistance +1, Crystal of Lifekeeping, Belt of Growth, Crystal of Arrow Deflection, 143 gp

POWER UP SUITE

AC 26, touch 16, flat-footed 24; +2 vs. ranged attacks; 20% concealment
hp 59 (+1d8+9 temp hp)
Resist Cold 10, Fire 10
Fort +19, **Ref** +16, **Will** +14 (+12 vs. fear); +3 vs. Energy Drains, Inflict spells, Death Effects
Melee Unarmed Strike +14 (1d8+4) or
Melee Full Attack Unarmed Strike +14 / +9 (1d8+4) or
Melee Grapple +18 (1d8+4+2d4 acid) or
Melee Full Attack Grapple +18 / +13(1d8+4+2d4 acid)
Atk Options Improved Grapple, Stunning Fist (DC 15) 4x/day, Decisive Strike
Special Actions Deflect Arrows
Spells Remaining (CL 6th):
 2nd (2/day, DC 12)—Balor Nimbus, Hand of Divinity, Bear's Endurance
 1st (6/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence, Protection from Good
 0 (5/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Read Magic

Used Gear: Potion of Barkskin +2, Potion of Blur

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

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

Sacred Flames (Su) At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day.(+6 damage for 1 minute).

Description This man is a lightly armored but burly combatant wearing a chain shirt. He wears vestments of Hextor over his armor, and a sneer is on his face.

Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2), Resurgence (Spell Compendium), Delay Potion (Complete Mage), Sacred Fist (Complete Divine), Crystal of Lifekeeping (Magic Item Compendium), Balor Nimbus (Spell Compendium), Hand of Divinity (Spell Compendium), Belt of Growth (Magic Item Compendium), Crystal of Arrow Deflection (Magic Item Compendium), Acidic armor upgrade (Magic Item Compendium), Hamatula Barbs (Spell Compendium), Lesser Visage of the Deity (Spell Compendium)

ASSASSIN DEVIL

CR

12[MJR3]

Male Assassin Devil (Dogai) Sorcerer 1

LE Medium outsider (baatezu, evil, extraplanar, lawful)

Init +14; **Senses** Listen +23, Spot +23; see in darkness, blindsight 60 ft.

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

AC 27, touch 19, flat-footed 18; Dodge, Mobility, Improved uncanny dodge (+9 Dex, +8 natural)

Miss Chance 20% in shadow form

hp 120 (14d8+1d4+45); **DR** 10/good

Immune fire, poison

Resist acid 10, cold 10, evasion; **SR** 21

Fort +12, **Ref** +18, **Will** +17

Speed 30 ft. (6 squares),

Melee masterwork cold iron longsword +20 (1d8+6, 17-20/x2) or

Melee Full Attack masterwork cold iron longsword +20/+15/+10 (1d8+6, 17-20/x2)

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

Base Atk +14; **Grp** +18

Atk Options Spring Attack, Sneak Attack +5d6

Special Actions assassin's shadow step, shadow form

Combat Gear elixir of sneaking, 3 potions of cure light wounds

Sorcerer Spells Known (CL 1st):

1st (43/day)—Nerveskitter, True Strike

0th (5/day)—Caltrops, Open/Close, Detect Magic, Resistance

‡ Already cast

Spell-Like Abilities (CL 15th):

At will—dimension door, fog cloud, nondetection, tongues

1/day—greater teleport (self plus 50 pounds of objects only)

‡ Already cast

Abilities Str 19, Dex 28, Con 17, Int 16, Wis 22, Cha 17

SQ summon baatezu[MJR4]

Feats Dodge, Improved Critical (Longsword), Mobility, Spring Attack, Weapon Focus (Longsword) Power Attack

Skills Balance +28, Bluff +20, Climb +21, Diplomacy +7, Disguise +3 (+5 acting), Escape Artist +26, Hide +26, Intimidate +5, Jump +23, Listen +23, Move Silently +26, Sense Motive +23 +#, Spot +23, Tumble +28, Use Rope +9 (+11 bindings)

Possessions combat gear plus masterwork cold iron longsword

Assassin's Shadow Step (Su) As a swift action, an assassin devil can turn invisible until the end of its current turn. The creature remains invisible even if it attacks. An assassin devil can use this ability at will.

Shadow Form (Su) As a swift action, an assassin devil can cause itself to turn into a shadowy, indistinct figure seemingly carved from pure shadow. While in this form, an assassin devil has concealment (20% miss chance) in all but sunlight or in the area of a *daylight* spell. In addition, an assassin devil gains a +4 bonus on Hide checks. An assassin devil can end this effect with a second swift action, and it can remain in shadow form for as long as it wishes.

Description This humanlike creature has solid gray skin. Its head is almost blank, but it has the faintest suggestion of a nose and two burning red eyes. Most disturbing is its wicked smile. It curves menacingly and seems fixed, revealing bone white teeth.

Sources Assassin Devil (Fiendish Codex 2), Caltrops (Spell Compendium)

APPENDIX 6 – APL 14

ENCOUNTER 2A

DRASLER

CR 14

Male Human Rogue 14

CN Medium humanoid (human)

Init +5; **Senses** Listen +17, Spot +17**Aura** -**Languages** Common, Suloise, Flan**AC** 29, touch 16, flat-footed 24

(+5 Dex, +7 armor, +4 shield, +1 deflection, +2 natural)

hp 65 (14 HD);**Fort** +8, **Ref** +15, **Will** +7**Speed** 30 ft. in studded leather (6 squares);**Melee** +1 sap +17 (1d6+2) or**Melee Full Attack** +1 sap +17 / +12 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +11**Atk Options** Sneak Attack +7d6, Crippling Strike**Special Actions** -**Combat Gear** Studded Leather+4, buckler +3, sap +1, Potion Invisibility, Potion Fly, ~~Elixir of Hiding, Potion of Haste~~**Abilities** Str 12, Dex 20, Con 13, Int 14, Wis 10, Cha 8**SQ** Evasion, Trap Sense +4, Improved Uncanny Dodge, Improved Evasion, Crippling Strike**Feats** Weapon Focus (Sap), Skill Focus (Hide), Stealthy, Iron Will, Weapon Finesse, Great Fortitude**Skills** Balance +7, Bluff +16, Decipher Script +19, Diplomacy +1, Disguise +1, Escape Artist +22, Gather Info +18, Hide +27, Intimidate +1, Jump +3, Knowledge (Local-Sheldomar) +19, Listen +17, Move Silently +24, Sense Motive +17, Spot +17, Tumble +22**Possessions** combat gear Ring Protection +1, Amulet Natural Armor +2, Gloves of Dexterity +2, Cloak Resistance +1**Description** This man is about 5'8" and seems to be of mixed heritage, combining Flan, Suel and Oeridian features into what would truly be called non-descript. He wears studded leather armor, a buckler, and carries a sap.

ENCOUNTER 4

SEGNUS, HEXTORITE CONJURER

CR 13

Male Human Wizard (Conjurer) 9/ Fatespinner 4

LE Medium Humanoid (Human)

Init +13 (Includes Nerveskitter); **Senses** Listen +8, Spot +8**Aura** -**Languages** Common, Infernal, Flan, Draconic, Celestial**AC** 22, touch 15, flat-footed 18

(+0 size, +4 Dex, +0 class, +6 armor, +0 shield, +1 deflection, +0 insight, +1 natural)

hp 59 (13 HD);**Fort** +7, **Ref** +9, **Will** +11**Speed** 30 ft in Twilight Mithral Breastplate. (6 squares), base movement 20 ft.,;**Melee** Quarterstaff +6 (1d6) or**Melee Full Attack** Quarterstaff +6 / +1 (1d6)**Ranged** Sling +10 (1d4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +6**Atk Options** -**Special Actions** Abrupt Jaunt (4x/day)**Combat Gear** Scroll Shield, Potion Shield of Faith +4, Potion Lesser Vigor, Quarterstaff, Sling, Armband of Elusive Action**Wizard Spells Prepared** (CL 13th):7th (DC21)—Heightened Sculpted Glitterdust^C, Stun Ray^C6th (DC20)—Acid Storm^C, Globe of Invulnerability, Greater Dispel Magic5th (DC19)—Flesh to Ice, Heightened Sculpted Glitterdust^C, Dimension Jumper^C, Cloudkill^C4th (DC18)—Sculpted Evard's Black Tentacles^C, Stoneskin, Sculpted Fireball, Orb of Electricity^C, Orb of Acid^C, Ice Storm3rd (DC17)—Fireball, Haste, Icelance^C, Magic Circle vs. Good, Vampiric Touch, Bands of Steel^C2nd (DC16)—False Life, Bear's Endurance, See Invisibility, Melf's Acid Arrow^C x2, False Life1st (DC15)—Grease^C x2, Benign Transposition^C, Lesser Orb of Sound, Buzzing Bee^C, ~~Nerveskitter~~ †0 (DC 14)—Acid Splash^C x3, Detect Magic, Read Magic^C - Conjunction Spell (+2 DC)

† Already cast

Abilities Str 10, Dex 18, Con 14, Int 18, Wis 10, Cha 8**SQ** Immediate Magic (Abrupt Jaunt), Prohibited Schools (Enchantment, Illusion), Spin Fate, Fickle Finger of Fate, Spin Destiny, Deny Fate, Resist Fate**Feats** Heighten Spell, Sculpt Spell, Metamagic School Focus, Scribe Scroll, Spell Focus (Conjunction), Greater Spell Focus, Skill Focus (Concentration), Improved Initiative**Skills** Concentration +21, Knowledge (Arcana) +16, Knowledge (Religion) +8, Listen +8, Profession (Gambler) +5, Spellcraft +22, Spot +8,**Possessions** combat gear plus spellbook, Amulet Natural Armor+1, Circlet Intelligence+2, Cloak Resistance+1, Gloves of Dexterity+4, Thistledown

Coat, Ring Protection +1, 87gp, gemstone (clear quartz, 50gp)

Spellbook spells prepared plus 1—Mage Armor, Shield

Immediate Magic (Abrupt Jaunt) (Sp) You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to $10 + \frac{1}{2}$ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjuration): You teleport up to 10 feet. You can't bring along other creatures.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin". Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting fireball could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex) At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks

called for later in the same 24-hour period are made normally.

Resist Fate (Ex) A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if its worse than original roll.

Description Before you stands a flax human in nondescript clothing. He has a probing look in his eyes and an expressionless face.

Sources Abrupt Jaunt (Players Handbook Two), Sculpt Spell (Complete Arcane), Metamagic School Focus (Complete Mage), Icelance (Spell Compendium), Lesser Orb Sound (Spell Compendium), Lesser Vigor (Spell Compendium), Buzzing Bee (Spell Compendium), Bands of Steel (Spell Compendium), Dimension Door, Greater (Spell Compendium), Fatespinner (Complete Arcane), Twilight armor property (Magic Item Compendium), Armband of Elusive Action (Magic Item Compendium), Thistledown Coat (Races of the Wild), Flesh to Ice (Frostburn), Orb of Acid (Spell Compendium), Orb of Electricity (Spell Compendium), Acid Storm (Spell Compendium), Stun Ray (Spell Compendium)

ARMEN & SAHAK, FAVORED OF HEXTOR CR 11

Male Human Fav Soul 10 / Ftr 1

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 25, touch 17, flat-footed 23

(+2 Dex, +8 armor, +5 shield, +0 deflection, +0 insight, +1 natural)

hp 84 (11 HD); **DR** 3/-

Resist Fire 10, Acid 10, Sonic 10;

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

Speed 20 ft. in breastplate (4 squares);

Melee Masterwork Flail +9 (1d8/x2) or

Ranged Light Crossbow +11 (1d8, 19-20/x2) or

Melee Masterwork Flail +9 / +4 (1d8/x2)

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

Base Atk +8; **Grp** +8 (+13 defending)

Atk Options Vexing Flanker, Combat Reflexes

Special Actions -

Combat Gear Breastplate+2, Heavy Steel Shield +2, Masterwork flail, Light crossbow, 20 bolts, Clasp of Energy Protection (Lesser, Acid), Iron Ward Diamond (Lesser), divine Scroll Cure Light Wounds (CL5), Feather Token (whip), Icy Strand of the North

Favored Soul Spells Known (CL 10th):

5th (3/day, DC15)—Dispel Good, True Seeing, Death Throes

4th (5/day, DC14)—Freedom of Movement, Recitation, Divine Power, Air Walk

3rd (6/day, DC13)—Bestow Curse, Unholy Storm, Ring of Blades, Dispel Magic

2nd (7/day, DC12)—Bear's Endurance, Bull's Strength, Energized Shield, Lesser, Owl's Wisdom, Remove Paralysis, Cure Moderate Wounds

1st (7/day, DC11)— Shivering Touch Lesser, Cure Light Wounds, Protection From Good, Sign, Vigor, Lesser

0 (6/day, DC10)—Guidance, Light, Resistance, Virtue, Cure Minor Wounds, Inflict Minor Wounds, Detect Magic, Detect Poison, Create Water

‡ Already cast

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

SQ – Deity's Favor, Energy Resistance (Fire10), Energy Resistance (Sonic 10)

Feats Skill Focus (Concentration), Shield Specialization, Combat Casting, Shield Ward, Combat Reflexes, Vexing Flanker

Skills Concentration +18 (+22 casting defensively) , Heal +2, Sense Motive +11,

Possessions combat gear plus hidden holy symbol of Hextor, Amulet of Natural Armor+1, Cloak of Resistance +2

Deity's Favor (Su) Beginning at 3rd level, whenever you cast a favored soul spell, you can choose any one ally affected by that spell (including yourself) to gain temporary hit points equal to three times the spell's level. These temporary hit points last for up to one minute per level of the spell. If the spell would also grant temporary hit points, use only the larger value and its duration.

If you use this ability on a creature that is still under the effect of a previous use, the new temporary hit points overlap (do not stack with) the temporary hit points the creature had remaining.

Beginning at 12th level, you can choose to grant these temporary hit points to any number of allies affected by the spell.

Vexing Flanker (Ex) You gain a +4 bonus on your attack rolls when flanking.

Shield Ward (Ex) You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you

Description These men wear breastplates and carry flails. They appear to be humans of mixed descent.

Sources Favored Soul (Complete Divine), Shield Specialization (Players Handbook 2), Clasp of Energy Protection (Magic Item Compendium), Iron Ward Diamond (Magic Item Compendium), Energized Shield, Lesser (Spell Compendium), Unholy Storm (Spell Compendium), Ring of Blades (Spell Compendium), Vigor, Lesser (Spell Compendium), Shield Ward (Player's Handbook 2), Lesser Shivering Touch (Frostburn)

ENCOUNTER 5

GREATER DISPEL MAGIC TRAP

CR 9

Description As you pass through the doorway, there is the slightest flash of magic.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect 9th level cleric spell, Targeted Dispel, caster level 17

Duration permanent.

Disarm DC 34

HEIGHTENED GREATER BESTOW CURSE CR 9

Description As you pass through the doorway, you feel ill luck settle upon you.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Bestow Curse, 9th level cleric spell, DC 23 Will negates or -8 attack rolls, saves, ability & skill checks

Duration permanent.

Disarm DC 34

Dispel as 9th level cleric spell.

HEIGHTENED SLAY LIVING TRAP CR 9

Description As you pass through the doorway, you feel pressure on your heart and lungs.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Slay Living 9th level cleric spell, DC 23 Fort save or die. Success is 3d6+17 damage.

Duration permanent.

Disarm DC 34

HEIGHTENED HARM TRAP CR 9

Description As you pass through the doorway, you feel some magic assailing you.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Harm 9th level cleric spell, DC 23 Will save for half or 150 damage.

Duration permanent.

Disarm DC 34

HEIGHTENED BLOOD TO WATER TRAP CR 9

Description As you pass through the doorway, you feel your pulse change and the very flow of your blood begin to change.

Search DC 34; **Type** Magic

Trigger Location (doorway)

Effect Heightened Blood to Water 9th level cleric spell, targets up to 5 creatures within 30 ft., DC 23 Fort save for half or 2d6 Con damage.

Duration permanent.

Disarm DC 34

FIRST FLOOR POISON TRAP

CR 11

Description A mist sprays up from the ground.

Search DC 40; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Black Lotus Extract (Contact DC 20, 3d6/3d6 Con)

Disarm DC 40

SECOND FLOOR POISON TRAP CR 11

Description A mist sprays up from the ground.

Search DC 40; **Type** mechanical

Trigger touch trigger (floor) if two or more people are in the area

Reset Automatic (3 rounds)

Effect Dragon Bile (Contact DC 26, 3d6/0 Str)

Disarm DC 40

Source Dragon Bile (Arms & Equipment Guide)

ENCOUNTER 6

TYRANT TERLIUS DASI TELIZ CR 14

Male human Cleric 7 / Pious Templar 3 / Divine Oracle 4
LE Medium Humanoid (Human)

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

Aura Lawful, Evil

Languages Common, Infernal

AC 27, touch 11, flat-footed 27, plus Periap of Valor (+1 Dex, +11 armor, +5 shield)

hp 105 (14 HD); **DR** 1/-; +Divine Armor

Fort +15, **Ref** +10, **Will** +18 (+4 vs. Fear effects within 10ft.); 1x/day: +2 one save; Mettle, Prescient Sense; plus Periap of Valor & Tabard of Valor

Speed 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.;

Melee +1 Flail +13 (1d8+4, x2) or

Melee +1 Flail +13 / +8 (1d8+4, x2)

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

Base Atk +10; **Grp** +11

Atk Options Crest of Valor, Tabard of Valor

Special Actions Smite 2x/day, Divine Fortune

Combat Gear Full Plate Mail +3, Flail+1, heavy steel Shield +3, Potion Resist Energy 20, Divine Scroll Dispel Magic (CL5)

Cleric Spells Prepared (CL 11th):

6th (DC 19)—Heal, Harm^D

5th (DC 18)—Righteous Wrath of the Faithful, Slay Living, Flame Strike^D

4th (DC 17)—Greater Resistance f, Freedom of Movement, Poison, Divine Power^D

3rd (DC 16)—Aid, Mass, Blindness/Deafness, Ring of Blades, Cure Serious Wounds, Dispel Magic, Contagion^D

2nd (DC 15)—Hand of Divinity, Bear's Endurance, Divine Protection, Silence, Owl's Wisdom, Spiritual Weapon^D

1st (DC 14)—Entropic Shield, Shield of Faith, Faith Healing, Resurgence, Doom, Cure Light Wounds, Magic Weapon^D

0 (DC 13)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

D: Domain spell. Deity: Hextor. Domains: Destruction, War

Pious Templar Spells Prepared (CL 3rd):

2nd (DC 15)—Veil of Shadow

1st (DC 14)—2x Mark of the Outcast

f Already cast

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

SQ Smite 2x/day, Rebuke Undead 7x/day, Uncanny Dodge, Divination Enhancement

Feats True Believer, Lightning Reflexes, Weapon Focus (Flail), Extra Turning, Divine Fortune, Divine Armor, Weapon Specialization, Skill Focus (Knowledge Religion)

Skills Concentration +20, Knowledge (Religion) +10, Spellcraft +6

Possessions combat gear plus Crest of Valor, Periap of Valor, Tabard of Valor

POWER UP SUITE

Freedom of Movement

AC 30, touch 14, flat-footed 30, plus Periap of Valor; 20% miss chance for ranged attacks; 20% concealment

hp 133 (+1d8+21 temp hp); **DR** 1/-; +Divine Armor

Fort +20, **Ref** +13, **Will** +21 (+24 vs. Fear, allies +4 vs. Fear effects within 10ft.); 1x/day: +2 one save; Mettle, Prescient Sense; plus Periap of Valor & Tabard of Valor

Melee +1 Flail +20 (1d8+11, x2) or

Melee +1 Flail +20 / +15 / +20 (1d8+11, x2)

Atk Options Crest of Valor, Tabard of Valor

Special Actions Smite 2x/day, Divine Fortune

Cleric Spells Remaining (CL 11th):

6th (DC 21)—Heal, Harm^D

5th (DC 20)—Slay Living, Flame Strike^D

4th (DC 19)—Poison

3rd (DC 18)—Blindness/Deafness, Ring of Blades, Cure Serious Wounds, Dispel Magic, Contagion^D

2nd (DC 17)—Silence, Spiritual Weapon^D

1st (DC 16)—Faith Healing, Resurgence, Cure Light Wounds, Doom, Magic Weapon^D

0 (DC 15)—Guidance Virtue, Detect Magic, Light, 2x Cure Minor Wounds

Pious Templar Spells Remaining (CL 3rd):

2nd (DC 15)—Veil of Shadow

1st (DC 14)—2x Mark of the Outcast

Abilities Str 18, Dex 13, Con 20, Int 8, Wis 20, Cha 10

Raiment of Valor (Worn Items) While wearing a **periap of valor**, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points. The periap of valor is part of a set known collectively as the raiment of valor.

When you wear it along with a crest of valor and a tabard of valor, you gain additional abilities as given in the description of the crest of valor.

While wearing a **crest of valor**, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points. The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

While wearing a **Tabard of Valor**, whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the mettle ability. If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully. If you already have mettle from a class feature or some other source, you instead gain improved mettle, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.

Description This man appears to be in his early forties. He has the typical blue eyes of the Suel with sandy blond hair touched by a bit of gray.

Sources Faith Healing (Spell Compendium), Divine Protection (Spell Compendium), True Believer, Complete Divine, Improved Toughness (Complete Warrior), Crest of Valor (Complete Champion), Mass Aid (Spell Compendium), Ring of Blades (Spell Compendium), Divine Fortune (Players Handbook Two), Periapt of Valor (Complete Champion), Mark of the Outcast (Spell Compendium), Pious Templar (Complete Divine), Divine Armor (Players Handbook Two), Veil of Shadow (Spell Compendium), Righteous Wrath of the Faithful (Spell Compendium), Divine Oracle (Complete Divine), Hand of Divinity (Spell Compendium)

WARRIOR HOSTILE SLAEGAN CR 12

Male Human Mnk2 / FS2 / Ftr 2/ Sacred Fist 6

LE Medium Humanoid (Human)

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

Aura -

Languages Common

AC 24, touch 14, flat-footed 22; +2 vs. ranged attacks (+2 Dex, +2 class, +5 armor, +5 shield)

hp 75 (12 HD);

Fort +16, **Ref** +15, **Will** +12; +3 vs. Energy Drains, Inflict spells, Death Effects

Speed 50 ft. in light armor (6 squares);

Melee Unarmed Strike +15 (1d10+4) or

Melee Full Attack Unarmed Strike +15 / +10 (1d10+4) or

Melee Grapple +19 (1d10+4+2d4 acid) or

Melee Full Attack Grapple +19 / +14 (1d10+4+2d4 acid)

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

Base Atk +10; **Grp** +19

Atk Options Improved Grapple, Stunning Fist (DC 16) 4x/day, Decisive Strike

Special Actions Deflect Arrows, Sacred Flames 1x/day

Combat Gear Acidic chain shirt +1, Heavy Wooden Shield +3, Gauntlets Ogre Power, Potion Barkskin +3, Potion Enlarge Person, Potion Cure Light Wounds, Potion of Blur

Favored Soul Spells Known (CL 12th):

3rd (4/day, DC 13)—Hamatula Barbs, Remove Blindness/Deafness, Lesser Visage of the Deity

2nd (7/day, DC 12)—Balor Nimbus, Hand of Divinity, Cure Moderate Wounds, Bear's Endurance

1st (7/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence, Protection from Good, Cure Light Wounds

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Mending, Read Magic

‡ Already cast

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

SQ Evasion, AC Bonus +2 (Sacred Fist)

Feats Combat Reflexes, Improved Grapple, Improved Unarmed Strike, Stunning Fist, Combat Casting, Weapon Focus (Unarmed Strike), Weapon Focus (Grapple), Deflect Arrows, Sudden Still, Iron Will, Practiced Spellcaster (Favored Soul)

Skills Balance+6, Concentration +15 (+19 when casting defensively), Jump +9, Knowledge (Religion) +7, Spellcraft +2, Tumble +17

Possessions combat gear plus Cloak of Resistance +2, Crystal of Lifekeeping, Belt of Growth, Crystal of Arrow Deflection

POWER UP SUITE

AC 29, touch 17, flat-footed 27; +2 vs. ranged attacks, deal 1d8 damage to attacker when hit in melee; 20% concealment

hp 99 (+1d8+14 temp hp)

Resist Cold 10, Fire 10

Fort +21, **Ref** +18, **Will** +15 (+12 vs. fear); +3 vs. Energy Drains, Inflict spells, Death Effects

Melee Unarmed Strike +16 (1d6+4) or

Melee Full Attack Unarmed Strike +16 / +11 (1d6+4) or

Melee Grapple +20 (1d6+4+2d4 acid) or

Melee Full Attack Grapple +21 / +15 (1d6+4+2d4 acid)

Atk Options Improved Grapple, Stunning Fist (DC 16) 4x/day, Decisive Strike

Special Actions Deflect Arrows, Sacred Flames 1x/day

Spells Remaining (CL 12th):

3rd (2/day, DC 13)—Hamatula Barbs, Remove Blindness/Deafness, Lesser Visage of the Deity

2nd (4/day, DC 12)—Balor Nimbus, Hand of Divinity, Cure Moderate Wounds, Bear's Endurance

1st (6/day, DC 11)—Faith Healing, Bless, Shield of Faith, Resurgence, Protection from Good

0 (6/day, DC 10)—Detect Magic, Light, Virtue, Detect Poison, Mending, Read Magic

Used Gear: Potion of Barkskin +2, Potion of Blur

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

Decisive Strike (Ex) As a full-round action, make one attack with an unarmed strike or a special monk weapon using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn.) If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2.

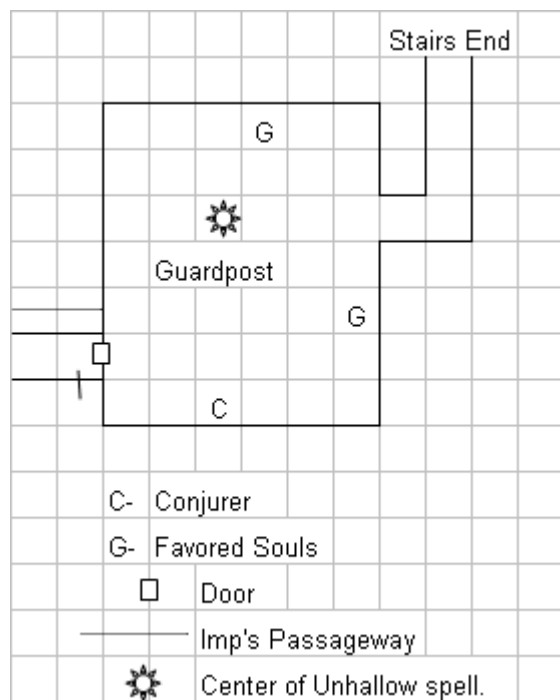
Sacred Flames (Su) At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. (+6 damage for 1 minute).

Description This man is a lightly armored but burly combatant wearing a chain shirt. He wears vestments of Hextor over his armor, and a sneer is on his face.

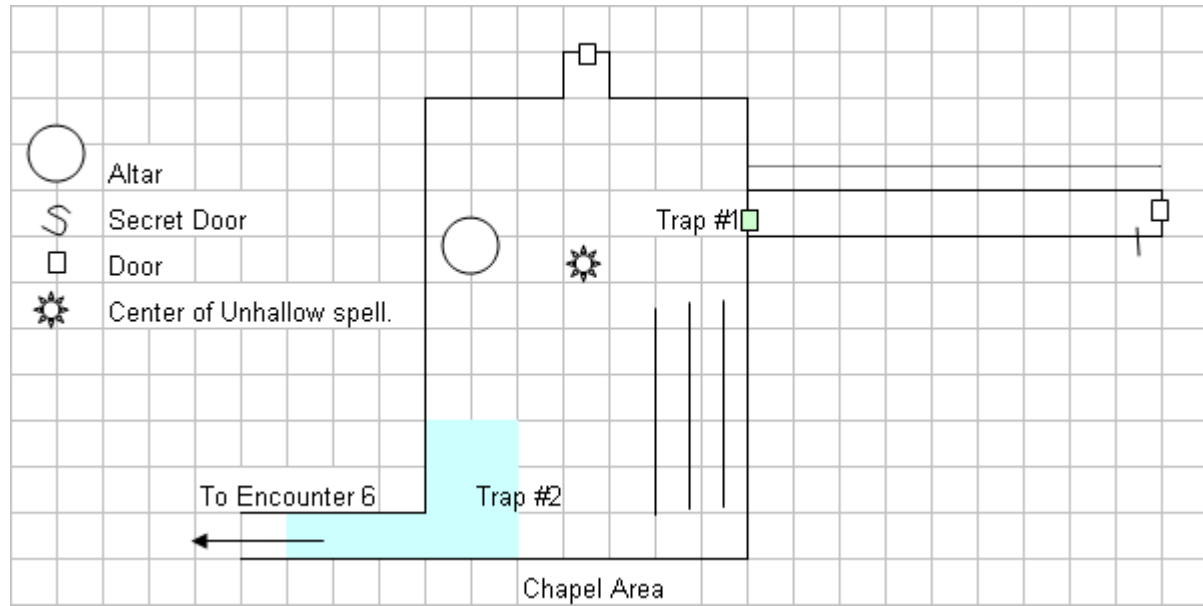
Sources Favored Soul (Complete Divine), Faith Healing (Spell Compendium), Decisive Strike (Players Handbook 2), Resurgence (Spell Compendium), Delay Potion (Complete Mage), Sacred Fist (Complete Divine), Crystal of Lifekeeping (Magic Item

Compendium), Balor Nimbus (Spell Compendium), Hand of Divinity (Spell Compendium), Belt of Growth (Magic Item Compendium), Crystal of Arrow Deflection (Magic Item Compendium), Acidic armor upgrade (Magic Item Compendium), Hamatula Barbs (Spell Compendium), Lesser Visage of the Deity (Spell Compendium), Practiced Spellcaster (Complete Arcane)

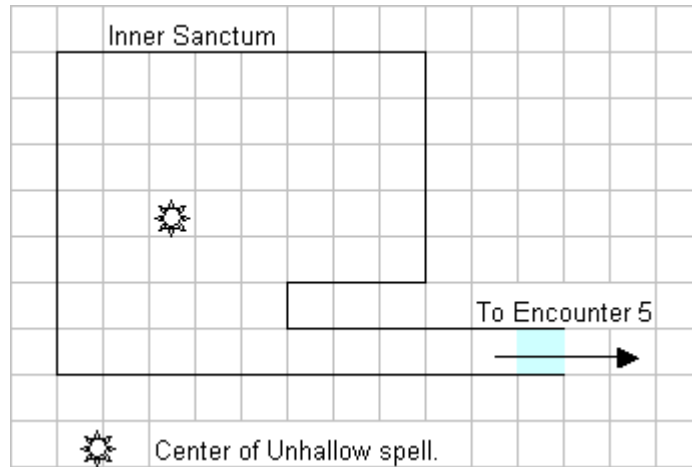
DM AID: MAP #1 – ENCOUNTER 4



DM AID: MAP #2 – ENCOUNTER 5



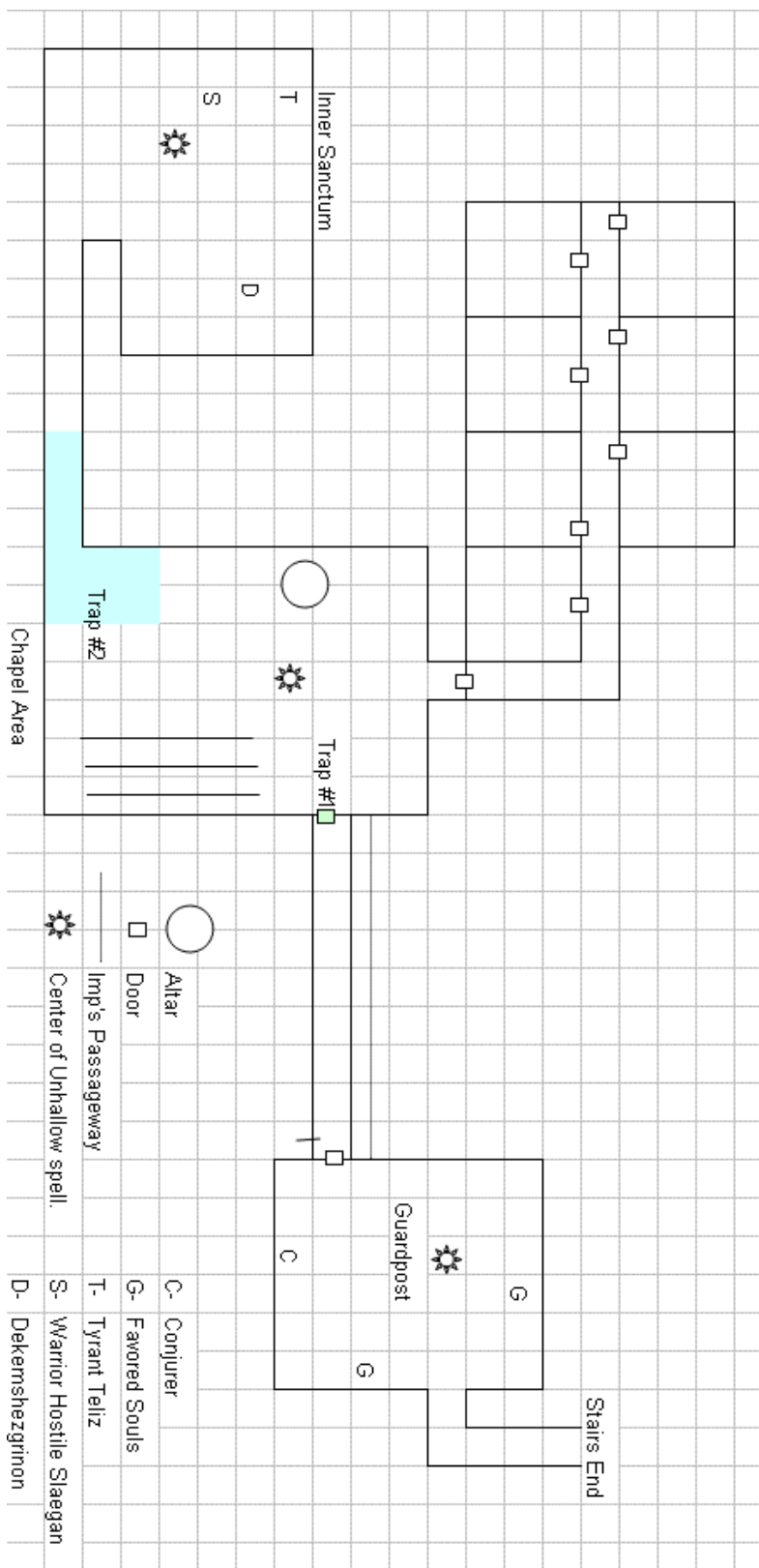
DM AID: MAP #3 – ENCOUNTER 6



DM AID: MAP #4 – TEMPLE BLACK

Maps 1 to 3 are easier to use for tactical combat. Below is a map of the entire complex of Temple Black.

The Ceilings in the Inner Sanctum, Chapel area, and the Guardpost are all 20' high. All other ceilings are 15' high.



DM AID #5: ENCOUNTER 6 BUFF SPELLS

APL 4

Tyrant Teliz

Potion Barkskin +2 (+2 AC [natural], Duration: 30 min. CL 3)

Bear's Endurance (+4 CON, Duration: 4 min. CL 4)

Bless (+1 attack & saves [morale], Duration: 1 min. CL 1)

Bull's Strength (+4 STR, Duration: 4 min. CL 4)

Divine Protection (+1 morale bonus to AC & saves, Duration: 4 min. CL 4)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 4 min. CL 4)

Magic Weapon (+1 to flail damage, Duration: 4 min. CL 4)

Protection from Good (+2 AC [deflection] & saves vs. good creatures, Duration: 4 min. CL 4)

Warrior Hostile Slaegan

Bless (+1 attack & saves [morale], Duration: 1 min. CL 1)

Divine Protection (+1 morale bonus to AC & saves, Duration: 4 min. CL 4)

Shield of Faith (+2 AC [deflection], Duration: 1 min. CL 1)

APL 6

Tyrant Teliz

Aid, Mass (+1 attack & some saves [morale], 1d8+6 temp HP, Duration: 6 min, CL6)

Potion Barkskin +2 (+2 Natural Armor, Duration: 30 min. CL 3)

Bear's Endurance (+4 CON, Duration: 6 min. CL 6)

Bull's Strength (+4 STR, Duration: 6 min. CL 6)

Divine Protection (+1 morale bonus to AC & saves, Duration: 6 min. CL 6)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 6 min. CL 6)

Magic Weapon (+1 to flail damage, Duration: 6 min. CL 6)

Protection from Good (+2 AC [deflection] & saves vs. good creatures, Duration: 6 min. CL 6)

Warrior Hostile Slaegan

Aid, Mass (+1 attack & some saves [morale], 1d8+6 temp HP, Duration: 6 min, CL6)

Potion of Barkskin +2 (+2 AC [natural], Duration: 30 min. CL 3)

Divine Protection (+1 morale bonus to AC & saves, Duration: 6 min. CL 6)

Shield of Faith (+2 AC [deflection], Duration: 1 min. CL 1)

APL 8

Tyrant Teliz

Aid, Mass (+1 attack & some saves [morale], 1d8+7 temp HP, Duration: 7 min, CL7)

Bear's Endurance (+4 CON, Duration: 7 min. CL 7)

Divine Power (+6 STR, +7 temp HP, Duration: 7 rounds. CL7)

Divine Protection (+1 morale bonus to AC & saves, Duration: 7 min. CL 7)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 7 min. CL 7)

Hand of Divinity (+2 saves [profane], Duration: 7 minutes. CL7) Visible Effect: a healthy orange nimbus.

Magic Weapon (+1 to flail damage, Duration: 7 min. CL 7)

Resistance, Greater (+3 saves [resistance], Duration: 24 hours, CL7)

Shield of Faith (+2 AC [deflection], Duration: 7 min. CL 7)

Warrior Hostile Slaegan

Aid, Mass (+1 attack & some saves [morale], 1d8+7 temp HP, Duration: 7 min, CL7)

Potion of Barkskin +2 (+2 AC [natural], Duration: 30 min. CL 3)

Divine Protection (+1 morale bonus to AC & saves, Duration: 7 min. CL 7)

Shield of Faith (+2 AC [deflection], Duration: 2 min. CL 2)

APL 10

Tyrant Teliz

Aid, Mass (+1 attack & some saves [morale], 1d8+7 temp HP, Duration: 7 min, CL7)

Bear's Endurance (+4 CON, Duration: 7 min. CL 7)

Divine Power (+6 STR, +7 temp HP, Duration: 7 rounds. CL7)

Divine Protection (+1 morale bonus to AC & saves, Duration: 7 min. CL 7)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 7 min. CL 7)

Hand of Divinity (+2 saves [profane], Duration: 7 minutes. CL7) Visible Effect: a healthy orange nimbus.

Magic Weapon (+1 to flail damage, Duration: 7 min. CL 7)

Resistance, Greater (+3 saves [resistance], Duration: 24 hours, CL7)

Shield of Faith (+2 AC [deflection], Duration: 7 min. CL 7)

Veil of Shadow (20% concealment, Duration: 3 minutes, CL3) Visible Effect: swirling wisps of darkness.

Warrior Hostile Slaegan

Aid, Mass (+1 attack & some saves [morale], 1d8+7 temp HP, Duration: 7 min, CL7)

Potion of Barkskin +2 (+2 AC [natural], Duration: 30 min. CL 3)

Potion Blur (20% concealment, Duration: 3 min, CL3)

Potion Enlarge Person (+2 STR, -2 DEX, -1 AC; +4 grapple, 1d8 damage on attacks, -1 attacks, Duration: 1 min, CL1)

Divine Protection (+1 morale bonus to AC & saves, Duration: 7 min. CL 7)

Hand of Divinity (+2 saves [profane], Duration: 4 minutes. CL4) Visible Effect: a healthy orange nimbus.

Shield of Faith (+2 AC [deflection], Duration: 4 min. CL 4)

APL 12

Tyrant Teliz

Aid, Mass (+1 attack & some saves [morale], 1d8+9 temp HP, Duration: 9 min, CL9)

Bear's Endurance (+4 CON, Duration: 9 min. CL 9)

Divine Power (+6 STR, +7 temp HP, Duration: 9 rounds. CL9)

Divine Protection (+1 morale bonus to AC & saves, Duration: 9 min. CL 9)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 9 min. CL 9)

Freedom of Movement (Movement cannot be impeded, Duration: 90 minutes. CL9)

Hand of Divinity (+2 saves [profane], Duration: 9 minutes. CL9) Visible Effect: a healthy orange nimbus.

Magic Weapon (+1 to flail damage, Duration: 9 min. CL 9)

Owl's Wisdom (+4 WIS, Duration: 9 min. CL 9)

Resistance, Greater (+3 saves [resistance], Duration: 24 hours, CL9)

Righteous Wrath of the Faithful (Additional melee attack, +3 attack/damage [morale], Duration: 9 rounds. CL9)

Shield of Faith (+2 AC [deflection], Duration: 9 min. CL 9)

Veil of Shadow (20% concealment, Duration: 3 minutes, CL3) Visible Effect: swirling wisps of darkness.

Warrior Hostile Slaegan

Aid, Mass (+1 attack & some saves [morale], 1d8+9 temp HP, Duration: 9 min, CL9)

Potion of Barkskin +2 (+2 AC [natural], Duration: 30 min. CL 3)

Bear's Endurance (+4 CON, Duration: 6 minutes. CL6)

Potion Blur (20% concealment, Duration: 3 min, CL3)

Divine Protection (+1 morale bonus to AC & saves, Duration: 9 min. CL 9)

Hand of Divinity (+2 saves [profane], Duration: 6 minutes. CL6) Visible Effect: a healthy orange nimbus.

Shield of Faith (+2 AC [deflection], Duration: 6 min. CL 6)

Visage of the Deity, Lesser: (+4 CHA, Cold Resistance 10, Fire Resistance 10, Duration: 6 rounds. CL6)

APL 14

Tyrant Teliz

Aid, Mass (+1 attack & some saves [morale], 1d8+14 temp HP, Duration: 11 min, CL11)

Bear's Endurance (+4 CON, Duration: 11 min. CL 11)

Divine Power (+6 STR, +7 temp HP, Duration: 11 rounds. CL11)

Divine Protection (+1 morale bonus to AC & saves, Duration: 11 min. CL 11)

Entropic Shield (20% miss chance versus ranged attacks, Duration: 11 min. CL 11)

Freedom of Movement (Movement cannot be impeded, Duration: 110 minutes. CL11)

Hand of Divinity (+2 saves [profane], Duration: 11 minutes. CL11) Visible Effect: a healthy orange nimbus.

Owl's Wisdom (+4 WIS, Duration: 11 min. CL 11)

Resistance, Greater (+3 saves [resistance], Duration: 24 hours, CL11)

Righteous Wrath of the Faithful (Additional melee attack, +3 attack/damage [morale], Duration: 11 rounds. CL11)

Shield of Faith (+2 AC [deflection], Duration: 11 min. CL 11)

Veil of Shadow (20% concealment, Duration: 3 minutes, CL3) Visible Effect: swirling wisps of darkness.

Warrior Hostile Slaegan

Aid, Mass (+1 attack & some saves [morale],
1d8+14 temp HP, Duration: 14 min, CL14)
Potion of Barkskin +2 (+2 AC [natural], Duration:
30 min. CL 3)
Bear's Endurance (+4 CON, Duration: 12
minutes. CL12)
Potion Blur (20% concealment, Duration: 3 min,
CL3)
Divine Protection (+1 morale bonus to AC &
saves, Duration: 14 min. CL 14)

Hand of Divinity (+2 saves [profane], Duration:
12 minutes. CL12) Visible Effect: a healthy
orange nimbus.
Shield of Faith (+2 AC [deflection], Duration: 12
min. CL 12)
Visage of the Deity, Lesser: (+4 CHA, Cold
Resistance 10, Fire Resistance 10,
Duration: 12 rounds. CL12)

DM AID: NEW RULES

ALTERNATE CLASS FEATURES

Decisive Strike (*Players Handbook Two*)

Alternate Class Feature: Monk

Level: 1st

Replaces: If you select this class feature, you do not gain flurry of blows (or any later improvements to that class feature.)

Benefit: As a full-round action, make one attack with an unarmed strike or a special monk weapon, using your highest base attack bonus but taking a -2 penalty on this attack roll. If the attack hits, it deals double damage (as does any other attack you make before the start of your next turn). If you use this strike to deliver a stunning attack, increase the save DC to resist the stun by 2. This is an extraordinary ability.

Immediate Magic (*Players Handbook Two*)

Alternate Class Feature: Wizard (Specialist)

Level: 1st

Replaces: If you select this class feature, you do not gain a familiar.

Benefit: You gain a spell-like ability that reflects your chosen school of magic. Activating this ability is an immediate action, and you can use this spell-like ability a number of times per day equal to your Intelligence bonus (minimum 1). Its equivalent spell level is equal to one-half your wizard level (minimum 1st), and the caster level is your wizard level. The save DC (if any) is equal to 10 + ½ your wizard level + your Int modifier. This is an extraordinary ability.

You can't activate this ability in response to an attack that you aren't aware of. For instance, if an invisible rogue strikes at you, you can't activate urgent shield to gain a bonus to your AC against the attack. All effects last until the start of your next turn unless otherwise noted.

Abrupt Jaunt (conjunction): You teleport up to 10 feet. You can't bring along other creatures.

PRESTIGE CLASSES

DIVINE ORACLE (COMPLETE DIVINE)

Hit Die: d6.

Requirements

To qualify to become a divine oracle, a character must fulfill all the following criteria.

Skills: Knowledge (Religion) 8 ranks

Feat: Skill Focus (Knowledge (Religion))

Spells: Able to cast at least 2 divination spells.

Class Skills

The divine oracle's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (Religion) (Int), Profession (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Divine Oracle prestige class.

Weapon and Armor Proficiency: Divine oracles gain no weapon or armor proficiencies.

Oracle Domain: Upon adopting the divine oracle class, the character gains access to the Oracle domain. The character gains the granted power associated with the domain (+2 caster level for divination spells), and can choose the spells in that domain as her daily domain spells.

Scry Bonus (Su): A divine oracle adds a +1 sacred bonus to the save DC of all her divination (scrying) spells.

Prescient Sense (Ex): Beginning at 2nd level, if a divine oracle makes a successful Reflex saving throw against an attack that normally inflicts half damage on a successful save (such as a red dragon's fiery breath or a fireball spell), she instead takes no damage, since her prescience allowed her to get out of the way faster. This form of evasion works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Trap Sense (Ex): At 2nd level, the divine oracle gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks by traps.

Divination Enhancement (Ex): beginning at 3rd level, a divine oracle may roll twice and take the better result when using divination spells such as *augury* or *divination*.

Uncanny Dodge (Ex): Starting at 4th level, a divine oracle gains the ability to react to danger before her senses would normally allow her to do so. The divine oracle retains her Dexterity modifier to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses her Dexterity modifier to AC if immobilized.)

Table 2-8: The Divine Oracle						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1 st	+0	+0	+0	+2	Oracle Domain, scry bonus	+1 level of existing class
2 nd	+1	+0	+0	+3	Prescient Sense, Trap Sense+1	+1 level of existing class
3 rd	+1	+1	+1	+3	Divination enhancement	+1 level of existing class
4 th	+2	+1	+1	+4	Uncanny Dodge (Dex Bonus to AC)	+1 level of existing class

FATESPINNER (COMPLETE ARCANE)

Hit Die: d4.

Requirements

To qualify to become a fatespinner, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Int), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinners gain no proficiency with any weapon or armor.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin". Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if its worse than original roll.

Seal Fate (Su): A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

Table 2-9: The Fatespinner						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle Finger of Fate	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spin Destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deny Fate, Resist Fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Seal Fate	—

PIOUS TEMPLAR (COMPLETE DIVINE)

Hit Die: d10.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer, Weapon Focus (with her deity's favored weapon).

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no weapon or armor proficiencies.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templars Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Table 2-14: The Pious Templar									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Mettle	0	–	–	–
2nd	+2	+3	+0	+3	Smite 1/day	1	–	–	–
3rd	+3	+3	+1	+3	Damage Reduction 1/–, Weapon Specialization	1	0	–	–
4th	+4	+4	+1	+4	Bonus Feat	1	1	–	–
5th	+5	+4	+1	+4	–	1	1	0	–
6th	+6	+5	+2	+5	Smite 2/day	1	1	1	–
7th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9th	+9	+6	+3	+6	–	2	2	1	1
10th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

SACRED FIST (COMPLETE DIVINE)

Hit Die: d8.

Requirements

To qualify to become a sacred fist, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells.

Class Skills

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armors, or shields.

AC Bonus (Ex): A sacred fist is highly trained at dodging blows, and has a sixth sense that lets him avoid even unanticipated attacks. When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed. He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of sacred fist to the level of whatever spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one spellcasting class in which he could cast divine spells before he became a sacred fist, the player must decide which class to assign each level of sacred fist for the purpose of determining spells per day and spells known.

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage. If a sacred fist doesn't have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on the table above. A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsense out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his wisdom modifier. He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist that knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *player's handbook*).

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction. A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities. The path of the sacred fist requires a constant focus. If a character adopts this class, he must pursue it to the exclusion of all other careers. Once he has turned off the path, he may never return.

Table 2-18: The Sacred Fist								
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus	Spells per Day/Spells Known
1st	+1	+2	+2	+0	Unarmed Damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2nd	+2	+3	+3	+0	—	+1	+0 ft.	+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	—	+1	+10 ft.	+1 level of existing divine spellcasting class
4th	+4	+4	+4	+1	Sacred Flames 1/day	+1	+10 ft.	—
5th	+5	+4	+4	+1	—	+2	+10 ft.	+1 level of existing divine spellcasting class
6th	+6	+5	+5	+2	Blindsense 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7th	+7	+5	+5	+2	—	+2	+20 ft.	+1 level of existing divine spellcasting class
8th	+8	+6	+6	+2	Sacred Flames 2/day	+2	+30 ft.	—
9th	+9	+6	+6	+3	—	+2	+30 ft.	+1 level of existing divine spellcasting class
10th	+10	+7	+7	+3	Inner Armor	+3	+30 ft.	+1 level of existing divine spellcasting class

NEW BASE CLASS

Favored Soul

Abilities: Charisma determines how many spells the favored soul can cast per day. Wisdom determines how hard the favored soul's spells are to resist (see Spells, below). In addition to using Charisma and Wisdom for spellcasting, a favored soul also benefits from high Dexterity, Strength, and Constitution scores.

Alignment: Any

Hit Die: d8.

Class Skills

The Favored Souls's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (arcana) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are features of the Favored Soul class.

Weapon and Armor Proficiency: Favored Souls are proficient with all simple weapons, with light and medium armors, and with shields (except tower shields). A favored soul is also proficient with her deity's favored weapon. Although a favored soul is not proficient with heavy armor, wearing it does not interfere with her spellcasting.

Spells: A favored soul casts divine spells (the same type of spells available to clerics), which are drawn from the cleric spell list. She can cast any spell she knows without preparing it ahead of time the way a cleric must.

To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st-level spells, and so forth). The Difficult Class for a saving throw against a favored soul's spell is 10 + the spell's level + the favored soul's Wisdom Modifier.

Like other spellcasters, a favored soul can cast only a certain number of spell of each spell level per day. Her base daily spell allotment is given on Table 1-1: The Favored Soul. In addition, she receives bonus spells for a high Charisma.

Unlike a cleric, a favored soul's selection of spells is limited. A favored soul begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new favored soul level, she gains one or more new spells, as indicated on Table 1-2: Favored Soul Spells Known. (Unlike spells per day, her Charisma score does not affect the number of spells a favored soul knows; the numbers on Table 1-2 are fixed.)

Upon reaching 4th level, and at every even-numbered favored soul level after that, a favored soul can choose to learn a new spell in place of one she already knows. In effect, the favored soul "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level favored soul spell the favored soul can cast. A favored soul may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for level.

Unlike a cleric, a favored soul need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Deity's Weapon Focus: At 3rd level, a favored soul gains the Weapon Focus feat with her deity's favored weapon. If the character already has that feat, she can choose a different one.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type. At 10th level and 15th level, the character gains resistance 10 against another energy type of her choosing.

Table 1-1: The Favored Soul

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+2	+2	—	
2nd	+2	+3	+3	+3	—	
3rd	+3	+3	+3	+3	Deity's Weapon Focus	
4th	+4	+4	+4	+4	—	
5th	+5	+4	+4	+4	Energy Resistance (1 st type)	
6th	+6	+5	+5	+5	—	
7th	+7	+5	+5	+5	—	
8th	+8	+6	+6	+6	—	
9th	+9	+6	+6	+6	—	
10th	+10	+7	+7	+7	Energy Resistance (2nd type)	

NEW FEATS

Delay Potion (*Complete Mage*)

You can drink a potion and postpone its effects.

Prerequisites: Knowledge (Arcana) 1 rank.

Benefits: You can drink a potion and delay its effects for a number of hours equal to your Constitution modifier (minimum 1 hour). At any time during this period, you can activate the potion's effect as a swift action. If the duration expires before you activate the potion, it is wasted.

You can delay only one potion at a time. You must activate a delayed potion before you can choose to delay another one.

Divine Armor [Divine] (*Players Handbook Two*)

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

Prerequisites: Divine Caster level 5th, ability to turn or rebuke undead.

Benefits: As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

Divine Fortune [Divine] (*Players Handbook Two*)

With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.

Prerequisites: Divine Caster level 5th, ability to turn or rebuke undead.

Benefits: As an immediate action, you can expend a turn or rebuke undead attempt to gain a +4 bonus on your next saving throw. If this benefit is not used immediately, it lasts until the start of your next turn.

Improved Toughness [General] (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

Benefits: 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 Improved Toughness as one of his fighter bonus feats.

Metamagic School Focus (*Complete Mage*)

You are unusually skilled at modifying the effects of a particular school of magic.

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.

Practiced Spellcaster (*Complete Arcane*)

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

Prerequisite: Spellcraft 4 ranks.

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

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

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.

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

Sculpt Spell (*Complete Arcane*)

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses up a spell slot one level higher than the spell's actual level.

Shield Specialization (*Players Handbook Two*)

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can select this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Shield Ward (*Players Handbook Two*)

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Sudden Still [Metamagic] (*Complete Arcane*)

Once per day you may cast a spell stilled without special preparation.

Prerequisites: Any metamagic feat.

Benefits: Once per day, you may apply the Still Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Still Spell feat normally, if you have it.

True Believer [General] (*Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

Vexing Flanker [General] (*Players Handbook 2*)

You excel at picking apart an opponent's defense when your allies also threaten him..

Prerequisites: Combat Reflexes.

Benefits: You gain a +4 bonus on your attack rolls when flanking.

Special: A fighter can select Vexing Flanker as one of his fighter bonus feats..

NEW SPELLS

Acid Storm (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

A dark green cloud whirls into being before unleashing a shower of foul-smelling, yellow-green rain.

Acid rain deals 1d6 points of acid damage per caster level (maximum 15d6) to each creature in the area.

Material Component: A flask of acid (10 gp).

Aid, Mass (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them.

This spell functions like *aid* (PH 196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Balor Nimbus (Spell Compendium)

Transmutation

Level: Abyss 4, Cleric 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You smash the soot against your flesh and intone the ancient, dark words. Like the legendary balor, your body bursts into lurid flames.

The flames created by this spell do not harm you or any equipment you carry or wear. Each round, the flames deal 6d6 points of fire damage to any creature grappling you (or any creature you grapple) on your turn.

Arcane Material Component: A pinch of soot.

Bands of Steel (Complete Arcane)

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bonds.

Material Component: Three small silver hoops, interlocked.

Bestow Curse, Greater (Spell Compendium)

Necromancy

Level: Cleric 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Channeling your hatred into binding words of power, you thrust your hand at your foe and proclaim a terrible curse.

The spellcaster places a curse on the creature touched, choosing one of the three following effects.

- One ability score is reduced to 1, or two ability scores take –6 penalties (to a minimum score of 1).
- –8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, it takes no action.

You can also invent your own curse, but it should be no more powerful than those described above, and the Dungeon Master has the final say on the curse's effect.

A *greater curse* cannot be dispelled, nor can it be removed with *break enchantment* or *limited wish*. A *miracle* or *wish* spell removes a *greater curse*, as does *remove curse* cast by a spellcaster of at least 17th level.

Blood to Water (Spell Compendium)

Necromancy [Water]

Level: Cleric 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to five living creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You forcefully spit, ending your spellcasting. From where you spat arises a sea-green orb of energy for each creature you intend as a subject of the spell. The orbs fly to their designated targets and turn blood red as they impact.

You transmute the subjects' blood into pure water, dealing 2d6 points of Constitution damage. A successful Fortitude save halves the Constitution damage.

This spell has no effect on living creatures with the fire or water subtype.

Buzzing Bee (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

A small but extremely loud bee appears, buzzing around the head of the designated target.

This spell creates an unnerving noise that disrupts the subject's concentration. The subject is distracted and takes a –10 penalty on Move Silently checks. Creatures that can't hear are not distracted. The DC of Concentration checks to cast spells or maintain concentration while distracted is equal to this spell's DC + the level of the spell being cast.

The bee has a fly speed of 180 feet (perfect). It remains near the subject in spite of darkness, invisibility, polymorph, cover, concealment, or any other attempt at disguising or hiding.

The bee remains until the spell's duration expires or the subject moves out of range.

The bee can't be attacked, but it can be dispelled.

Material Component: A dab of honey.

Caltrops (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.

A caltrops spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target's shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by- 5-foot square, and the caltrops' attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th level or higher (+4 melee maximum).

Multiple caltrops spells (or mundane caltrops) occupying the same space have no additional effect.

Curse of Ill Fortune (Spell Compendium)

Transmutation

Level: Blackguard 2, cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Letting loose a stream of foul incantations, you curse the subject.

You place a temporary curse upon the subject, giving it a –3 penalty on attack rolls, saving throws, ability checks, and skill checks. *Curse of ill fortune* is negated by any spell that removes a *bestow curse* spell.

Death Throes (Spell Compendium)

Necromancy [Force]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed

Saving Throw: None

Spell Resistance: No

As the killing blow falls, you smile with grim satisfaction even as the light of life fades, knowing that your enemy will soon be joining you in the afterlife.

If you are killed, your body is instantaneously destroyed in an explosion that deals 1d8 points of damage per caster level to everyone in a 30-foot-radius burst.

This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse.

A *wish*, *miracle*, or *true resurrection* spell can restore life.

Dimension Door, Greater (Spell Compendium)

Conjuration [Teleportation]

Level: Sorcerer/wizard 5

Range: Touch

Target: You and touched objects or other touched willing creatures

Duration: 1 round/2 levels

Your flesh gives an involuntary shudder as you will yourself elsewhere. You vanish, reappearing some distance away.

This spell functions like *dimension door* (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

Dimension Jumper (Complete Mage)

Conjuration (Teleportation)

Level: Bard 5, Sorcerer/Wizard 5

Components: V

Casting Time: 1 swift action

Range: Personal

Targets: You and objects touched

Duration: 1 round/level

You whisk yourself from place to place with a word.

For the duration of this spell, you gain the ability to teleport yourself up to 30 feet once per round as a move action. You can bring along held or carried objects, as long as their weight doesn't exceed your maximum load. You can't transport other creatures except for a familiar.

You must be able to see your destination: if you attempt to teleport into a solid object, the action is wasted but the spell remains in effect. If you don't end your teleport on a solid surface, you fall immediately.

Divine Protection (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon your holy powers to aid your companions and a golden light appears from above, bathing them with sparkling radiance.

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

Energized, Shield Lesser (Spell Compendium)

Abjuration [see text]

Level: Cleric 2, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Shield touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A silver aura surrounds the touched shield for a moment before it appears to transform into the chosen type of energy. The shield hums with power.

When this spell is cast, the shield touched appears to be made entirely out of one type of energy (fire, cold, electricity, acid, or sonic). Whoever bears the shield gains resistance 5 against the chosen energy type. Additionally, if the wielder successfully hits someone with the shield with a shield bash attack, the victim takes 1d6 points of the appropriate energy damage in addition to the normal shield bash damage. The energy type must be chosen when the spell is cast and cannot be changed during the duration of the spell. The energy resistance overlaps (and does not stack) with *resist elements*. A given shield cannot be the subject of more than one *lesser energized shield* or *energized shield* spell at the same time.

The descriptor of this spell is the same as the energy type you choose when you cast it.

Faith Healing (Spell Compendium)

Conjuration (Healing)

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless)

Spell Resistance: Yes (harmless)

You place your hands on your loyal acolyte and blue-silver radiance discharges from your hands. The horrendous wounds across his chest heal, leaving no scar.

When laying your hand upon a living creature, you channel positive energy that cures 8 points of damage +1 point per caster level (up to +5). The spell works only on a creature that worships the same deity as you. A target with no deity or a different deity from yours is unaffected by the spell, even if the target would normally be harmed by positive energy.

Flesh to Ice (Frostburn)

Transmutation

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject, along with all its carried gear, turns into a mindless, inert ice sculpture. If the sculpture resulting from this spell is broken, melted, or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as *deathwatch*. Only creatures made of flesh are affected by this spell.

Material Component: Water and a drop of blood.

Hamatula Barbs (Spell Compendium)

Transmutation

Level: Cleric 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You invoke the dark nature of the spell and slender, sharp-edged barbs sprout from your body and clothing, glowing with hellish energy.

Any creature hitting the subject of this spell with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs. This damage does not apply to attackers using reach weapons, such as longspears. The subject itself is not harmed by its own barbs.

Arcane Material Component: A barb from a hamatula.

Hand of Divinity (Spell Compendium)

Evocation [see text]

Level: Blackguard 2, cleric 2, paladin 2
Components: V, S, DF
Casting Time: 1 minute
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

You call upon your beliefs and a great pair of hands appears around your target, cradling it in its power. The effect fades, but your target briefly glows with a healthy orange nimbus.

If your deity is non-evil, this spell grants a +2 sacred bonus on saving throws, and the spell is a good spell. If your deity is evil, this spell grants a +2 profane bonus on saving throws, and the spell is an evil spell.

This spell works only on a creature with the same deity as you or the same alignment as your deity. If cast on a target that does not meet this criteria, the spell has no effect.

Icelance (Spell Compendium)

Conjuration (Creation)

Level: Druid 3, sorcerer/ wizard 3
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One lance of ice
Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You clutch the quartz in your hand, focusing the energy of the spell into a sharp spear. With a thought, you send it whistling through the air at your foe.

You must succeed on a normal ranged attack to strike a target with an *icelance*. You gain a +4 bonus on your attack roll. If you hit, the icelance deals 6d6 points of damage to the target. Half of this damage is piercing damage; the rest is cold damage. In addition, the target must make a Fortitude save or be stunned for 1d4 rounds. Regardless of the result of the attack, the icelance shatters upon its first use.

Focus: A 50-gp clear quartz gemstone. Alternatively, if you are in a cold region, you can substitute 10 pounds of ice or snow for the quartz.

Mark of the Outcast (Spell Compendium)

Necromancy

Level: Blackguard 1, cleric 2, druid 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

You select your victim for punishment and invoke the ancient words of anathema. A dull purple splotch in the shape of a skull manifests itself on your victim's flesh, visible to all.

This spell creates an indelible mark on the subject's face (or other upper body part, if the subject doesn't have a head). The mark is visible to normal vision, low-light vision, and darkvision. The wearer of such a mark takes a –5 circumstance penalty on Bluff and Diplomacy checks and a –2 penalty to Armor Class.

The mark cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Orb of Acid (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Electricity (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Orb of Sound, Lesser (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warlock 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Resurgence (Spell Compendium)

Abjuration

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magic effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points of ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as power word stun), then *resurgence* won't help the subject recover.

Righteous Wrath of the Faithful (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft

Area: All allies and foes within a 30 ft radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an *Aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *righteous wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus to saving throws against mind-affecting spells or effects.

When the spell duration expires, any allies who were affected by the full *righteous wrath* are fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for 10 minutes.

Ring of Blades (Spell Compendium)

Conjuration (Creation)

Level: Cleric 3, warmage 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Shivering Touch, Lesser (Frostburn)

Necromancy [Cold]

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Your successful melee touch attack delivers a bitter chill to the target, causing it to shiver uncontrollably for the duration of the spell. Shivering characters take 1d6 points of Dexterity damage.

Creatures with the cold subtype are immune to the effects of *lesser shivering touch*.

Sign (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level or until discharged

The tea leaves burst into flames between your fingers, and for a brief moment you see the future in the billowing smoke.

You get a +4 bonus on your next initiative check.

Material Component: A small piece of dried goat intestine or some tea leaves.

Stun Ray (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1d4+1 rounds; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

A quick jolt of electricity darts from your raised hand. The slight smell of ozone lingers afterward.

You blast an enemy with a scintillating ray of electricity. You must succeed on a ranged touch attack with the ray to strike a target. The target is stunned for 1d4+1 rounds by the ray of electricity. If the subject makes a successful Fortitude save, it is stunned for only 1 round. Creatures that have immunity to electricity are not affected by this spell.

Material Component: A coiled copper wire.

Unholy Storm (Spell Compendium)

Conjuration (Creation) [Evil, Water]

Level: Blackguard 3, cleric 3

Components: V, S, M, DF

Casting Time: 1 standard action

Area: Cylinder (20-ft. radius, 20 ft. high)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

You call upon the forces of evil, and a heavy rain begins to fall in the area you indicate, its raindrops foul and steaming.

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on ranged attacks made into, out of, or through the storm.

Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage).

Material Component: A flask of unholy water (25 gp).

Veil of Shadow (Spell Compendium)

Evocation [Darkness]

Level: Assassin 2, blackguard 2, cleric 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You speak the words of this spell, and tendrils of purple darkness rise from the ground, surrounding you and concealing you from your foes.

Swirling wisps of darkness obscure your form, granting you concealment. The 20% miss chance is in effect even if the attacker has darkvision.

This spell effect is dispelled in daylight or in the area of a light spell of 3rd level or higher.

See invisibility does not counter a *veil of shadow*'s concealment effect, but a *true seeing* spell does.

Vigor, Lesser (Spell Compendium)

Conjuration (Healing)

Level: Clr1, Drd1

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)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she 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. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

Visage of the Deity, Lesser (Spell Compendium)

Transmutation [Evil, Good]

Level: Blackguard 4, cleric 3, paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good, cold and fire if you are evil.

MAGIC ITEMS

Acidic Armor Upgrade (Magic Item Compendium)

A thin film of acid continuously covers the surface of this armor or shield, which is not damaged by the effect. An acidic suit of armor or shield deals 2d4 points of acid damage per full round of contact to each opponent grappling you, and to any object that remains in direct contact with it (except for objects that you are holding) for that amount of time. However, the acid deals no damage to creatures or objects that remain in contact with it for less than a full round, such as when a creature makes a melee attack against you.

Moderate Conjuration CL 6th, Craft Arms & Armor, Melf's Acid Arrow; Price: +1 bonus.)

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, 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 3rd; Craft Wondrous Item, *cat's grace* or *evade attack* (CP 89); Price 800 gp, weight: 1 lb.

Belt of Growth (Magic Item Compendium)

This thick brass belt looks like it is riddled with cracks. It bends as though it has been stretched out of shape.

When you activate a belt of growth, you instantly increase in size (as if affected by *enlarge person*). This effect lasts for 10 minutes or until you command it to end. This ability doesn't stack with any other effect that increases your size. A belt of growth functions once per day.

Moderate transmutation; CL 10th; Craft Wondrous Item, *Enlarge Person*; 3,000 gp; weight -.

Clasp of Energy Protection (Magic Item Compendium)

Acid Protection

This hazy green crystal hisses faintly when exposed to the open air.

A crystal of energy protection protects gains a specific form of energy: acid, cold, electricity, fire, or sonic. **Least:** This augment crystal grants resistance 5 to the designated energy type. Once the crystal has prevented a total of 25 points of energy damage, it becomes inert until the following day.

Faint abjuration; CL 5th; Craft Magic Arms and Armor, *resist energy*; 500gp; weight -.

Crest of Valor (Complete Champion)

Designed to fit atop any helm, this crest is actually a small golden statuette of a griffon. Behind it trails a long, blood-red plume that could well be visible even across a field of battle.

While wearing a crest of valor, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points.

The crest of valor is part of a set known collectively as the raiment of valor, which also includes the periapt of valor and the tabard of valor. When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 bonus on saves against fear effects.

Moderate enchantment; CL 7th; Craft Wondrous Item, *prayer, remove fear*; 2,000gp; weight -.

Crystal Arrow Deflection (Magic Item Compendium)

This blue sapphire is cut into a large cabochon. It contains a small flint arrowhead in its center.

A crystal of arrow deflection protects you from ranged weapon attacks. **Least:** This augment crystal grants you a +2 bonus to AC against ranged attacks.

Faint divination; CL 5th; Craft Magic Arms and Armor, *shield*; 500 gp; weight-.

Crystal of Lifekeeping (Magic Item Compendium)

This bright crystal gleams and sparkles in the light.

Least: This augment crystal grants you a +1 competence bonus on saving throws against energy drain attacks, inflict spells, death spells, and death effects. **Lesser:** As the least crystal, except the bonus is +3

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *death ward*; 200gp least, 1,000gp lesser; weight -.

Gauntlets of War (Complete Champion)

These simple metal gauntlets are the type that normally comes with a suit of full plate armor, though they are abnormally well polished. Symbols of war are etched deeply across the back of each.

While you wear gauntlets of war, you gain a +1 bonus on melee weapon damage. If you worship any deity that grants access to the War domain, this bonus increases to +3 with that deity's favored weapon.

Moderate transmutation; CL 3rd; Craft wondrous Item, *bull's strength*, access to the War domain; 4,000gp; weight 4lbs.

Hammersphere (Magic Item Compendium)

This sphere is 4 inches in diameter, made of silver, and covered in small rubies. The hammer-and-anvil symbol of Moradin is etched onto its surface in four places.

Once per day, when held aloft and activated, this sphere conjures forth a giant hammer. This hammer functions as a spiritual weapon except that it deals 3d6 points of damage on a successful hit. You do not have to concentrate on the hammer or keep the sphere aloft while it attacks.

Moderate transmutation; CL 7th; Craft Wondrous Item, *greater magic weapon, spiritual weapon*; 1,500gp; weight ½ lb.

Icy Strand of the North (Magic Item Compendium)

Several jagged shards of ice are frozen onto this white cord. These ice crystals are still cold and show no evidence of melting.

You can detach and throw one of the ice crystals on this cord as a standard action. Each crystal can be thrown up to 80 feet. When it reaches the end of its trajectory, it explodes to create an *ice storm* or *sleet storm* (as the spells) centered on its endpoint.

Each of two opaque crystals creates a *sleet storm* effect, while each of four transparent crystals creates an *ice storm*.

Moderate Evocation; CL 7th; Craft Wondrous Item, *ice storm, sleet storm*; 2,500 gp; Weight 1 lb.

Ironward Diamond (Magic Item Compendium)

This dun and ecru diamond is incredibly durable.

An iron ward diamond lends its toughness to armor, helping it absorb blows in combat. **Least:** The least version of this augment crystal grants you damage reduction 1/-. This damage reduction stacks with

similar damage reduction granted by any other source. Once the clasp has prevented a total of 10 points of damage, it becomes inert until the following day.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *stoneskin*; 500gp; weight -.

Periapt of Valor (*Complete Champion*)

Hanging on a thin mithral chain is a tiny charm, on which is carved an odd combination of the holy symbols of Heironeous and Kord.

While wearing a periapt of valor, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points. The periapt of valor is part of a set known collectively as the raiment of valor. When you wear it along with a crest of valor and a tabard of valor, you gain additional abilities as given in the description of the crest of valor.

Moderate enchantment; CL 7th; Craft Wondrous Item, *good hope* or *prayer*, *lesser restoration*; 4,000gp; weight -

Tabard of Valor (*Complete Champion*)

Whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the mettle ability. If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully. If you already have mettle from a class feature or some other source, you instead gain improved mettle, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.

The tabard of valor is part of a set known collectively as the raiment of valor, which also includes the crest of valor and the periapt of valor. When you use a tabard with both of the other items, you gain additional abilities, as noted in the description of the crest of valor.

Moderate enchantment; CL 14th; Craft Wondrous Item, *good hope* or *prayer*; 16,000gp; weight 3lbs.

Third Eye Freedom (*Magic Item Compendium*)

This crystal flickers rapidly through a range of reddish hues.

You can activate a third eye freedom 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 7th; Craft Wondrous Item, *freedom of movement*; 2,600gp; weight-.

Thistledown Coat (*Races of the Wild*)

Any armor that normally incorporates an underlying layer of quilted fabric (including chain shirts, as well as any medium or heavy armor normally made of metal) can substitute a thistledown suit for the normal layer of fabric. This alteration increases the armor's armor check penalty by 1 (because of the added bulk) but reduces its arcane spell failure chance by 5% (because the quilted thistledown makes the armor less restrictive for somatic gestures).

Non-Magical; DC 15 Craft (Tailoring); 250 gp; weight -.

Twilight Armor Property (*Magic Item Compendium*)

This armor possesses a faint, sunset-colored sheen.

Armor that has this property is favored by elves and other characters who mix arcane magic and melee combat. A suit of twilight armor looks translucent and semi-incorporeal when donned, reducing the chance of arcane spell failure by 10%.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; cost: varies; weight -.

PLAYER HANDOUT #1 – LETTER FROM A STRANGER

Friend,

Something is rotten in Orlane. A local priest was recently killed in the street but the murder investigation is being closed prematurely. For reasons that may become apparent later not all the evidenced found at the scene of his death has been disclosed by those who ‘found’ the body. I cannot tell you more as you would not believe me. But you will believe what you uncover on your own.

This situation is not tolerable. I represent a man who wants to see justice done. Even if you refuse this job, we will pay you the sum of 50 gold to cover your travel expenses. I do not think you are the kind of person to refuse, so I look forward to meeting you.

Travel to Orlane. Once there, go to the Stonebeard public house. Get a table in the pub and place this envelope in plain sight. Other like-minded individuals I am gathering should join you, and I will contact you as well. Feel free to begin your investigation; there will be no need to wait for me, but I assure you the wait will not be long.

–Taykos Zyne

PLAYER HANDOUT #2 – SEALED DOCUMENT

I am writing this record as I think it is very unlikely I will survive the month, if my suspicions are correct. If I turn up dead or go missing, then please carefully consider what you read.

When I transferred to this temple, I did so to get away from corruption I thought I saw growing in Hookhill. The situation here is worse. I suspect that there are Hextorites hidden among us. If you are a brother, then I know you are thinking this is impossible. My first instinct told me the same, but I have seen and heard things that make me suspect. I have told no one, nor can I tell anyone as I do not know who here is truly faithful and who is accursed.

I have watched several people, and I think I have a better idea who is involved. I will not put their names here as it would be wrong to accuse them without proof. Instead, I intend to find their hidden place of worship. I have seen some of those I suspect with a strange yellowish mud on their boots from time to time. After searching Orlane, I have found a place along the river with yellowish, muddy clay. I think their shrine must be somewhere near that spot.

If I die or go missing, follow my trail. Find them and root them out. Evil among us must not be tolerated. If you do this, May the Invincible give you the strength to strike down evil, may he give you the stamina to withstand the assault, and may he give you the courage to act. I pray you succeed if I have failed.

Hillas Aurmark

PLAYER HANDOUT #3 – PROPHECY IN TEMPLE BLACK

~~When the Cup overflows with the Invincible's Pride,~~
~~When the valorous knight's house is infested with pests,~~
~~When effortless evil is law in Hookhill,~~
The Hellscepter will make itself known.

Pity the people where its master does dwell
For his thought is spoken as action,
His disfavor is death, if one's lucky.
Many will rise to defeat him,
But a little sword will lay him low.

The time is finally upon us, but
the sword must be found and
destroyed before it is brought to
bear. See to it.

PLAYER HANDOUT #4 – A LETTER FROM A NEW ENEMY

Several days after the incidents in Orlane have been resolved, you receive this letter.

Interloper,

The struggle for Gran March is still underway, and it will end in my victory. I have taken note of your interference and have decided that I will not punish your transgressions at this time. This does not mean I do not desire your horrible death; on the contrary, I would gladly watch you writhe in pain as I listened to your screams.

This is a fate you can avoid. I warn you not to interfere with me or my plans again, as I will not be so forgiving in the future. Be grateful for my generosity. When Gran March is mine, I may allow you to serve me, for nothing is as glorious to the Herald of Hell as the sight of an enemy brought to a lowly state.

I will be coming again to Gran March, and when I do, I will extend to you the opportunity to serve me. Accept it and live. Refuse and my minions will enjoy the myriad tortures they will inflict upon you.

-T

PLAYER HANDOUT #5 – A LETTER FROM AN OLD ENEMY

Several days after the incidents in Orlane have been resolved, you receive this letter.

Reckless Fool,

You have interfered with my plans for the last time. I will be sending someone to deal with you.

The struggle for Gran March is still underway, and it will end in my victory. Your transgressions against me have been myriad and my scant mercy has run out. Retribution is coming. I look forward to the day when I can sit at ease and watch you writhe in pain while I listen to your tortured screams. Such sweet music will serenade me as I lead the forces of Hell to their rightful place as rulers of Gran March. The struggle for Gran March is still underway, and it will end in my victory.

I look forward to our meeting. At that time, I will praise the Herald of Hell with the gift of an enemy brought to a lowly state. I will use your blood to violate the holy places of the most Vincible Fool.

I will be coming again to Gran March, and when I do, I will slay you. Many will be given the opportunity to serve me. This is not the case for you; I have been too forgiving. My minions will enjoy the myriad tortures they will inflict upon your body and soul.

-T

CRITICAL EVENT SUMMARY: GRM8-02 PEST CONTROL

For use only at Econocon 2008 or before APRIL 14.

1. Was Tyrant Teliz defeated? Yes No

2. Did the PCs discover Nolar Thotec's secret identity?

Yes No

3. If the PCs discovered Nolar's identity, who did they report it to? Please list the people/meta-orgs below.

4. Did the PCs enlist the aid of any Pholtans to get into the temple?

Yes No

5. Did any devils or Hextorites escape the temple? (In the event of a defeat in Temple Black, assume that all the surviving enemies did escape.)

Yes No

If so, how many?

6. Did the PCs discuss any important issues while in the Heironean temple? Such issues include but are not limited to the search for the Grandiose Imperial Wyvern, the possible election for Commandant, the actions of the Garden of Men Brotherhood, Corporation, etc. Please list what issues they talked about below.

Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):