

SHE6-06

Steeped in Atrocity

A Two-Round D&D LIVING GREYHAWK[®] Sheldomar Valley Metaregional Adventure

Version 1.1

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“...most certainly feel a palpable sense of accomplishment as another year of success and growth is recorded. Our able magistar has routed the forces of a mixed elven and dwarven force, and most have already passed through the slave docket, filling our coffers to bursting. To all intents, our rule in this backwater region is unopposed. The Hartur prophesy of great clan power comes swiftly now to fruition, as none can resist our new-found might! Indeed, just last week a...,” excerpted from a water damaged scroll scribed by one Vandac Hartur, Historian, recovered from the Jewel river delta in CY 527. A two-round Sheldomar Valley metaregional woodlands adventure for APLs 10-14, and Part 4 of the *Secrets of the Suss* series. Racially diverse parties are recommended.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at 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, 2007.

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.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
7	7	9	10	11	

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

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

Time Units and Upkeep

This is a standard two-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley 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

Legend tells of a magnificent Suel city deep in the Suss Forest, lost for centuries and warded from prying eyes by a brotherhood of reclusive rangers. For several years now, spies and freed prisoners have reported that Turrosh Mak's Pomarj forces are determinedly exploring the Suss in hopes of locating the city and plundering it.

A little over a year ago, a lost academy of magic was unearthed in the Suss Forest. Some adventurers explored it thoroughly and found both puzzles and some powerful items. The academy was, alas, severely damaged by the very guardians who protected it, and it is now of little use except as an archeological site.

While exploring the academy, a few unlucky adventurers were imprisoned briefly with an insane ghoul who babbled about his city of Etraika. When the ghoul was slain, PCs stripped him of an unusual medallion he wore about his neck. Forged of an unfamiliar alloy, the medallion has resisted the machinations of metallurgists who examined it in hopes of ferreting out its properties. A few months ago, the medallion began to display a previously unseen property. In the hands of a pureblood Suel human, it is pleasantly warm and emits a very low hum. In the hands of others, it is caustic, causing 1 hp of acid damage per minute on exposed skin and discoloring the clothing, leather, or metal it lies in contact with for more than an hour. Any PC possessing this medallion at the start of this event will also have a vision/dream, per the appropriate Player Handout for medallion holders.

Rampaging humanoids have plagued the borders of Celene for decades, first from the Lortmils and now from the Pomarj. Since the elves withdrew to the north banks of the Jewel River, an uneasy truce has reigned.

A few months ago, elves began to vanish from their fields and steadings around the Twilight Woods (their term for the Suss north of the Jewel). Elven patrols sent to investigate vanished as well. Eventually Lady Amerayne, handmaiden of Queen Yolande, summoned a group of adventurers to unravel this mystery. The adventurers followed a trail made by villagers enslaved by orcs. In the course of a major battle, the PCs learned that the orcs were systemically preying on the elves, using artifact-level magic in the form of *rods of mastery*. Amerayne thanked the

adventurers and dismissed them while the Fey Court studied this issue and rendered a decision.

The Fey Court has met and is shaken over the rebirth of this threat, which menaced their entire nation a millennium in the past. Further, they realize that a pure elven group is unlikely to succeed against *rod of mastery: elf* wielders. Reluctantly, they ask for aid again.

Environment: The weather is sultry subtropical summer, 88 degrees and very humid, with scattered rain clouds coming in from the east. The Suss Forest is dank and dark, with wet leaves and deadfalls littering the ground. Any fires set in combat spread to double the radius of the initial blaze before burning out. There is no moon (zero moonlight) on the first day of this adventure.

Adventure Summary

Introduction: PCs are contacted and mustered via four different Player Handouts (for brevity). One is for holders of the small sphere awarded with the Favor of Amerayne in SHE6-02 *Brooding Boughs*, one for holders of the Medallion of Etraika, one for PCs from the Sheldomar Valley, and one for all others. The handouts take the PCs from their personal starting point all the way to Enstad in Celene for the mission briefing.

Encounter 1: PCs meet with Amerayne, a female elven handmaiden from Queen Yolande's court. She presents the results of the elves' research and findings regarding the Pomarj threat and asks the PCs to conduct further research and then seek to counter the threat. PCs can either research the lost city of Etraika (go to Encounter 2) or immediately jump off to search for Etraika (go to Encounter 4). Amerayne loans them some elven gear to facilitate their foray into the Suss.

Encounter 2: Research on the lost city of Etraika is conducted with several groups in order to pinpoint the area to search for the ruins. PCs have a role-play encounter with a rival group of explorers.

Encounter 3: PCs meet again with Amerayne and recount their research results, and the PCs set out to find the ruins.

Encounter 4: PCs search for the ruins. Those with solid research will have a jump on those performing a brute-force search, but either can yield results. There are some descriptive-only encounters with various mutated creatures.

Encounter 5: The PCs will either be on a fast-track to the ruins or brute-force searching for them. They will encounter a party of forest giants and a druid who are allied with the Pomarj.

Encounter 6: The PCs meet a party of aranea traveling in altered form, along with their druidical leader's animal companion, an advanced dire crocodile.

The reaction of the aranea depends on the relationship formed with aranea by PCs during play of SHE6-02 *Brooding Boughs*.

Encounter 7: The PCs locate the ruins of Etraika's library, where a Pomarj party of slaves and handlers is looting. The PCs can ask questions to learn that there is a newly excavated site a couple miles away. There are A and B versions of this and some later encounters depending on where the PCs are on the adventure time-line.

Encounter 8: The PCs must determine how to handle the freed slaves and the books recovered from the library effectively. There is time pressure as events continue to transpire at the Academy site (Encounter 10).

Encounter 9: The PCs move to the second excavation, which is the ruins of Etraika's Arcane Academy, either brute-force searching or following information from questioned slaves and guards. They may note signs of combat between the orcs and forest denizens.

Encounter 10: The PCs arrive at the second site (Academy of Magic). This encounter varies widely depending on how fast the PC party arrives on the scene, as the Pomarj forces are in the process of waging a great evil that they have discovered within. The PCs are likely to encounter an enslaved human mage from Greyhawk here.

Encounter 11: The PCs most likely engage in a combat with Callenwold, a former Vecna lieutenant turned deathless. His undead forces vary based on the timing of the PCs' arrival.

Encounter 12: PCs can now explore the newly opened ruins of the Academy. This is a short delve with one combat encounter with former Suel guardsmen turned into Drowned Ones.

Encounter 13: Orc reinforcements arrive at the Academy site and attempt to capture or drive off the PCs. The orc leader (Elbron) has a *rod of mastery* in his possession.

Encounter 14: PCs may notice a developing orcwort infestation in the direction of the County of Ulek. PCs can stamp out this infestation and gain the appreciation of the County's woodsmen, but it costs another TU to do so.

Conclusion: The return trip back to Enstad is uneventful, unless PCs successfully bypassed Encounter 5, which is still out there looking for them.

The PCs are debriefed. Amerayne demonstrates differing levels of gratitude depending on their actions. If the PCs have the ring *Torment* or one of the *rods of mastery*, she makes every effort to retrieve it from the PCs.

Travel time/Movement: Movement times and rates are summarized for DM use in DM Aid 1.

Introduction

DM Note 1: It is important that you review the ARs that PCs earned for the previous adventure, SHE6-02 *Brooding Boughs* to derive a Reaction Score for a likely occurrence in Encounter 6. The calculation is an average of the reaction scores attained in *Brooding Boughs*, where Hostile=0, Unfriendly=1, Indifferent=2, Friendly=3 and Helpful=4. PCs and cohorts that did not play SHE6-02 *Brooding Boughs* get the default of Indifferent=2. Add the scores, divide by the number of PCs/cohorts (round up at .5) and this will be the Reaction Score used in Encounter 6.

DM Note 2: A few things in the adventure hinge on whether the user is a pureblood Suel or not. Ask if there are any pureblood Suel player characters at the table before beginning play. A simple affirmation by the player is sufficient; it is not necessary for a player to document the PC's "pureblooded-ness".

The PCs are drawn to the fair land of Celene based on various factors. The DM should assess the appropriate beginning and then give out Player Handouts (PH) #1-4 as needed to begin play. PCs who possess both the Medallion and sphere from PH-1 and PH-2 below should be given Player Handout 1, as the Medallion "overpowers" the sphere.

PH-1 PCs that have the Medallion of Etraika from SHE4-04 *Advanced Dweomercraft* are "located" and contacted by a teleporting elven mage and teleported to Courwood. Due to the rapidity of locating and transporting these PCs, out of region PCs who individually possess this item are charged one less TU for this event. (I.e. 3 TUs instead of 4.)

PH-2 PCs that have the small opalescent sphere carved into a likeness of the moon Celene, given with the Favor of Amerayne in SHE6-02 *Brooding Boughs* are contacted by elven mages and offered a teleport to Enstad. Due to the rapidity of locating and transporting these PCs, out of region PCs who individually possess this item are charged one less TU for this event. (i.e. 1 or 3 TUs instead of 2 or 4.)

PH-3 Sheldomar Valley PCs are sought out in Courwood and asked to aid the elves of Celene by journeying to Enstad for a briefing and then venturing into the deep Suss Forest.

PH-4 PCs that do not fit the requisites above are contacted in the City of Greyhawk and asked to search for a missing mage/scholar.

In all cases, the PCs are contacted by a Knight or Knight-squire of Luna, acting at the behest of members

of the Fey Court of Celene. The PCs are asked to accompany the Knight to Enstad, the capital of Celene. The Knights thus encountered seem troubled by the need for outsiders. With a successful DC 30 Diplomacy check or DC 20 Sense Motive check, a keen diplomat may sense that they have been humbled and saddened of late. [This is due to elf losses and the perceived failure of the Knights of Luna to protect their people.]

DM note: With most of the introduction done via player handouts, the author feels it appropriate to allow a player to swap out his or her PC at this point if one that is more appropriate for the adventure is desired.

Encounter 1: THE BRIEFING

You crest a small rise, where you behold gossamer spires rising from the forest floor. It is difficult to imagine a more beautiful place on Oerth than Enstad, capital of the elven nation of Celene. As an adventurer you have often borne witness to much that is ugly, so the delights of sound, sight, and scent here are welcome indeed. The sweet and nutty smell of elf bread, the delicate lutes and pipes of the Royal Bards, the architecture of the buildings that perfectly complements the city's landscape... the capital is a marvelous place.

The spires seem to be crystal, but are colored in rich earth hues of brown and green, gleaming in the noonday sun. Elves move about the structures, some maintaining their work, but most come to their doors and windows to watch your group pass by.

If any PC received the Player Handout #1, here is where they enter. Read the following:

With a sudden popping sound, some figures appear before you. Another Knight of Luna and an elven mage, the obvious source of the sudden transportation, are accompanied by (give descriptions of the teleported PCs). *They are greeted by your guides and asked to join your group.*

Either skip to here if there are no PCs with the medallion or moon-orb or continue here after the above is read.

Any non-residents of Celene are regarded with open disdain, regardless of race. With a successful DC 15 Listen check, you hear elves talking (in Elven) to their neighbors in the following vein: "Just look at them, barbarians to a man." "Are they all so ugly?" "If that's what roams the outlands, I'll never leave Celene."

When this happens, Knight-squire Narwain rounds on the citizens and declares, "Some of these good folk wear the Favor of Amerayne for service in our cause, and the others have come to our aid as well! Still your clucking tongues and

mind your decorum in the company of honored guests!" He glares around and the offending elves withdraw quickly indoors, pointedly closing doors and shutters.

Knight-squire Narwain leads you past the elegant Queen's Gardens to a spire with no visible exits. He places his right palm against the cool stone, and a doorway materializes and opens. Inside, a pair of dueling blademasters comes to a rest and bows in your direction. Narwain leads you up around a spiral stair, passing several sunrooms of warmth and beauty on the way up. At the top is a large circular room that encompasses the entire top of the spire. Warm light suffuses the chairs and table set here. A stately and elegant grey elf woman meets your gaze as you enter and waves you to seats set in an arc about her place. Her hair is long, with lilies braided within her delicate auburn tresses. Narwain stands just inside the door, listening attentively.

The handmaiden, Amerayne, worked with some adventurers in the adventure, COR5-12 Return to the Slave Pits of the Undercity and in SHE6-02 Brooding Boughs. The Knight of Luna Laith Filiadir appeared in SHE4-03 Breaking Point. Modify the following if any PCs have played that adventure:

"Gentles," she begins, "forgive me for disturbing your reverie and enjoyment of our city, but I have petitioned you in the hopes that you heroes might be willing to help me in a matter of great import." She gestures, and the cups on the table fill with wine, the platters with breads and cheeses. "My name is Amerayne, handmaiden of Queen Yolande, and what is perhaps more important this day, wife of Laith Filiadir of the Knights of Luna. If you would hear my words, I would ask that you agree to keep them in confidence, as loosing them will stir issues best left to slumber."

"Weeks ago our border with the Suss Forest was beset by tragedy. To our alarm, first one, then several entire villages were emptied of the fair elves that peopled them. After the first village of Hilorrin was struck, a Knight of Luna with his retinue went in search of answers, and they too were taken, albeit with a single survivor. Even as we sought answers, three more villages were overcome.

"The Queen did at last relent and sanction my recruitment of outlanders to investigate, and they learned much. It seems that our ancient enemy, the orc-bands of the Pomarj, has reclaimed mighty artifacts from an evil nexus once housed in the Suss. Worse still, the power of the artifact waxes against elves, targeting their minds before all others."

"Thus I have summoned those heroes known to me and sought out others as well to bear arms for my nation, as we elves are least able to combat the evil that wracks us."

"Our historians believe that the artifact has been unearthed from the lost Suel city known as Etraika in its day. Even with the little they know of Etraika, the pall of evil clings to it. It was an edifice built on the suffering of slaves, with every stone steeped in the atrocities meted out therein. If Etraika has been found by the Pomarj, our only hope is to locate it and capture or destroy its contents before they can glean its dark treasures and loose them on the fair lands."

She pauses in hopes that the PCs will speak up and ask questions or offer assistance. If they do not, she asks them directly for aid.

She focuses her penetrating gaze on you and looks deep into your eyes. "I ask that you help me locate this foul Etraika and prevent the orcs from plundering it."

She is reserved regarding non-elves but understands the need for cooperation. Amerayne also has a ring that *detects evil*, and she questions anyone who detects as such closely. If the PCs answers are evasive or insulting, she has that PC escorted to the border and barred from the mission. If questioned, she has the following information, although she has little idea what may be relevant:

- Numerous individuals and small parties of elves have vanished in the Twilight Wood (the Suss north of the Jewel River), as have the residents of three small villages. A total of 213 elves are missing at this point. A handful of elven corpses have been found in each village, slain in combat. They tend to be of devotions known for their force of will.
- Search parties have vanished with but a single survivor to date, the druid Elia. The exception to this is the party of adventurers that brought back some information. They learned that the orcs were employing an artifact to enslave elves.
- The village raids have been roughly a fortnight apart, with the last occurring three days ago. The villages struck were Hilorrin, Mithe, and Aerov.
- If PCs are unsympathetic to the plea for help from Celene, she notes that any threat to Celene is a direct threat to all of the Ulek states and that Celene is currently holding the humanoid back from re-occupying the Lortmil Mountains, which would bode ill for many nations.

- *Sendings* to those lost have generated no responses (they are mind controlled and unable to answer). A *screaming* was done, which showed the elf marching along through dark woods with other elves nearby. If PCs *scream*, they see a couple of sunburned elves in loincloths digging a trench in an unremarkable landscape. PCs who attempt to *teleport* there find that it does not work.
- Amerayne has reported the intelligence gleaned from the adventurers in SHE6-02 *Brooding Boughs* to the Fey Court and the Knights of Luna. The sages agree that the artifact used to enslave the elves is likely a type of rod used a millennium ago by mages of the now-lost city of Etraika.
- Queen Yolande has expressed mild interest and has allowed the Knights of Luna to locate and secure the ruins of Etraika as they see fit. The Knights have reluctantly asked Amerayne to once again contact outlanders to aid in finding the lost city because they recognize their vulnerability to the “enslaving rods”.
- As reward, Amerayne offers the gratitude of her nation and the Knights of Luna. She states that the artisans of Enstad can make many items of beauty and usefulness.
- Amerayne supplies Player Handout 5: Overview Map to any PC asking for a map.
- Amerayne supplies each PC who desires one with a *cloak of elvenkind* and a set of *boots of elvenkind* to use for the duration of this mission.
- Amerayne suggests several possible courses of action to locate the city of Etraika.
 1. Research possible sites from centers of learning and exploration around the Sheldomar Valley or the Flanaess as a whole.
 2. Stake out a likely elven village (Trisomme) and attempt to track attackers to their lair.
 3. Simply begin a search of the Suss Forest, alert for the activity of orc bands. She states, and Narwain seconds, that this is a mammoth undertaking, given the square miles of forest.

DM note: Regarding spells such as *commune* and *divination*: note that the elves that have been taken in earlier raids have already moved “off the board” over to the slaver’s base at Nol-Daer, which is a vast Pomarj encampment. The elves are currently thralls incapable of responding to *sendings* and the like. They have been stripped of their possessions, which have been widely

distributed amongst the orcs. A *find the path* cast on previously taken elves leads to Nol-Daer.

All APLs

☞ **Amerayne (Handmaiden of Celene), female grey elf Ari3:** hp 16; see Appendix 1: NPC Stats on page 36.

Development: **If PCs want to research, proceed to Encounter 2A. If they are staking out an elf village, proceed to Encounter 2B. If they are beginning to search the Suss Forest, proceed to Encounter 4.**

Encounter 2A: MAKING THE ROUNDS

The PCs who choose to research impress Amerayne with their thoroughness. She waits for them to conclude their debate and then says: **“Outlanders, you show wisdom in seeking all that is known before setting out, yet time presses, and the repositories of lore are spread wide. Please take this in aid of your research. It is an eternal wand of teleportation, usable twice per day (see DM Aid #2: New Items). Return with it when your research is concluded, so that I may return it to our haven, and share in your findings before you set forth in earnest to Etraika.”**

DM Note: Amerayne does not offer to reimburse PCs for research costs, and these cannot be paid from over-the-cap gold. PC spending is out of their pockets.

PCs have a diverse field of areas in which to conduct research. The findings are set forth in **DM Aid 4-Research Matrix** on page 145. PCs can discuss various options and then travel to specific locales to learn what they may. The results vary by the “appropriateness” of the group contacted or lore perused. In general, less appropriate groups will point PCs to more appropriate groups, who will have more information which is also increasingly factual as the “best” sources are explored. PCs who are members of organizations or who have influence with them will achieve better results.

If the PCs visit the Seekers or the Silent Ones, and they continue to research other areas, then they meet the group below, coming out of a place where they are going in (for example: coming out of the Silent Ones tower or the Library of Greyhawk).

Three humans and a half-orc decked out in adventuring gear exit the building as you approach the door. They are conversing amongst themselves and looking at a map. Spot DC 10 reveals that it’s approximately the same map of the Suss as Player Handout 6: Celene’s Map of the Suss Forest. Listen DC 10 reveals they are embarking on a mission to the Suss Forest. **One of them, a nattily attired**

man with a lute strapped on his back, looks up and comes to a stop. He twirls one side of a waxed moustache and says, "Well, who have we here? You match a description I've heard lately. Could be we're meant for each other! Off you go then, and may the best team prevail." They turn and resume their walk away, with the half-orc giving one last feral grimace at you over his shoulder.

These four comprise a rival group hired by the Seekers, Silent Ones, or another organization to find the Lost City of the Suel. They may banter a bit more and be insulting, but they will not enter combat except to save their lives, relying on the city watch to protect them. PCs who pick a fight in town should have trouble with the authorities.

DM Note 1: Keep track of days spent in research, as later developments and TU costs vary based on time spent.

DM Note 2: The research portion can be entertaining, but spend no more than 45-50 minutes on this portion of the event if in a timed setting.

All APLs (EL 16)

☞ **Sinder, male human Brd15:** hp 70; AL CN; see *Dungeon Master's Guide* p. 113.

☞ **Zyali, female elf Wiz10:** hp 29; AL CN; see *Dungeon Master's Guide* p. 125.

☞ **Wroke, male half-orc Brb10:** hp 90; AL CN; see *Dungeon Master's Guide* p. 115.

☞ **Perri, male human Clr10 (of Fharlanghn):** hp 68; AL CN; see *Dungeon Master's Guide* p. 115.

Development: When the PCs complete their research, proceed to Encounter 3.

Encounter 2B: A WATCHED POT

After careful study of the attacks along the Suss borders, it seems clear that there is simply no sure-fire way to predict the next strike. Amerayne ruminates on this and then says, "Waiting for another strike pains me, as it likely means more losses. I view dimly the use of elf citizens as bait, but I see the necessity if we are to unmask the abductors. Perhaps you should venture to Trisomme, and await word of an attack from our scouts and patrols?"

Unfortunately, Amerayne is correct. If the "wait for an attack" plan is implemented, it works, albeit at some cost.

For five days you have waited, honing your blades and preparing spells for a summons that does not come. On the sixth day, Knight-squire

Narwain disturbs your meditations announcing, "I have a sending from a patrol near Quilite stating that the syrup grove is abandoned. Would you like me to teleport you to Quilite?"

Quilite is 45 miles away if the PCs wish to use other transportation. If they accept Narwain's help, he uses the *eternal wand of teleport* to carry six PCs to Quilite. If the PCs have mounts or animal companions, they must make other arrangements to move them to Quilite.

The deserted hamlet of Quilite is visible across a large meadow. Three elves from the patrol that summoned you here watch you as you move into the trees and enter the syrup grove. The sonorous hum of insects overlays your footsteps through the brush. A few minutes of searching confirms that the area is abandoned. No signs of violence mar the scene, but there is an area where many baskets, gloves, tools, and other small items litter the ground. Near that place a wide swath of well-trodden vegetation provides a clear trail, bearing southeast.

The elves were ordered to report attacks but not to pursue. They are angry and frustrated with the situation but wish the PCs well in their pursuit. They have no additional information aside from approximately two dozen citizens who are missing.

The trail is not concealed, and the ground is soft from the summer rains. Tracking the party is initially Survival (DC 10) (soft ground, 30 persons, 5 days old, 5 hours of rain) during the day and (DC 16) (moonless) at night.

The trail leads up to the Jewel River and resumes on the other side. The river is about 150 feet wide here, 30 feet deep in the center, with a moderate current (30 feet per round, Swim (DC 12) to cross). Refer to the PHB pages 84 and 164 and the DMG pages 92 and 304 for drowning and waterborne movement rules.

When the Jewel is crossed, the undergrowth firms up the ground, raising the difficulty to Survival (DC 15) (firm ground, 30 persons, 5 days old, 5 hours of rain) during the day and (DC 21) (moonless) at night.

Development: The trail ends at the Jewel River, as the orc slavers use a boat to travel south to the mouth of Black Creek before marching to the Library site. If the PCs cross the Jewel River heading southeast, go to Encounter 4. If the PCs can magically home in on the slavers (*find the path*, etc.) they arrive at the Library site Encounter 7A or 7B, per the adventure time line in *DM Aid 3-Time Line* on page 144 (note that the PCs began on Day 6 due to waiting for an orc attack).

Encounter 3: REPORTING IN

With your research completed, as far as you wanted to take it, you teleport back to Enstad to relay your findings to Amerayne.

When you conclude, she steeples her fingers and says, "The picture is not complete, but far better than traversing endless miles in the Deep Woods (she shudders visibly). I am wondering if one of you will agree to bond with me, to a small degree. In this way you could relay your discoveries to me, and I could offer advice from our elders, and perhaps some more tangible assistance. All that is required is that I know one of you well enough to make 'sendings' to you, which you can make immediate reply to. The procedure is painless, and you will answer the 'sendings' verbally. I will not be privy to your thoughts in any way."

Amerayne first turns to each elf in the party, and her face shows disappointment if each does not agree. She then turns to each non-elf PC in turn. If one or more PCs agree, read the following:

Amerayne steps forward and reaches out to you, clasping your hands in hers. She takes a deep breath and looks deeply into your eyes. Her hands are soft and quite warm, but her eyes attract your attention. They are deep pools filled with the wisdom, joy, and anguish of the elder race. After a few moments, Amerayne exhales and releases her grip. She says quietly, "It is done. Look for my 'sendings' each eve at sunset. You can answer me, but you must be quick, and succinct."

Whether any of the PCs agree to use the *sendings* or not, Amerayne gives the PCs a map for their use (Player Handout 6: Celene's Map of the Suss Forest) and has the group and its animals (up to Large size) and belongings teleported to Hilorrin or Quilite (their choice) to begin their exploration of the Suss. She provides any standard items like torches, rope, rations, etc. without question.

Encounter 4: INTO THE BUSH

DM Note: The slavers from Encounter 2B leave no trail from their arrival at the Jewel River, since they have been traveling aboard a boat along the river. They begin here per the box text below with no trail to follow.

The weight of the dense canopy presses in on you, blocking the light of the sun, but not the warmth. The sultry heat quickly makes travel in any type of heavy clothes or armor uncomfortable, and ravenous insects swarm at any exposed skin.

As you travel, you see several creatures:

Spot DC 10: monkeys cavorting in the trees.

DC 15: dire ape troop watching you closely from a distance.

DC 20: dire hawk passing overhead, glimpsed through a break in the canopy.

DC 25: large black panther slipping away to the right side of your path.

Craning your necks upwards reveals a thriving ecosystem in the canopy, with large spiders and other climbers hunting the birds and beasts clambering around the boughs near the sunlight.

PCs who take any reasonable measures against insects like using netting or repellent, smearing on mud, etc. suffer no ill effect. Others will suffer a -2 circumstance penalty to Concentration checks for the duration of the event, except when underground.

This encounter is basically a long, exhausting push through dense woods and underbrush. Use the Appendix 6: DM's Adventure Map and the mechanics below to determine where they are searching, the time spent, and what they find.

For combat purposes, the forest is "difficult terrain" for creatures. Ground-based movement is at $\frac{1}{2}$ speed along a trail, or $\frac{1}{4}$ speed through the underbrush. Creatures cannot run or charge, nor can they take a 5 foot step (per PHB pages 148 and 163). See the appropriate Encounter Map and the DMG p. 87 for more specific forest terrain rules.

For overland travel purposes, refer to the movement and fatigue standards from DM Aid #1 to determine the PCs' progress and fatigue level. Basically, it takes 15 miles of travel to simply traverse a hex, as when the PCs are moving to or from the areas they wish to search. Searching takes twice the effort/time, so it costs 30 miles of movement if the PCs wish to adequately search a hex for the excavation sites.

The search time is halved (reduced to 15 miles per hex) if the PCs use some assets. If they use a flying familiar, a PC using *overland flight* (or equivalent), or finding spells with a radius of miles (*commune with nature*, etc.) or have a total of 15 or more combined ranks of Survival, then it costs 15 miles of travel to both traverse and search a hex.

Calculate the days spent in travel and in searching, and if over twelve, charge the PCs one extra TU for the adventure. Additional days spent searching have effects per below, but do not cost any additional TUs.

Searching hexes is difficult and dangerous work. PC's who 'hustle' or travel for more than 8 hours are subject to fatigue and exhaustion per DM Aid #1. In addition, any PC spending over 2 days east of the Jewel must make a Fort save (DC 18) each day or contract

Suss Fever from the numerous leeches, mosquitoes, and biting flies that plague the area. Suss Fever has an incubation time of 1 day and the infection causes 1d6 Dex and 1d3 Con (damage) each day (treat as a form of Filth Fever, DMG p. 29). A PC can make a Survival DC 15 check to gain a +2 bonus on his saves to avoid contracting the disease, and may grant the same bonus to one other character for every 1 point by which his Survival check result exceeds 15. Any PC who heals from the disease naturally has lifelong immunity to Suss Fever, but those magically healed are open to immediate re-infection.

DM Note 1: The terrain varies with the hex being searched. A cursory description based on the Overview Map is recommended. At the end of Day 4 of the search, run the following encounter with the mutated dire snake, one of many glimpsed in the forest.

DM Note 2: In a timed venue (like a convention) the snake below should be killed by PCs “off screen” and just described, for flavor. DMs at a venue without time pressures may choose to run it as a combat encounter.

All APLs (EL 7)

👉 **Mutant Male Dire Snake:** hp 136; see Appendix 2 – Combat Stat Blocks (All APLs) on page 38.

PCs can make a DC 10 Knowledge (nature) check to recognize that the snake is mutated. Knowledge (nature) DC 24 reveals what the mutations do. The dire snake has unusual lichen-like growths on it (no in-game effect) and an extra set of eyes. The extra eyes confer bonuses of +2 on Spot checks and +1 to melee attacks, but the snake suffers Light Sensitivity (Ex) per an orc.

The PCs encounter wild creatures of substance about every other day. Read the following, making alterations as needed.

*Another physically draining day passes under the dank canopy, broken only by the brief struggle with the (DMs insert one: **dire bear, dire wolverine, bulette**) which you easily defeated. Each of the creatures exhibited remarkable mutations, festooned with tentacles, extra limbs, chameleon-like coloration changes or plant-like growths. What deviant force has been at work here, you wonder, and what effect will it have on you?*

Development: The search continues until the PCs approach the hex where the ruins of the Etraikan Library are located (go to Encounter 5) or until Day 18 is reached, when Encounter 7: LATE comes looking for the PCs.

Encounter 5: BOWLED OVER

The trees thin a little as the ground softens. An earthy, fetid odor assails you, and the insect swarms redouble their assault on your flesh. (A DC 10 Survival check reveals that PCs are nearing a swampy area.)

The background chatter of animal life increases as the all-pervasive gloom of the forest lightens, and you hear new animal calls sounding ahead. The going gets more miserable as your feet sink a few inches into the muck with every step. Though the trees are fewer, vines and hanging moss obscure your vision and impede your progress. There are some small, island-like hummocks rising out of the mire, and these provide easier walking when they are ‘going your way’.

About fifty yards ahead of you, one of the islands shudders to life and crawls forward into one of the many pools scattered through this area. Though covered in slime and moss, it appears to be a massive reptilian form, but thankfully moving away.

A Spot check (DC 20) here can detect another dire crocodile watching the PCs from half-lidded eyes, about 45 feet away. This croc has recently eaten and utterly ignores PCs unless they approach within 15 feet of it, at which point it attacks. If struck by spells or ranged weapons for over 25 points of damage, it slithers into a nearby pool and submerges.

Note the PCs’ Spot check results above, and if any PC makes a DC 42 (+17 skill, +5 undergrowth, +5 distracted, 50 foot distance, taking 10.), then he also notes a forest giant rearing back to throw and is not surprised by their attack. See **Appendix 8: Encounter 5 Map** on page 92 for the positioning of the creatures and obstacles in the area.

APL 10 (EL 13)

👉 **Cankre, Male orc Drd8:** hp 59; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 5 on page 39.

👉 **Male Forest Giant Marshal1 (2):** hp 164; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 5 on page 39.

APL 12 (EL 15)

👉 **Cankre, Male orc Drd10:** hp 73; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 5 on page 53.

👉 **Male Forest Giant Sorci/Ftri/Master Thrower1:** hp 194; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 5 on page 53.

➤ **Male Forest Giant Marshal1** (2): hp 164; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 5 on page 53

APL 14 (EL 17)

➤ **Cankre, Male orc Drd13**: hp 94; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 5 on page 70.

➤ **Male Forest Giant Sor1/Ftr1/Master Thrower1** (2): hp 194; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 5 on page 70.

➤ **Male Forest Giant Marshal3** (2): hp 186; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 5 on page 70.

Tactics:

APL 10: The giants are patrolling this area to protect the ruins currently being looted by the Pomarj. When the PCs arrive, the giants are expecting trouble, due to the “continuous” *omen of peril* spell the druid maintains with his wand. The druid has pre-cast his mid-range duration spells, and the giants have their Marshal auras up. Note that the aura is specified in the stat blocks but is not calculated into the stat blocks. Use the standard Spot/Listen calculations to see if the NPCs have rounds to pre-cast short duration buffs. The NPCs have some interesting consumables that they can activate in this case.

The giants use sniping attacks as long as possible, throwing one boulder (using Brutal Throw) and using Woodland Archer to move and hide after each throw. The druid uses *summoned* creatures, mainly earth and air elementals (to avoid terrain restrictions) and attempts to stay hidden and out of short range of PC casters. If PCs close in, the giants can use Quickdraw and Rapid Shot to concentrate fire on threats, going to melee only as a last resort. The giants have a plant graft that can be useful in melee as well.

APL 12/14: As above, but the sorcerer giant first attempts to *haste* his side via scroll. The Master Thrower uses his boulders for Trip attacks, spreading them around the PCs for maximum usefulness. Other giants use consumables to enhance their attacks, sniping and then rapid-firing as above.

Development: When the giants are overcome, the PCs can continue searching this map hex, go to Encounter 6.

Encounter 6: WHAT GOES AROUND...

DM Note: This is the point where the PCs' interaction with the aranea in SHE6-02 *Brooding Boughs* will be very important. Review the PCs Reaction Score

from the Introduction and use it to modify the araneas' actions below.

The ground grows wetter still, with movement off the hummocks quite slow and difficult. The area is clearly home to several immense crocodiles, and the gods know what else. Through the sweltering air and the cloud of midges assailing your face you note a pair of nearly identical mounds of earth and stone, rising slightly above the highest trees ahead.

After another hour's slog through the swampy terrain, you are skirting the edge of the mounds. This is a mixed blessing, for while you are on higher ground, it is coated with slippery clay in parts requiring handhold on the brush and vines to maintain your balance and progress (DC 14 Balance check to move normally rather than at ½ movement; DC 10 +2 for lightly slippery +2 for sloped. PCs without 5 ranks in Balance are flat-footed per the PHB p.67).

As you descend back onto another long hillock, a commotion breaks out ahead of you, with water and mud thrown upward from some mighty thrashing.

(Spot check DC 15 reveals that a small party of elves stood up briefly, shading their eyes and focusing their gaze on the PCs. Moments later, a monstrously large crocodile burst from the swamp and swept them into its mouth with lightning speed.)

DM Note: Use the party's Reaction Score (per the first paragraph of the Introduction) to determine the Option below. If the Reaction Score is 3+, read Option A below; if 1-2, read B; and if 0, read C. If combat is joined, the aranea initially target individual PCs who had Hostile reactions from *Brooding Boughs*.

Option A (friendly reaction): *The big croc opens its jaws to reveal some elves standing inside. They wave at you and call out your names, beckoning you forward.*

The elves reveal themselves (verbally) as aranea and offer to assist the PCs. The aranea tell the PCs the location of the ruins from Encounter 7, tell them that orcs and slaves are present, and escort them there to keep crocs and other swamp dwellers away. They also watch over (faithfully) any animals, goods, bodies, etc. that the PCs want to leave with them while they make their approach to the ruins. The aranea are also helpful later in Encounter 8A.

Option B (neutral reaction): *The big croc eyes you for several moments, then steps to its right and begins to move swiftly into the swamp.*

If PCs allow the croc to leave, it watches them pass but does not return to hinder them. When the PCs are out of sight, the croc opens its jaws and allows the

aranaea to exit, having protected them well. If PCs attack the croc and prevent its escape, it turns and fights, releasing the aranea/elves for a surprise attack in that round. Once combat is joined, the aranea will listen to Diplomacy as per the PHB, p.72. They are initially Hostile, but if they are made Friendly or Helpful, they will assist as per Option A above. Otherwise, they continue in combat. There is a -10 penalty on the Diplomacy check if the PCs have done lethal damage to the aranea or their dire crocodile.

Option C (hostile reaction): *The mammoth crocodile grinds its jaws while the mud and marsh grass slide down off its scaly hide. It fixes you with a baleful eye and stands motionless.*

A Spot check (DC 30) or Knowledge (Nature) (DC 20) will note that the jaw-champing seems a bit odd. This will prevent surprise for the PC successfully making the check. After this moment, the croc opens his great maw, the aranea inside take a 5 ft. step out and cast spells, and the croc attacks with deadly intent. Note that Rootak and the aranea will avoid attacking individual PCs who had Friendly or Helpful relations with them in SHE6-02 *Brooding Boughs*. If those PCs engage them, Rootak and the aranea will attack anyone equally.

APL 10 (EL 12)

☛ **Rootak, Companion Familiar Advanced Giant Crocodile, Male Lizard:** Huge Magical Beast (augmented Animal); hp 143; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 6 on page 39.

☛ **Kress and Sestis, male aranea Sor3 (2):** hp 55, see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 6 on page 39.

APL 12 (EL 14)

☛ **Rootak, Companion Familiar Advanced Giant Crocodile, Male Lizard:** Huge Magical Beast (augmented Animal); hp 143; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 6 on page 54.

☛ **Kress and Sestis, male aranea Sor5 (2):** hp 69, see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 6 on page 54.

APL 14 (EL 16)

☛ **Rootak, Companion Familiar Advanced Giant Crocodile, Male Lizard:** Huge Magical Beast (augmented Animal); hp 143; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 6 on page 71.

☛ **Kress and Sestis, male aranea Sor7 (2):** hp 97, see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 6 on page 71.

Development: The PCs are close to both of the orc excavation sites, but the Library site is much more developed and is more likely to be discovered by PCs. To reflect this, once the PCs bypass or overcome the aranea party, roll a d100. On a roll of 01-90 proceed to Encounter 7 and 8, on a roll of 91-100, go to Encounter 10.

Encounter 7A: THE LIBRARY- ON TIME

DM Note: The following assumes the PCs arrive on or before Day 16. After Day 16, use Encounter 7-LATE instead.

Over the crest of yet another hummock and down the far side, you trudge along when you hear shouts from up ahead. The trees have thinned enough so that you can see figures moving around a dome-shaped rise 100 feet ahead. The ground has been cleared around the small rise, and the swampy vegetation thins before that point

PCs lose the 30% concealment for underbrush when within 100 feet of the camp, and will be on short grass/dirt when on the Library's hillock - no movement penalties. Movement within the shallow bogs and other hillocks is still 1/2, while the deep bogs are at 1/4. Maximum visibility in the swamp is 2d8 x 10 feet. There are large patches of quicksand near the hillock (DC 8 Survival to recognize, a full-round action to stay afloat - DC 10 Swim - or to move 5 feet - DC 15 Swim.) There is a large log lying nearby that the orcs have used to cross it.

A Spot check (DC 20 at 100 feet) identifies orcs with weapons standing watch, including one (Leder) who has some slaves chained to him for close supervision. There are ragged specimens of dwarves, elves, and humans carrying bundles among the orcs, being herded around by the perspiring guards.

When the PCs are detected by the orcs, read the following:

You hear some Orcish jeering from the group ahead, mingled with wild war whoops as they raise their weapons in challenge. One Orc, obviously in charge of the others, has four of the missing elven slaves tethered to his armor by chains. Other slaves representing many races of Oerth labor amongst the orc guards.

When the PCs close to within 50 feet or begin to target orcs with ranged weapons, three orcs (the Marshal and two barbarian toughs) put their blades to hostages' (slaves') throats (one each human, dwarf and elf, all females). The weakened slaves are unable to resist and thus can be coup-de-graced with the usual full-round action. The orcs demand that the PCs surrender or at least withdraw, leaving 1000 gp in

tribute from each PC. In return, the orcs will march away with the slaves unharmed, leaving the field to the PCs. If the PCs persist in their attack, the hostages will be slain and the orcs join the general melee. Note that the dwarf hostage is Dulah, the niece of a rich miner. If she survives, the PCs get the Acclamation of Worric on the AR.

The circular dotted area on the map (Appendix 10: Library Site on page 94 is the circumference of the “force bubble” that has shielded the Etraikan Arcane Library for centuries. When the orcs breached the layers of force making up the bubble, the “roof” was solid enough to stay in place, but it cannot bear much weight. It will buckle under the weight of a Large creature or if three Medium creatures ever occupy one 5 ft. square at the same time (grappling, corpses, moving through occupied spaces, etc.). In case this happens refer to the “Trap” entry below.

There are 31 slaves total here, including those that arrived only recently from Quilite. Ten try to seek shelter underground in the library area when fighting breaks out, while the others either cower or try to hide nearby in the swamp.

All APLs (EL 8)

➤ **COLLAPSING FLOOR/CEILING TRAP:** CR 8; mechanical trap; location trigger; no reset; 70 feet deep (7d6 fall) plus bludgeoning from falling limbs (7d6), DC 24 Reflex save negates); Search (DC 20) or Knowledge (dungeoneering) or (engineering) DC 24; Disable Device (DC 20). Cost: 0.

Notes: The Search check must be done within 10 feet of the perimeter (automatic for dwarves and their Stonecunning bonus applies). The Knowledge checks are automatic when within 10 feet of the perimeter. Targets that are flying take no damage; those with *feather fall* take just the bludgeoning damage from a failed save. The entire roof collapses if any portion does, with anyone on or under the earthen dome targeted.

APL 10 (EL 10)

➤ **Morti, Male Orc Sor7/Mindbender1:** hp 41; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 7A on page 41.

➤ **Gulbak, Male human Warmage7:** hp 44; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 7A on page 41.

➤ **Leder, Male half-orc Mar4:** hp 33; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 7A on page 41.

➤ **Orc Toughs, Male orc Brb1/Ftr3 (3):** hp 38; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 7A on page 41.

➤ **Orcs (6):** see *Monster Manual* p. 203, except substitute shortbows for their javelins. (Also add +1 AC and +3 to Dexterity checks, Dexterity-based skill checks and initiative rolls due to marshal Auras).

APL 12 (EL 12)

➤ **Morti, Male orc Sor7/Mindbender1/Fatespinner2:** hp 51; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 7A on page 55.

➤ **Gulbak, Male human Warmage9:** hp 56; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 7A on page 55.

➤ **Leder, Male half-orc Mar4/Bar1/ Outcast Champion1:** hp 48; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 7A on page 55.

➤ **Orc Toughs, Male orc Brb2/Ftr4 (3):** hp 55; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 7A on page 55.

➤ **Orcs (6):** See *Monster Manual* p. 203, except substitute shortbows for their javelins. (Also add +1 AC and +3 to Dexterity checks, Dexterity-based skill checks and initiative rolls due to marshal Auras).

APL 14 (EL 14)

➤ **Morti, Male orc Sor7/Mindbender1/Fatespinner4:** hp 61; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 7A on page 73.

➤ **Gulbak, Male human Warmage11:** hp 68; see Combat Appendix D.

➤ **Leder, Male half-orc Mar4/Bar1/ Outcast Champion3:** hp 64; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 7A on page 73.

➤ **Orc Toughs (3):** Male orc Brb2/Ftr4/Exotic Weapons Master 2: hp 71; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 7A on page 73.

➤ **Orcs (6):** See *Monster Manual* p. 203, except substitute shortbows for their javelins. (Also add +1 AC and +3 to dexterity checks, Dexterity-based skill checks and initiative rolls due to marshal Auras).

Morti, Gulbak, and Leder all know that there is a second excavation site a few miles to the Southwest. Other orcs know nothing except that the Pomarj forces operate out of Nol-Daer.

Tactics: Morti attempts to be invisible and uses his Mind Bender abilities to have one of the slaves ready an action to disrupt any charging PCs. Morti will not enter melee by choice and prefers to use spells to hinder the PCs effectiveness. He prefers to confuse as many party members as possible. Gulbak attempts to

be invisible as well if possible and targets the spell casters of the party if he can, in hopes to drop them with damage dealing spells.

Leder appears as the leader of this group, as he shouts orders to all involved and uses his auras to assist his minions. Hopefully, this will make him the prime target of the PCs as he has special armor that transfers damage to the 4 slaves chained to him. The four slaves have 10, 15, 20, and 25 hit points respectively. The toughs fight smart and try to engage the PCs with a buddy for flanking. They also command the other orcs to help them. Half of the Orcs grab a nearby slave and ready an action to kill them if the PCs take any offensive action. The slaves all have 10 hit points.

Development: If the PCs choose to deal with the slaves and tomes from the Library, go to Encounter 8A. If the PCs choose to follow leads to the second site based on information from orcs or slaves, go to Encounter 9. If PCs simply continue to search for additional sites, charge them their normal searching movement rate for this hex (1 or 2 days) and then let them discover Encounter 10A.

Encounter 7B: WANDERING AROUND-LATE

DM note: On day 17, Callenwold from Encounter 10 sent minions to slaughter the threatening force (the orc party) at the Library site. The Charnel Hound he used roams the Suss looking for more victims, coincidentally leaving an obvious trail PCs can use to get back on track if wandering aimlessly. Each day after Day 17, the Charnel Hound wanders one hex towards the PCs' location until it encounters them.

The cloying stench of putrefying corpses drifts to you on the breeze. Following the breeze, you look left and see the usual wall of vegetation. As your footfalls cease, you hear the sound of a messy eater that way, crunching bones and slurping at a meal that has your gorge rising. Ahead you see a fresh-crushed trail, leading to the sounds. A yellowish-green humanoid hand lies on that path.

The stench is from a charnel hound, which was used by Callenwold on Day 17 to slaughter those at the Library site. The PCs can attempt to avoid the Hound and just follow its back-trail if they wish, but in that case they get no experience or loot from this encounter.

Once the PCs sight the Hound, read the following:

The horrid beast lumbers closer, engulfing you in a fearsome stench of corruption and decay. The massive beast's dog-like form seems to be composed of putrefying remains of dozens of

different creatures, humanoid and animal alike. It bays once, then attacks.

The Hound fights without quarter. Once it is overcome, the PCs may examine it closely. Over a hundred corpses are incorporated into the Hound's form, though the 'freshest' ones on the exterior number perhaps two dozen and include several orcs and humans, a pair of dwarves, three elves (from Quilite), and a wide variety of forest creatures (badgers, deer, a bear, etc.). The orcs are armored and have some items that look valuable. The other humanoids wear tattered clothing and don't appear to have any items of value.

PCs can make Search checks (DC 20) on the orc corpses incorporated in the Hound to locate treasure on the dead. The bodies on the Hound are equipped with all the items carried by the orcs from Encounter 7A, with the exception that all their potions, scrolls, and weapons are lost. The items were either consumed in their (losing) battle with the Hound or dropped from their lifeless hands along its path, to be retrieved by various forest denizens.

APL 10 (EL 13)

➤ **Charnel Hound:** Huge Undead: hp 220; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 7B on page 42.

APL 12 (EL 15)

➤ **Charnel Hound:** Huge Undead: hp 333; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 7B on page 58.

APL 14 (EL 17)

➤ **Charnel Hound:** Gargantuan Undead: hp 379; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 7B on page 76.

Development: The PCs can easily follow the Hound's back-trail if they wish, which leads them through Encounters 5, 6, 8B: LATE and 10B: LATE, or they can continue their hex-by-hex search pattern.

Encounter 8A: BAGGAGE – ON TIME

DM Note: The following assumes the PCs arrive on or before Day 16. After Day 16, use Encounter 8 – LATE instead. If the adventurers allowed the orcs to leave with their slaves, they travel to the academy as quickly as the weakened slaves' condition allow (20 foot movement rate). If PCs do not manage to interrupt their journey, add the orc guards to the forces of Encounter 10.

The freed slaves caper about with euphoria when the last orc is overcome. They soon run out of energy and slump to the ground for a few

moments, some weeping with relief. As you look on, one sturdy-looking middle-aged human woman struggles clumsily back to her feet and slowly walks over to (select a PC who “looks like a good guy”). *Her skin is blotched, and her eyes are bright with fever. She says, “I thank whatever god has sent you this day, strangers. My companions and I are eager to be quit of this evil place, where our fellows were worked to death and thrown into the mires. I am sick and bone-weary, but I will follow you out of these trees if I have to pull myself along on my belly. Have you any food?” The others’ eyes light up at that, and they also slowly stand erect and totter forward, some drooling.*

There are 31 weakened slaves here (or fewer if some were slain in the battle), including about twenty recent arrivals from the elven village of Quilite. Though adequately fed, they are worked hard, and all either have active cases of Suss Fever or are recovering from that scourge. While extremely grateful for their rescue, they are fearful of the forest and vocally decry any attempts to leave them alone here or to send them back unescorted.

DM Note: If the PCs had a Helpful or Friendly reaction with the aranea in Encounter 6, the aranea volunteer to escort the freed slaves to the edge of the “elf lands” (Celene). If this occurs, all the slaves make it to safety in good order, escorted by aranea (in the guise of their humanoid alternate forms).

If questioned, Dulah (the female dwarf slave) and a couple others of the slaves know that there is a second excavation site somewhere nearby, having been detailed to dig a tunnel there 2-3 weeks ago. If specifically asked about it, they say:

“We left in the morning with the sun at our back. We followed alongside a creek for a long while before we crossed it - the orcs called it Gulliwog Creek. When we stopped for a rest, one orc used this big twisty tree as a target for his handaxe.” (Gulliwog Creek is an orc name that will have no meaning to PCs.)

The slaves also know of an enslaved sorcerer called “Ray” by the orcs, who was here for a time but was taken away a couple weeks ago. If PCs get this information they can make an attempt to track on the old trail made when orcs moved a captive to the newly-discovered Academy site. This is a Survival check (DC 30) by day or (DC 36) by night (soft ground, 12 persons, 14 days old, 10 hours of rain).

With the orcs defeated, the library can be searched. It is clear that it has been heavily looted, with most of the shelves emptied. The library contains some broken furniture (that was stylish 1000 years ago) and some dusty scraps of papers and book covers scattered on the floor. A DC 25 Search check (DC 40 if the roof has caved in) in room “R” turns up a bound set of drawings (labeled in Ancient Suel) titled “Foundations”

which appears to contain floor plans of original Etraikan structures. If perused, the drawing marked “Hall of Knowledge” matches the structure of the building they are in exactly. In room “C” are three desiccated mummified human corpses in period clothes from centuries ago.

The corpses are Lawful Neutral, Will save modifier +0. If the mummified corpses are successfully questioned with *Speak with Dead*, they speak Ancient Suel. They confirm that they were in the Etraikan Library when they died and that the city was overrun by maniacal undead when it fell. They know nothing of Callenwold, other sites, treasure in the Library, etc.

Development: PCs with no information from the slaves can begin searching for the second site per the method in Encounter 4. If the PCs have picked up the trail the orcs and “Ray” made to the Academy site, proceed to Encounter 9.

Encounter 8B: THE LIBRARY SITE – LATE

Your group trudges along the Charnel Hound’s revolting trail for (hours/days), sidestepping other messy meal sites and occasional bits of offal ‘dropped’ from the beast’s rotting hide.

Over the crest of yet another hummock and down the far side, and at last you see something slightly different. Shading your eyes, you can see a dome-shaped rise 200 feet ahead.

On Day 17, the Hound slaughtered the orc guards and their slaves at this site, using most of the grisly remains to augment its body. There are numerous decaying limbs in the area, along with the trunk of an armored orc and two swollen human heads. The site itself has been looted, first by the orcs and lately by scavengers. The library contains some broken furniture (that was stylish 1000 years ago) and some dusty scraps of papers and book covers scattered on the floor. If room “U” is searched, a slave lies dead from large bite wounds (inflicted by the Charnel Hound). In room “C” are three desiccated mummified human corpses in period clothes from centuries ago.

If *Speak with Dead* is used on the slave (Chaotic Neutral, Will save modifier +0), her name is Meenza, from the County of Ulek, and she knows that there is a second excavation site within a few miles. If the mummified corpses are questioned (Lawful Neutral, Will save modifier +0), they speak Ancient Suel. They confirm that they were in the Etraikan Library when they died and that the city was overrun by undead when it fell. They know nothing of Callenwold, other sites, treasure in the Library, etc.

Development: The PCs can continue to follow the Hound’s back-trail or can resume searching per the

mechanic in Encounter 4. When the second site is located, proceed to Encounter 10B: LATE.

Encounter 9: SEARCH FOR THE ACADEMY – ON TIME

The PCs can find the Academy site by searching per the Encounter 4 mechanics, by questioning the slaves or orc leaders to get clues, or by successfully searching for old tracks. To track the orcs who took Ray the sorcerer (Jedidiah) to the Academy site is Survival (DC 30) by day or (DC 36) by night (soft ground, 12 persons, 14 days old, 10 hours of rain). If the PCs find the trail and successfully track the orcs, read the following:

The trail bends around soft ground and the monstrous trees of the area. Pushing aside the stalks of some chest-high grasses, you see four corpses strewn around your path. Looking closer, you make out two others on the way to a small copse of willows.

A Heal or Knowledge (nature) check (DC 10) reveals these as orcs, killed days ago. They have already bloated, deflated, and been food for creatures large and small. Near the body closest to the saplings is another, smaller corpse. It looks like a gnome (PCs with *true sight* may recognize it as an aranea in changed form).

The aranea ambushed and killed some orcs here, but there is no treasure or further clues to what lies ahead.

Development: When the Academy site is located, proceed to Encounter 10. Use the time line in DM Aid 3-Time Line on page 144 and the DM Note under Encounter 10A: ATTENDING THE ACADEMY – ON TIME on page 16 to determine whether PCs go to Encounter 10A or 10B.

Encounter 10A: ATTENDING THE ACADEMY – ON TIME

DM Note: The following assumes the PCs arrive on or before Day 15. On Day 16, use Encounter 11 instead. After Day 16, use Encounter 10B: LATE instead.

On days 1-15, read the following text:

A brief flash illuminates the treetops a couple hundred feet ahead, accompanied by the diminished "boom" of a fireball spell that you all know so well. You hear shrieks of pain over the swamp breeze in the moments before another jet of flame courses forth. In the seconds that follow, the swamp is deathly quiet.

If PCs approach the area of the fireballs, read the following:

A tree-lined peninsula of dry ground extends a short ways into the swamp here. There appears to be some type of cave or tunnel entrance about one hundred feet up ahead. There is some freshly-turned earth around the opening and several shovels lie nearby, scattered amongst a dozen smoking corpses. With a DC 20 Spot check, you can identify the bodies as humanoids; with a DC 25 Spot check, the bodies can be recognized as orcs.

As you approach the peninsula, a pair of dire crocodiles appears to be keeping pace with you through the watery flats, one on each side of the high ground. (harmless) A haggard man slowly emerges from the tunnel mouth, propelling himself on crude crutches. He looks around at the sprawled bodies and grins. When he takes note of your approach, the smile falters and he croaks, "Tell me true, strangers, are you friends of the Pomarj?"

This old man is Jedidiah Link, a human wizard. Jedidiah is an emaciated middle-aged man with unkempt beard and hair, dressed in tattered traveling clothes and sandals. The orcs lamed him by shattering his ankles, and he gets about slowly with crude crutches (requires a *heal* spell to mend). If searched, he has a tablet concealed on his body with a *fireball* spell engraved on it in Ancient Suloise, along with a small spellbook provided to him by the orcs to allow him to work.

After conversing with Jedidiah, the PCs may explore the tunnel itself.

A tunnel has been excavated through the silt deposited here. It is unlit, 5 feet wide and tall, and descends at a 10 degree slope for about 30 feet before it terminates in an opaque, convex shimmering emerald wall of force of eldritch energy.

Successful Search or Survival checks using the Track feat (DC 9) reveal humanoid tracks (orc) throughout the area, ranging in age over several days. The tracks indicate movements in and out of the tunnel and around the camp.

The Pomarj orcs located this site three weeks ago and are boring into it, first with a tunnel and now with magic. They have an enslaved mage named Jedidiah Link (the orcs and slaves call him "Ray") from the City of Greyhawk busily dispelling the millennium-old layers of warding surrounding the structure of Etraika's Arcane Academy. Jedidiah has breached eighteen of the barriers using *disintegrate* spells, until there are just three layers of force remaining. From his experience at the Library site, Jedidiah can tell that there are very few layers left to penetrate. He has been "sandbagging" the past few days, casting a spell that looks similar to *disintegrate* (*dimensional anchor*), as he

believed he'd be killed when his work here was complete.

Jedidiah's familiar raven, Charal, spotted the PCs drawing near. Jedidiah had previously deciphered and hidden away the *fireball* tablet and memorized the spells. After some time he managed to gather enough components for two castings and has been biding his time. He took his chances and blasted his captors twice in succession. His normal spells are those of divination and research that a sage would employ. At present, he is using a spell book provided by the orcs to increase his usefulness. The orcs taught him *disintegrate* and sent him to toil as an expendable slave. He knows that the orcs are based in Nol-Daer and that they have thoroughly looted the Library site. He's also heard that they are specifically searching for a third site that they refer to as "mutok-dal" (Orcish for "mother lode" or "great riches".)

ALL APLs

♣ **Jedidiah Link, male human Wiz7/
Loremaster5:** hp 61 (currently 6 due to wounds);
see

Appendix 1: NPC Stats on page 36.

Development: Fifteen minutes after the orc guards are attacked by Jedidiah, the PCs, or Callenwold, Elbron arrives and triggers Encounter 13A. If the PCs arrive before Day 16, the spherical walls of force around the Academy site are still in place. Any orcs captured know of the other orc encampment at the Library site, and will direct PCs to Encounter 7A or 8B (as appropriate for the time line).

Encounter 10B: ACADEMY SITE-LATE

A tree-lined peninsula of dry ground extends a short ways into the swamp here. There appears to be some type of cave or tunnel entrance about one hundred feet up ahead.

With a successful Knowledge (nature) DC 15, the PC notes that the vegetation around the mouth of the tunnel is verdant green and covered with out of season flowers.

This is an effect of the positive energy leaching out of the recently opened Academy site, mostly given off by Callenwold when he was present.

There is a faint, coppery smell of blood in the air and some signs of a struggle (trampled brush, scorch marks on trees, etc.), but no remains are in evidence.

With a successful Spot check (DC 15), the PC notices a pair of dire crocodiles keeping pace with the party through the watery flats, one on each side of the high ground.

A former lieutenant of Vecna has been entombed in the Academy site for centuries, eventually falling into torpor. When the Pomarj explorers opened the site, they awakened him. He rose and slew them with ease. Within moments, the power of his ring forced them to rise as undead in his service. He learned of the Library site and sent a minion to wreak havoc there, then departed. His last orders to the undead were to defend the site against any non-orc who approaches within 30 feet of the tunnel mouth.

APL 10 (EL 12)

➤ **Defacers (2):** Medium Undead; hp 71; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 10B on page 43.

➤ **Bloodhulk Giant:** Large Undead; hp 196; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 10B on page 43.

➤ **Vitreous Drinker:** Medium Undead; hp 91; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 10B on page 43.

APL 12 (EL 14)

➤ **Evolved Defacers (2):** Medium Undead; hp 71; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 10B on page 58.

➤ **Blasphemes (2):** Medium Undead; hp 147; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 10B on page 58.

➤ **Vitreous Drinker:** Medium Undead; hp 91; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 10B on page 58.

➤ **Advanced Dread Wraith:** Large Undead; hp 136; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 10B on page 58.

APL 14 (EL 16)

➤ **Evolved Defacers (4):** Medium Undead; hp 71; see Appendix 5 – Combat Stat Blocks (APL 14) **Error! Reference source not found.** on page **Error! Bookmark not defined.**

➤ **Blasphemes (2):** Medium Undead; hp 147; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 10B on page 76.

➤ **Vitreous Drinker/Mar4:** Medium Undead; hp 109; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 10B on page 76.

➤ **Advanced Dread Wraith (2):** Large Undead; hp 136; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 10B on page 76.

Tactics:

The undead party has been assigned to prevent passage into the Academy site to anyone not of orcish descent. Half-orc PCs may enter freely until combat ensues. The undead offer and take no quarter, fighting to the 'death'. They often have warning that the PCs are approaching via the vitreous drinker's use of his *arcane eye* ability and/or spectral ravens as lookouts. If the PCs are detected early, the drinker uses his gear and abilities to prep for combat, especially a *greater invisibility* on himself and *haste* on his allies.

APL 10: The bloodhulk giant and defacers serve as combat thugs, engaging PCs to tie them up and inflict damage. The drinker uses his gaze attack, gear, and ranged spell-like abilities if possible, reverting to eye-drinking in melee.

APL 12/14: The blasphemes take on the role of combat thug. The drinker pre-casts *projected image* if possible to mask itself. The dread wraiths are the real danger in the encounter. They use the surprise or first round to maneuver into the PC formation while just under the ground. On the following round they take 5-foot-steps (so they are 50% out of the ground for +4 AC cover bonus), use full Combat Expertise (+5 AC), and

Fight Defensively (+2 AC) and then whirlwind attack all PCs in range. If they are taking too much damage, they spring attack, ending their round below ground.

Development: PCs who are LATE can now investigate the Academy site. Proceed to Encounter 12.

Encounter 11: CALLENWOLD AWAKES-On Time

On day 16, the PCs arrive just after the last force barrier is opened, and they get to watch as Callenwold emerges and overwhelms the orcs, who quickly rise as undead. Read the following, noting the time as it passes in case PCs act or intervene:

A tree-lined peninsula of dry ground extends a short ways into the swamp here. There appears to be some type of cave or tunnel entrance about one hundred feet up ahead. There is some freshly-turned earth around the opening and several shovels lie nearby, amidst a grouping of about a half-dozen orcs. There is some excited chatter from the orcs that you can't quite make out. As you survey the orc encampment in preparation, cries of rage and terror blast from inside the tunnel leading down into darkness. A martial tune, barely audible over the screaming, plays underground. Moments later, three immolated orcish figures emerge from the tunnel, screaming in agony. They run a few yards and then fall to the ground, spasming in their death throes. (round 1) An orc standing guard outside the tunnel blinks in confusion as they dash past, then straightens in alarm as a black-clad figure strides purposefully out of the mouth of the tunnel and approaches him. As the orc fumbles to draw its falchion, the figure makes a fist and crashes it down on the orc's unprotected skull. The orc's head explodes like a smashed pumpkin, though the figure does not tarry to see the result. (round 2) With quick motions, the black-clad figure moves around the compound, tearing limbs from the hapless orc guards or beating them into paste. He calls over his shoulder, "Here is food, my pets! Come and dine on their life force with me!" A pair of nightmarish figures bounds out of the tunnel to feed emerges and aids in the slaughter. (rounds 3-6)

The man-sized figure wears regal attire, though it shows a great deal of wear and decay. He has leathery skin and desiccated features, but he fairly thrums with power and latent menace.

He turns his violet eyes on you and screeches, "Here is food, my pets! Come and dine on their life force with me!" He raises an arm and points at you.

If PCs ask to make a Knowledge (religion) check (DC 14), they identify the pair as ghosts. Facts about

Callenwold can be identified as follows, per a Knowledge (religion) check:

APL 10: DC 22-he's not living, DC 27- he's deathless (see DM Aid 2- The Deathless Type on page 142).

APL 12: DC 24-he's not living, DC 29- he's deathless (see DM Aid 2- The Deathless Type on page 142).

APL 14: DC 24- he's not living, DC-34- he's deathless (see DM Aid 2- The Deathless Type on page 142).

If the PCs are opportunistic enough to make their assault while Callenwold battles the orcs, then the orcs provide the PCs some cover, as Callenwold attacks whoever is closest initially but uses realistic threat assessment once the PCs begin targeting him with attacks, spells, and turning attempts. Jedidiah Link is knocked unconscious by Callenwold as he passes through the tunnel and may be revived by PCs if not slain during the combat somehow.

Callenwold wears an artifact-level ring, *Torment*, that specializes in raising any who die around it as undead under the bearer's (Callenwold's) control (see *Torment's* entry in the DM Aid- New Items section). On the third round after they fall, any corpses not protected (ex. *gentle repose*) rise as the undead seen on the following chart, which is based on hit dice of the fallen.

HD 1-3: Ghost; see *Monster Manual* p. 119.

HD 4-6: Shadow; see *Monster Manual* p. 221.

HD 7-8: Wraith; see *Monster Manual* p. 258.

HD 9-10: Spectre; see *Monster Manual* p. 232.

HD 11-12: Dread Wraith; see *Monster Manual* p. 258.

HD 13+: Nightwing; see *Monster Manual* p. 197.

APL 10 (EL 13, increases to 14 when orcs rise)

☛ **Callenwold, male Deathless Mar1/Clr2/ Master of Shrouds8/Alienist1:** hp 89; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 11 on page 44.

☛ **Aidel, female Succubus Warmage6:** hp 105; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 11 on page 44.

☛ **Bing, male advanced Ghost Brd3/Dirge Singer5:** hp 84; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 11 on page 44.

☛ **Advanced ghost (2):** Medium Undead: hp 60; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 11 on page 44.

If the orcs rise as undead (see encounter text), add:

☛ **Ghost (6):** Medium Undead: hp 29; see *Monster Manual* p. 119.

☛ **Shadow (4):** Medium Undead: hp 19; see *Monster Manual* p. 221.

☛ **Wraith (2):** Medium Undead: hp 32; see *Monster Manual* p. 258.

APL 12 (EL 15, increases to 16 when orcs rise)

☛ **Callenwold, male Deathless Mar1/Clr2/Master of Shrouds10/Alienist1:** hp 103; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 11 on page 60.

☛ **Aidel, female Succubus Warmage8:** hp 155; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 11 on page 60.

☛ **Bing, male evolved advanced Ghast Brd3/Dirge Singer5:** hp 84; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 11 on page 60.

☛ **Evolved advanced male ghast Rog3 (2):** Medium Undead: hp 84; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 11 on page 60.

If the orcs rise as undead (see encounter text), add:

☛ **Ghast (6):** Medium Undead: hp 29; see *Monster Manual* p. 119.

☛ **Shadow (4):** Medium Undead: hp 19; see *Monster Manual* p. 221.

☛ **Spectre (2):** Medium Undead: hp 45; see *Monster Manual* p. 232.

APL 14 (EL 17, increases to 18 when orcs rise)

☛ **Callenwold, male deathless Undying Soldier Mar1/Clr2/Master of Shrouds10/Alienist1:** hp 103; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 11 on page 79.

☛ **Aidel, female Succubus Warmage8/Fate Spinner 2:** hp 211; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 11 on page 79.

☛ **Bing, male thrice evolved advanced Ghast Brd3/Dirge Singer5:** hp 84; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 11 on page 79.

☛ **Twice-Evolved advanced spellstitched ghast, male ghast Rog3 (2):** Medium Undead; hp 84; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 11 on page 79.

If the orcs rise as undead (see encounter text), add:

☛ **Ghast (6):** Medium Undead: hp 29; see *Monster Manual* p. 119.

☛ **Wraith (4):** Medium Undead: hp 32; see *Monster Manual* p. 258.

☛ **Dread Wraith (2):** Medium Undead: hp 104; see *Monster Manual* p. 258.

DM Note: The NPCs in this encounter have a wide range of abilities and items. The following is a guide, but the DM is highly encouraged to prepare for this combat more than any other in the adventure.

Tactics:

The NPCs have been trapped inside this site for about one thousand years and are very eager to get out and make mischief again. They “awaken” as soon as the last force sphere is breached. Callenwold immediately casts *omen of peril* and backs up any results by surreptitiously peeking out the window to see what is coming. It is important to note that the area inside the force sphere maintains a *dimensional lock* effect for many days even after the spheres are eliminated. This prevents Callenwold from *summoning* underground and prevents Aidel from using her *ethereal jaunt* or *teleport* abilities. Orcs and PCs killed in this area rise as undead in 1d4 rounds due to Callenwold’s ring, *Torment*.

Callenwold is a “deathless” creature (see DM Aid 2- The Deathless Type on page 142 and is not turned in the manner of undead. The other undead from the stat blocks are also VERY resistant to turning attempts. All of them have turning resistance and will have more turning resistance added on by the dirgesinger, Bing. In addition, there is a *desecration* effect around Callenwold’s ring, *Torment*.

Aidel has a feat combination that bears mention. She has Improved Energy Drain, Spell Drain, Life Drain, and the metamagic feat Fell Drain. Each time she affects a creature with a spell the following happens:

1. She gains a +1 bonus on skill checks, ability checks, attack rolls, and saving throws. (Improved Energy Drain)
2. In addition to the normal damage of –5 hp per negative level inflicted, she adds her Charisma modifier to each negative level inflicted. She gains all the hp inflicted as temporary hp. (Life Drain)
3. If the negative level causes a spell caster to lose a prepared spell, she gains the use of it. (Spell Drain)
4. When she uses Fell Drain, she also inflicts one negative level on anyone affected by the spell. This is a favored tactic for her.

Use of the fell drain feat is usually a +2 level increase. This is reduced to +1 for the spells for which she has the Arcane Thesis feat.

APL 10: Aidel will begin by using a scroll of *freedom of movement*. In extremis, or if she fails the check, Callenwold will cast it on her. She will then drink her AC improving potions if possible. After that she will

use her spells, maximizing her draining abilities per the note above. Bing will use Subsonics and Disguise Spell to mask his spellcasting and music abilities. Bing will first cast *harmonize* then begin his Song of Bolstering to give additional turn resistance (+8). Bing will then remain as a support caster using spells, songs and gear to be unseen and harmful. The ghosts will attempt to melee and use their Evolved spellcasting to tie up the PCs while the casters work. Callenwold has a *magic circle vs. good* effect on him from his ring and also attempts to pre-cast buff spells such as *delay death* (on Aidel), *sign, divine insight, stoneskin*. If combat is outside, Callenwold will use his Master of Shrouds Summon Undead ability and refrain from melee. If in the *dimensional lock* area, he will cast to aid Aidel.

APL 12: As above. Aidel uses her draining with her Arcane Thesis spell of *ice storm*.

APL 14: As above. Aidel adds Fatespinner abilities to force a re-roll, and her Arcane Thesis switches to *magic missile*. She uses Twin Spell and spreads the *magic missiles* out to maximize her negative level gains. Callenwold uses Motivate Dexterity as a Marshal. The ghosts are spellstitched and pre-cast *death throes*.

Development: When Callenwold is defeated, the PCs can explore the Academy site at Encounter 12, revive and speak to Jedidiah Link (details in Encounter 10A), or return to Enstad via Encounter 15.

Encounter 12: ARCANE ACADEMY EXPLORATION

The Academy site is initially protected by a layered sphere of force. Use the time line in DM Aid 3-Time Line on page 144 to determine whether the spheres have been breached. If the spheres of force are still in place, read the following if the last one is opened by PCs or Jed working with the PCs. Note that the last wall opening wakes Callenwold instantly in room T-3. He rouses his companions in a single round while looking at the PCs out a window, then attacks (see Encounter 11 for details on Callenwold's party).

In the center of the scattered remnants of the orcish force, a tunnel has been excavated. It is unlit, 5 feet wide and tall, and descends at a 10 degree slope for about 30 feet before it terminates in an opaque, convex shimmering emerald wall of force of eldritch energy.

If it is prior to Day 16, the characters encounter a powerful *wall of force* effect that encompasses the Academy of Magic. The barrier is layered with spherical *walls of force* (CL21) that also act as *dimensional locks*. The interior is also protected by a *permanent Mordenkainen's private sanctum* spell, which drops when the last layer is breached. There are three layers remaining to penetrate, which can be brought down one at a time with *disintegrate* spells or other magic per

the description of the *wall of force* spell. If the walls are not breached, then Callenwold is entombed inside in area T-3. He rouses himself the moment the final *wall of force* is opened and moves to the front door to initiate combat (see Encounter 11).

The sedimentation around the sphere has solidified over the centuries and does not collapse when the spheres are breached or if walked upon.

On or after Day 17, the PCs are LATE. Callenwold has already emerged and slaughtered the orc expedition members, who have since risen as undead minions (due to the ring, *Torment*). When the orc reinforcements arrived, they parlayed and Callenwold traveled to Nol-Daer to join the Pomarj forces there. In this case, both Elbron's and Callenwold's parties have made a brief foray into the Academy and then departed for Nol-Daer. Remove the treasures from T-3 and T-4, as they have been looted. The dungeon (D) level is still intact and may be explored by PCs who defeated the undead above (Encounter 10B).

When the spheres are breached, then read the following:

You peer into the chamber and see a sturdy construction that appears as a small keep. A closer look reveals that many of the defensive works have been converted to decorative use (windows have bars removed and stained glass inserted, etc.) ***and that the "keep" is tilted to one side. A heavy, acrid odor of moldering organic material hangs in the air, making your eyes water for a few seconds.***

Your eyes soon clear as you adjust to the stench, and you see the closed door on the ground level, about 30 feet away. With successful Knowledge (engineering and architecture) checks (DC 15), PCs identify the building construction as Suel Imperium style.)

DM Note: Even after the *walls of force* are eliminated, the *dimensional lock* effect persists for 30 days, blocking *teleport, blink, transposition, ethereal jaunt*, etc. per the spell on PHB p. 221.

DM Note: The following is a synopsis of the Academy, room by room. PCs may encounter *unseen servants* throughout the place but the only rooms with combat and treasure are T-3, Callenwold's resting place, and G-4/D-2 where the Drowned Ones are encountered. Other rooms can be explored or glossed over as desired and/or time permits. Note that the desks and cabinets that contain items in decent condition radiate a dim abjuration magic, which has protected the papers and displays from the ravages of time.

Outer grounds: The grounds around the Academy form a circle about 130 feet in diameter. The ground around the building is dry and dusty, with dead low vegetation. There are 17 different one-thousand-year-

old humanoid corpses on the lawn. They were “melted” by the roiling positive and negative energies and are unrecognizable in clothing, equipment, race, and gender (also obviously unsuitable for *Speak with Dead*). The building and grounds sit at a 10-degree angle, so dropped items roll or slip away.

G-1: A small porch graces the building. A sign under the overhand reads (in Ancient Suel) “The Hartur Academy of Magic”.

G-2: Dining Hall. The floor is filthy, and there is a badly burned corpse in the southwest corner, but the furniture is all in place. Any furniture displaced will be returned to its place after 2 rounds by *permanent unseen servants*.

G-3: Academy Office. A bookcase is filled with swollen, rotten, illegible volumes. Two tables with chairs sit near the bookcase. In the southwest corner there is a small fountain that seeps over its rim onto the floor. One chair slides slowly down into the puddle on the south wall (gravity), then slides slowly back into place at the table (via *permanent unseen servant*). The chair slides again almost immediately.

G-4: Administrator’s Office. A desk sits forlorn in a few inches of water. Though the desk is in place, everything once on it has slid onto the floor along the south wall and now rests in the water.

NOTE: The floor of the room is thoroughly rotted and holds the desk through sheer inertia. Any PC stepping onto a floor space marked as “water” goes straight through the floor as though it doesn’t exist, which also causes the desk to fall into pieces that bob on the dark water. If anyone falls into the water, go to the description for room D-2 for details.

G-5: Auditorium. About 40 seats ring a podium where classes were taught. There are two dozen “melted” corpses here. A Heal check DC 20 reveals that they were all women and children. If *Speak with Dead* (alignment LN, Will save modifier +0) is used, PCs can discover that they were Etraikans sheltering here while the city was besieged by undead. They remember a roiling wave of bright and dark energy washing in the door at the end.

G-6: A smaller classroom/lab. There were numerous spell components here, now nearly all ruined by time and exposure. A Search check (DC 20) will find any common (under 10 gp) material component desired; each component is 50% likely to be ineffective when used.

G-7: Stairwell. The walls are lined with portraits of rather severe-looking Hartur family members. They are all clearly Suel aristocrats.

G-8: This room was clearly used for summoning. The walls are lined with lead sheets, and the pentagram is formed of diamond dust (no value). Inside the pentagram sits a rather forlorn celestial duck. If the

pentagram is broken it quacks in appreciation then abruptly returns to its plane.

G-9: This room is furnished like a headmaster’s office. The desk is filled with papers detailing class attendance and performance, instructor billets and consultations and budget calculations. After a couple minutes of rummaging around, a Search check (DC 15) reveals a report stating (in Ancient Suel): “The pureblood Suel exclusion feature has tested successfully and will be incorporated in the appropriate *rods of mastery*.”

T-1: Unremarkable spiral staircase.

T-2: Empty landing with plugged murder holes in the floor.

T-3: Callenwold’s resting place. His awareness rouses him when the force walls are breached, so he will not be caught napping here. This was the academy library, and there are hundreds of non-magical tomes here, as well as one magical *vacuous grimoire* (see DMG p. 276). Record any effects from perusing the *vacuous grimoire* in the Play Notes section of the AR. The *grimoire* vanishes once activated. Any Arcane casters who take some tomes and spend a TU reading them gain a permanent +1 to their Spellcraft ability (+1 total, not per tome). These books will be missing if the PCs are “LATE” as the orcs have already looted them.

T-4: This door and room interior has a strong *antipathy* effect on it that repels anyone not of pureblood Suel heritage. All others must succeed on a Will save (DC 30) to enter the room. There are six magical scrolls and two magical tomes here written in Ancient Suel. They are also encoded and thus gibberish to those without the code key (*comprehend languages*, *tongues*, and Decipher Script (DC 10) all reveal the language but do not break the code). These scrolls will be missing if the PCs are “LATE”, as the orcs have already looted them.

NOTE: Decrypting the scrolls and tomes is accomplished by the expenditure of 26 TUs, minus one for each point of enduring (i.e. headband of intellect) Intelligence ability modifier. After the TUs are spent, he/she emails Michael Moore for the additional AR (See AR for details).

T-5: Former reading room with sturdy tables and chairs.

T-6: Exhibit Hall. This room is filled with arcane curios like steel slag, shrunken heads, petrified animals and the like. Students could see cause-and-effect here and attempt to *dispel magic* and *break enchantment* on the exhibits as part of their training.

T-7: Hall of Records. This room contains paper and etched metal records of the House Hartur of the Suel Imperium. The documents are unique and

priceless to researchers and sages, but have no real value to adventurers.

D-1: This is a wide open room of all stone construction. There is a pool in the floor. Perhaps students used the room to practice spells needing more room or those needing water, or perhaps they just bathed here. The water in the pool is fresh, with a minute connection to the Elemental Plane of Water (Knowledge (planes) DC 20 to recognize this connection).

D-2: This room once housed old trophies, knick-knacks and papers of all sorts. Now it is filled with murky water and the detritus of those long rotted items. It is also home to two Drowned Ones, Etraikan guards who perished here when the door jammed in the cataclysm and the room slowly filled with water from the tilted pools. If PCs enter this room by falling or just walking in, read the following, making provision for the PCs' vision in this dark area.

The water is black with age and decay. Any breath or taste of it is revolting. The "floor" of this indoor lake is soft and yielding, carpeted by fermented debris.

From the dark recesses, two human figures swim forth, nude but for chain breastplates. Without a word they raise clenched fists to pummel you.

APL 10 (EL 10)

👉 **Drowned War1** (2): hp 155; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 12 on page 47.

APL 12 (EL 12)

👉 **Evolved Drowned War1/Tomb Warden1** (2): hp 228; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 12 on page 63.

APL 14 (EL 14)

👉 **Twice-Evolved Drowned War1/Tomb Warden2** (2): hp 261; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 12 on page 83.

Tactics:

APL 10: The drowned stay under the water while fighting and do not pursue out of their area. Their Lifesense allows them to target living creatures even in darkness. Note that their Drowning Aura works above and under water and drastically shortens the amount of time it takes an air-breathing creature to drown. They are intelligent enough to use their melee feats to good effect.

APL 12/14: As above, plus their Tomb Sense helps locate intruders. The evolved drowned use their *greater dispel magic* spell-like ability to weaken opponents fighting under water.

D-3: The door to this room was jammed as well but eventually rotted away. This room interior is completely filled with dark water and has a strong *antipathy* effect on it which repels anyone not of pureblood Suel heritage. All others must succeed on a Will save DC 30 to enter the room. The ruined furnishings cover some valuable items. A Search (DC 30) (award a +5 bonus modifier to the roll if the PC can see with darkvision or a light source) reveals a well-preserved rod, a pair of rings and a glass case with a stout tome inside (*rod of mastery: human (excludes pureblood Suel)*, *ring of wizardry III*, *greater ring of spell storing*, the tome is a *Grimoire Arcanamacha*^{CA}). PCs using *detect magic* alone will not find these items as they are under 4 feet of debris, which must be "stirred up" for the spell to penetrate. Note that PCs cannot easily take 20 on Search checks unless they can breathe under water.

Development: When PCs complete their explorations they can return to the surface to face Encounter 13. Note that a residue from the former *dimensional lock* effects prevents *teleport* from inside the spherical perimeter around the Academy for 30 days. PCs that are LATE proceed to Encounter 13-LATE.

Encounter 13A: ELBRON RETURNS- On Time

When Jedidiah or the PCs assault the Academy site camp, the orcs main force knows about it immediately via the expedition leader's *permanent Rary's telepathic bond* with his superior in Nol-Daer. He sends the message "under attack by (the prisoner, elves, humans, etc.)" and Nol-Daer gathers and sends reinforcements by way of *teleport* 15 minutes later, armed with an appropriate *rod of mastery* (one that matches up with at least one attacker). Usually this means that Elbron has a *rod of mastery-human* to combat Jedidiah.

If the PCs somehow eliminate the guards without any warning going out, then an hour passes with no "reporting in" from this group to Nol-Daer. Their superiors will attempt to contact them and then *teleport* the relief force below to see what is going on.

If PCs are above ground: *A faint shimmer in the air is your only warning. The next noise heard is a full-throated bellow as orc warriors crash forward at you.*

If PCs are below ground, a Listen check (DC 21) hears furtive movements and unintelligible mumbling up towards the tunnel passage: *You emerge from the dark tunnel to find yourself surrounded and besieged by an orcish warband. The dreaded chain-spinners are here in force, and they have the tunnel mouth in a "crossfire".*

DM Note: Whatever *rod of mastery* that Elbron is equipped with will have a *contingency: teleport* (to Nol-

Daer) placed on it, with the contingency being him loosing his grip on it. If he loses his grip by intent or by being stunned, disarmed, slain, etc. then he and the *rod* immediately *teleport* away.

APL 10 (EL 13)

🔥 **Elbron, male orc Wiz6/Divine Oracle 2/Loremaster1:** hp 66; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

🔥 **Tull, male half-orc Mar3/Hex2/Outcast Champion3:** hp 64; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

🔥 **Veera, female half-orc Brd4/Ftr1/Warchanter3:** hp 55; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

🔥 **Ogre Thug, male Bar1/Ftr2/Exotic Weapons Master1:** hp 80; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

🔥 **Gruk, male goblin Rog4/Ftr2/Dread Commando1:** hp 57; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

🔥 **Cult, male human Mar1/FavSoul6:** hp 52; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13A on page 48.

APL 12 (EL 15)

🔥 **Elbron, male orc Wiz6/Divine Oracle2/Loremaster3:** hp 80; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

🔥 **Tull, male half-orc Mar3/Hex2/Outcast Champion5:** hp 90; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

🔥 **Veera, female half-orc Brd4/Ftr1/Warchanter5:** hp 69; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

🔥 **Ogre Thugs, male Bar1/Ftr2/Exotic Weapons Master1 (2):** hp 80; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

🔥 **Gruk, male goblin Rog3/Ftr2/Dread Commando1/Assassin3:** hp 69; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

🔥 **Cult, male human Mar1/Favored Soul8:** hp 75; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13A on page 64.

APL 14 (EL 17)

🔥 **Elbron, male orc Wiz6/Divine Oracle 2/Loremaster5:** hp 94; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

🔥 **Tull, male half-orc Mar3/Hex2/Outcast Champion5/ Blackguard2:** hp 108; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

🔥 **Veera, female half-orc Bard4/Ftr1/Warchanter6:** hp 69; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

🔥 **Ogre Thugs, male Bar1/Ftr2/Exotic Weapons Master1 (3):** hp 80; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

🔥 **Gruk, male Goblin Rog3/Ftr2/Dread Commando3/Assassin3:** hp 83; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

🔥 **Cult, male Human Mar1/Favored Soul10:** hp 91; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13A on page 83.

Tactics:

Once the NPCs prep and *teleport* to the Academy site, DMs are free to improvise based on PC actions.

Elbron has been charged with maintaining the security of the Etraikan Academy site. He decided to keep a low profile and use a small team for the excavation while monitoring them from afar. Elbron has a *permanent Rary's telepathic bond* linking him to the commander of the Academy detachment. When Jed or the PCs attack and slay the orc detachment, the commander sends details of what is happening to Elbron. Elbron then selects an appropriate *rod of mastery* from those he has access to, gathers some troops, casts some preparatory spells, and has his party *teleported* to the Academy site, about 50 ft. from the entrance.

Elbron can select from *rods of mastery* that target elves, dwarves, or humans. The “human” version does not function against pure-blooded Suel.

This group is fanatical and offers no quarter. However, Elbron has been charged with avoiding capture and *teleports* himself away if he feels the fight going against him.

Pre-casting/Preparations: Elbron begins with *detect scrying* (from the prior night), extended *see invisibility*, and *false life* in effect, and the Imp has *false life* and *mage armor* active (as noted in their stat blocks). Elbron also pre-casts *protection from good*, *arcane sight*, and *bear's endurance* on himself, *shield* on the Imp,

greater invisibility and *true seeing* on Grok, and he casts *haste* all of his party just before they *teleport*.

The Imp begins *invisible* in will-o-wisp form and seeks to melee with PC spellcasters.

Tull initially uses *Motivate Dexterity* (+4) and *Motivate Care* (+1 AC for allies). His *Aura of Confidence* gives his allies a +3 morale bonus on Will saves. After initiative is rolled, he changes his *Motivate Dex* aura to *Art of War*, giving allies a +4 bonus on disarm, trip, bull rush and sunder attempts.

Veera drinks her potions of *barkskin* +2, *bear's endurance*, and *shield of faith* +3 and then combines the songs *Inspire Recklessness* x2, on two of the chain thugs.

Grok gives his team a +1 Initiative bonus. He drinks a *protection from good* potion and uses his wand to pre-cast *find the gap* on himself.

Cult pre-casts *delay death* on two ogre thugs, *mass shield of faith* (+3) on his party, and *recitation* (+3 luck bonus to saves) on his party.

Rod of mastery: The leader of the group, Elbron the wizard, wields a *rod of mastery*: (*race varies*), which is continuously active. He travels with the rod in hand and activated, with a thong holding it on his wrist (per locking gauntlet). Elbron has a *contingency: teleport* active on him, *teleporting* him and his belongings to Nol-Daer if his grip on the rod relaxes (death or unconsciousness will relax the grip). The *rod of mastery* automatically enthralls any PC of the targeted race within 120 feet who fails a Will save (DC 30) (half-elves and half-orcs get a +2 bonus on their saves vs. an elf or orc rod). It also has a *renewing sanctuary* effect vs. the target race (same modifier for half-elves and half-orcs). Given the opportunity Elbron verbally orders any enthralled creatures to "come to me" (standard action). See the DM Aid 2- New Items for full details.

The chain thugs quaff *potions of flying* and *bull's strength* before the group *teleports*. They work in pairs when possible but avoid bunching up (i.e. a *glitterdust* should not be able to hit more than one, etc). When flying, they initially choose to be at a height of 10 ft. so that they threaten a 15-ft. radius on the ground (meanwhile being out of most melee ranges) but their focus is doing major melee damage.

Note the restricted terrain rules summarized on the Encounter Map.

APL 10: Elbron and Veera prefer to cast and sing out of melee. Elbron's imp engages spellcasters in melee in will-o-wisp form, changing to rust monster form if being hit for significant damage from metal weapons. Veera changes her song to *Inspire Toughness* after the first round. Grok uses his *greater invisibility* to whirlwind attack with armor spikes and reach weapon. Cult is a support healer. Tull is a sunderer, disarmer, etc., which will switch his aura to *Art of War* to let him

(and others) do so. This can let the ogres disarm smaller creatures with smaller weapons, etc. more readily as well as dish out damage.

APL 12: As above except the following:

Elbron pre-casts *magic circle vs. good* (instead of *protection from good*), and *greater invisibility* on himself.

Grok uses his *wand of greater invisibility* on himself.

All NPCs use their gear to prep (drinking improved potions, etc.)

APL 14: Elbron substitutes *greater arcane sight* for *arcane sight* and seeks to *chain dispel magic* on individual PC items and active spells. Elbron's imp changes to a hamatula if necessary for melee.

Development: When the PCs defeat the orcs, they have temporary possession of the Academy ruins. Captured orcs know that an overwhelming orc occupation force will set out from Nol-Daer and arrive in two days to reclaim the site. When PCs conclude here, they may proceed to Encounter 14 or the Conclusion, at their option. See those encounters for details.

Encounter 13B: LATE

Emerging from the buried Academy, your group blinks in the sunshine and breathes deeply of air that has not been stagnant for a millennium. After a few breaths, your adventuring wits and instincts return, and you notice the terrible silence that has descended on the wood. As you put hand to blade, the silence is shattered by a mighty roar. Great boughs snap like twigs as a colossal tree-like creature bats them aside to get to you. Its eyes sparkle with malice as the great vertical jaws snap open and move toward your face.

Unless the PCs posted a sentry outside, the orcwort will begin 30 ft. from the tunnel mouth alongside some other trees (per map in Appendix 12: Academy Site on page 96).

APL 10 (EL 12)

➤ **Mutated Orcwort Drd3:** hp 162; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13B and 14 on page 51.

APL 12 (EL 14)

➤ **Mutated Orcwort Drd3:** hp 241; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13B and 14 on page 68.

APL 14 (EL 16)

➤ **Mutated Orcwort Drd3:** hp 362; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13B and 14 on page 88.

Tactics:

The orcwort has movement 20 ft. with no reduction for terrain due to its Woodland Stride ability and pre-cast *longstrider*. He uses his animal companion to scout and monitor the PC movements. He pre-casts *camouflage*, *resist energy (fire)*, and *barkskin* if possible before entering combat. He hides outside the Academy site tunnel per the Encounter Map and attacks the PCs on sight.

In melee the orcwort seeks to close and get full attacks. He uses his Entangling Roots as a free action and grapples spellcasters if possible with one tendril (–20 on grapple check), attempting to swallow them whole the next round. If necessary he casts *obscuring mist* and uses his Woodsense to conduct melee attacks.

Development: PCs who are “On Time” proceed to Encounter 14 as a bonus encounter. PCs on the LATE track proceed directly to the Conclusion.

Encounter 14: EVIL AFOOT- On Time, Bonus Encounter

DM Note: This encounter is only available to parties that are “On Time”. It costs an extra TU on the AR. It should be made clear to the PCs that this is a time-consuming endeavor that they can embark on or bypass. There are three ways to activate this encounter, which some parties will fail to qualify for. Parties can be contacted by allied aranea or by Suss Rangers, and also have a chance to find the encounter with a Spot check (DC 35).

Option A. If the PCs have an overall “Friendly” or “Helpful” relationship with the aranea from Encounter 6, read the following:

One of the spider-folk (in half-spider form) emerges from the woods and says: “We have word of blight in the West of the Mother-wood, near the river. We speak of this as the blight is near settled land, and you have shown well for the settled land. Perhaps this will help, perhaps not.” He draws a rough map in the dirt and points to an area along the Jewel River, near Courwood. Then he departs.

It’s several miles to the area, and searching it takes time. This will add days to the PCs’ journey, and costs an extra TU on the AR as an Additional Encounter.

Option B. If PCs met with the Suss Rangers during the research phase of Encounter 2, the Rangers call on them for assistance, via a *sending* spell. Select the most ranger-like PC and give him or her this private message: “An orcwort incursion has overwhelmed Rangers east of Courwood. Will you travel there to locate and destroy the orcwort and wortlings for the Suss Rangers?” The PC has 30 seconds to answer. If the PC answers “no,” then the opportunity is lost. If the PC says “yes,” then the Rangers use additional sendings to

convey the general location and the fact that they wounded the orcwort to some extent. The DM can gloss over or improvise the exact wording. Once the PCs move to the correct location (any map hex east of Courwood), read the box text for Option C to them.

Option C. If the PCs do not have a positive relationship with the aranea and did not make contact with the Suss Rangers during their research in Encounter 2, then they each get one Spot check (DC 35) before they set off to Enstad (do not allow the check to be assisted as it is at a random time) to see an unusual purple plant growth that seems to twitch when their eyes pass over it. If they spot it, read:

Perhaps it is a trick of the eyes, but you move closer to where something flickered and look more closely. It appears to be a lumpy purple plant or fungus that looks almost humanoid. It stands very still as you approach.

This is a “wortling”, the spawn of an orcwort that is settling in to propagate. If the PCs make a Knowledge (nature) check (DC at APL10=24, APL12=28, APL14=36) they will know these are very bad news for settled areas, as they grow into ravenous orcworks. For the cost of the additional TU, the PCs can hunt down and slay the orcwort and all 19 of the wortlings in the map hex, thus preventing a severe infestation. The original orcwort is co-located with the 13th wortling.

PCs may freely miss, bypass, or ignore the encounter. In that case, they are not charged an extra TU and do not gain the Gratitude of the Suss Rangers on the AR.

ALL APLs (EL 4)

☛ **Wortling:** hp 13; see Appendix 2 – Combat Stat Blocks (All APLs) Encounter 14 on page 38.

APL 10 (EL 12)

☛ **Mutated Orcwort (14-HD) Drd3:** hp 162; see Appendix 3 – Combat Stat Blocks (APL 10) Encounter 13B and 14 on page 51.

APL 12 (EL 14)

☛ **Mutated Orcwort (18-HD)/Drd3:** hp 241; see Appendix 4 – Combat Stat Blocks (APL 12) Encounter 13B and 14 on page 68.

APL 14 (EL 16)

☛ **Mutated Orcwort (26-HD) Drd3:** hp 362; see Appendix 5 – Combat Stat Blocks (APL 14) Encounter 13B and 14 on page 88.

Tactics:

The orcwort has movement 20 ft. with no reduction for terrain due to his Woodland Stride ability and pre-cast *longstrider*. He uses his animal companion to scout and monitor the PC movements.

He pre-casts *camouflage*, *resist energy (fire)* and *barkskin* if possible before entering combat. He is stationary and hiding when PCs arrive at the last worthing site. When either the worthing or the orcwort is threatened they both attack.

In melee the orcwort seeks to close and get full attacks. He uses his *Entangling Roots* as a free action and grapples spellcasters if possible with one tendril (-20 on grapple check), attempting to swallow them whole the next round. If necessary he casts *obscuring mist* and uses his *Woodsense* to conduct melee attacks. The worthing attempts to flank with the orcwort and uses its poisoned claws in melee.

Development: PCs have nothing specific remaining to do except return to Enstad. Proceed to Encounter 15.

Conclusion

By whatever means you have at your disposal, you travel to Enstad and Handmaiden Amerayne.

The return is generally uneventful, especially if PCs move magically (*teleport*, *fly*, *wind walk*, etc.). PCs on the ground who somehow bypassed the Encounter 5 giants or Encounter 6 aranea/crocodile can run into them on the way back, if time permits.

Upon your return to Enstad, you are welcomed in and once again delivered to the chambers of Amerayne, of the Court. She is standing when you enter and waves you to seats, as refreshments are brought in. Knight of Luna Laith Filiadir, Amerayne's husband, comes in and takes a seat as well.

Amerayne comments about the PCs' condition (rested, bedraggled, elated, etc.) and commiserates if any of the party were killed or lost on the mission. Then, she debriefs them, asking for details of encounters and what they have learned about the *rods of mastery* and Etraika in general.

Amerayne is alarmed that the orcs have looted so freely of the library, and now may do the same to the Academy site. She allows the PCs to rest and recover in Enstad, where with her obvious support the elves will gradually warm up to them, but she becomes suddenly very busy at all hours making reports and meeting with Knights of Luna

If the PCs have any *rod of mastery* or Callenwold's ring, *Torment*, even in a *bag of holding* or other inter-dimensional space, she suddenly startles, as she feels its power and evil. Read the following in this case.

Suddenly, Amerayne visibly starts, and her eyes grow wide, then narrow in determination. "You have brought an evil to this place. I sense something foul and malignant. Show me this horror!" she demands. When shown the ring or

rod, she hisses aloud. "Cover it, now! This cursed relic has eyes that see! She summons the guards and orders them to bring a lead box. Only when the objects are sealed within the box does she resume her composure and gaze levelly at you again. "The Queen is most distraught at the existence of these items. What more do you know of them?"

Under no circumstances does Amerayne agree to PCs retaining *Torment* or a *rod of mastery*. She reluctantly musters the entire city to overcome PCs who refuse to part with it. Should any PCs somehow make off with the item, Amerayne spreads word of this to the Seekers and the Silent Ones. They and the elven mages of Celene (as well as other Sheldomar Valley good-aligned groups and agents of the Pomarj) will hunt the PCs relentlessly to recover this evil artifact. In this case, the offending PCs receive the HUNTED! Designation and they do not get any of the AR Favors.

The debriefing is completed. Amerayne stands but motions for the party to remain seated. Laith rises as well, and both elves formally bow to you. "We are grateful for the perils you have braved for us and the knowledge you have brought us. It is our fervent hope that we can call on you again at need. If you are willing, I bid those of you who do not yet have one to accept our token."

She opens a small ornate coffer on her desk and removes a handful of shimmering stones. She holds one up to the light, revealing a polished opalescent sphere carved into a replica of the moon Celene. She proffers one to each of you that does not have one, saying, "Keep this token close, and safe." She then bids you farewell and remains standing respectfully as you depart.

Parties who escort the female dwarf slave Dulah from the Library site (Encounter 8) to safety are awarded the Acclamation of Worric.

Parties who find both the Library and the Academy sites are awarded the Favor of the Handmaiden Amerayne.

Parties who find both sites above and completely clear them of foes (Encounters 7 through 13) are awarded the Salute from the Knights of Luna.

Any elven or half-elven PC that resisted a *rod of mastery*: *elf* and fought well will also receive a recommendation to the Knights of Luna.

Parties who successfully researched at the top tier, making peaceful contact with the Seekers and/or the Silent Ones are lauded for awakening that group's interest in Etraika and receive the Flowering of Knowledge award on the AR. This favor can also be earned if the PC returns several scrolls or tomes from Etraika to either of these organizations.

PCs that tracked down and exterminated the wortlings and orcwort as a bonus encounter are charged an additional TU and receive the Gratitude of the Suss Rangers.

PCs who liberate and return the wizard/sage Jedidiah and assist him in returning to the City of Greyhawk get the following speech and Jedidiah's Ransom on the AR:

You enter the office with "Thomas, Farnsworth & Link – Research Specialists" painted over the door. Inside, the rather portly William Thomas looks up slowly from a dusty tome. His eyes seem to focus slowly then he leaps to his feet and shouts, "Walter! Come here, man! They've gone and found old Jedidiah! The three have a noisy and joyful reunion. Eventually, they recall your presence and say, "Well done, good people. We're not rich men, but we have a lot of contacts hereabouts. I'm sure we can help you find something useful in your line of work."

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 5

Defeat or drive off the giant party.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

Encounter 6

Defeat or make alliance with the aranea.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Encounter 7A

Defeat or drive off the orc party.

APL 10 – 300 xp.

APL 12 – 360 xp.

APL 14 – 420 xp.

Encounter 7B

Defeat the charnel hound.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

Encounter 8A

Keep **ALL** the slaves alive until out of the woods.

APL 10 – 180 xp.

APL 12 – 210 xp.

APL 14 – 240 xp.

Encounter 10A

Recover Jedidiah alive and take him to safety.

APL 10 – 180 xp.

APL 12 – 210 xp.

APL 14 – 240 xp.

Encounter 10B

Destroy the undead party.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Encounter 11

Defeat Callenwold's party.

APL 10 – 420 xp.

APL 12 – 480 xp.

APL 14 – 540 xp.

Encounter 12 (D-2)

Destroy the drowned ones.

APL 10 – 300 xp.

APL 12 – 360 xp.

APL 14 – 420 xp.

Encounter 13A

Defeat or drive off Elbron's relief party.

APL 10 – 390 xp.

APL 12 – 450 xp.

APL 14 – 510 xp.

Encounter 13B

Destroy the orcwort.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Encounter 14 (Bonus encounter)

Destroy the orcwort.

APL 10 – 360 xp.

APL 12 – 420 xp.

APL 14 – 480 xp.

Discretionary Roleplaying Award

DM may allocate up to the following for good roleplaying

APL 10 – 180 xp.

APL 12 – 210 xp.

APL 14 – 240 xp.

Total Possible Experience: On Time (A) Track

APL 10 – 2700 xp.

APL 12 – 3150 xp.

APL 14 – 3600 xp.

Total Possible Experience: On Time (A) Track with Bonus Encounter 14

APL 10 – 3060 xp.

APL 12 – 3570 xp.

APL 14 – 4080 xp.

Total Possible Experience: Late (B) Track

APL 10 – 2340 xp.

APL 12 – 2730 xp.

APL 14 – 3120 xp.

Treasure Summary

During an adventure, characters come upon 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. In the case of potions, they may use Spellcraft to identify them. 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 (sell value)

Encounter #5, Bowled Over:

APL 10: L: 69 gp C: 4 gp M: (3,343 gp) bag of tricks (tan) [525], wand of snake’s swiftness^{SC} (1st CL, 20 charges) [25], wand of lesser vigor^{SC} (1st CL, 10ch) [13], wand of speak with animals (1st CL, 10ch) [12], wand of omen of peril^{SC} (1st CL, 4ch) [5], potion of mage armor (1st CL) [4], potion of darkvision (3rd CL)x2 [50], divine scroll: summon nature’s ally VI (11th CL) [138], divine scroll of animal growth (9th CL) [94], divine scroll of wind wall (3rd CL) [12], divine scroll of bull’s strength (3rd CL) [13], divine scroll of gust of wind (3rd CL) [12], +1 huge mithral chain shirt x2 [734], forestward shroud^{RW}[16], eyes of the eagle x2 [416], brooch of shielding x2 [250], bracers of quick strike^{MH} x2 [200], vest of resistance +1 CA x2 [165], +1 huge greatclub x2 [384], potion of fly x2 (5th CL) [125], potion of bull’s strength x2 (3rd CL) [50], potion of shield of faith +3 x2 (6th CL) [50], potion of barkskin x2 (3rd CL) [50].

APL 12: L:101 gp C: 12 gp M: (6,429 gp) +1 huge greatclub x3 [576],+1 huge mithral chain shirt with forestward shroud^{RW} x2 [916], +1 huge twilight mithral chain shirt with forestward shroud^{RW} [712], +1 large dragonhide breastplate [219], arcane scroll of Extended haste (7th CL) [58], arcane scroll of heroism (5th CL) [31],bag of tricks (tan) [525], bracers of quick strike^{MH} x3 [300], brooch of shielding x3 [375], divine scroll of bull’s strength (3rd CL) [13], divine scroll of gust of wind (3rd CL) [12], divine scroll: animal growth (9th CL) [94], divine scroll of summon nature’s ally VI (11th CL) [138], divine scroll of wind wall (3rd CL) [12], eyes of the eagle x3 [624], potion of barkskin (3rd CL) [25], potion of barkskin x2 (3rd CL) [50], potion of bull’s strength x2 (3rd CL) [50], potion of darkvision (3rd CL)x2 [50], potion of displacement [63], potion of fly (5th CL) [62], potion of fly x2 (5th CL) [125], potion of heroism (3rd CL) x3 [75], potion of mage armor (1st CL) [4], potion of shield of faith +3 x2 (6th CL) [50], potion of shield of faith +4 (12th CL) [67], Quaal’s feather token (Whip) [42], ring of counterspells [333], vest of resistance +1^{CA} x2 [165], vest of resistance +2^{CA} [333], wand of fist of stone^{SC} (1st CL, 25ch) [31], wand of lesser vigor^{SC} (1st CL, 10ch) [13], wand: omen of peril^{SC} (1st CL, 4ch) [5], wand of shield (2nd CL, 30ch) [225], wand of snake’s swiftness^{SC} (1st CL, 20 charges) [25],wand of speak with animals (1st CL, 10ch) [12], wand of true strike (1st CL, 25ch)[31],

APL 14: L:99 C: 53 M: (10423) +1 wild dragonhide breastplate [1417], +1 huge greatclub [332], +1 huge mithral chain shirt with forestward shroud^{RW} x2 [916], +1 huge sweeping heavy flail x2 [1393], +1 huge twilight mithral chain shirt with forestward shroud^{RW} x2 [1424], bag of tricks (tan) [525], bracers of quick strike^{MH} x4 [400], brooch of shielding x6 [750], divine scroll of bull's strength x4 (3rd CL)[24], divine scroll of gust of wind (3rd CL) [13], divine scroll of summon nature's ally VI (11th CL) [138], divine scroll of wind wall (3rd CL)[13], eyes of the eagle x4 [833], lesser metamagic rod of Silent spell [250], pearl of power 1st x2 [167], periapt of wisdom +2 [333], potion of darkvision (3rd CL) [25], potion of fly x2 (5th CL) [125], potion of fly x4 (5th CL)[124], potion of heroism x6 (3rd CL) [150], potion of mage armor (1st CL) [5], Quaal's feather token (Whip) x2 [84], ring of counterspells [666], vest of resistance +1^{CA} x2 [166], vest of resistance +2^{CA} x2 [666], wand of fist of stone SC x2 (1st CL, 25ch), wand of omen of peril^{SC} (1st CL, 4ch) [5], wand of faerie fire (1st CL, 10ch) [25], wand of lesser vigor^{SC} (1st CL, 10ch)[25], wand of shield x2 (2nd CL, 30ch) [450], wand of snake's swiftness^{SC} (1st CL, 20 ch) [25], wand of speak with animals (1st CL, 10ch) [25], wand of true strike x2 (1st CL, 25ch) [62].

Encounter 6: What Goes Around...

APL 10: L: 30 C: 0 M: (3491) amulet of health +4 [333], cloak of charisma +2 [333], arcane scroll of solid fog (7th CL) [58], arcane scroll of Evard's black tentacles (7th CL) [58], arcane scroll of slow (5th CL) [31], arcane scroll of sleet storm (5th CL) [31], divine scroll of faerie fire (1st CL) x2 [4], arcane scroll of greater invisibility (7th CL) [58], potion of invisibility (3rd CL) [25], arcane scroll of Otiluke's resilient sphere (7th CL) [58], divine scroll of calm emotions (4th CL) [17], divine scroll of bless (1st CL) [2], Quaal's feather token (tree) x2 [67], Heward's handy haversack [166], Lesser rod of enlarge [250], cloak of displacement (minor)[2000].

APL 12: L: 30 C: 0 M: (4203) amulet of health +4 [333], arcane scroll of wall of force (9th CL) [94], arcane scroll: protection from evil (1st CL) [2], arcane scroll: greater blink (9th CL) [94], arcane scroll: greater invisibility (7th CL) [58], arcane scroll: Leomund's tiny hut (5th CL) [31], arcane scroll: Otiluke's resilient sphere (7th CL) [58], arcane scroll of sleet storm (5th CL) [31], arcane scroll of slow (5th CL) [31], brooch of shielding [125], cloak of charisma +2 x2 [666], cloak of displacement (minor) [2000], divine scroll of bless (1st CL) [2], divine scroll of calm emotions (4th CL) [17], divine scroll of faerie fire (1st CL) x2 [4], gloves of fortunate striking^{MH}, [166], Heward's handy haversack [166], lesser rod of enlarge [250], potion of invisibility (3rd CL) [25], Quaal's feather token (tree) x2 [67].

APL 14: L: 30 C: 0 M: (4146) amulet of health +4 [333], arcane scroll of protection from evil (1st CL) [2], arcane scroll of Leomund's tiny hut (5th CL) [12], arcane scroll of Otiluke's resilient sphere (7th CL) [58], arcane scroll of minor globe of invulnerability (CL 7) [58], arcane scroll of sleet storm (5th CL) [12], arcane scroll of slow (5th CL) [12], arcane scroll of stonewall (7th CL) [79], arcane scroll of teleport (9th CL) [94], arcane scroll of wall of force (9th CL) [94], cloak of charisma +2 x2 [666], cloak of displacement

(minor) [2000], divine scroll of bless (1st CL) [2], divine scroll: calm emotions (4th CL) [17], divine scroll of faerie fire (1st CL) [2], gloves of fortunate striking^{MH} [166], Heward's handy haversack [166], lesser rod of enlarge [250], potion of barkskin +2 (CL3) [25], potion of invisibility (3rd CL) [25], potion of shield of faith +3 [25], Quaal's feather token (tree) x2 [67], Quaal's feather token (whip) x2, [84], wand of true strike [63].

Encounter 7A: The Library on Time

APL 10: L: 225 gp, C: 1 gp, M: (3296) cloak of charisma +2 x2 [666], arcane scroll of mage armor (CL 1) [2], arcane scroll of fly (CL 5th) [31], arcane scroll of invisibility, greater (CL 7th) [58], arcane scroll of invisibility (CL 3) [12], arcane scroll of see invisibility (CL 3) [12], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], potion of fly (CL 5) [62], potion of invisibility x2 (CL 3) [50], potion of see invisibility (CL 3) [25], armor of the dread emperor [1221], potion of barkskin +2 [25], potion of enlarge person x3 (CL 3) [38], cloak of elemental protection x3 [252].

Enc. 7A APL 12: L: 219 gp, C: 33 gp, M: (5001) cloak of charisma +2 x2 [666], ring of counterspells x2 [666], arcane scroll of mage armor (CL 1) [2], arcane scroll of fly (CL 5th) [31], arcane scroll of invisibility, greater (CL 7th) [58], arcane scroll of invisibility (CL 3) [12], arcane scroll of see invisibility (CL 3) [12], arcane scroll of calm emotions (CL 3) [12], Quaal's feather token: bird [25], dust of dispersion [175], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], potion of fly (CL 5) [62], potion of invisibility x2 (CL 3) [50], potion of see invisibility (CL 3) [25], potion of displacement (CL 5) [63], armor of the dread emperor [1221], +1 falchion [198], potion of barkskin (+2) [25], potion of enlarge person x3 (CL 3)[38], cloak of elemental protection x3 [252], belt of one mighty blow x3 [375], potion of haste x3 (CL5) [188].

APL 14: L: 177 gp, C: 59 gp, M: (6781) cloak of charisma +2 x2 [666], ring of counterspells x2 [666], arcane scroll of mage armor (CL 1) [2], arcane scroll of fly (CL 5th) [31], arcane scroll of: invisibility, greater (CL 7th) [58], arcane scroll of invisibility (CL 3) [12],, arcane scroll of calm emotions (CL 3) [12], Quaal's feather token: bird [25], dust of dispersion [175], arcane scroll of invisibility (CL 3) [12], rod of metamagic silent [917], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], potion of fly (CL 5) [62], potion of invisibility x2 (CL 3) [50], potion of see invisibility (CL 3) [25], potion of displacement x4 (CL 5) [251], rod of metamagic sculpting, lesser [450], rod of substitution (acid), lesser [225], armor of the dread emperor [1221], +1 falchion [198], potion of barkskin (+2) [25], potion of enlarge person x3 (CL 3)[38], cloak of elemental protection x3 [252], belt of one mighty blow x3 [375], potion of haste x3 (CL5) [188].

Encounter 7B: Wandering Around Late

APL 10: L: 120 gp, C: 1 gp, M: (2984) cloak of charisma +2 x2 [666], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], armor of the dread emperor [1221], cloak of elemental protection x3 [252].

APL 12: L: 114 gp, C: 33 gp, M: (4225) cloak of charisma +2 x2 [666], ring of counterspells x2 [666], Quaal's feather token: bird [25], dust of dispersion [175], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], armor of the dread emperor [1221], cloak of elemental protection x3 [252], belt of one mighty blow x3 [375].

APL 14: L: 72 gp, C: 59 gp, M: (5817) cloak of charisma +2 x2 [666], ring of counterspells x2 [666], Quaal's feather token: bird [25], dust of dispersion [175], rod of metamagic silent [917], vest of resistance +2 [333], +1 chain shirt x4 [416], +1 light wooden shield [96], rod of metamagic sculpting, lesser [450], rod of substitution (acid), lesser [225], armor of the dread emperor [1221], cloak of elemental protection x3 [252], belt of one mighty blow x3 [375].

Encounter 11: Callenwold Awakes

APL 10: L: 24 gp, C: 18 gp, M: (5715) circlet of persuasion x2 [750], cloak of turn resistance [917], vest of resistance +1 x4 [333], pearl of power 1st x2 [166], wand of false life (10th CL, 5ch) [125], wand of shield (5th CL, 10ch) [63], wand of lesser spell immunity^{SC} (3rd CL, 4ch) [30], wand of ray of enfeeblement (10th CL, 5ch) [63], wand of haste (5th CL, 2ch) [37], arcane scroll of displacement (6th CL) [38], arcane scroll of greater mage armor^{SC} (5th CL) [31], arcane scroll of alter self (3rd CL) [12], divine scroll of conjure ice beast V^{FB} (9th CL) [94], arcane scroll of greater invisibility (7th CL) [58], arcane scroll of eagles' splendor (3rd CL) [12], divine scroll of arcane eye (7th CL) [58], +1 mithral chain shirt [175], +1 buckler [97], cloak of charisma +2 [333], amulet of health +2 [333], eyes of the eagle [208], armbands of reduction [167], wand of benign transposition^{SC} (1st CL, 10 ch) [13], Quaal's feather token (whip), arcane scroll of projected image (10th CL) x2 [208], arcane scroll of heroism (5th CL) [31], divine scroll of freedom of movement (7th CL) [58], arcane scroll of stonesskin x2 (7th CL) [158], potion of shield of faith +4 [50], potion of barkskin +3 [50], potion of fox's cunning x2 [50], circlet of persuasion [375], bagpipes of the damned [250], mithral chain shirt x3 [276], wand of harmonize^{RS} (4th CL, 5ch) [50], arcane scroll of invisibility (3rd CL) [12], cloak of elemental protection x2 [167].

APL 12: L: 52 gp, C: 69 gp, M: (11,613) circlet of persuasion x2 [750], cloak of turn resistance [917] periapt of wisdom +4 [1333], pearl of power 1st x2 [166], wand of false life (10th CL, 5ch) [125], wand of shield (5th CL, 10ch) [63], wand of lesser spell immunity^{SC} (3rd CL, 4ch) [30], wand of ray of enfeeblement (10th CL, 5ch) [63], wand of haste (5th CL, 2ch) [37], arcane scroll of displacement (6th CL) [38], arcane scroll of greater mage armor^{SC} (5th CL) [31], arcane scroll of alter self (3rd CL) [12], divine scroll of conjure ice beast V^{FB} x2 (9th CL) [188], arcane scroll of greater invisibility (7th CL) [58], arcane scroll of eagles' splendor (3rd CL) [12], arcane scroll of stonesskin x2 (7th CL) [158], divine scroll of arcane eye (7th CL) [58], planar fork: Abyss [17], planar fork: Astral [17], +1 mithral full plate [958], +3 buckler [763], cloak of charisma +4 [1333], amulet of health +2 [333], eyes of the eagle [208], vest of resistance +3^{CA} [750], armbands of reduction [167], wand of

benign transposition^{SC} (1st CL, 10 ch) [13], Quaal's feather token (whip) [41], scroll of projected image (10th CL) x2 [208], arcane scroll of heroism (5th CL) [31], divine scroll of freedom of movement (7th CL) [58], potion of shield of faith +4 [50], potion of barkskin +3 [50], potion of fox's cunning x2 [50], cloak of charisma +2 [333], bagpipes of the damned [250], wand of harmonize^{RS} (4th CL, 5ch) [50], wand of greater invisibility (7th CL, 4 ch) [140], +1 mithral chain shirt x3 [525], vest of resistance +1^{CA} x3 [250], cloak of elemental protection^{MH} x3 [500], +1 buckler x3 [354], potion of barkskin +2 x5 [125].

APL 14: L: 65 gp, C: 103 gp, M: (22,617) circlet of persuasion x3 [1125], cloak of turn resistance [917] periapt of wisdom +4 [1333], pearl of power 1st x2 [166], wand of false life (10th CL, 5ch) [125], wand of shield (5th CL, 10ch) [63], wand of lesser spell immunity^{SC} (3rd CL, 4 charges) [30], wand of ray of enfeeblement (10th CL, 5 charges) [63], wand of haste (5th CL, 2 charges) [37], arcane scroll of displacement (6th CL) [38], arcane scroll of greater mage armor^{SC} (5th CL) [31], arcane scroll of alter self (3rd CL) [12], divine scroll of conjure ice beast V^{FB} x2 (9th CL) [188], arcane scroll of greater invisibility (7th CL) [58], arcane scroll of eagles' splendor (3rd CL) [12], arcane scroll of stonesskin x2 (7th CL) [158], divine scroll of arcane eye (7th CL) [58], potion of barkskin +2 x3 [75], planar fork: Abyss [17], planar fork: Astral [17], +3 glamered mithral full plate [1850], +3 buckler [763], cloak of charisma +6 [3000], amulet of health +6 [3000], gloves of fortunate strike^{MH} [166], eyes of the eagle [208], vest of resistance +5^{CA} [2083], armbands of reduction^{AEG} [167], boots of levitation [625], rod of metamagic silent [916], ring of greater counterspelling x2 [66], bead of force [250], wand of harmonic chorus^{SC}, (4th CL, 20 charges) [200], wand of heroism (5th CL, 10 ch) [188], wand of benign transposition^{SC} (1st CL, 10 charges) [13], wand of heroics^{SC} (3rd CL, 24ch) [180], Quaal's feather token (whip) x3 [125], arcane scroll of projected image (10th CL) x3 [312], arcane scroll of heroism (5th CL) [31], arcane scroll of greater invisibility x2 (7th CL) [116], arcane scroll of bite of the werebear^{SC} (13th CL) [190], arcane scroll of mass mage armor^{SC} (5th CL) [31], arcane scroll: blacklight^{SC} (5th CL) [31], divine scroll of freedom of movement (7th CL) [58], potion of shield of faith +4 x2 [100], potion of fox's cunning x2 [50], cloak of charisma +2 [166], bagpipes of the damned^{LM} [250], +1 mithral chain shirt x3 [525], wand of harmonize^{RS} (4th CL, 5ch) [50], wand of greater invisibility (7th CL, 4 ch) [140], arcane scroll of invisibility (3rd CL), divine scroll of faerie fire (1st CL) [2], arcane scroll of glitterdust (3rd CL) [12], divine scroll of barkskin (12th CL) [50], divine scroll of divine insight^{SC} (CL3) [12], vest of resistance +2^{CA} x2 [666], cloak of elemental protection^{MH} x2 [333], +1 buckler x2 [236], potion of barkskin +3 x2 [100], Quaal's feather token: whip x2 [83].

Encounter 12: Arcane Academy Exploration

APL 10: L: 0 gp, C: 0 gp, M: (22,850), *vacuous grimoire* [NFS], ring of wizardry III [5833], major ring of spell storing

[16,667], the tome is a Grimoire Arcanamacha^{CA} [NFS], rod of mastery (human) [NFS], +1 mithral chain shirt x2 [350].

APL 12: L: 0 gp, C: 0 gp, M: (23,867), *vacuous grimoire* [NFS], *ring of wizardry III* [5833], *major ring of spell storing* [16,667], the tome is a Grimoire Arcanamacha^{CA} [NFS], rod of mastery (human) [NFS], +2 mithral breastplate [1367].

APL 14: L: 0 gp, C: 0 gp, M: (24,700), *vacuous grimoire* [NFS], *ring of wizardry III* [5833], *major ring of spell storing* [16,667], the tome is a Grimoire Arcanamacha^{CA} [NFS], rod of mastery (human) [NFS], +2 mithral breastplate x2 [2200].

Encounter 13 A: Elbron Returns

APL 10: L: 123 gp, C: 23 gp, M: (3973) *rod of mastery* [NFS], *headband of intellect* +2 [333], *amulet of health* +2 [333], *lesser rod of extend* [250], *eyes of the eagle* [208], *arcane scroll of transdimensional web* (5th CL)^{CD} [31], *arcane scroll of dispel magic* (9th CL) [56], *arcane scroll of transdimensional solid fog* (9th CL)^{CD} [94], +1 *full plate armor with masterwork cold iron armor spikes* [229], +1 *adamantine greatsword* [421], *potion of eagle's splendor* [25], *potion of bull's strength* x3 [75], *potion of shield of faith* +3 [25], +1 *full plate w/ mw armor spikes*, +1 [225] +1 *heavy steel shield* [98], *brooch of shielding* [125], *vest of resistance* +1^{CA} [83], *wand of battle hymn*^{SC} (4th CL, 5 ch) [50], *potion of bear's endurance* [25], *potion of barkskin* +2 [25], *potion of shield of faith* +3 [25], +1 *mithral chain shirt with masterwork armor spikes* [204], +1 *guisarme* [193], *bracers of quick strike*^{MH} [100], *potion of barkskin* +2 [25], *potion of protection from good* [4], *potion of cure light wounds* x2 [8], *potion of guidance* [2], +1 *large spiked chain* [194], *potion of fly* (5th CL) [63], *potion of enlarge person* (5th CL) [21], *potion of lesser restoration* (3rd CL) [25], *oil of magic weapon* (1st CL) [4], +1 *full plate* [221], *lesser rod of silence* [250], *wand: faith healing*^{SC} (1st CL) [62].

APL 12: L: 266 gp, C: 69 gp, M: (7973) *rod of mastery* [NFS], *headband of Intellect* +4 [1333], *amulet of health* +2 x3 [999], *lesser rod of extend* [250], *eyes of the eagle* [208], *cloak of resistance* +1 [166], *arcane scroll of transdimensional web* (5th CL)^{CD} [31], *arcane scroll of command undead* (3rd CL) [13], *arcane scroll of transdimensional solid fog* (9th CL)^{CD} [94], +1 *full plate armor with masterwork cold iron armor spikes* [229], +1 *adamantine greatsword* [421], *gloves of fortunate strike*^{MH} [166], *potion of eagle's splendor* [25], *potion of bull's strength* x3 [75], +1 *full plate with masterwork armor spikes*, [225], +1 *heavy steel shield* [98], *brooch of shielding* [125], *gloves of dexterity* +2 [333], *vest of resistance* +1^{CA} x2 [166], *wand of battle hymn*^{SC} (4th CL, 5 ch) [50], *wand of harmonize*^{RS} (4th CL, 20ch) [200], *wand of cure light wounds* (1st CL, 10 ch) [13], *potion of bear's endurance* [25], *potion of barkskin* +2 x2 [50], *potion of shield of faith* +3 [25], +1 *mithral chain shirt with masterwork armor spikes* [204], +1 *guisarme* [193], *bracers of quick strike*^{MH} [100], *lesser metamagic rod of Silent* x2 [500], *wand of fell the greatest foe*^{SC} (4th CL, 5 charges) [50], *wand of alter self* (3rd CL, 9 charges) [68], *wand of greater invisibility* (7th CL, 2 charges) [840], *arcane scroll of find the gap*^{SC} (5th CL) [31], *potion of protection from good* [4], *potion of cure light wounds* x2 [8], *potion of guidance* [2], +1 *large spiked*

chain [194], *potion of fly* (5th CL) [63], *potion of enlarge person* (5th CL) [21], *potion of lesser restoration* (3rd CL) [25], *oil of magic weapon* (1st CL) [4], +1 *full plate* [221], *wand: faith healing*^{SC} (1st CL) [62], *wand of resurgence*^{SC} (1st CL, 50ch) [63].

APL 14: L: 245 gp, C: 138 gp, M: (11,894) *rod of mastery* [NFS], *headband of intellect* +6 [3000], *amulet of health* +2 x3 [999], *lesser rod of extend* [250], *eyes of the eagle* [208], *cloak of resistance* +1 [166], *arcane scroll of transdimensional web* (5th CL)^{CD} [31], *arcane scroll of command undead* (3rd CL) [13], *arcane scroll of transdimensional solid fog* (9th CL)^{CD} [94], +1 *full plate armor with masterwork cold iron armor spikes* [229], +1 *adamantine greatsword* [421], *gloves of fortunate strike*^{MH} [166], +1 *animated heavy steel shield* [764], *potion of barkskin* +2 x2 [50], *potion of shield of faith* +3 x2 [50], *potion of cure moderate wounds* [25], *potion of bull's strength* [25], +1 *full plate with masterwork armor spikes*, [225], +1 *heavy steel shield* [98], +1 *battle axe* [193], *bracers of quick strike*^{MH} x2 [200], *cloak of elemental protection*^{MH} [83], *brooch of shielding* [125], *gloves of dexterity* +2 [333], *vest of resistance* +1^{CA} x3 [249], *wand of battle hymn*^{SC} (4th CL, 5 ch) [50], *wand: harmonize*^{RS} (4th CL, 20 charges) [200], *wand of cure light wounds* (1st CL, 10 charges) [13], *potion of bear's endurance* [25], +1 *mithral chain shirt with masterwork armor spikes* [204], +1 *guisarme* [193], +1 *buckler* x2 [194], *ring of counterspells* [333], *lesser metamagic rod of Silent* x2 [500], *wand of fell the greatest foe*^{SC} (4th CL, 5 charges) [50], *wand of alter self* (3rd CL, 9charges) [68], *wand of greater invisibility* (7th CL, 2charges) [840], *arcane scroll of find the gap*^{SC} (5th CL) [31], +1 *large spiked chain* [194], *potion of fly* (5th CL) [63], *potion of enlarge person* (5th CL) [21], *potion of lesser restoration* (3rd CL) [25], *oil of magic weapon* (1st CL) [4], *potion of cure light wounds* (1st CL) [4], +1 *full plate* [233], *cloak of charisma* +2 [333], *Memento Magica* (1st)^{RDR} [250], *wand: resurgence*^{SC} (1st CL, 50ch) [63], *divine scroll of death ward* (7th CL) [58], *divine scroll of restoration* (7th CL) [67], *divine scroll of faerie fire* (1st CL) [2], *wand: faith healing*^{SC} (1st CL) [62].

Encounter 13B: Late or Encounter 14: Evil Afoot

APL 10: L: 0 gp, C: 0 gp, M: (65) *wand of speak with animals* (1st CL, 50ch) [63], *scroll of obscuring mist* [2].

APL 12: L: 0 gp, C: 0 gp, M: (65) *wand of speak with animals* (1st CL, 50ch) [63], *scroll of obscuring mist* [2].

APL 14: L: 0 gp, C: 0 gp, M: (65) *wand of speak with animals* (1st CL, 50ch) [63], *scroll of obscuring mist* [2].

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: 471 gp; C: 46gp; M: 42,672 gp – Total: 43,189 gp (4,600 gp).

APL 12: L: 668 gp; C: 183 gp; M: 47,639 gp – Total: 48,490 gp (6,600 gp).

APL 14: L: 616 gp; C: 353 gp; M: 80,566 gp – Total: 81,535 gp (13,200 gp).

Items for the Adventure Record

Special

☛ **Commendation of the Knights of Luna:** This elven or half-elven PC has been formally commended by Knight Laith Filiadir. He recommends to his peers that you be contacted when they have an opening for squires.

☛ **Contact with the Tree Dwellers:** This PC ended this adventure with the following relations with the araneas of the Suss Forest (circle one): Hostile, Unfriendly, Indifferent, Friendly, Helpful.

☛ **Favor of Amerayne:** You gain access (Frequency: Metaregional) to purchase any of the following. Items may be masterwork quality and of any material to which the PC has access: *winged shield*, *owlfeather armor* (*Races of the Wild*), *hawkfeather armor* (*Races of the Wild*), *ring of freedom of movement*, *woodwalk armor* special ability upgrade (*Races of the Wild*). You must expend 1 additional TU in travel time to Celene each time you want to make purchases via this gratitude. Amerayne also gifts you with a small token, a polished opalescent sphere carved into a replica of the moon Celene. If checked, it radiates faint auras of divination and conjuration magic. Finally, you gain access to the Elven Spell Lore feat (*Player's Handbook II*).

☛ **Acclamation of Worric:** You gain access (Frequency: Metaregional) to purchase the following items: *belt of dwarvenkind*, *amulet of fortune prevailing* (*Miniatures Handbook*), *everlasting rations* (*Heroes of Battle*).

☛ **Gratitude of the Suss Rangers:** You may spend this favor to have the Rangers train any animals you possess to perform any of the tricks from the *Player's Handbook* or *Complete Adventurer* at a cost of 25 gp and 1 additional TU per trick per animal. The Rangers also offer you the opportunity to purchase one of the orphaned animals that they have raised and trained for fighting: panther (leopard) – 500 gp, tiger – 1,500 gp.

☛ **Flowering of Knowledge:** You may spend this favor to gain Access (Frequency: Adventure) to purchase any one item to which you had access on a previous AR. Mark this favor as USED when the item is purchased.

☛ **Jedidiah's Ransom:** You may spend this favor to gain access (Frequency: Adventure) to purchase, at a 10% discount, any one *ioun stone* that grants an ability enhancement bonus. Mark this favor as USED when the purchase is made.

☛ **Salute of the Knights of Luna:** You gain access to the Ruathar prestige class (*Races of the Wild*). You also gain access (Frequency: Metaregional) to purchase any

of the following from *Races of the Wild*. Items may be masterwork quality and of any material to which the PC has access: elven thinblade, elven courtblade, elven lightblade, elvencraft bow.

☛ **Oversized Items:** You gain access (Frequency: Adventure) to purchase the following items: Large – +1 *dragonhide breastplate*, club, cold iron spiked chain, +1 *heavy shield*, +1 *spiked chain*, full plate, cold iron spiked gauntlet, silvered spiked gauntlet; Huge – +1 *greatclub*, +1 *mithral chain shirt with forestwarden shroud* (*Races of the Wild*).

☛ **Study Time:** Arcane spellcasters who spend 1 additional TU studying the tomes recovered from the Academy site gain a permanent +1 inherent bonus to Spellcraft checks.

☛ **Arcane Knowledge:** The Academy site is full of numerous scrolls and arcane compendiums. If this PC uses a spellbook, they may add three Core spells to their spellbook for free. If they are spontaneous arcane casters, they may use the knowledge to trade out any one known spell for a different spell of the same level to which they have access. Note either of these changes in Play Notes above.

☛ **Grimoire Arcanamacha:** This book is a modern copy of an ancient text detailing secrets of blending martial and arcane prowess. A PC who can read Ancient Suloise may spend 1 additional TU studying the *Grimoire Arcanamacha*; doing so grants access to and fulfills the special requirement for the Suel Arcanamach prestige class in *Complete Arcane*.

☛ **Trove of Wands:** You gain access (Frequency: Adventure) to purchase the following wands: *battle hymn* (CL 4th; *Spell Compendium*), *benign transposition* (CL 1st; *Spell Compendium*), *faith healing* (CL 1st; *Spell Compendium*), *false life* (CL 10th), *haste* (CL 5th), *lesser spell immunity* (CL 3rd; *Spell Compendium*), *lesser vigor* (CL 1st; *Spell Compendium*), *omen of peril* (CL 1st; *Spell Compendium*), *ray of enfeeblement* (CL 10th), *shield* (CL 2nd), *snake's swiftness* (CL 1st; *Spell Compendium*), *speak with animals* (CL 1st).

☛ **Goods Recovered!:** A PC who received the **Captured!** effect in SHE6-02 *Brooding Boughs* may recover two items that were taken from him when enslaved (as noted on the special AR from that adventure). The items are found on orcs defeated in this adventure. Select one item to be recovered and have the DM randomly determined the second item.

☛ **Hunted!:** This PC chose to retain a *rod of mastery* (elf) or Callenwold's ring *Torment*. The elf-mages of Celene send word of your actions to others, including the Seekers and the Silent Ones. The Pomarj also gains knowledge of your choice. You are forever hunted while you possess the rod or ring.

Every adventure you play until you turn the rod or ring over to someone else costs 2 additional TUs, representing time you spend avoiding those who hunt you. In addition, the DM rolls a 1d6 before each adventure you play; on a 1, you are attacked by forces of the Pomarj before play begins and start the adventure with 20% of your hp already lost.

Also, you may not play any adventure set in the Sheldomar Valley, the Pomarj, or Celene until you turn the rod or ring over to a non-evil organization or lose the rod or ring via death. Any attempt to use the rod or ring is an evil act; the PC is removed from play, and please notify Steven Conforti (scon40@aol.com) with details.

☛ **Optional Encounter:** You spent 1 additional TU to participate in an optional encounter. This increases the xp cap on the main AR by 360 xp at APL 10, 420 xp at APL 12, and 480 xp at APL 14; it also increases the gp cap on the main AR by 50% of the standard value at each APL.

Item Access

APL 10 (all of the following):

- ❖ +1 Adamantine Greatsword (Adventure; Dungeon Master's Guide)
- ❖ Amulet of Health +4 (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Dispel Magic (CL 9th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Greater Mage Armor (CL 5th; Adventure; Spell Compendium)
- ❖ Arcane Scroll of Project Image (CL 13th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Stoneskin (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Transdimensional Solid Fog (CL 9th; Adventure; Complete Divine)
- ❖ Arcane Scroll of Transdimensional Web (CL 5th; Adventure; Complete Divine)
- ❖ Armband of Reduction (Adventure; Arms & Equipment Guide)
- ❖ Bag of Tricks, Tan (Adventure; Dungeon Master's Guide)
- ❖ Bracers of Quick Strike (Adventure; Miniatures Handbook)
- ❖ Brooch of Shielding (Adventure; Dungeon Master's Guide)
- ❖ Circlet of Persuasion (Adventure; Dungeon Master's Guide)

- ❖ Cloak of Displacement, Minor (Adventure; Dungeon Master's Guide)
- ❖ Cloak of Elemental Protection (Adventure; Miniatures Handbook)
- ❖ Divine Scroll of Animal Growth (CL 9th; Adventure; Dungeon Master's Guide)
- ❖ Divine Scroll of Conjure Ice Beast V (CL 9th; Adventure; Spell Compendium)
- ❖ Divine Scroll of Summon Nature's Ally VI (CL 11th; Adventure; DMG)
- ❖ Eyes of the Eagle (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Enlarge, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Extend, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Metamagic Rod, Silent, Lesser (Adventure; Dungeon Master's Guide)
- ❖ Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- ❖ Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- ❖ Ring of Spell Storing, Greater (Adventure; Dungeon Master's Guide)
- ❖ Ring of Wizardry III (Adventure; Dungeon Master's Guide)
- ❖ Vests of Resistance +1 or +2 (Adventure; Complete Arcane)
- ❖ Wand of Harmonize (CL 4th; Adventure; Races of Stone)

APL 12 (all of APL 10 plus the following):

- ❖ +1 Mithral Full Plate (Adventure; Dungeon Master's Guide)
- ❖ +2 Mithral Breastplate (Adventure; Dungeon Master's Guide)
- ❖ +3 Buckler (Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Extended Haste (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ Arcane Scroll of Find the Gap (CL 5th; Adventure; Spell Compendium)
- ❖ Dust of Dispersion (Adventure; Complete Arcane)
- ❖ Gloves of Fortunate Strike (Adventure; Miniatures Handbook)
- ❖ Headband of Intellect +4 (Adventure; Dungeon Master's Guide)

- ❖ *Heward's Handy Haversack* (Adventure; Dungeon Master's Guide)
- ❖ *Javelin of Lightning* (Adventure; Dungeon Master's Guide)
- ❖ *Periapert of Wisdom +4* (Adventure; Dungeon Master's Guide)
- ❖ *Planar Fork, Astral or Abyss* (Adventure; Player's Handbook, Price: 300 gp each)
- ❖ *Quaal's Feather Tokens: Bird, Tree, Whip* (Adventure; Dungeon Master's Guide)
- ❖ *Ring of Counterspells* (Adventure; Dungeon Master's Guide)
- ❖ *Wand of Alter Self* (CL 3rd; Adventure; Dungeon Master's Guide)
- ❖ *Wand of Fell the Greatest Foe* (CL 4th; Adventure; Spell Compendium)
- ❖ *Wand of Fist of Stone* (CL 1st; Adventure; Spell Compendium)
- ❖ *Wand of Greater Invisibility* (CL 7th; Adventure; Dungeon Master's Guide)
- ❖ *Wand of True Strike* (CL 1st; Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Silent* (Adventure; Dungeon Master's Guide)
- ❖ *Metamagic Rod, Substitution (Acid), Lesser* (Adventure; Complete Arcane)
- ❖ *Ring of Greater Counterspells* (Adventure; Dungeon Master's Guide II)
- ❖ *Wand of Faerie Fire* (CL 1st; Adventure; Dungeon Master's Guide)

APL 14 (all of APLs 10, 12 plus the following):

- ❖ +1 *Wild Dragonhide Breastplate* (Adventure; Dungeon Master's Guide)
- ❖ +3 *Glamered Mithral Full Plate* (Adventure; Dungeon Master's Guide)
- ❖ +3 *Mithral Breastplate* (Adventure; Dungeon Master's Guide)
- ❖ *Arcane Scroll of Blacklight* (CL 5th; Adventure; Spell Compendium)
- ❖ *Arcane Scroll of Mass Mage Armor* (CL 5th; Adventure; Spell Compendium)
- ❖ *Bead of Force* (Adventure; Dungeon Master's Guide)
- ❖ *Belt of One Mighty Blow* (Adventure; Miniatures Handbook)
- ❖ *Boots of Levitation* (Adventure; Dungeon Master's Guide)
- ❖ *Headband of Intellect +6* (Adventure; Dungeon Master's Guide)
- ❖ *Memento Magica, 1st Level Spell* (Adventure; Races of the Dragon)
- ❖ *Metamagic Rod, Sculpting, Lesser* (Adventure; Complete Arcane)

Appendix 1: NPC Stats

Narwain Filiadir, Squire to Knight of Luna Talmarin Shae, Male High Elf Ftr1/Wiz5 (transmuter); medium humanoid (elf); CR 6; HD 1d10+5d4+6; hp 31; Init +3; Spd 30 ft.; AC 20 (+3 Dex, +5 chain shirt, +2 buckler), touch 13, flat-footed 17; Base Atk +3; Grp +5; Atk +6 melee (1d8+3/19-20, longsword) or +7 ranged (1d8+2/x3, longbow); Full Atk +6 melee (1d8+3/19-20, longsword) or +7 ranged (1d8+2/x3, longbow); SA None; SQ None; AL CG; SV Fort +5, Ref +4, Will +2; Str 14, Dex 16, Con 12, Int 16, Wis 8, Cha 10.

Skills and Feats: Balance +5, Concentration +6, Knowledge (arcana) +8, Knowledge (nobility) +8, Move Silently +6*, Perform (Sing) +1, Perform (Dance) +2, Ride +7, Spellcraft +10, Tumble +5; Alertness*, Scribe Scroll, Combat Casting, Combat Expertise Craft Arms and Armor, Dodge, Weapon Focus (longsword).

*Bestowed by familiar.

Languages: Elvish, Celestial, Common, Dwarven, Gnome, Orc.

Wizard Spells Prepared (4/5/4/3; save DC 13 + spell level, 5th CL, 10% ASF, spec transmute- banned evoc & necro): 0 - *detect magic, ghost sound, message, prestidigitation*; 1st - *color spray, enlarge person**, *expeditious retreat, obscuring mist, true strike*; 2nd - *bear's endurance**, *blur, mirror image, see invisibility*; 3rd - *fly**, *haste, heroism*.

*Specialization school bonus spell.

Spell book: 0 - *acid splash, arcane mark, detect magic, detect poison, ghost sound, mage hand, mending, message, prestidigitation, read magic, resistance*; 1st - *alarm, color spray, endure elements, enlarge person, expeditious retreat, feather fall, identify, mount, obscuring mist, shield, true strike, unseen servant*; 2nd - *bear's endurance, blur, bull's strength, cat's grace, invisibility, minor image, mirror image, see invisibility*; 3rd - *fly, haste, heroism, slow*.

Possessions: masterwork composite longbow (Str +2), +1 mithral chain shirt, +1 mithral buckler, +1 longsword, arrows (20).

Description: Narwain is a high elf, off amongst the Knights of Luna. He is youthful and fair of skin and hair, but his eyes are hooded. Narwain understands in theory his knightly duty to treat well with outsiders, but he is still uneasy around folk not native to Celene. In addition, he is currently angered and saddened by the apparent loss of Knight Talmarin, his mentor.

Amerayne, Female Grey Elf Ari3: medium humanoid; CR 2: HD 3d8-3; hp 16; Init +1; Spd 30 ft.; AC 11 (+1 Dex), touch 11, flat-footed 10; Base Atk +2; Grp +1; Full Atk dagger +1 melee (1d4-1;19-20); AL CG; SV Fort +0, Ref +2, Will +5; Str 8, Dex 12, Con 8, Int 16, Wis 14, Cha 16.

Skills & Feats: Bluff +9, Diplomacy +15, Disguise +11, Gather Information +9, Intimidate +11, Knowledge (history) +5, Knowledge (local - Core) +5, Knowledge (nobility) +9, Speak Language +2; Deceitful, Negotiator.

Languages: Elven, Common, Sylvan, Celestial, Gnome

Possessions: Dagger, ring of nondetection, ring of detect evil.

Description: Amerayne is a stately and elegant grey elf maiden attired in a diaphanous white and pastel dress. Her hair is long, with lilies braided within her delicate auburn tresses. Although she is very charming, there is steel behind her smile and ice in her gaze.

Caedrus Uel, Male High Elf Ari7; Medium humanoid (elf); CR 7; HD 7d8; hp 38; Init +3; Spd 30 ft.; AC 14, touch 13, flat-footed 11 (+1 bracers of armor +1, +3 Dex); Base Atk +5; Grp +5; Atk +6 melee (1d6, Elvencraft longbow) or +9 ranged (1d8/x3, Elvencraft longbow); Full Atk: +6 melee (1d6, Elvencraft longbow) or +9 ranged (1d8/x3, Elvencraft longbow); Space/Reach 5 ft./5 ft.; SA None; SQ Elf Traits; AL CG; SV Fort +2, Ref +5, Will +5; Str 10, Dex 16, Con 10, Int 17, Wis 10, Cha 9.

Skills and Feats: Appraise +8, Diplomacy +3, Forgery +13, Gather Information +13, Hide +8, Knowledge (Nobility) +8, Knowledge (Nature) +10, Knowledge (Geography) +8, Knowledge (architecture and engineering) +8, Knowledge (local - Sheldomar) +8, Knowledge (local - Core) +8, Listen +2, Move Silently +8, Search +5/+7 vs. secret doors/compartments, Sense Motive +10, Spot +2, Survival +5 (+2 avoid getting lost/hazards and +2 outdoors); Inside Connections (Court of Celene)RD, Urban TrackingRD, Track.

Languages: Elven, Common, Sylvan, Auran, Celestial.

Possessions: Bracers of armor +1, cloak of elvenkind, boots of elvenkind, Safewing emblem, masterwork elvencraft longbow, quiver with 20 cold iron arrows, quiver with 20 blunt arrows, specially tailored traveler's outfits.

Description: Caedrus is headstrong and opinionated, and believes in the natural superiority of the elven race. He treats other races, and indeed non-Celene elves with disdain when he can do so. He has some skill in the wild, but he is overconfident there as well. At heart he is unused to danger and will quail from any real threats to his person.

Jedidiah Link: male human Wiz7/Loremaster 5; CR 12; HD 12d4; hp [currently 6 due to 15 lethal and 40 non-lethal damage accumulated] 61 (37+24); Init +0; Spd [currently 10 due to being shackled] 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +5; Atk: +5 melee (1d4, 19-20, dagger); Full Atk: +5 Melee (1d4, 19-

20, dagger); Space/Reach 5 ft./5 ft.; AL NG; SV Fort +7 (3+2), Ref +5, Will +13 (9+2); Str 10, Dex 10, Con 14, Int 18, Wis 14, Cha 12.

Skills and feats: Appraise+15, Lore (Bardic lore) +21, Concentration +6, Decipher Script +24, Knowledge (arcana) +22, Knowledge (history) +16, Knowledge (the planes) +5, Knowledge (nobility and royalty) +5, Knowledge (religion) +5, Knowledge (geography) +5, Knowledge (architecture and engineering) +5, Knowledge (nature) +5, Knowledge (dungeoneering) +5, Knowledge (local - Sheldomar Valley) +6, Spellcraft +22 (+24 deciphering scrolls), Use Magic Device +9 (+13 with scrolls); Arcane Mastery (comprehend languages, tongues, dimensional anchor, scholar's touch), Scribe Scroll, Craft Wondrous Item, Magical Aptitude, Skill Focus: Knowledge (Arcana), Diligent, Skill Focus: Decipher Script, Silent Spell.

Languages: Draconic, Undercommon, Elvish, Dwarf, Abyssal, Auran, Infernal, Celestial, Ur-Flan, Ancient Oeridian, Flan.

Loremaster Secrets: Secrets of inner strength, Lore of true stamina, Secret knowledge of avoidance.

Spells prepared: (4/5/5/5/4/3/2; save DC 14 plus spell level) 0- *dancing lights*, *mage hand* x2, *read magic*; 1st- *animate rope*, *identify*, *scholar's touch* (RD) x2, *unseen servant*; 2nd- *darkvision*, *knock*, *silent comprehend languages* x3; 3rd- *dispel magic* x2, *fireball* x2, *tongues*; 4th- *dimensional anchor* x2, *stone shape* x2; 5th- *fabricate* x3; 6th- *disintegrate* x2.

Familiar: Charal the Raven.

Possessions: worn explorer clothes, one bark tablet (spellbook page equivalent) of *fireball*, components for two *fireball* spells, orc-provided spellbook of *mage hand*, *dancing lights*, *knock*, *disintegrate*, *identify*, *unseen servant*, *animate rope*, *darkvision*, *dispel magic*, *stone shape*, *fabricate*, *analyze dweomer*.

Appendix 2 – Combat Stat Blocks (All APLs)

Encounter 4

Mutated Male Dire Snake; Gargantuan Animal; CR 7; HD 14d8+73; hp 136; Init +5; Spd 30 ft., Climb 20 ft., Swim 20 ft.; AC 20 (-4 size, +5 Dex, +9 natural), touch 11, flat-footed 15; Base Atk +10; Grp +34; Atk +18 melee (4d6+18, bite + poison); Full Atk +18 melee (4d6+18, bite + poison); Space/Reach 20 ft./15 ft.; SA Poison (DC 20, 1d6 Con/1d6 Con), Improved Grab, Constrict (1d8+18); SQ Scent, Low-light vision; AL N; SV Fort +14, Ref +14, Will +10; Str 34, Dex 20, Con 20, Int 1, Wis 13, Cha 11.

Skills and Feats: Balance +14, Climb +20, Hide +9, Listen +8, Spot +8; Alertness, Endurance, Toughness, Improved Natural Attack (Bite), Ability Focus (Poison).

Encounter 14

Wortling; Small Plant; CR 3; HD 3d8; hp 13; Init +6; Spd 30 ft., climb 15 ft.; AC 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14; Base Atk +5; Grp +3; Atk +5 melee (1d3+2 plus poison, claw); Full Atk +5 melee (1d3+2 plus poison, 2 claws); Face/Reach 5 ft./5 ft.; SA Poison; SQ Damage reduction 5/bludgeoning or slashing, plantmind, plant traits, woodsense; AL N; SV Fort +3, Ref +3, Will +1; Str 15, Dex 14, Con 11, Int 2, Wis 11, Cha 6. *Monster Manual II*, page 165.

Skills and Feats: Climb +10, Hide +11, Move Silently +7; Improved Initiative, Stealthy.

Plant Traits (Ex): An orcwort is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are.

Poison (Ex): A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is *sleep* for 1 minute, and the secondary damage is *sleep* for 1d10 minutes. Both of these sleep effects work only on living creatures but otherwise function as the spell of the same name.

Woodsense (Ex): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Languages: None.

Possessions: None.

Description: A wortling resembles a small, wrinkled, purple orc. Its body seems portly, and its arms and legs are somewhat lumpy compared with those of a real humanoid. Although its face resembles that of a humanoid, a wortling is blind and cannot speak, hear or smell-its apparent sensory organs are merely blobs of plant tissue with no actual function.

Appendix 3 – Combat Stat Blocks (APL 10)

Encounter 5

DM NOTE: The Marshals in this encounter have an active aura up at all times. Please add the appropriate bonuses.

Druid: Male Orc Drd8; CR 8; Medium humanoid; HD 8d8+16; hp 59; Init -1; Spd 30 ft.; AC 9 (-1 Dex), touch 9, flat-footed 9; Base Atk +6; Grp +8; Atk none; Full Atk: none; Space/Reach 5 ft./5 ft.; SA Wildshape (3/day, 8 hours each); SQ Darkvision 60 ft, Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +1, Will +9; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Druid DIRE APE-form: Male Orc Drd8; CR 8; Large Animal; HD 8d8+16; hp 59; Init +2; Spd 30 ft./Climb 15ft.; AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size); Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11/+11 melee (1d6+6, claw) and +6 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend (2d6+9), Wildshape (3/day, 8 hours each); SQ Darkvision 60 ft., Orc-blood, Druid Special abilities; AL NE; SV Fort +8, Ref +4, Will +9; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +13, Knowledge (nature) +7, Handle Animal +8, Survival +18, Spot +14, Listen +14; Track, Craft Wondrous Items, Natural Spell

Druid Spells Prepared (6/5/4/4/2; base DC = 13 + spell level; CL 8): 0— *create water, detect magic, know direction, cure minor wounds* x2, *guidance*; 1st— *camouflage^{SC}, enrage animal^{SC}, entangle, foundation of stone^{SC}, omen of peril^{SC}*; 2nd— *barkskin, brambles, mass camouflage^{SC}, nature's favor^{SC}*; 3rd— *greater magic fang, call lightning, nature's balance^{SC}, spike growth*; 4th— *flame strike, freedom of movement*.

Possessions: bag of tricks (tan), wand of snake's swiftness^{SC} (1st CL, 20 charges), wand of lesser vigor^{SC} (1st CL, 10 charges), wand of speak with animals (1st CL, 10 charges), wand of omen of peril^{SC} (1st CL, 4ch), potion of mage armor (1st CL), potion of darkvision (3rd CL) x2, divine scroll of summon nature's ally VI (11th CL), divine scroll of animal growth (9th CL), divine scroll of wind wall (3rd CL), divine scroll of bull's strength (3rd CL), divine scroll of gust of wind (3rd CL), tanglefoot bag, scroll organizer, spell component pouch (x2), belt pouch, goodberries (24).

Brown Bear Companion (see Monster Manual, pg. 269).

Possessions: Chain Shirt Barding (400).

Forest Giant Marshals (2): Male Forest Giant Marshal1; CR 11; Huge Giant; HD 15d8+90-4; hp 164; Init +1; Spd 40 ft.; AC 25, touch 9, flat-footed 24 (-2 size, +1 Dex, +5 armor (chain shirt), +11 natural); Base Atk +10; Grp +29; Atk +20 melee (3d8+17, +1 huge greatclub) or +19 ranged (2d8+11, rock); Full Atk +20/+15 melee (3d8+17, greatclub) or +17/+17/+12 (2d8+11/x2, rock); Space/Reach 15 ft./15 ft.; SA (poisoned arrows), rock throwing; SQ Darkvision 60 ft., rock throwing, 1 Minor Aura (each); AL NE; SV Fort +18, Ref +6, Will +10; Str 33, Dex 13, Con 22, Int 14, Wis 16, Cha 22. Marshal, *Miniatures Handbook*, pg. 11.

Skills and Feats: Diplomacy +20, Hide +19, Sense Motive +14, Spot +26, Listen +21; Point Blank Shot, Precise Shot, Rapid Shot, Quickdraw, Brutal Throw^{CV}, Skill Focus: Diplomacy, Woodland Archer^{RW}

Possessions: +1 huge mithral chain shirt with forestward shroud^{RW}, eyes of the eagle, brooch of shielding, bracers of quick strike^{MH}, vest of resistance +1^{CA}, +1 huge greatclub, potion of fly (5th CL), potion of bull's strength (3rd CL), potion of shield of faith +3 (6th CL), potion of barkskin (3rd CL), thunderstones x3, tanglefoot bags x2, bag of caltrops x3, quiver of javelins (10 javelins), bag of rocks (10 rocks) x5, 25gp, Plant Graft: Grappling Vine (Magic of Eberron, p136).

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity (active on #1): +6 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Force of Will (active on #2): +6 bonus to Will saves.

Encounter 6

DM Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Kress to save space in this section.

Rootak: Companion Familiar Advanced Giant Crocodile, Male Lizard; Huge Magical Beast (augmented Animal); CR -; HD 13d8+78; hp 143; Init +2; Spd 30 ft.(10ft enhancement, Extended Longstrider, CL 19), Swim 30ft.; AC 30, touch 12, flat-footed 31 (-2 size, +6 armor (extended greater mage armor, CL 19), +2 Dex, +13 natural, +2 dodge (extended enhance familiar, CL 19)); Base Atk +9; Grp +31; Atk +24 melee (2d8+22, bite, (greater magic fang, CL 23), +2 competence hit/dam, extended enhance familiar, CL 19)) or +24 melee (1d12+22, tail slap (greater magic fang, CL 23), +2 competence hit/dam, extended enhance familiar, CL 19)); Full Atk +24/+19 melee (2d8+22, bite, +5

greater magic fang, +2 comp enhance familiar) or +24/+19 (1d12+22, tail slap, +5 greater magic fang, +2 comp enhance familiar); SA Improved Grab; SQ Hold Breath, Link, Share Spells, Improved Evasion, Devotion, Multiattack*, Impart Alertness, Empathic Link, deliver touch spells, speak with master, speak with animals of its kind, SR 16, Low-light vision; AL N; SV Fort +23, Ref +17, Will +25 (+6 resistance Extended Superior Resistance CL 19, +2 competence Extended Enhance Familiar); Str 30, Dex 15, Con 19 (23), Int 11, Wis 12, Cha 2.

Skills and Feats: Hide +14 (+4 to this in the water), Listen +5, Spot +5, Swim +20 (can take 10), Tumble +9; Alertness, Endurance, Skill Focus (hide), Improved Unarmed Strike, Improved Grapple.

Master's Skills: Climb +23 6ranks (+10 competence, branch to branch CL 19) Concentration +28, Knowledge (religion) +6, Jump +16 (augmented via Longstrider/Branch), Listen +25, Spot +25, Knowledge (arcana) +13, Spellcraft +4, Knowledge (nature) +13 Survival +1^, Sense Motive +13, Diplomacy +18.

Spells Active: Limited wish (contingency, heal when familiar speaks special word (via speak with animals of its own kind), CL 19), , Extended greater magic fang (bite), CL 23), Extended greater magic fang (tail slap), CL 23) Extended superior resistance^{SC}, CL 19 (14hr duration), , Extended energy immunity^{SC} x2 (fire and electricity) (the other 2, CL 19, 14hr duration), Extended greater magic fang, CL 19 (all natural weapons), Extended greater mage armor^{SC}, CL 19 Extended enhance familiar^{SC}, CL 19 Extended branch to branch^{SC}, CL 19 Extended longstrider, CL 19 (14hrs duration)

Possessions: cloak of displacement (minor), amulet of health +4.

Kress, Male Aranea (Wood Elf Alternate Form) Aranea Sor3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24+12 false life; hp 67; Init +5; Spd 50 ft., Climb 25 ft.; AC 20 (+4 mage armor, +5 Dex, +1 natural), touch 15, flat-footed 15; Base Atk +4; Grp +3; Atk +9 melee (1d6-1+poison, bite) or +9 (+10*) ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 (+10*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 22.

Skills and Feats: Climb +16 (Can always take 10), Concentration +9, Escape Artist +8, Jump +12, Listen +8, Spellcraft +10, Spot +8, Use Magic Device +8; Alertness (f), Iron Will, Point Blank Shot*, Precise Shot.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to

an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/7/4; base DC = 16 + spell level; CL 6): 0— acid splash, dancing lights, daze, detect magic, disrupt undead, message, prestidigitation; 1st- guided shot^{SC}, orb of electricity, lesser^{SC}, ray of enfeeblement, shield; 2nd – false life, phantasmal assailants^{SC}; 3rd – ray of exhaustion.

Possessions: Heward's handy haversack, cloak of charisma +2, Quaal's feather token (tree) x2, acid flasks (8), tanglefoot bags (4), falchion, spiked gauntlet - cold iron, spiked gauntlet, - silver, spell component pouch, charm of the tree dwellers.

Hunting Spider Familiar, Male Spider; Tiny Vermin; CR -; HD 6; hp 27 (½ master's hp); Init+3; Spd 20ft., climb 10 ft.; AC 18, touch 15, flat-footed 15 (+2 size, +3 Dex, +3 natural); Base Atk +4; Grp -12; Atk +7 melee (1d3-4 bite +poison); Full Atk +7 melee (1d3-4 bite +poison); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, speak with master, empathic link, granted abilities; AL N; SV Fort +4, Ref +7, Will +6; Str 3, Dex 17, Con 10, Int 8, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +9, Spot +16, Use Magic Device -3; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Sestis, Male Aranea (Wood Elf Alternate Form) Aranea Sor3; Medium Magical Beast (Shapechanger); CR 7; HD 3d10+3d4+24; hp 55; Init +5; Spd 50 ft., Climb 25 ft.; AC 20 (+4 mage armor, +5 Dex, +1 natural), touch 15, flat-footed 15; Base Atk +4; Grp +3; Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); Full Atk +9 melee (1d6-1+poison, bite) or +9 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +7; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 20.

Skills and Feats: Climb +16 (Can always take 10), Concentration +9, Escape Artist +8, Jump +12, Knowledge (nature) +6, Listen +8, Spellcraft +3, Spot +8, Use Magic Device +7; Alertness (f), Iron Will, Silent Spell, Empower, Energy Substitution: Acid.

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 7/4/2/1; Per Day 6/8/6/4; base DC =15 + spell level; CL 6): o— *daze*, *disrupt undead*, *message*, *open/close*, *prestidigitation*, *read magic*, *touch of fatigue*; 1st – *guided shot*^{SC}, *mage armor*, *magic missile*, *ray of enfeeblement*; 2nd – *scorching ray*, *web*; 3rd – *haste*.

Possessions: Lesser rod of enlarge, arcane scroll of solid fog (7th CL), arcane scroll of Evard's black tentacles (7th CL), arcane scroll of slow (5th CL), arcane scroll of sleet storm (5th CL), divine scroll faerie fire (1st CL) x2, arcane scroll of greater invisibility (7th CL), potion of invisibility (3rd CL), arcane scroll of Otiluke's resilient sphere (7th CL), divine scroll of calm emotions (4th CL), divine scroll of bless (1st CL), tanglefoot bag, scroll organizers x2, spell component pouch, ~~charm of the tree dwellers~~.

Encounter 7A

DM NOTE: The Marshal in this encounter has active auras up at all times. Please add the appropriate bonuses.

Morti: Male Orc Sor7/Mindbender1; Medium Humanoid; CR 8; HD 8d4+16; hp 41; Init +4; Spd 30; AC 9 (-1 Dex), touch 9, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d6, quarterstaff); Full Atk +3 melee (1d6, quarterstaff); SA Telepathy; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +9; Str 8, Dex 8, Con 14, Int 14, Wis 10, Cha 18. Mindbender, Complete Arcane, page 54.

Skills and Feats: Bluff +8, Diplomacy +8, Intimidate +8, Knowledge (Arcana) +12, Profession (Gambler) +5, Sense Motive +4; Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment).

Languages: Common, Orcish, Draconic, Ancient Suloise.

Sorcerer Spells (Known 8/5/3/2/1; 6/7/7/7/4 per day; base DC = 14+ spell level, 16+ spell level for Enchantment spells; CL 8): o- *caltrops*^{SC}, *daze*, *detect magic*, *ghost sound*, *mage hand*, *read magic*, *resistance*, *sonic snap*^{SC}, 1st- *benign transposition*^{SC}, *charm person*, *detect secret doors*, *distract assailant*^{SC}, *inhibit*^{SC}, 2nd- *glitterdust*, *rebuke*^{SC}, *Tasha's hideous laughter*; 3rd- *hold person*, *miser's envy*^{SC}; 4th- *confusion*.

Possessions: quarterstaff, cloak of charisma +2, arcane scroll: mage armor (CL 1), arcane scroll: fly (CL 5th), arcane scroll: invisibility, greater (CL 7th), arcane scroll: invisibility (CL 3), arcane scroll: see invisibility (CL 3), vest of resistance +2^{CA}

Telepathy (Su): A mindbender unlocks one of the most basic elements of his craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

Gulbak: Male Human Warmage7; Medium Humanoid; CR 7; HD 7d6+14; hp 44; Init +2; Spd 30; AC 17 (+4 chain shirt, +1 light shield, +2 Dex), touch

12, flat-footed 16; Base Atk +3; Grp +2; Atk +2 melee (1d6, shortspear) or +5 (+6) ranged (spells (within 30')); Full Atk +2 melee (1d6, shortspear, 20, x2) or +6 (+7) ranged (spells (within 30 ft.)); SA Advanced Learning, Armored Mage, Sudden Empower, Warmage Edge +4, AL LE; SV Fort +4, Ref +4, Will +4; Str 8, Dex 15, Con 14, Int 14, Wis 8, Cha 18. Warmage, Complete Arcane, page 10.

Skills and Feats: Concentration +12, Intimidate +14, Knowledge: Arcana +12, Knowledge: History +12, Spellcraft +12; Empower Spell, Sudden Empower^{CA}, Point Blank Shot, Precise Shot, Extra Edge^{CA}

Languages: Common, Orcish, Ancient Suloise.

Warmage Spells (Per day 6/7/7/5; DC 14 + spell level) Known: o – acid splash, disrupt undead, light, ray of frost; 1st – *accuracy*^{SC}, *burning hands*, *chill touch*, *fist of stone*^{SC}, *hail of stone*^{SC}, *ice dagger*^{SC}, *magic missile*, *orb of acid*, *lesser*^{SC}, *orb of cold*, *lesser*^{SC}, *orb of electricity*, *lesser*^{SC}, *orb of fire*^{SC}, *lesser*, *orb of sound*, *lesser*^{SC}, *shocking grasp*, *true strike*; 2nd – *blades of fire*^{SC}, *continual flame*, *fire trap*, *fireburst*^{SC}, *flaming sphere*, *ice knife*^{SC}, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*^{SC}; 3rd – *fire shield*, *fireball*, *flame arrow*, *gust of wind*, *ice storm*, *lightning bolt*, *poison*, *ring of blades*^{SC}, *sleet storm*, *sound lance*^{SC}, *stinking cloud*.

Possessions: cloak of charisma +2, shortspear x2, +1 chain shirt, +1 light wooden shield, potion of fly (CL 5), potion of invisibility (CL 3), potion of see invisibility (CL 3), thunderstone x4.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

Warmage Edge (ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of

the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Leder: Male Half Orc Mar4; Medium Humanoid; CR 4; HD 4d8+8; hp 33; Init +0; Spd 20; AC 19 (+9 +1 full plate, +0 Dex), touch 10, flat-footed 19; Base Atk +3; Grp +4; Atk +5 melee (2d4+3/18-20, +1 falchion); Full Atk +5 melee (2d4+3/18-29, +1 falchion); SA grant move action 1/day, 1 Major Aura, 2 Minor Auras; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +1, Will +4; Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 16. Marshal, *Miniature's Handbook*, page 11.

Skills and Feats: Climb +7, Craft (weaponsmith) +1, Swim +7; Weapon Focus (orc double axe), Exotic Weapon Proficiency (orc double axe), Two-Weapon Fighting, Power Attack.

Languages: Common, Orcish.

Possessions: +1 chain shirt, masterwork orc double axe, *potion of enlarge person*, *cloak of elemental protection*^{MH}, tanglefoot bag x2, alchemist fire x2.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but no to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed by a full round worth of actions on the ally's turn.)

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

Minor Auras (Ex): A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity (active): +3 bonus on Dexterity checks, Dexterity-based skill checks and initiative checks.

Watchful Eye: +3 bonus on Reflex saves.

Major Aura (Ex): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura.

A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to AC.

Skills and Feats: Bluff +10, Diplomacy +13, Intimidate +14; Daunting Presence^{LM}, Menacing DemeanorRD, Skill Focus (Diplomacy).

Languages: Common, Orcish.

Possessions: alchemist's fire, *armor of the dread emperor*^{BV}, falchion, *potion of barkskin* +2, 5 gp.

Orc Toughs (3): Male Orc Bar1/Ftr3; Medium Humanoid; CR 4; HD 1d12+ 3d10+8; hp 38; Init +2; Spd 40; AC 17 (+5 +1 chain shirt, +2 Dex), touch 13, flat-footed 16; Base Atk +4; Grp +9; Atk +11 melee (1d8+7/x3, masterwork orc double axe); Full Atk +11 melee (1d8+7/x3, masterwork orc double axe) or +9/+9 melee (1d8+5/x3, masterwork orc double axe); SA Rage 1/day, Fast Movement, SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will +1; Str 20, Dex 15, Con 14, Int 6, Wis 8, Cha 6.

Rage (Ex): +4 Str, +4 Con, +2 Will Saves, -2 AC, (+8 hp, +2 to hit, +2 to damage one handed +3 with two hands) lasts 6 rounds.

Orcs (6): (see MM pg 203) with +1 AC and +3 to Dexterity checks, Dexterity-based skill checks and initiative rolls.

Encounter 7B

Charnel Hound: Huge Undead; CR 13; HD 21d12+84; hp 220; Init +2; Spd 40 ft; AC 26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24; Base Atk +10; Grp +32; Atk +22 melee (2d8+14, bite); Full Atk +22 melee (2d8+14, bite) and +17/+17 melee (2d6+7, 2 claws) Space/Reach 15 ft./10 ft.; SA Body integration, rend 4d6+21; SQ Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV Fort +7, Ref +9, Will +12; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 18.

Skills and Feats: Power Attack.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 24 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 x Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a daylight spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 24 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit point equal to its Charisma modifier x its Hit Dice.

Encounter 10B

Defacer: Medium Undead; CR 6; HD 11d12; hp 71; Init +2; Spd 30 ft; AC 19 (+2 Dex, +7 natural), touch 12, flat-footed 17; Base Atk +5; Grp +9; Atk +10 melee (1d8+4+stunning possession, slam); Full Atk +10/+10 melee (1d8+4+stunning possession, 2 slams); Space/Reach 5 ft./5 ft.; SA Stunning possession, steal face, frightful keening 60 ft.; SQ Earth glide, tremorsense 60 ft., damage reduction 10/silver and magic, darkvision 60 ft., undead traits; AL NE; SV: Fort +3, Ref +5, Will +8; Str 18, Dex 15, Con -, Int 7, Wis 13, Cha 14.

Frightful Keening (Su): The faces that whirl about the head of a defacer constantly wail and scream. This noise can be heard through earth and stone as easily as it can through air. A defacer cannot stop this keening. Any creature that can hear the sound and that is within 60 feet of a defacer is automatically shaken. This is a sonic, mind-affecting fear effect.

Earth Glide (Ex): A defacer glides through stone, dirt, and any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create a ripple or any other signs of its presence (although its frightful keening can still be heard).

Stunning Possession (Su): A creature with an Intelligence of 3 or higher that is struck by a defacer's slam attack must succeed on a DC 17 Will save or be stunned for 1 round. The save DC is Charisma-based.

While stunned, the creature's face takes on the shape of one of the defacer's victims and screams for help and release using the languages that soul knew in life. When the effect ends, the ghostly face returns to the defacer.

Steal Face (Su): If a defacer's slam attack kills a creature with an Intelligence of 3 or higher, or if the defacer touches the body of such a creature within 1 day of its death, the defacer steals its face as an immediate action. This physically erases the facial features of the body, including bone structure, mouth, and teeth, leaving a smooth and blank surface. Attempts to cast speak with dead on victims of this attack always fail.

This defilement of the corpse also draws the soul of the creature to the defacer, and it becomes one of the keening faces that whirl about the defacer's head. This prevents the soul from reaching the afterlife, becoming undead, or being raised or resurrected. Nothing short of destroying the defacer restores a corpse's face and frees the soul.

For 1 day after stealing a face, the defacer's blank visage takes the shape of that creature's face in the same manner as a creature affected by its stunning possession. This effect ends if the defacer uses its earth glide ability, which it is loath to do unless it thinks it can take another creature's face that day.

If a defacer stole a creature's face by killing it and is destroyed within 24 hours of that act, its victim returns to life (stable at 0 hit points) if its body is largely whole. Its face is restored. This return to life does not result in level loss or ability drain.

A defacer arises when a spellcaster creates an undead being from the corpse of a doppelganger or other creature that assumes others' visages. Tortured by its inability to mimic others, a defacer steals the faces of those it kills and of the recently dead, trapping their souls by defiling their corpses.

Skills and Feats: Listen +15, Spot +15; Dodge, Mobility, Spring Attack, Weapon Focus (slam).

Languages: understands creator's orders.

Bloodhulk Giant: Large Undead; CR 6; HD 14d12; hp 196; Init -2; Spd: 20 ft; AC: 13 (-1 size, -2 Dex, +6 natural), touch 7, flat-footed 13; Base Atk +7; Grp +22; Atk +17 melee (2d6+16, slam); Full Atk +17 melee (2d6+16, slam); Space/Reach: 10 ft./10 ft.; SA -; SQ fragile, blood bloated, darkvision 60 ft., low light vision, undead traits; AL NE; SV Fort +4, Ref +2, Will +9; Str 33, Dex 6, Con -, Int -, Wis 10, Cha 1.

1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex): A bloodhulk giant always gains the maximum hit points possible per Hit die. In addition, it gains 2 bonus hit points per Hit Die.

A bloodhulk giant is a larger, tougher version of a bloodhulk fighter. It can absorb scores of attacks, making it ideal as a guardian or bodyguard. Necromancers, evil clerics, and other evil spellcasters

use bloodhulk giants to fend off enemies while they attack with their magic.

Skills and Feats: Listen +0, Spot +0.

Languages: understands creator's orders.

Vitreous Drinker: Medium Undead; CR 11; HD 14d8; hp: 91; Init +8; Spd 30 ft; AC 27 (+4 Dex, +3 deflection, +10 natural), touch 17, flat-footed 23; Base Atk +7; Grp +8; Atk +12 melee (2d4+1 + eye drinking, tongue lash); Full Atk +12/+7 melee (2d4+1 + eye drinking, tongue lash); Space/Reach 5 ft./5 ft.; SA eye drinking, horrific gaze; SQ Damage Reduction 10/good, +6 turn resistance, spell resistance 22, darkvision 120 ft., undead traits, spectral ravens, unholy grace, spell like abilities; AL NE; SV Fort +7, Ref +13, Will +14; Str 12, Dex 19, Con -, Int 18, Wis 15, Cha 16.

Spell-Like Abilities (CL 14th): At will – *arcane eye*, *detect thoughts* (DC 15), *tongues*; 3/day – *eyebite* (DC 21), *vampiric touch* (+11 touch) 1/day – *dimension door*, *finger of death* (DC 20).

Eye Drinking (Su): A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 20 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky cataracts. The creature cannot see farther than 60 feet, and all melee and ranged attacks it makes within this range have a 20% miss chance. This effect can be removed only with greater restoration or miracle, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a -4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrific Gaze (Su): A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 20 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su): A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su): A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Skills and Feats: Bluff +10, Concentration +17, Decipher Script +17, Diplomacy +17, Gather Information +15, Intimidate +15, Knowledge (arcana) +14, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +2, Sense Motive +12, Spot +19, Use Magic Device +19 (+21 scrolls); Ability Focus (eyebite), Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (tongue lash).

Languages: Abyssal, Common, Draconic, Infernal

Items: +1 mithral chain shirt, cloak of charisma +2, vest of resistance +2, wand of magic missiles (9th CL, 5 ch), wand of ray of enfeeblement (10th CL, 5ch), arcane scroll of projected image (10th CL), arcane scroll of shield (4th CL), arcane scroll of false life (3rd CL), divine scroll of heroism (3rd CL), divine scroll of barkskin (3rd CL), arcane scroll of greater invisibility (7th CL), arcane scroll of haste (5th CL), arcane scroll of spectral hand (3rd CL), arcane scroll of chill touch (5th CL), divine scroll of faerie fire (1st CL), divine scroll of obscuring mist (1st CL), divine scroll of resurgence (1st CL).

Encounter 11

DM NOTE: The Marshal in this encounter has active auras up at all times. Please add the appropriate bonuses.

Callenwold, Male Undying Soldier Clr2/Master Of Shrouds9/Alienist1; CR 12; Medium Deathless (Augmented Humanoid); HD 4d12+1d8+d4; hp 97; Init +2; Spd 30ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +9; Grp +11; Atk +11 melee (1d4+1/19-20, cold iron dagger); Full Atk +11/+6 melee (1d4+1/19-20, cold iron dagger); Space/Reach: 5 ft./5 ft.; SA Summon Undead (7/day), Rebuke Undead (11/day), Summon Alien, Smite Evil 1/day; SQ:

Darkvision 60 ft., Deathless Traits, DR 5/Cold Iron, Improved Summoning, Turn Resistance +10, Unnatural Resilience; AL CE; SV Fort +8, Ref +7, Will +22; Str 12, Dex 14, Con —, Int 14, Wis 21 (23), Cha 18.

Skills and Feats: Concentration +19, Spellcraft +14, Knowledge (Religion) +7, Knowledge (Arcana) +7, Knowledge (Planes) +10, Diplomacy +9, Hide +16, Listen +13, Spot +13; Blindfight^b, Spell Focus (Conjuration), Augment Summoning, Practiced Spellcaster (cleric), Whispered Secrets, Improved Turn Resistance, Domain Spontaneity (Destiny), Rapid Spell.

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran, Ignan, Aquan, Terran, Infernal.

Active Spells: Stalwart Pact (CL 15)

Cleric (of Vecna) Spells Per Day (6/7+1/6+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level, Conjunction spells 18 +spell level; CL 15): 0th— Detect Magic x2, Read Magic, Guidance, Create Water x2; 1st— Resurgence x2 (SC), Spell Flower (SC), Sanctuary, Sign, Disguise Self, Scholar's Touch (RD), Omen of Peril (SC); 2nd— Resist Energy, Close Wounds (SC), Silence x2, Veil of Shadow (SC), Divine Insight (SC), Augury; 3rd— alter fortune (PHB2), Chain of Eyes (SC), Magic Circle vs. Good, Mass Resurgence (SC), Summon Monster 3, Delay Death (SC); 4th— Freedom of Movement, Mass Shield of Faith (SC), Recitation (SC), Wall of Evil (SC), Bestow Curse; 5th— Righteous Wrath of the Faithful (SC), Summon Monster 5, Rapid Summon Monster 4, Spell Resistance; 6th— Superior Resistance (SC), Harm, Warp Destiny (RD). Domains: Magic and Destiny. The Destiny domain spells include: 1-omen of peril; 2-augury; 3-delay death; 4-bestow curse; 5-stalwart pact; 6-warp destiny; 7-bestow curse, greater; 8-moment of prescience.

Items: Periapt of Wisdom +2 (4000), Circlet of Persuasion (4500), Cloak of Turn Resistance (11000), Vest of Resistance +1 (1000), Pearl of Power 1st x6 (6000), Wand of False Life (10th CL, 5ch) (1500), Wand of Shield (5th CL, 10ch) (750), Wand of Lesser Spell Immunity (3rd CL, 4ch) (600), Wand of Ray of Enfeeblement (10th CL, 5ch) (750), Wand of Haste (5th CL, 2ch) (450), Arcane Scroll of Displacement (6th CL) (450), Arcane Scroll of Greater Mage Armor (5th CL) (375), Arcane Scroll of Alter Self (3rd CL) (150), Divine Scroll of Conjure Ice Beast 5 (9th CL) (1125), Arcane Scroll of Project Image (10th CL) (1500), Arcane Scroll of Greater Invisibility (7th CL) (700), Arcane Scroll of Eagles' Splendor (3rd CL) (150), Arcane Scroll of Stoneskin (7th CL) (950), Divine Scroll of Arcane Eye (7th CL) (700), Spell Component Pouches (4) (20), Cold Iron Dagger (4), and 76gp.

Aidel, Female Succubus Warmage6; CR 10; Medium Outsider; HD 6d8+6d6+48; hp 105; Init +1; Spd 30ft., fly 50ft. (average); AC 27 (+1 Dex, +5 mithral chain, touch 11, flat-footed 26, +2 shield (buckler), +9 natural); Base Atk +9; Grp +10; Atk +10 melee (1d6+1, claw); Full Atk +10/+10 melee (1d6+1, claw); Space/Reach 5 ft./5

ft.; SA Energy drain, spell-like abilities, summon demon, Warmage edge (+5), armored mage (light); SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immune electricity and poison, resistance acid 10, fire 10, and cold 10, spell resistance 24, telepathy 100 ft, tongues; AL CE; SV Fort +12, Ref +9, Will +13; Str 12, Dex 12, Con 18, Int 20, Wis 14, Cha 32. Warmage, *Complete Arcane*, pg. 10.

Skills and Feats: Concentration +19, Spellcraft +22, Knowledge (Arcana) +15, Bluff +23, Diplomacy +25, Disguise +23*, Escape Artist +16, Hide +10, Intimidate +29, Listen +19, Move Silently +10, Search +14, Spot +24, Survival +2, Use Rope +10, Use Magic Device +17; Improved Energy Drain^{LM}, Fell Drain^{LM}, Life Drain^{LM}, Practiced Caster^{CD}, and Spell Drain^{LM}.

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by

simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level.

The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 24 Will save to negate the effect of the suggestion. The DC is 24 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 25), *detect good*, *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 24), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran.

Warmage Spells Per Day (6/9/8/6; base DC = 21 + spell level; CL 10) Known: 0- *acid splash*, *disrupt undead*, *light*, *ray of frost*; 1st - *accuracy*^{SC}, *burning hands*, *chill touch*, *fist of stone*^{SC}, *ice dagger*^{SC}, *magic missile*, *orb of acid*, *lesser*^{SC}, *orb of cold*, *lesser*^{SC}, *orb of electricity*, *lesser*^{SC}, *orb of fire*, *lesser*^{SC}, *orb of sound*, *lesser*^{SC}, *shocking grasp*, *thunderhead*^{SC}, *true strike*; 2nd - *blades of fire*^{SC}, *continual flame*, *fire trap*, *fireburst*^{SC}, *flaming sphere*, *ice knife*^{SC}, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*^{SC}; 3rd - *fire shield*, *fireball*, *flame arrow*, *gust of wind*, *ice storm*, *Leomund's tiny hut*, *lightning bolt*, *poison*, *ring of blades*^{SC}, *sleet storm*, *stinking cloud*.

Possessions: +1 mithral chain shirt, +1 buckler, cloak of charisma +2, amulet of health +2, circlet of persuasion, eyes of the eagle, vest of resistance +1^{CA}, armbands of reduction^{AEG}, wand of benign transposition^{SC} (1st CL, 10 charges), Quaal's feather token (whip), arcane scroll of projected image (10th CL), arcane scroll of heroism (5th CL), divine scroll of freedom of movement (7th CL), arcane scroll of stonework (7th CL), potion of shield of faith +4, potion of barkskin +3, potion of fox's cunning x2, scroll case, spell component pouches (3), thunderstone, dagger x2, longsword, and 6 gp.

Bing: Male Advanced Ghast Brd3/Dirge Singer 5; CR 8; Medium Undead; HD 8d12+8d6; hp 84; Init +4; Spd 30ft.; AC 22 (+4 Dex, +4 mithral chain shirt, +4 natural), touch 14, flat-footed 18; Base Atk +9; Grp +14; Atk +14 melee (1d8+5, bite + paralysis); Full Atk +14 melee (1d8+5, bite + paralysis) and +12/+12 melee (1d6+2, claws + paralysis); Space/Reach 5 ft./5 ft.; SA

Ghoul fever, paralysis, stench, bardic/dirge music 8/day; SQ Darkvision 60 ft., undead traits, +6 turn resistance; AL CE; SV Fort +4, Ref +12, Will +15; Str 20, Dex 22, Con -, Int 13, Wis 14, Cha 24. Dirge Singer, *Libris Mortis*, pg. 43.

Ghoul Fever (Su): Disease - bite, Fortitude DC 21, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): those hit by the ghastr's bite or claw attack must succeed on a DC 21 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet succeed on a DC 21 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghastr's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus to their saving throws. The save DC is Charisma based.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Dirgesong follows the same rules as bardic music (see Bardic Music, page 29 of the Player's Handbook). Dirgesinger levels stack with bard levels for the purpose of determining how often a character can use dirgesong or bardic music. Dirgesinger levels do not stack with bard levels for determining which bardic music effects and spells a bard has access to. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a-2 penalty on Will saving throws and a-2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10 + the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within

60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 + the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion), mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

A dirgesinger can animate no more than one awakened corpse at a time. If he awakens a second one while the first is still active, the first one falls dead as if the dirgesinger had ceased to perform.

Skills and Feats: Balance +11, Climb +11, Hide +22, Jump +11, Move Silently +22, Spot +8, Perform (oratory) +29, Perform (wind instruments) +18, Knowledge (Religion) +5, Concentration +25; Multi-attack, Improved Turn Resistance^{LM}, Requiem^{LM}, Subsonics^{CV}, Disguise Spell^{CV}, Ironskin Chant^{CV}.

Languages: Common, Suel.

Bard Spells (Per Day 3/3; Known 6/3; base DC = 17 + spell level; CL 3): *0th - detect magic, read magic, message, minor disguise^{SC}, ghostharp^{SC}, prestidigitation; 1st - feather fall, shock and awe^{SC}, Tasha's hideous laughter.*

Possessions: *circlet of persuasion, bagpipes of the damned^{LM}, mithral chain shirt, wand of harmonize^{RS} (4th CL, 5ch), arcane scroll of invisibility (3rd CL), alchemist's*

fire, javelins x5, whip, spell component pouches x2, 13gp.

Male Advanced Ghosts (2): CR 4; Medium Undead; HD 8d12; hp 60 (52+8); Init +3; Spd 30ft.; AC 23 (+4 Dex, +4 mithral chain shirt, +1 buckler, +4 natural), touch 14, flat-footed 19; Base Atk +4; Grp +7; Atk +7 melee (1d8+3, bite + paralysis); Full Atk +7 melee (1d8+3, bite + paralysis) and +5/+4 melee (1d6+1, claws + paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +6 turn resistance; AL CE; SV Fort +3 (+2+1), Ref +7 (+2+5), Will +9 (+6+3); Str 17, Dex 18, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +9, Climb +9, Hide +15, Jump +10, Move Silently +15, Spot +13; Multi-attack, Improved Turn Resistance^{LM}, Improved Toughness.

Languages: Common, Suel.

Possessions: *mithral chain shirt, vest of resistance +1^{CA}, cloak of elemental resistance^{MH}, masterwork buckler, alchemist's fire, javelins x5, 10 gp.*

Ghoul Fever (Su): Disease - bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): those hit by the ghost's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghost's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus to their saving throws. The save DC is Charisma based.

Encounter 12

Drowned Warrior: Male Drowned War1; Medium Undead; CR 8; Medium Undead; HD 20d12+d8+21; hp 155; Init +1; Spd 30 ft., Swim 30ft.; AC 24 (+5 armor, +1 Dex, +8 natural armor), touch 11, flat-footed 23; Base Atk +11; Grp +18; Atk +18 melee (1d6+7, slam); Full Atk +18/+18 melee (1d6+7, slam); Space/Reach 5 ft./5 ft.; SA Drowning aura; SQ Darkvision 60 ft, fast healing 5, undead traits, unholy toughness, +4 turn resistance; AL CE; SV Fort +8, Ref +7, Will +12; Str 25, Dex 13, Con -, Int 9, Wis 10, Cha 13.

Skills and Feats: Hide +20, Listen +12, Move Silently +20, Spot +16, Swim +18; Improved Turn Resistance^{LM}, Lifesense^{LM} Power Attack, Improved

Sunder, Improved Bull Rush, Shock Trooper^{CW}, Combat Brute^{CW}.

Possessions: +1 mithral chain shirt.

Drowning Aura (Su): A drowned gives off a 30 foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath the water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit point equal to its Charisma modifier x its Hit Dice.

Encounter 13A

DM NOTE: The Marshals in this encounter have active auras up at all times. Please add the appropriate bonuses.

Elbron, Male Orc Wiz6/Divine Oracle 2/Loremaster 1: Medium Humanoid; CR 9; HD 7d4+2d6+36 +13 false life; hp 79; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +4; Grp +5; Atk +5 melee (1d4+1/19-20, cold iron dagger) or +4 ranged (1d4+1/19-20, cold iron dagger); Full Atk +5 melee (1d4+1/19-20, cold iron dagger) or +4 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Prescient Sense, Darkvision 60 ft.; AL NE; SV Fort +6, Ref +9, Will +8; Str 12, Dex 10, Con 16 (18), Int 18 (20), Wis 6, Cha 6. *Divine Oracle, Complete Divine*, page 34.

Skills & Feats: Concentration +15, Craft (alchemy) +6, Knowledge (arcana) +15, Knowledge (local - Core) +6, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +18, Spellcraft +19, Spot +5; Scribe Scroll(w), Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar^{CW}.

Languages: Common, Orcish, Draconic, Infernal, Abyssal, Ignan, Auran, Aquan, Terran, Elvish, Goblin, Celestial.

Wizard Spells Prepared (4/6/5/4/3/2; base DC = 15 + spell level; CL 9 (11 for divination spells), specialist Divination banned Evocation): *o-dancing lights*, *detect*

magic, *message*, *prestidigitation*; 1st- *distract assailant*^{SC}, *protection from good*, *greasex2*, ~~*mage armor*~~, *shield*, *scholar's touch*RD; 2nd- ~~*false life*~~ x2, *glitterdust*, *see invisible*, *Tasha's hideous laughter*, *touch of idiocy*; 3rd- *arcane sight*, *bands of steel*^{SC}, *dispel magic*, *haste*, *stinking cloud*; 4th- ~~*detect scrying*~~^{*}, *Evard's black tentacles*, *greater invisibility*, *solid fog*; 5th- *telekinesis*, *teleport*, *Rary's telepathic bond*.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use Arcane Eye to scout. If he doesn't use it by nighttime he fills the slot with Detect Scrying and casts it to cover the next day.

Spell book: *o-dancing lights*, *detect magic*, *message*, *prestidigitation*; 1st- *charm person*, *distract assailant*^{SC}, *identify*, *grease*, *locate city*RD, *mage armor*, *protection from good*, *ray of enfeeblement*, *shield*, *scholar's touch*RD; 2nd- *augury*, *bear's endurance*, *detect thoughts*, *false life*, *fox's cunning*, *glitterdust*, *see invisible*, *Tasha's hideous laughter*, *touch of idiocy*, *web*; 3rd- *arcane sight*, *bands of steel*^{SC}, *clairvoyance/clairaudience*, *dispel magic*, *haste*, *stinking cloud*; 4th- *arcane eye*, *detect scrying*, *divination*, *Evard's black tentacles*, *greater invisibility*, *solid fog*; 5th- *commune*, *telekinesis*, *teleport*, *Rary's telepathic bond*, *scrying*.

Possessions: *rod of mastery*, *headband of intellect* +2, *amulet of health* +2, *lesser rod of extend*, *eyes of the eagle*, *Arcane Scroll of transdimensional web* (5th CL)^{CD}, *arcane scroll of dispel magic* (9th CL), *arcane scroll of transdimensional solid fog* (9th CL)^{CD}, *Spell Component Pouches*, *Cold Iron Daggers* x2, *Alchemist's Fire*, *Tanglefoot bag*.

Imp Familiar: Tiny Outsider (Evil, Lawful, extraplanar); CR -; HD 9; hp 46 (½ masters hp+ 13 false life); Init+3; Spd 20ft., fly 50ft. (perfect); AC 28 (+4 *mage armor*, +2 size, +3 Dex, +5 natural), touch 15, flat-footed 25; Base Atk +3; Grp -5; Atk +8 melee (1d4 +poison, sting); Full Atk +8 melee (1d4 +poison, sting); SA Poison, Spell-like abilities; SQ Alternate forms*, *darkvision* 60 ft., *deliver touch spells*, *damage reduction* 5/good or silver, *fast healing* 2, *immunity to poison*, *resistance to fire* 5, *speak with master*, *Improved Evasion*, *granted abilities*; AL LE; SV Fort +2, Ref +5, Will +11; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: *Diplomacy* +8, *Hide* +17, *Knowledge (dungeoneering)* +6, *Listen* +7, *Move Silently* +9, *Search* +6, *Spellcraft** +6 {this is subsumed by the Master's Granted Skill Ranks}, *Spot* +7, *Survival* +1 (+3 following tracks); *Granted Skills:* *Concentration* +12, *Craft (alchemy)* +1, *Knowledge (arcana)* +10, *Knowledge (local - Core)* +1, *Knowledge (local - Sheldomar Valley)* +1, *Knowledge (nature)* +5, *Knowledge (the planes)* +5, *Knowledge (religion)* +10, *Spellcraft* +14; *Dodge*, *Weapon Finesse*.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save

DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp;** Small Aberration (Air); CR –; HD 9; hp 46 (½ masters hp+ 13 *false life*); Init +9; Spd fly 50ft. (perfect); AC 33 (+4 *mage armor*, +1 size, +9 Dex, +9 deflection), touch 29, flat-footed 24; Base Atk +3; Grp –6; Atk: +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +2, Ref +11, Will +11; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Rust Monster Form: Male Imp;** Medium Aberration; CR –; HD 9; 46 (½ masters hp+ 13 *false life*); Init +3; Spd 40ft.; AC 22 (+4 *mage armor*, +3 Dex, +5 natural), touch 13, flat-footed 19; Base Atk +3; Grp +3; Atk +3 melee touch (rust, antennae); Full Atk +3 melee touch (rust, antennae); SA Poison, spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +5, Will +11; Str 10, Dex 17, Con 13, Int 10, Wis 12, Cha 14.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Tull: Male Half-Orc Marshal 3/Hexblade 2/Outcast Champion 3; CR 8; Medium Humanoid; HD 3d8+5d10+16; hp 64; Init +0; Spd 20ft.; AC 19 (+9 full plate), touch 10, flat-footed 19; Base Atk +7; Grp +10; Atk +11 melee (2d6+5/19-20, greatsword); Full Atk +11/+6 melee (2d6+5/19-20, greatsword); Space/Reach 5 ft./5 ft.; SA Hexblade Curse (1/day), Avenging Strike, Desperate Fury; SQ Marshal auras, aura of confidence+3, arcane resistance +4; AL LE; SV Fort +8, Ref +2, Will +8; Str 16, Dex 10, Con 14, Int 8, Wis 9, Cha 18. Hexblade, *Complete Warrior*, pg. 5, Outcast Champion, *Races of Destiny*, pg. 126.

Skills and Feats: Diplomacy +18, Intimidate +15, Knowledge Religion +1, Hide –2; Skill Focus: Diplomacy, Power Attack, Cleave, Improved Sunder.

Languages: Common, Orcish.

Possessions: +1 full plate armor with masterwork cold iron armor spikes, +1 adamantite greatsword, *potion of eagle's splendor*, *potion of bull's strength*, *potion of shield of faith* +3, cold iron greatsword, silver spiked gauntlet, cold iron spiked gauntlet, sling, 20 bullets, tanglefoot bags x4, thunderstone, alchemist's fire, 20 gp.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a –2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1-1. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity: +4 bonus on Dex checks, Dex based skill checks and initiative.

Art of War (active): +4 bonus on disarm, trip, bull rush and sunder attempts

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to armor class.

Aura of Confidence (Ex): Your presence emboldens allies with 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally in the last hour, the

avenging strike has no effect, but that use of this ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your normal hit points or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarians rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked or cowering, the desperate fury ends immediately.

Veera: Female Half-Orc (Trog Form)

Brd4/Ftr1/Warchanter 3; CR 8; Medium Humanoid; HD 4d6+1d10+3d8+16; hp 55; Init +0; Spd 20ft.; AC 29 (+9 full plate, +4 large shield, +6 natural (Alter self: Troglodyte)), touch 14, flat-footed 29; Base Atk +7; Grp +14; Atk +12 melee (1d8+3/x3, battleaxe); Full Atk +12/+7 melee (1d8+3/x3, battleaxe) and +8 melee (1d4+1, bite); Space/Reach 5ft./5 ft.; SA Inspire Toughness, Inspire Recklessness, Bardic/Warchanter Songs 7/day; SQ Darkvision 60'; AL NE; SV Fort +6+3, Ref +4+1, Will+5+0; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 14. Warchanter, *Complete Warrior*, pg. 87.

Skills and Feats: Perform (Oratory) +13, Tumble +7, Bluff +10, Sense Motive +7, Diplomacy +7, Move Silently +8, Hide +8, Balance +10, Swim +7*, Jump +4; Combat Expertise, Weapon Focus: Battleaxe, Shield Specialization^{PHB2} (heavy shield), Shield Ward^{PHB2}.

Languages: Common, Orcish.

Bard Spells (Per Day 3/3/1*; known 6/3/2; base DC = 12+ spell level; CL 4): 0th - *detect magic*, *read magic*, *prestidigitation*, *daze*, *dancing lights*, *message*; 1st - *feather fall*, *swift invisibility*^{SC}, *focusing chant*^{SC}; 2nd - *alter self*, *harmonic chorus*^{SC}.

Possessions: +1 full plate with masterwork armor spikes, +1 large shield, masterwork cold iron battle axe, silver spiked gauntlet, brooch of shielding, vest of resistance +1^{CA}, wand of battle hymn^{SC} (4th CL, 5 ch), potion of bear's endurance, potion of barkskin +2, potion of shield of faith +3, tanglefoot bags x3, alchemist fire x2, thunderstone, smokestick x2, 20gp.

Inspire Toughness (Su): A war chanter with 9 or more ranks in Perform (sing) or Perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on her allies (including himself). To be affected, an ally must be able to hear the war chanter sing (or speak). The effect lasts for as long as the ally hears the warchanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every class level of the war chanter. At 6th level and

higher, a war chanter also grants affected allies the benefit of the Diehard feat when using this ability.

War Chanter Music: War chanter music follows the same rules as bardic music (see page 29 of the Player's Handbook). War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music. War chanter levels do not stack with bard levels for determining which songs a bard has access to.

Inspire Recklessness (Su): A War chanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the warchanter sing and for 5 rounds thereafter. An affected ally (or the war chanter herself) is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

Gruk: Male Goblin Rog4/Ftr2/Dread Commando; CR 7; Small Humanoid; HD 4d6+2d10+1d8+14; hp 57; Init +3*; Spd 30ft.; AC 20 (+1 size, +3 Dex, +5 mithral chain, +1 buckler), touch 14, flat-footed 20; Base Atk +6; Grp +4; Atk +9 melee (1d6+4/x3, guisarme) or +9 melee (1d4+2, armor spikes); Full Atk +9/+4 melee (1d6+4/x3, guisarme) or +9/+4 melee (1d4+3, armor spikes); Space/Reach 5 ft./5 ft.; SA Sneak Attack (+2d6), Sudden Strike (+1d6); SQ Darkvision 60 ft., Team Initiative Bonus +1, Traps, Uncanny Dodge; AL LE; SV Fort +6, Ref +9, Will +0; Str 15, Dex 16, Con 14, Int 14, Wis 8, Cha 6. Dread Commando, *Heroes of Battle*, pg. 103.

Skills and Feats: Search +12, Disable Device +14, Move Silently +17, Hide +17, Spot +7, Listen +4, Tumble +15, Balance +10, Open Locks +10, Ride +11, Jump +11; Dodge, Mobility, Combat Expertise, Spring Attack, Whirlwind.

Languages: Common, Goblin, Orcish, Elvish.

Possessions: +1 mithral chain shirt with masterwork armor spikes, +1 guisarme, bracers of quick strike^{MH}, masterwork buckler, silver spiked gauntlet, cold iron spiked gauntlet, whip, sap, potion of barkskin +2, potion of bull's strength, potion of protection from good, potion of cure light wounds, potion of guidance, tanglefoot bag, acid flasks x3, smokesticks x3, masterwork thieves' tools, 73gp.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself

effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Orc Toughs (3): Male Ogre Bari/Ftr2/Exotic Weapons Master 1; Large Giant; CR 7; HD 4d8+1d12+3d10+32; hp 80; Init +0; Spd 30ft. (base 40/50ft.); AC 23 (-1 size, +8 full plate, +1 Dex, +5 natural), touch 10, flat-footed 22; Base Atk +7; Grp +21; Atk +18 melee (2d6+16, +1 spiked chain); Full Atk +16/+16/+11 melee (2d6+16, +1 spiked chain); Space/Reach 10 ft./20 ft.; SA Flurry of Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort +15, Ref +2, Will +0; Str 30, Dex 12, Con 18, Int 4, Wis 8, Cha 4. Exotic Weapon Master, *Complete Warrior*, pg. 30.

Skills and Feats: Craft (Weaponsmith) +2, Spot +4; Exotic Weapon Prof.: Spiked Chain, Weapon Focus: Spiked Chain, Combat Reflexes, Reckless Rage^{RS}, Power Attack.

Languages: Common, Giant, Orcish.

Possessions: +1 large spiked chain, large cold iron spiked chain, *potion of fly* (5th CL), *potion of enlarge person* (5th CL), *potion of bull's strength* (3rd CL), *potion of lesser restoration* (3rd CL), *oil of magic weapon* (1st CL), *potion of cure light wounds* (1st CL), large full plate, large

cold iron spiked gauntlet, large silvered spiked gauntlet, large club, alchemist's fire, 20 gp.

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

Rage (Ex): (Reckless)+6 Str, +6 Con, +2 Will Saves, -4 AC, (+24 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 10 rounds

Cult: Male Human Marshal 1/Favored Soul 6; CR 7; Medium Humanoid; HD 7d8+14; hp 52; Init +1; Spd 20 ft.; AC 21 (+1 Dex, +9 +1 full plate, +1 buckler), touch 11, flat-footed 20; Base Atk +4; Grp +4; Atk +6 melee (1d6/x4, heavy pick); Full Atk +6 melee (1d6/x4, heavy pick); Space/Reach 5 ft./5 ft.; SA None; SQ Resist Cold 10, Marshal Auras; AL LE; SV Fort +9, Ref +6, Will +6; Str 10, Dex 12, Con 14, Int 10, Wis 9, Cha 18. Favored Soul, *Complete Divine*, pg. 6.

Skills and Feats: Concentration +12, Heal +9, Sense Motive +4, Diplomacy +9, Bluff +9; Augment Healing^{CD}, Eschew Materials, Weapon Focus: Heavy Pick, Skill Focus: Diplomacy, Steady Concentration^{RS}, Silent Spell.

Languages: Common, Orcish, Draconic, Suel.

Favored Soul Spells (Per Day 6/7/6/4; known 7/5/4/3; base DC = 9 + spell level; CL 6): 0th - *detect magic*, *cure minor wounds*, *read magic*, *create water*, *guidance*, *light*, *purify food and drink*; 1st - *faith healing*^{SC}, *protection from good*, *foundation of stone*^{SC}, *vision of glory*^{SC}, *resurgence*^{SC}; 2nd - *close wounds*^{SC}, *status*, *healing lorecall*^{SC}, *silence*; 3rd - *mass conviction*^{SC}, *insignia of healing*RD, *mass resurgence*^{SC}.

Possessions: +1 full plate, masterwork buckler, lesser rod of silence, wand of faith healing^{SC} (1st CL), masterwork heavy pick, cold iron spiked gauntlet, silver spiked gauntlet, unholy symbols x4, insignias x8, spell component pouch, tanglefoot bag, smokestick, everburning torch, alchemist's fire, 3 gp.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type.

Encounter 13B and 14

Author's note: Due to the need to cover the APLs of this event, the Mutated Orcwort is a blend of the Octopus Tree from *Fiend Folio* and the Orcwort from the *Monster Manual 2*.

Mutated Orcwort Drd3: Huge Plant; CR 12; HD 17d8+85; hp 162; Init +2; Spd 10 ft.; AC 30 (-2 size, -2 Dex, +24 natural), touch 6, flat-footed 30; Base Atk +12; Grp +30; Atk +20 melee (2d6+10, slam) or +15 melee (3d8+5, bite); Full Atk +20 x6 melee (2d6+10, slam) and +15 melee (3d8+5, bite); Face/Reach: 15 ft./15 ft.; SA Entangling roots, improved grab, paralysis, swallow whole; SQ: Damage reduction 5/-, plant traits, telepathy, woodsense; AL Neutral (evil); SV Fort +17, Ref +3, Will +10; Str 30, Dex 7, Con 20, Int 10, Wis 16, Cha 8.

Skills and Feats: Hide +7 (+17 ranks -8 size -2 Dex), Move Silently +9 (+11 ranks -2 Dex), Spot +15 (+12 ranks +3 Wis); Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack.

Entangling Roots (Ex): As a free action, an orcwort can twist its roots around all creatures within 15 feet of it, holding them fast. This effect otherwise functions like an *entangle* spell (caster level 10th; save DC 15).

Improved Grab (Ex): If an orcwort hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent to its maw in the next round. Alternatively, the orcwort has the option to conduct the grapple normally, or simply use one tendril to hold the opponent (-20 penalty on Grapple check, but the orcwort is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Paralysis (Ex): An orcwort secretes digestive juices that can paralyze creatures in contact with it. Any creature swallowed by an orcwort must succeed on a Fortitude save (DC 22) or be paralyzed for 2d4 rounds.

Plant Traits (Ex): An orcwort is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Swallow Whole (Ex): An orcwort can swallow a single creature that is at least two size categories smaller than itself by making a successful grapple check, provided it already has that opponent in its maw (see Improved Grab, above). Once inside the orcwort's pitcher, the opponent takes 2d8+8 points of acid damage per round and is subject to the paralyzing effect of its digestive juices (see Paralysis, above). A successful grapple check allows a swallowed creature to climb out of the pitcher (assuming it is not paralyzed) and return to the orcwort's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piecing or slashing

weapon. Dealing at least 20 points of damage to the pitcher (AC 16) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. An orcwort's pitcher can hold 4 Medium or 16 Small or smaller opponents.

Telepathy (Su): An orcwort can communicate telepathically with any of its wortlings within fifteen miles.

Woodsense (Ex): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Languages: Sylvan.

Druid Spells Known/Prepared (4/3/2, save DC = 13 + spell level): 0 – *create water, cure minor wounds, light, resistance*; 1st – *camouflage^{SC}, longstrider* x2; 2nd – *barkskin, resist energy*.

Possessions: wand of speak with animals, scroll of obscuring mist.

Description: An orcwort looks like a gigantic, woody pitcher plant draped in thick creeper vines. It is crowned with a canopy of bramble-like branches and green, bushy foliage. Dormant wortling pods hang from the orcwort's branches, resembling round, oversized prunes.

Hawk Companion: Tiny Animal; CR 1/3; HD 3d8; hp 13; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16; Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); Face/Reach: 2-1/2 ft./0 ft.; SQ: Evasion, link, low-light vision, share spells; AL Neutral; SV Fort +2, Ref +6, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +4, Spot +16; Alertness, Weapon Finesse.

Appendix 4 – Combat Stat Blocks (APL 12)

Encounter 5

DM NOTE: The Marshals in this encounter have active auras up at all times. Please add the appropriate bonuses.

Druid: Male Orc Drd10; CR 10; Medium humanoid; HD 10d8+20; hp 73; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); Base Atk +7; Grp +9; Atk none; Full Atk none; Space/Reach 5 ft./5 ft.; SA Wildshape (4/day, 10 hours each); SQ Darkvision 60 ft., Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +2, Will +10; Str 14, Dex 8, Con 14, Int 12, Wis 16, Cha 10.

Druid DIRE APE-form: Male Orc Drd10; CR 10; Large Animal; HD 10d8+20; hp 73; Init +2; Spd 30 ft./Climb 15ft.; AC 21 (+6 +1 glamerred breastplate, +2 Dex, +4 natural, -1 size), touch 11, flat-footed 19; Base Atk +7; Grp +17; Atk +12 melee (1d6+6, claw); Full Atk +12/+12 melee (1d6+6, claw) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend (2d6+9), Wildshape (4/day, 10 hours each); SQ Darkvision 60 ft., Orc-blood, Druid Special abilities; AL NE; SV Fort +9, Ref +5, Will +10; Str 22, Dex 15, Con 14, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +15, Knowledge (nature) +10, Handle Animal +9, Survival +20, Spot +16 (21 with Raptor's Sight), Listen +16; Track, Natural Spell, Spell Focus: Conjuraton, Augment Summoning.

Druid Spells Prepared (6/5/5/4/3/2; base DC = 13 + spell level; Conjuraton spells 14 + spell level; CL 10): 0— *create water, detect magic, know direction, cure minor wounds* x2, *guidance*; 1st— *camouflage*^{SC}, *enrage animal*^{SC}, *entangle, foundation of stone*^{SC}, *raptor's sight*^{RW}; 2nd— *barkskin* x2, *brambles, mass camouflage*^{SC}, *nature's favor*^{SC}; 3rd— *alter fortune*^{PHB2}, *greater magic fang, nature's balance*^{SC}, *spike growth*; 4th— *arc of lightning*^{SC}, *flame strike, freedom of movement*; 5th - *animal growth, wall of thorns*.

Possessions: +1 large dragonhide breastplate, bag of tricks (tan), pearl of power 1st x2, lesser metamagic rod of Silent spell, wand of snake's swiftness^{SC} (1st CL, 20 charges), wand of lesser vigor^{SC} (1st CL, 10 charges), wand of speak with animals (1st CL, 10 charges), wand of omen of peril^{SC} (1st CL, 4ch), potion of fly (5th CL), potion of darkvision (3rd CL), potion of mage armor (1st CL), divine scroll of summon nature's ally VI (11th CL), divine scroll of wind wall (3rd CL), divine scroll of bull's strength (3rd CL), divine scroll of gust of wind (3rd CL), tanglefoot bag, scroll organizer, spell component pouch x2, belt pouch, goodberries x24, 9gp.

***Giant Constrictor Snake Companion:** CR -; Huge Animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural),

touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 15 ft./10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent, Low-light vision, Link, share spells; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness.

Giant Master Thrower: Male Forest Giant Sor1/Ftr1/Master Thrower 1; CR 13; Huge Giant; HD 14d8+1d4+1d10+96-4; hp 194; Init +1; Spd 40 ft.; AC 25 (-2 size, +1 Dex, +5 chain shirt, +11 natural), touch 9, flat-footed 24; Base Atk +11; Grp +30; Atk +24 melee (3d8+22, +1 huge greatclub) or +24 ranged (2d8+14, rock); Full Atk +24/+19/+14 melee (3d8+22, greatclub) or +22/+22/+17/+12 ranged (2d8+14, rock); Space/Reach 15 ft./15 ft.; SA rock throwing, Trip Shot; SQ Darkvision 60 ft., rock throwing; AL NE; SV Fort +20, Ref +9, Will +11; Str 38, Dex 13, Con 26, Int 14, Wis 16, Cha 22. Master Thrower, *Complete Warrior*, pg. 58.

Thrown Weapon Trick (Ex): Trip Shot: A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the master thrower makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier). Other modifiers may apply to this opposed check (see page 158 of the *Players Handbook*). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Skills and Feats: Diplomacy +13, Hide +17, Sense Motive +14, Spot +27, Listen +19, Slight of Hand +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus: Thrown Rock, Brutal Throw^{CV}, Power Attack, Power Throw^{CW}, Quick Draw.

Sorcerer Spells Known (4/2; 5/5 per day; base DC = 16 + spell level; CL 1; Arcane Failure 5%): 0— *message, ghost sound, mending, detect magic*; 1st- *benign transposition*^{SC}, *guided shot*^{SC}.

Possessions: +1 huge twilight mithral chain shirt with forestward shroud^{RW}, eyes of the eagle, bracers of quick strike^{MH}, ring of counterspells (glitterdust), vest of resistance +2^{CA}, brooch of shielding, +1 huge greatclub, Quaal's feather token (Whip), wand of true strike (1st CL, 25ch), wand of shield (2nd CL, 30 charges), wand of fist of stone^{SC} (1st CL, 25 charges), *potion of heroism* (3rd CL) x3, *potion of fly* (5th CL), *potion of displacement, potion of shield of faith* +4

(12th CL), *potion of barkskin* (3rd CL), *arcane scroll of Extended haste* (7th CL), *arcane scroll of heroism* (5th CL), thunderstones x2, tanglefoot bags x7, bag of caltrops x3, quiver of javelins (10 javelins), bag of rocks (10 rocks) x5, 25 gp, Plant Graft: Grappling Vine (Magic of Eberron, p136)

Forest Giants (2): Male Forest Giant Marshal 1); CR 11; Huge Giant; HD 15d8+90-4; hp 164; Init +1; Spd 40 ft.; AC 25 (-2 size, +1 Dex, +5 chain shirt, +11 natural), touch 9, flat-footed 24; Base Atk +10; Grp +29; Atk +20 melee (3d8+17, +1 huge greatclub) or +19 ranged (2d8+11, rock); Full Atk +20/+15 melee (3d8+17, greatclub) or +17/+17/+12 ranged (2d8+11, rock); Space/Reach 15 ft./15 ft.; SA (Poisoned Arrows,) rock throwing; SQ Darkvision 60 ft., rock throwing, 1 Minor Aura (each); AL NE; SV Fort +18, Ref +6, Will +10; Str 33, Dex 13, Con 22, Int 14, Wis 16, Cha 22. Marshal, *Miniatures Handbook*, pg. 11.

Skills and Feats: Diplomacy +20, Hide +19, Sense Motive +14, Spot +26, Listen +21; Point Blank Shot, Precise Shot, Rapid Shot, Quickdraw, Brutal Throw^{CV}, Skill Focus: Diplomacy, Woodland Archer^{RW}

Possessions: +1 huge mithral chain shirt with forestward shroud^{RW}, eyes of the eagle, brooch of shielding, bracers of quick strike^{MH}, vest of resistance +1^{CA}, +1 huge greatclub, *potion of fly* (5th CL), *potion of bull's strength* (3rd CL), *potion of shield of faith* +3 (6th CL), *potion of barkskin* (3rd CL), thunderstones x3, tanglefoot bags x2, bag of caltrops x3, quiver of javelins (10 javelins), bag of rocks (10 rocks) x5, 25 gp, Plant Graft: Grappling Vine (Magic of Eberron, p136).

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity(active on #1): +6 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Force of Will (active on #2): +6 bonus to will saves.

Encounter 6

DM Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Kress to save space in this section.

Rootak: Companion Familiar Advanced Giant Crocodile, Male Lizard; Huge Magical Beast (augmented Animal); CR -; HD 13d8+78; hp 143; Init +2; Spd 30 ft.(10ft enhancement, Extended Longstrider, CL 19)/Swim 30ft.; AC 35 (-2 size, +6 extended greater mage armor, CL 19, +2 Dex, +13, +2 dodge (extended enhance familiar, CL 19)), touch 12, flat-footed 31; Base Atk +9; Grp +31; Atk +24 melee (2d8+22, bite, (greater magic fang, CL 23), +2 competence Hit/dam, extended enhance familiar, CL 19)) or +24 melee (1d12+22, tail slap (greater magic fang, CL 23), +2 competence Hit/dam, extended enhance familiar, CL

19)); Full Atk +24/+19 melee (2d8+22, bite, +5 greater magic fang, +2 comp enhance familiar) or +24/+19 (1d12+22, tail slap, +5 greater magic fang, +2 comp enhance familiar); SA Improved Grab; SQ Hold Breath, Link, Share Spells, Improved Evasion, Devotion, Multiattack*, Impart Alertness, Empathic Link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance 16, Low-light vision; AL N; SV Fort +23, Ref +17, Will +25 (+6 resistance Extended Superior Resistance CL 19, +2 competence Extended Enhance Familiar); Str 30, Dex 15, Con 19 (23), Int 11, Wis 12, Cha 2.

Skills and Feats: Hide +14 (+4 to this in the water), Listen +5, Spot +5, Swim +20 (can take 10), Tumble +9.

Master's Skills: Climb +23 6ranks (+10 competence, branch to branch CL 19) Concentration +28, Knowledge (religion) +6, Jump +16 (augmented via Longstrider/Branch), Listen +25, Spot +25, Knowledge (arcane) +13, Spellcraft +4, Knowledge (nature) +13 Survival +1[^], Sense Motive +13, Diplomacy +18.

Feats: Alertness, Endurance, Skill Focus (hide), Improved Unarmed Strike, Improved Grapple.

Spells Active: Limited wish (contingency, heal when familiar speaks special word (via speak with animals of its own kind), CL 19), Extended greater magic fang (bite), CL 23), Extended greater magic fang (tail slap), CL 23) Extended superior resistance^{SC} p174, CL 19 (14hr duration), Extended energy immunity^{SC} p80 x2 (shared via master, CL 19), Extended energy immunity^{SC} p80 x4 (fire, electricity, acid, cold) CL 19, 14hr duration), Extended greater magic fang, CL 19 (all natural weapons), Extended greater mage armor^{SC} p136, CL 19 Extended enhance familiar^{SC}p82, CL 19 Extended branch to branch^{SC} p38, CL 19 Extended longstrider, CL 19 (14hrs duration)

Possessions: cloak of displacement (minor), amulet of health +4.

Kress: Male Aranea (Wood Elf Alternate Form) Sor5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft., Climb 25 ft.; AC 20 (+4 mage armor, +5 Dex, +1 natural), touch 15, flat-footed 15; Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 (+11*) ranged (web); Full Atk +10 melee (1d6-1+poison, bite) or +10 (+11*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +10, Escape Artist +8, Jump +12, Listen +8, Spellcraft +12, Spot +8, Use Magic Device +11; Alertness, Iron Will, Point Blank Shot*, Precise Shot, Empower Spell.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o— acid splash, daze, dancing lights, disrupt undead, detect magic, message, prestidigitation; 1st- guided shot^{CV}, orb of electricity, lesser^{SC}, ray of enfeeblement, shield; 2nd – false life phantasmal assailants^{SC}; 3rd – fly, ray of exhaustion; 4th – enervation.

Possessions: Heward's handy haversack, gloves of fortunate striking^{MH}, cloak of charisma +2, brooch of shielding, Quaal's feather token (whip) x2, Quaal's feather token (tree) x2, arcane scroll: Leomund's tiny hut (5th CL), arcane scroll: protection from evil (1st CL), acid flasks (8), tanglefoot bags (2), falchion, spiked gauntlet - cold iron, spiked gauntlet - silver, spell component pouch, ~~charm of the tree dwellers~~.

Hunting Spider Familiar, Male Spider: Tiny Vermin; CR –; HD 8; hp 34 (½ masters hp); Init+3; Spd 20ft., climb 10 ft.; AC 19 (+2 size, +3 Dex, +4 natural), touch 15, flat-footed 16; Base Atk +5; Grp -12; Atk +8 melee (1d3-4+poison, bite); Full Atk+8 melee (1d3-4+poison, bite); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, speak with master, speak with animals of its kind, empathic link, granted abilities; AL N; SV Fort +4, Ref +7, Will +7; Str 3, Dex 17, Con 10, Int 9, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +9, Spot +16, Use Magic Device +0; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Sestis, Male Aranea (Wood Elf Alternate Form) Aranea/Sorc5; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+5d4+32+14 false life; hp 83; Init +5; Spd 50 ft./Climb 25 ft.; AC 20, touch 15, flat-footed 15 (+4 mage armor, +5 Dex, +1 natural); Base Atk +5; Grp +4; Atk +10 melee (1d6-1+poison, bite) or +10 ranged (web); Full Atk +10 melee (1d6-1+poison,

bite) or +10 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +8, Ref +9, Will +8; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +9, Escape Artist +8, Jump +12, Knowledge (nature) +6, Listen +8, Spellcraft +5, Spot +8, Use Magic Device +11; Alertness (f), Iron Will, Silent Spell, Empower, Energy Substitution: Acid.

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 8/5/3/2/1; Per Day 6/8/8/6/4; base DC = 16 + spell level; CL 8): o—daze, disrupt undead, ghost sound, message, open/close, prestidigitation, read magic, touch of fatigue; 1st – guided shot^{SC}, magic missile, mage armor, ray of enfeeblement, shield; 2nd- glitterdust, scorching ray, web; 3rd – haste, stony grasp; 4th – orb of force^{SC}.

Possessions: cloak of charisma +2, lesser rod of enlarge, arcane scroll of wall of force (9th CL), arcane scroll: greater blink (9th CL), arcane scroll: slow (5th CL), arcane scroll: sleet storm (5th CL), divine scroll: faerie fire (1st CL) x2, arcane scroll: greater invisibility (7th CL), potion of invisibility (3rd CL), arcane scroll: Otiluke's resilient sphere (7th CL), divine scroll: calm emotions (4th CL), divine scroll: bless (1st CL), scroll organizers x2, spell component pouch, ~~charm of the tree dwellers~~.

Encounter 7A

DM NOTE: The Marshal in this encounter has active auras up at all times. Please add the appropriate bonuses.

Morti: Male Orc Sor7/Mindbender 1/Fatespinner 2; Medium Humanoid; CR 10; HD 10d4+20; hp 51; Init +4; Spd 30; AC 9 (-1 Dex), touch 9, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SA Telepathy, Spin Fate, Fickle Finger of Fate; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +12; Str 8, Dex 8, Con 14, Int 14, Wis 10, Cha 18. Mindbender, Complete Arcane, page 54; Fatespinner, Complete Arcane, page 37.

Skills and Feats: Bluff +8, Diplomacy +8, Intimidate +8, Knowledge (Arcana) +14, Profession (Gambler) +5, Sense Motive +4, Spellcraft +8; Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Enlarge Spell.

Languages: Common, Orcish, Draconic, Ancient Suloise.

Sorcerer Spells (Known 9/5/4/3/2/1; 6/7/7/7/6/4 per day; base DC = 14+ spell level, 16+ spell level for Enchantment spells; CL 8): o- caltrops^{SC}, daze, detect magic, ghost sound, mage hand, open/close, read magic, resistance, sonic snap^{SC}; 1st- benign transposition^{SC}, charm person, detect secret doors, distract assailant^{SC}, inhibit^{SC}

2nd- glitterdust, rebuke^{SC}, Tasha's hideous laughter, entice gift^{SC}; 3rd- hold person, miser's envy^{SC}, suggestion; 4th- confusion, ruin delver's fortune^{SC}; 5th- feeblemind.

Possessions: quarterstaff, cloak of charisma +2, ring of counterspells (disintegrate), arcane scroll: mage armor (CL 1), arcane scroll: fly (CL 5th), arcane scroll: invisibility, greater (CL 7th), arcane scroll: invisibility (CL 3), arcane scroll: see invisibility (CL 3), arcane scroll: calm emotions (CL 3), Quaal's feather token: bird, dust of dispersion^{CA}, vest of resistance +2^{CA}

Telepathy (Su): A mindbender unlocks one of the most basic elements of his craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

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 of 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 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): On reaching 2nd level, a fatespinner gains the ability to effect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature – friend or enemy – to re roll 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.

Gulbak: Male Human Warmage 9; Medium Humanoid; CR 9; HD 9d6+18; hp 56; Init +3; Spd 30; AC 18 (+4 chain shirt, +1 light shield, +6 Dex), touch 13, flat-footed 16; Base Atk +4; Grp +3; Atk +3 melee (1d6, shortspear) or +8 (+9) ranged (spells (within 30 ft.)); Full Atk +3 melee (1d6, shortspear) or +7 (+8) ranged (spells (within 30 ft.)); SA Advanced Learning, Armored Mage, Sudden Empower, Warmage Edge +4, AL LE; SV Fort +5, Ref +6, Will +5; Str 8, Dex 16, Con 14, Int 14, Wis 8, Cha 18. Warmage, Complete Arcane, page 10.

Skills and Feats: Concentration + 14, Intimidate +16, Knowledge (arcana) +14, Knowledge (history) +14, Spellcraft +14; Empower Spell, Sudden Empower^{CA}, Point Blank Shot, Arcane Thesis: Scorching Ray^{PHB2}, Precise Shot, Extra Edge^{CA}

Languages: Common, Orcish, Ancient Suloise.

Warmage Spells (Per day 6/7/7/7/5; DC 14 + spell level) Known: 0- acid splash, disrupt undead, light, ray of frost; 1st - accuracy^{SC}, burning hands, chill touch, fist of stone^{SC}, hail of stone^{SC}, ice dagger^{SC}, magic missile, orb of acid, lesser^{SC}, orb of cold, lesser^{SC}, orb of electricity, lesser^{SC}, orb of fire^{SC}, lesser, orb of sound, lesser^{SC}, shocking grasp, true strike; 2nd - blades of fire^{SC}, continual flame, fire trap, fireburst^{SC}, flaming sphere, ice knife^{SC}, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade^{SC}; 3rd - fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, ring of blades^{SC}, sleet storm, sound lance^{SC}, stinking cloud; 4th - blast of flame^{SC}, contagion, Evard's black tentacles, orb of acid^{SC}, orb of cold^{SC}, orb of electricity^{SC}, orb of fire^{SC}, orb of force^{SC}, orb of sound^{SC}, phantasmal killer, shout, wall of fire.

Possessions: cloak of charisma +2, shortspear x2, +1 chain shirt, +1 light wooden shield, potion of fly (CL 5), potion of invisibility (CL 3), potion of see invisibility (CL 3), thunderstone x4, ring of counterspells (dispel magic), potion of displacement (CL 5), 50 gp.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The

same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Leder: Male Half-Orc Marshal 4/Brb1/Outcast Champion 1; Medium Humanoid; CR 6; HD 4d8+1d12+1d10+12; hp 48; Init +0; Spd 20; AC 19 (+1 full plate, +0 Dex), touch 10, flat-footed 19; Base Atk +5; Grp +6; Atk +7 melee (2d4+3/18-20, +1 falchion); Full Atk +7 melee (2d4+3/18-20, +1 falchion); SA Rage 1/day; SQ fast movement, grant move action 1/day, 1 Major Aura, 2 Minor Auras, Aura of Confidence, darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +1, Will +5; Str 12, Dex 10, Con 14 Int 8, Wis 10, Cha 16. *Marshal, Miniature's Handbook, page 11, Outcast Champion, Races of Destiny, pg. 126.*

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but no to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

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

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 3: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives his allies the direction that they can use to do their best.

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

A marshal begins play knowing one minor aura of his choice. As his marshal level increases he gains access to new auras, as indicated on table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity(Active): +3 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Watchful Eye: +3 bonus on reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (Active): +1 bonus to AC

Rage (Ex): (reckless)+6 Str, +6 Con, +2 Will Saves, -4 AC, (+18 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 6 rounds.

Aura of Confidence (Ex): Your presence emboldens allies with 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Skills and Feats: Bluff +10, Climb +4, Diplomacy +14, Intimidate +16; Daunting Presence^{MH}, Menacing DemeanorRD, Skill Focus (Diplomacy), Reckless Rage^{RS}.

Languages: Common, Orcish.

Possessions: Alchemist's fire, armor of the dread emperor^{BV}, +1 falchion, potion of barkskin (+2), 5 gp.

Orc Toughs (3): Male Orc Bar2/Ftr4; Medium Humanoid; CR 4; HD 2d12+ 4d10+12; hp 55; Init +2; Spd 40; AC 17 (+5 +1 chain shirt, +2 Dex), touch 12, flat-footed 16; Base Atk +6/+1; Grp +11; Atk +13 melee (1d8+9/x3, masterwork orc double axe); Full Atk +13/+8 melee (1d8+9/x3, masterwork orc double axe) or +11/+11/+6 melee (1d8+9/x3, masterwork orc double axe); SA Rage 1/day, Fast Movement, SQ uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +1; Str 20, Dex 15, Con 14, Int 6, Wis 8, Cha 6.

Skills and Feats: Climb +8, Craft: Weapon +2, Swim +7; Weapon Focus: Axe, orc double, Exotic Weapon Proficiency: Orc Double Axe, Two Weapon Fighting, Power Attack, Weapon Specialization: Orc Double Axe, Reckless Rage^{RS}.

Languages: Common, Orcish.

Possessions: +1 chain shirt, masterwork orc double axe, *potion of enlarge person* (CL 3), *cloak of elemental protection*^{MH}, tanglefoot bag x2, alchemist fire x2, *belt of one mighty blow*^{MH}, *potion of haste* (CL5), 50gp.

Rage (Ex): (reckless) +6 Str, +6 Con, +2 Will Saves, -4 AC, (+18 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 8 rounds.

Orcs (6): (see MM pg 203) with +1 AC and +3 to dexterity checks, dexterity based skill checks and initiative rolls.

Encounter 7B

Charnel Hound; Huge Undead; CR 15; HD: 29d12+145; hp 333; Init. +2; Spd: 40 ft; AC: 26 (-2 size, +2 Dex, +16 natural), touch 10, flat-footed 24; Base Atk +14; Grp +36 Atk Bite +26 melee (2d8+14); Full Atk +26 melee (2d8+14, bite) and +21/+21 melee (2d6+7, 2 claws); Space/Reach: 15 ft./10 ft.; SA Body integration, rend 4d6+21; SQ: Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV: Fort +9, Ref +11, Will +16; Str 38, Dex 14, Con -, Int -, Wis 11, Cha 20.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 25 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 x Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a daylight spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 25 Will save or become shaken, remaining in that condition as long as

they remain with 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit point equal to its Charisma modifier x its Hit Dice.

Encounter 10B

Evolved Defacer: Medium Undead; CR 7; HD 11d12; hp: 71; Init: +2; Spd: 30 ft; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +5; Grp +9; Atk +11 melee (1d8+4+stunning possession, slam); Full Atk +11/+11 melee (1d8+5+stunning possession, slam); Space/Reach: 5 ft./5 ft.; SA Stunning possession, steal face, frightful keening 60 ft.; SQ Fast healing 3, spell-like ability, earth glide, tremorsense 60 ft., damage reduction 10/silver and magic, darkvision 60 ft., undead traits; AL NE; SV: Fort +3, Ref +5, Will +8; Str 20, Dex 15, Con -, Int 7, Wis 13, Cha 16.

Skills and Feats: Listen +15, Spot +15; Dodge, Mobility, Spring Attack, Weapon Focus (slam)

Languages: understands creator's orders

Spell Like Ability: See Invisibility (Sp): This evolved defacer can use this ability 1/day, CL11.

Fast Healing (Ex): An evolved defacer heals 3 points of damage, each round so long as it has at least 1 hit point.

Frightful Keening (Su): The faces that whirl about the head of a defacer constantly wail and scream. This noise can be heard through earth and stone as easily as it can through air. A defacer cannot stop this keening. Any creature that can hear the sound and that is within 60 feet of a defacer is automatically shaken. This is a sonic, mind-affecting fear effect.

Earth Glide (Ex): A defacer glides through stone, dirt, and any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create a ripple or any other signs of its presence (although its frightful keening can still be heard).

Stunning Possession (Su): A creature with an Intelligence of 3 or higher that is struck by a defacer's slam attack must succeed on a DC 18 Will save or be stunned for 1 round. The save DC is Charisma-based.

While stunned, the creature's face takes on the shape of one of the defacer's victims and screams for help and release using the languages that soul knew in life. When the effect ends, the ghostly face returns to the defacer.

Steal Face (Su): If a defacer's slam attack kills a creature with an Intelligence of 3 or higher, or if the defacer touches the body of such a creature within 1 day of its death, the defacer steals its face as an immediate action. This physically erases the facial

features of the body, including bone structure, mouth, and teeth, leaving a smooth and blank surface. Attempts to cast speak with dead on victims of this attack always fail.

This defilement of the corpse also draws the soul of the creature to the defacer, and it becomes one of the keening faces that whirl about the defacer's head. This prevents the soul from reaching the afterlife, becoming undead, or being raised or resurrected. Nothing short of destroying the defacer restores a corpse's face and frees the soul.

For 1 day after stealing a face, the defacer's blank visage takes the shape of that creature's face in the same manner as a creature affected by its stunning possession. This effect ends if the defacer uses its earth glide ability, which it is loath to do unless it thinks it can take another creature's face that day.

If a defacer stole a creature's face by killing it and is destroyed within 24 hours of that act, its victim returns to life (stable at 0 hit points) if its body is largely whole. Its face is restored. This return to life does not result in level loss or ability drain.

A defacer arises when a spellcaster creates an undead being from the corpse of a doppelganger or other creature that assumes others' visages. Tortured by its inability to mimic others, a defacer steals the faces of those it kills and of the recently dead, trapping their souls by defiling their corpses.

Blaspheme: Medium Undead; CR 7; HD 18d12+30; hp 147; Init +1; Spd 40 ft; AC 20 (+1 Dex, +9 natural), touch 11, flat-footed 19; Base Atk +9; Grp +18; Atk +18 melee (1d8+13 plus blasphemous contact, bite) Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); Space/Reach: 5 ft./5 ft.; SA Blasphemous contact, erratic charge; SQ Damage reduction 5/slash, darkvision 60 ft., immunity to cold, inescapable craving, undead traits; AL NE; SV: Fort +6, Ref +7, Will +13; Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10.

Skills And Feats: Improved Natural Attack (bite), Improved Toughness, Toughness, Track; Listen +10, Spot +10, Survival +7

Languages: Common.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

Vitreous Drinker: Medium Undead; CR 11; HD 14d8; hp 91; Init +8; Spd 30 ft; AC 27 (+4 Dex, +3 deflection, +10 natural), touch 17, flat-footed 23; Base Atk +7; Grp +8; Atk +12 melee (2d4+1 + eye drinking, tongue lash); Full Atk +12/+7 melee (2d4+1 + eye drinking, tongue lash); Space/Reach: 5 ft./5 ft.; SA eye drinking, horrific gaze; SQ Damage reduction 10/good, +6 turn resistance, spell resistance 22, darkvision 120 ft., undead traits, spectral ravens, unholy grace, spell like abilities; AL NE; SV: Fort +7, Ref +13, Will +14; Str 12, Dex 19, Con -, Int 18, Wis 15, Cha 16.

Skills and Feats: Bluff +10, Concentration +17, Decipher Script +17, Diplomacy +17, Gather Information +15, Intimidate +15, Knowledge (arcana) +14, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (religion) +8, Knowledge (the planes) +8, Listen +2, Sense Motive +12, Spot +19, Use Magic Device +19 (+21 scrolls); Ability Focus (eyebite), Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (tongue lash).

Languages: Abyssal, Common, Draconic, Infernal.

Possessions: +1 mithral chain shirt, cloak of charisma +2, vest of resistance +2, wand of magic missiles (9th CL, 5 charges), wand of ray of enfeeblement (10th CL, 5 charges), arcane scroll of projected image (10th CL), arcane scroll of shield (4th CL), arcane scroll of false life (3rd CL), divine scroll of heroism (3rd CL), divine scroll of barkskin (3rd CL), arcane scroll of greater invisibility (7th CL), arcane scroll of haste (5th CL), arcane scroll of spectral hand (3rd CL), arcane scroll of chill touch (5th CL), divine scroll of faerie fire (1st CL), divine scroll of obscuring mist (1st CL), divine scroll of resurgence (1st CL).

Spell-Like Abilities (CL 14th): At will – *arcane eye*, *detect thoughts* (DC 15), *tongues*; 3/day – *eyebite* (DC 21), *vampiric touch* (+11 touch) 1/day – *dimension door*, *finger of death* (DC 20).

Eye Drinking (Su): A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 20 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky cataracts. The creature cannot see farther than 60 feet, and all melee and ranged attacks it makes within this range have a 20% miss chance. This effect can be removed only with greater restoration or miracle, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a –4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim

cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrific Gaze (Su): A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 20 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su): A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su): A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Advanced Dread Wraith: Large Undead (incorporeal); CR 12; HD 21d12; hp 136; Init +13; Spd Fly 50 ft.; AC 25 (-1 size +9 Dex, +7 deflection), touch 25, flat-footed 16; Base Atk +10; Grp —; Atk +19 melee (2d6 plus 1d8 Constitution drain Incorporeal touch); Full Atk +19 melee (2d6 plus 1d8 Constitution drain, Incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL (Always) LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con—, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +9, Hide +28, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spellcraft +8, Spot +30,

Survival +4 (+6 following tracks), Tumble +5; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Languages: Common and Infernal.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Encounter 11

DM NOTE: The Marshals in this encounter have active auras up at all times. Please add the appropriate bonuses.

Callenwold, Male Advanced Undying Soldier (8HD) Clr3/MasterOfShrouds10/Alienist1; CR 14; Medium Deathless (Augmented Humanoid); HD 8d12+12d8+2d4; hp 141; Init +2; Spd 30ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +13; Grp +15; Atk +16 melee (1d4+2/19-20, +1 cold iron dagger); Full Atk +16/+11/+6 melee (1d4+2/19-20, +1 cold iron dagger); Space/Reach 5 ft./5 ft.; SA Summon Undead (7/day), Rebuke Undead (11/day), Summon Alien, Smite Evil (+4/+8) 1/day; SQ Darkvision 60 ft., Deathless Traits, DR 5/Cold Iron, Improved Summoning, Alien Blessing, Turn Resistance +10, Unnatural Resilience; AL CE; SV Fort +15, Ref +14, Will +34; Str 12, Dex 14, Con —, Int 14, Wis 22 (26), Cha 18.

Skills: Concentration +29, Spellcraft +14, Knowledge (Religion) +7, Knowledge (Arcana) +7, Knowledge (Planes) +10, Diplomacy +9, Hide +26, Listen +15, Spot +15; BlindFight^B, Spell Focus (Conjuration), Augment Summoning, Practiced Spellcaster (Cleric), Whispered Secrets, Improved Turn Resistance, Domain Spontaneity (Destiny), Rapid Spell, Mobile Spellcaster, Divine Metamagic: Rapid Spell.

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran, Iguan, Aquan, Terran, Infernal.

Active Spells from prior day: Energy Immunity: Fire (CL 17), Superior Resistance (CL 17), Stalwart Pact (CL 17).

Cleric (of Vecna) Spells Per Day (6/7+1/7+1/6+1/6+1/4+1/3+1/2+1; base DC = 18 + spell level, conjuration spells 19 + spell level; CL 17): 0th— Detect Magic x2, Read Magic, Guidance, Create Water x2; 1st— Resurgence x2 (SC), Spell Flower^{SC}, Sign^{SC}, Scholar's Touch (RD), Disguise Self, Sanctuary, Omen of Peril^{SC}; 2nd— Resist Energy, Close Wounds^{SC}, Silence x2, Veil of Shadow^{SC}, Divine Insight^{SC}, Calm Emotions, Augury; 3rd— alter fortunes (PHB2), Chain of Eyes^{SC}, Magic Circle vs Good, Mass Resurgence^{SC}, Summon Monster 3, Wind Wall, Delay Death^{SC}; 4th— Freedom of Movement x2, Mass Shield of Faith^{SC}, Recitation^{SC}, Wall of Evil^{SC}, Summon Monster 4, Bestow Curse; 5th— Righteous Wrath of the Faithful^{SC}, Summon Monster 5, Doomtide^{SC}, PlaneShift, Spell Resistance; 6th— Superior Resistance^{SC}, Energy Immunity^{SC}, Harm, Warp Destiny (RD); 7th— Repulsion, Blasphemy, Spell Turning. Domains: Magic and Destiny. The Destiny domain spells include: 1-omen of peril; 2-augury; 3-delay death; 4-bestow curse; 5-stalwart pact; 6-warp destiny; 7-bestow curse, greater; 8-moment of prescience.

Items: Cirlet of Persuasion (4500), Cloak of Turn Resistance (11000), Periapt of Wisdom +4 (16000), +1 Cold Iron Dagger (4304), Pearl of Power 1st x9 (9000), Wand of False Life (10th CL, 5 charges) (1500), Wand of Shield (5th CL, 10 charges) (750), Wand of Lesser Spell Immunity (3rd CL, 4ch) (600), Wand of Ray of Enfeeblement (10th CL, 5 charges) (750), Wand of Haste (5th CL, 2ch) (450), Divine Scroll of Freedom of Movement (7th CL) (700), Arcane Scroll of Displacement (6th CL) (450), Arcane Scroll of Greater Mage Armor (5th CL) (375), Arcane Scroll of Alter Self (3rd CL) (150), Divine Scroll of Conjure Ice Beast 5 (9th CL)x2 (2250), Arcane Scroll of Project Image (10th CL) x2 (3000), Arcane Scroll of Greater Invisibility (7th CL) x2 (1400), Arcane Scroll of Eagles' Splendor (3rd CL) x3 (450), Arcane Scroll of Stoneskin (7th CL) (950), Divine Scroll of Arcane Eye (7th CL) (700), Potion of Barkskin +2 (300), Planar Fork: Abyss, Planar Fork: Astral, Spell Component Pouches (4) (20), and 301gp.

Aidel, Female Succubus Warmage8; CR 12; Medium Outsider; HD 8d8+8d6+80; hp 155; Init +1; Spd 20ft., fly 35ft. (average); AC 33 (+1 Dex, +9 mithral full plate, touch 11, flat-footed 32, +4 buckler, +9 natural); Base Atk +12; Grp +13; Atk +13 melee (1d6+1, claw); Full

Atk +13/+13 melee (1d6+1, claw); Space/Reach 5 ft./5 ft.; SA Energy Drain, Spell-like Abilities, Summon Demon, Warmage edge (+5), Armored Mage (medium); SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immune electricity and poison, resistance acid 10, fire 10 and cold 10, spell resistance 28, telepathy 100 ft, tongues; AL CE; SV Fort +16, Ref +12, Will +17; Str 12, Dex 12, Con 20, Int 20, Wis 14, Cha 35. Warmage, *Complete Arcane*, pg. 10.

Skills and Feats: Concentration +23, Spellcraft +26, Knowledge (arcana) +15, Bluff +25, Diplomacy +27, Disguise +33*, Escape Artist +19, Hide +10, Intimidate +33, Listen +19, Move Silently +10, Search +14, Spot +33, Survival +2, Use Rope +10, Use Magic Device +21; Improved Energy Drain^{LM}, Fell Drain^{LM}, Life Drain^{LM}, Practiced Caster^{CD}, Spell Drain^{LM}, Sudden Empower^{CA}, Arcane Thesis: Ice Storm^{PHB2}

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran.

Warmage Spells Per Day (6/9/9/8/7; base DC = 22 + spell level; CL 12): Known: 0- acid splash, disrupt undead, light, ray of frost; 1st - accuracy^{SC}, burning hands, chill touch, fist of stone^{SC}, ice dagger^{SC}, magic missile, orb of acid, lesser^{SC}, orb of cold, lesser^{SC}, orb of electricity, lesser^{SC}, orb of fire^{SC}, lesser, orb of sound, lesser^{SC}, shocking grasp, thunderhead^{SC}, true strike; 2nd - blades of fire^{SC}, continual flame, fire trap, fireburst^{SC}, flaming sphere, ice knife^{SC}, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade^{SC}; 3rd - fire shield, fireball, flame arrow, gust of wind, ice storm, Leomund's tiny hut, lightning bolt, poison, ring of blades^{SC}, sleet storm, stinking cloud; 4th - blast of flame^{SC}, contagion, Evard's black tentacles, orb of acid^{SC}, orb or cold^{SC}, orb of electricity^{SC}, orb of fire^{SC}, orb of force^{SC}, orb of sound^{SC}, phantasmal killer, shout, wall of fire.

Possessions: +1 mithral full plate, +3 buckler, cloak of charisma +4, amulet of health+2, cirlet of persuasion, eyes of the eagle, vest of resistance +3^{CA}, armbands of reduction^{AEG}, wand of benign transposition^{SC} (1st CL, 10 charges), Quaal's feather token (whip), arcane scroll of projected image (10th CL), arcane scroll of heroism (5th CL), divine scroll of freedom of movement (7th CL), arcane scroll of stoneskin (7th CL), potion of shield of faith+4, potion of barkskin +3, potion of fox's cunning x2, scroll case, spell component pouches (4), tanglefoot bags x2, thunderstone, dagger x2, masterwork longsword, and 201gp.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level.

The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 25 Will save to negate the effect of the suggestion. The DC is 26 for the Fortitude save to remove a negative level.

These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 26), *detect good*, *detect thoughts* (DC 24), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 25), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Bing, Male Evolved Advanced Ghast Brd3/Dirge Singer5: CR 9; Medium Undead; HD 8d12+8d6; hp

84; Init +4; Spd 30ft.; AC 24 (+4 Dex, +5 mithral chain shirt, +5 natural), touch 14, flat-footed 20; Base Atk +9; Grp +15; Atk +15 melee (1d8+6, bite + paralysis); Full Atk +15 melee (1d8+6, bite + paralysis) and +13/+13 melee (1d6+3, claws + paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, stench, bardic/dirge music 8/day; SQ Darkvision 60 ft., undead traits, +6 turn resistance, fast healing 3; AL CE; SV Fort +4, Ref +12, Will +15; Str 22, Dex 22, Con -, Int 13, Wis 14, Cha 26 (28). Dirge Singer, *Libris Mortis*, pg. 103.

Skills and Feats: Balance +11, Climb +12, Hide +22, Jump +12, Move Silently +22, Spot +8, Perform (oratory) +28, Perform (wind instruments) +17, Knowledge (Religion) +5, Concentration +24; Multi-attack, Improved Turn Resistance^{LM}, Requiem^{LM}, Subsonics^{CV}, Disguise Spell^{CV}, Ironskin Chant^{CV}.

Languages: Common, Suel.

Bard Spells (Per Day 3/4; Known 6/3; base DC = 17 + spell level; CL 3): 0th - *detect magic*, *read magic*, *message*, *minor disguise*^{SC}, *ghostharp*^{SC}, *prestidigitation*; 1st - *feather fall*, *shock and awe*^{SC}, *Tasha's hideous laughter*.

Possessions: *cloak of charisma* +2, *bagpipes of the damned*^{LM}, +1 *mithral chain shirt*, *wand of harmonize*RD (4th CL, 5ch), *wand of greater invisibility* (7th CL, 4 ch), *potion of barkskin* +2, *tanglefoot bags* x2, *alchemist's fire*, *javelins* x5, *whip* x2, *spell component pouches* x2, 33gp.

Spell Like Ability: Greater Dispel Magic (CL 16) 1/day

Ghoul Fever (Su): Disease - bite, Fortitude DC 23, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): those hit by the ghastr's bite or claw attack must succeed on a DC 23 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet succeed on a DC 23 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghastr's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus to their saving throws. The save DC is Charisma based.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Dirgesong follows the same rules as bardic music (see Bardic Music, page 29 of the Player's Handbook). Dirgesinger levels stack with bard levels for the purpose of determining how often a character can use dirgesong or bardic music. Dirgesinger levels do not stack with bard levels for determining which

bardic music effects and spells a bard has access to. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a-2 penalty on Will saving throws and a-2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10 + the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 + the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion), mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before

the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

A dirgesinger can animate no more than one awakened corpse at a time. If he awakens a second one while the first is still active, the first one falls dead as if the dirgesinger had ceased to perform.

Male Evolved Advanced Ghast Rog3(3): CR 6; Medium Undead; HD 8d12+3d6; hp 84; Init +6; Spd 30ft.; AC 28 (+6 Dex, +5 mithral chain shirt), touch 16, flat-footed 21, +2 shield (buckler), +5 natural); Base Atk +5; Grp +12; Atk +12 melee (1d8+7, bite + paralysis); Full Atk +12 melee (1d8+7, bite + paralysis) and +10/+9 melee (1d6+2, claws + paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, stench, Sneak attack (+2d6); SQ Evasion, Darkvision 60 ft., undead traits, +6 turn resistance, fast healing 3; AL CE; SV Fort +4, Ref +12, Will +12; Str 24, Dex 22, Con -, Int 13, Wis 18, Cha 22.

Skills and Feats: Balance +13, Climb +13, Hide +20, Jump +20, Move Silently +20, Spot +18, Tumble +22; Multi-attack, Improved Turn Resistance^{LM}, Improved Toughness, Hamstring^{CW}.

Languages: Common, Suel.

Possessions: +1 mithral chain shirt, vest of resistance +1^{CA}, cloak of elemental resistance^{MH}, +1 buckler, potion of barkskin +2, alchemist's fire, javelins x5, 10 gp.

Spell Like Ability: Confusion (DC 20) 1/day.

Ghoul Fever (Su): Disease - bite, Fortitude DC 20, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): those hit by the ghast's bite or claw attack must succeed on a DC 20 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet succeed on a DC 20 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus to their saving throws. The save DC is Charisma based.

Encounter 12

Evolved Drowned, War1/Tomb Warden1: CR 10; Medium Undead; HD 21d12+d8+88; hp 228; Init +3; Spd 30 ft., Swim 30ft.; AC 29 (+7 armor, +3 Dex, +9 natural armor), touch 13, flat-footed 26; Base Atk +12;

Grp +23; Atk +23 melee (1d6+11, slam); Full Atk +23/+23 melee (1d6+11, slam); Space/Reach 5 ft./5 ft.; SA Drowning aura, Greater Dispel Magic (CL 22nd) 1/day; SQ Darkvision 60ft, Fast healing 5, Undead Traits, Unholy Toughness, Turn immunity; AL CE; SV Fort +10, Ref +9, Will +13; Str 32, Dex 16, Con -, Int 9, Wis 12, Cha 18. Tomb Warden, *Libris Mortis*, pg. 57.

Skills and Feats: Hide +21, Listen +12, Move Silently +21, Spot +17, Swim +18; Quicken Spell Like Ability^{BV}, Lifesense^{LM} Power Attack, Improved Sunder, Improved Bull Rush, Shock Trooper^{CW}, Combat Brute^{CW}.

Possessions: +2 mithral breastplate.

Spell Like Ability: Greater dispel magic (CL 22) 1/day

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Drowning Aura (Su): A drowned gives off a 30 foot radius emanation of suffocating drowning, imbuing its surroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath the water in terms of being able to breathe. The drowning aura accelerates the process of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Constitution score before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Constitution check every round. Each round the DC increases by 1. When the character finally fails its Constitution check, it begins to drown. In the first round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if still in the drowning aura, it drowns.

Unholy Toughness (Ex): A drowned gains a bonus to its hit point equal to its Charisma modifier x its Hit Dice.

Encounter 13A

Elbron, Male Orc Wiz6/Divine Oracle 2/Loremaster 3: Medium Humanoid; CR 11; HD 9d4+2d6+36+16 *false life*; hp 96; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +5; Grp +6; Atk +6 melee (1d4+1/19-20, cold iron dagger) or +5 ranged (1d4+1/19-20, cold iron dagger); Full Atk +6 melee (1d4+1/19-20, cold iron dagger) or +5 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Prescient Sense, Darkvision 60 ft.; AL NE; SV Fort +8, Ref +12, Will +10; Str 12, Dex 10, Con 16(18), Int 18(22), Wis 6, Cha 6. *Divine Oracle, Complete Divine*, page 34.

Skills and Feats: Concentration +17, Craft (alchemy) +7, Knowledge (arcana) +19, Knowledge (local - Core) +11, Knowledge (nature) +11, Knowledge (planes) +11, Knowledge (religion) +19, Spellcraft +22, Spot +5; Scribe Scroll(w), Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar^{CW}, Chain Spell^{CA}.

Languages: Common, Orcish, Draconic, Infernal, Abyssal, Ignan, Auran, Aquan, Terran, Elvish, Goblin, Celestial.

Wizard Spells Prepared (4/6/5/5/4/3/2; base DC = 16 + spell level; CL 11 (13 for divination spells), specialist Divination banned Evocation): 0-dancing lights, detect magic, message, prestidigitation; 1st-distract assailant^{SC} x2, grease x2, ~~mage armor~~, shield, scholar's touch; 2nd-~~false life~~ x2, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy; 3rd-arcane sight, bands of steel^{SC}, dispel magic, haste, magic circle vs. good, stinking cloud; 4th-~~detect scrying~~*, chain grease, Evard's black tentacles, greater invisibility, solid fog; 5th-refusal^{SC}, telekinesis, teleport, Rary's telepathic bond; 6th-chain dispel magic, chain bands of steel^{SC}, true seeing.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use Arcane Eye to scout. If he doesn't use it by nighttime he fills the slot with Detect Scrying and casts it to cover the next day.

Spell book: 0-dancing lights, detect magic, message, prestidigitation; 1st-charm person, distract assailant^{SC}, identify, grease, locate cityRD, mage armor, protection from good, ray of enfeeblement, shield, scholar's touchRD; 2nd-augury, bear's endurance, command undead, detect thoughts, false life, fox's cunning, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy, web; 3rd-arcane sight, bands of steel^{SC}, clairvoyance/clairaudience, dispel magic, haste, stinking cloud; 4th-arcane eye, detect scrying, divination, Evard's black tentacles, greater invisibility, solid fog; 5th-commune, dominate person, refusal^{SC}, telekinesis, teleport, Rary's telepathic bond, scrying. 6th-legend lore, true seeing

Possessions: rod of mastery, headband of Intellect +4, Amulet of Health +2, Lesser Rod of Extend, Eyes of the Eagle, Cloak of Resistance +1, Arcane Scroll of Transdimensional Web (5th CL)^{CD}, Arcane Scroll of Command Undead (3rd CL), Arcane Scroll of Transdimensional Solid Fog (9th CL)^{CD}, Spell Component Pouches, Cold Iron Daggers x2, Alchemist's Fire, Tanglefoot bag, 203 gp.

Imp Familiar, Male Imp; Tiny Outsider (Evil, Lawful, extraplanar); CR -; HD 11; hp 56 (½ masters hp+16 *false life*); Init+3; Spd 20ft., fly 50ft. (perfect); AC 28 (+4 *mage armor*, +2 size, +3 Dex, +5 natural), touch 15, flat-footed 25; Base Atk +3; Grp -5; Atk +8 melee (1d4 +poison, sting); Full Atk+8 melee (1d4 +poison, sting); SA Poison, spell-like abilities; SQ Alternate forms*, darkvision 60 ft., deliver touch spells, damage reduction 5/good or silver, fast healing 2, immunity to poison, fire resist 5, speak with master, Improved

Evasion, granted abilities; AL LE; SV Fort +3, Ref +6, Will +12; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (dungeoneering) +6, Listen +7, Move Silently +9, Search +6, Spellcraft* +6 {this is subsumed by the Master's Granted Skill Ranks}, Spot +7, Survival +1 (+3 following tracks); Granted Skills: Concentration +14, Craft (Alchemy) +1, Knowledge (arcana) +13, Knowledge (geography) +5, Knowledge (local - Core) +5, Knowledge (local - Sheldomar) +1, Knowledge (nature) +5, Knowledge (planes) +5, Knowledge (religion) +10, Spellcraft +16; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp;** Small Aberration (Air); CR $\frac{1}{2}$; HD 11; hp 56 ($\frac{1}{2}$ masters hp+16 *false life*); Init +9; Spd fly 50ft. (perfect); AC 33 (+4 *mage armor*, +1 size, +9 Dex, +9 deflection), touch 29, flat-footed 24; Base Atk +3; Grp -6; Atk +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +12, Will +12; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Rust Monster Form: Male Imp;** Medium Aberration; CR -; HD 11; hp 56 ($\frac{1}{2}$ masters hp+16 *false life*); Init +3; Spd 40ft.; AC 22, touch 13, flat-footed 19 (+4 *mage armor*, +3 Dex, +5 natural); Base Atk +3; Grp +3; Atk +3 melee touch (rust, antennae); Full Atk +3 melee touch (rust, antennae); SA Poison, spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +4, Ref +6, Will +12; Str 10, Dex 17, Con 13, Int 10, Wis 12, Cha 14.

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Tull: Male Half Orc Marshal $\frac{3}{3}$ /Hexblade 2/Outcast Champion 5; CR 10; Medium Humanoid; HD 3d8+7d10+30; hp 90; Init +0; Spd 20ft.; AC 19 (+9 full plate), touch 10, flat-footed 19; Base Atk +9; Grp +12; Atk +13 melee (2d6+5/19-20, greatsword); Full Atk +13/+8 melee (2d6+5/19-20, greatsword); Space/Reach 5 ft./5 ft.; SA Hexblade Curse (1/day), Avenging Strike, Desperate Fury; SQ Marshal Auras, Aura of Confidence, Arcane Resistance +4, Teamwork; AL LE; SV Fort +11, Ref +3, Will +9; Str 16, Dex 10, Con 14 (16), Int 8, Wis 9, Cha 19. Marshal, *Miniatures Handbook*, pg. 11, Hexblade, *Complete Warrior*, pg. 5. Outcast Champion, *Races of Destiny*, pg. 126.

Skills and Feats: Diplomacy +20, Intimidate +17, Knowledge Religion +1, Hide -2; Skill Focus: Diplomacy, Power Attack, Cleave, Improved Sunder.

Languages: Common, Orcish.

Possessions: +1 full plate armor with masterwork cold iron armor spikes, +1 adamantite greatsword, vest of resistance +1^{CA}, gloves of fortunate strike^{MH}, amulet of health +2, *potion of eagle's splendor*, *potion of bull's strength*, cold iron greatsword, sling, 20 bullets, tanglefoot bags x2, thunderstone, alchemist's fire, 55gp.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1-1. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity: +4 bonus on Dex checks, Dex based skill checks and initiative.

Art of War (active): +4 bonus on disarm, trip, bull rush and sunder attempts

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to armor class.

Aura of Confidence (Ex): Your presence emboldens allies with 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally in the last hour, the avenging strike has no effect, but that use of this ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your normal hit points or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarians rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with your allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked, or cowering).

Teamwork (Ex): You are skilled at creating a strong bond between you and your allies. Starting at 4th level, whenever you or an ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks increases by 2 (from +2 to +4).

Veera, Female Half Orc (Trog Form)
Bard4/Ftr1/Warchanter5; CR 10; Medium Humanoid; HD 4d6+1d10+5d8+20; hp 69; Init +1; Spd 20ft.; AC 30 (+9 full plate), touch 15, flat-footed 29, +4 shield (large shield), +6 natural (Alter self: Troglodyte); Base Atk +9; Grp +16; Atk +14 melee (1d8+3/x3, battle axe); Full Atk +14/+9 melee (1d8+3/x3, battle axe) and +10 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA Inspire Toughness, Inspire Recklessness, Combine Songs, Bardic/Warchanter Songs 9/day; SQ Darkvision 60 ft.; AL NE; SV Fort +10,

Ref +6, Will +5; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 14. Warchanter, *Complete Warrior*, pg. 87.

Skills and Feats: Perform (Oratory) +15, Tumble +7, Bluff +13, Sense Motive +12, Diplomacy +7, Move Silently +8, Hide +8, Balance +10, Swim +7*, Jump +4; Combat Expertise, Weapon Focus: Battleaxe, Shield Specialization^{PHB2} (heavy shield), Shield Ward^{PHB2}, Improved Combat Expertise^{CW}.

Languages: Common, Orcish.

Bard Spells (Per Day 3/3/1*; known 6/3/2; base DC = 12+ spell level; CL 4): 0th - *detect magic, read magic, prestidigitation, daze, dancing lights, message*; 1st - *feather fall, swift invisibility^{SC}, focusing chant^{SC}*; 2nd - *alter self, harmonic chorus^{SC}*.

Possessions: +1 full plate with masterwork armor spikes, +1 large shield, masterwork cold iron battle axe, brooch of shielding, gloves of dexterity +2, vest of resistance +1^{CA}, wand of battle hymn^{SC} (4th CL, 5 charges), wand of harmonize^{RS} (4th CL, 20 charges), wand of cure light wounds (1st CL, 10 ch), potion of bear's endurance, potion of barkskin +2, potion of shield of faith +3, tanglefoot bags x3, alchemist fire x2, thunderstone X2, smokestick x2, 60 gp.

Combine Songs (Su): A war chanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

Inspire Awe (Su): A war chanter of 7th level or higher with 15 or more ranks in any Perform skill can inspire uneasiness, fear, or even terror in her foes. To be affected, a foe must be within 60 feet of the war chanter and must be able to hear the war chanter. Foes get a Will save (DC 10 + war chanter's class level + war chanter's Cha modifier) to resist the effect. The severity of the effect depends on the difference between the foe's Hit Dice and the war chanter's Hit Dice (character level). Subtract the foe's HD from the war chanter's HD and consult the following table.

The effect lasts for as long as the foe can hear the war chanter and 1 round thereafter. If a foe's hearing of the war chanter's song is interrupted, the foe needs to make another saving throw when he hears the war chanter's song again.

HD Difference	Effect
+10 or more	Foe is paralyzed with fear
+1 to +9	Foe is panicked
0 to -5	Foe is frightened
-6 or less	Foe is shaken

Inspire Toughness (Su): A war chanter with 9 or more ranks in Perform (sing) or Perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on her allies (including himself). To be affected, an ally must be able to hear the war chanter

sing (or speak). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every class level of the war chanter. At 6th level and higher, a war chanter also grants affected allies the benefit of the Diehard feat when using this ability.

War Chanter Music: War chanter music follows the same rules as bardic music (see page 29 of the Player's Handbook). War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music. War chanter levels do not stack with bard levels for determining which songs a bard has access to.

Inspire Recklessness (Su): A War chanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally (or the war chanter herself) is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be 0). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

Gruk: Male Goblin (Altered into a Norker) Rog4/Ftr2/Dread Commando1/ Assassin2; CR 9; Small Humanoid; HD 6d6+2d10+1d8+18; hp 69; Init +3*; Spd 20ft.; AC 27 (+1 size, +3 Dex, +5 mithral chain, +1 buckler, +7 natural), touch 14, flat-footed 27; Base Atk +7; Grp +6; Atk +12 melee (1d6+5/x3, guisarme) or +12 melee (1d4+3, armor spikes); Full Atk +12/+7 melee (1d6+5/x3, guisarme) and +6 melee (1d4+1, bite) or +12/+7 melee (1d4+4, armor spikes) and +6 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA Sneak Attack (+4d6), Sudden Strike (+1d6), Death Attack, Poison Use; SQ Darkvision 60 ft., Team Initiative Bonus +1, Traps, Uncanny Dodge; AL LE; SV Fort +7, Ref +11, Will +1; Str 16, Dex 16, Con 14, Int 14, Wis 8, Cha 6. *Dread Commando, Heroes of Battle*, pg. 103, *Assassin, Dungeon Master's Guide*, pg. 180.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies - undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Skills and Feats: Search +14, Disable Device +16, Move Silently +19, Hide +19, Spot +6, Listen +3, Tumble +17, Balance +10, Disguise +3, Open Locks +10, Ride +7, Jump +10; Dodge, Mobility, Combat Expertise, Spring Attack, Whirlwind, Staggering Strike^{CV}.

Assassin Spells (Per Day 3/1; known 3/2; base DC = 12 + spell level; CL 3): 1st - true strike, sniper's shot^{SC}, instant locksmith^{SC}; 2nd - alter self, blade of pain and fear^{SC}.

Languages: Common, Goblin, Orcish, Elvish.

Possessions: +1 mithral chain shirt with masterwork armor spikes, +1 guisarme, bracers of quick strike^{MH}, masterwork buckler, lesser metamagic rod of Silent Spell, wand of fell the greatest foe^{SC} (4th CL, 5ch), wand of alter self (3rd CL, 9 charges), wand of greater invisibility (7th CL, 2 charges), arcane scroll of find the gap^{SC} (5th CL), silver spiked gauntlet, cold iron spiked gauntlet, whip, sap, potion of barkskin +2, potion of bull's strength, potion of protection from good, potion of cure light wounds, potion of guidance, tanglefoot bag, acid flasks x2, smokestick, masterwork thieves' tools, 23gp.

Ogre Thugs: Male Ogre Bar1/Ftr2/Exotic Weapon Master 1; CR 7; Large Giant; HD 4d8+1d12+3d10+32; hp 80; Init +0; Spd 30 ft. (base 40/50ft.); AC 23 (-1 size, +8 full plate), +1 Dex, +5 natural), touch 10, flat-footed 22; Base Atk +7; Grp +21; Atk +18 melee (2d6+16, +1 spiked chain); Full Atk +16/+16/+11 melee (2d6+16, +1 spiked chain); Space/Reach 10 ft./20 ft.; SA Flurry of

Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort +15, Ref +2, Will +0; Str 30, Dex 12, Con 18, Int 4, Wis 8, Cha 4. Exotic Weapon Master, *Complete Warrior*, pg. 30.

Skills and Feats: Craft (Weaponsmith) +2, Spot +4; Exotic Weapon Prof.: Spiked Chain, Weapon Focus (spiked chain), Combat Reflexes, Reckless Rage^{RS}, Power Attack.

Languages: Common, Giant, Orcish.

Possessions: +1 large spiked chain, large cold iron spiked chain, *potion of fly* (5th CL), *potion of enlarge person* (5th CL), *potion of bull's strength* (3rd CL), *potion of lesser restoration* (3rd CL), *oil of magic weapon* (1st CL), *potion of cure light wounds* (1st CL), large full plate, large cold iron spiked gauntlet, large silvered spiked gauntlet, large club, alchemist's fire, 20gp.

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

Rage (ex): (Reckless)+6 Str, +6 Con, +2 Will Saves, -4 AC, (+24 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 10 rounds

Cult: Male Human Marshal1/Favored Soul8; CR 9; Medium Humanoid; HD 9d8+27; hp 75; Init +1; Spd 20ft.; AC 21 (+1 Dex, +9 +1 full plate, +1 buckler), touch 11, flat-footed 20; Base Atk +6; Grp +6; Atk +8 melee (1d6/x4, heavy pick); Full Atk +8/+3 melee (1d6/x4, heavy pick); Space/Reach 5 ft./5 ft.; SA None; SQ Resist Cold 10, Marshal Auras; AL LE; SV Fort +11 Ref +7, Will +8; Str 10, Dex 12, Con 16, Int 10, Wis 10, Cha 18. Favored Soul, *Complete Divine*, pg. 6.

Skills and Feats: Concentration +15, Heal +9, Sense Motive +4, Diplomacy +9, Bluff +9, Use Magic Device +6; Augment Healing^{CD}, Eschew Materials, Weapon Focus (heavy pick), Skill Focus: Diplomacy, Steady Concentration^{RS}, Silent Spell, Mobile Spell Casting^{CV}.

Languages: Common, Orcish, Draconic, Suel.

Favored Soul Spells (Per Day 6/7/7/6/4; known 8/6/5/4/3; base DC = 10 + spell level; CL 8): 0th - *detect magic*, *cure minor wounds*, *read magic*, *create water*, *guidance*, *light*, *purify food and drink* *mending*; 1st - *faith healing*^{SC}, *protection from good*, *foundation of stone*^{SC}, *vision of glory*^{SC}, *omen of peril*^{SC}, *resurgence*^{SC}; 2nd - *close wounds*^{SC}, *status*, *healing lorecall*^{SC}, *silence*, *brambles*^{SC}; 3rd - *mass conviction*^{SC}, *insignia of healing*RD, *know opponent*^{SC} *mass resurgence*^{SC}. 4th - *mass shield of faith*^{SC}, *delay death*^{SC}, *recitation*^{SC}.

Possessions: +1 full plate, masterwork buckler, lesser rod of silence, amulet of health +2, wand of resurgence^{SC} (1st CL, 50 charges), wand of faith healing^{SC} (1st CL), masterwork heavy pick, cold iron spiked gauntlet, silver spiked gauntlet, unholy symbols x4, insignias x8, spell component pouch, tanglefoot bag, smokestick, everburning torch, alchemist's fire, 53gp.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type.

Encounter 13B and 14

Author's note: Due to the need to cover the APLs of this event, the Mutated Orcwort is a blend of the Octopus Tree from *Fiend Folio* and the Orcwort from the *Monster Manual II*.

Mutated Orcwort Drd3: Gargantuan Plant; CR 14; HD 21d8+147; hp 241; Init +2; Spd 10 ft.; AC 33 (-4 size, -1 Dex, +28 natural), touch 9, flat-footed 33; Base Atk +15; Grp +43; Atk +25 melee (3d6+14/19-20, slam) or +20 melee (6d6+7, bite); Full Atk +25 melee (3d6+14/19-20, 6 slams) and +20 melee (6d6+7, bite); Face/Reach: 20 ft./15 ft.; SA Entangling roots, improved grab, paralysis, swallow whole; SQ Damage reduction 5/-, plant traits, telepathy, woodsense; AL Neutral (evil); SV Fort +21, Ref +6, Will +12; Str 38, Dex 8, Con 24, Int 10, Wis 16, Cha 8.

Skills and Feats: Hide +8, Move Silently +12, Spot +16; Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Power Attack.

Entangling Roots (Ex): As a free action, an orcwort can twist its roots around all creatures within 15 feet of it, holding them fast. This effect otherwise functions like an *entangle* spell (caster level 10th; save DC 18).

Improved Grab (Ex): If an orcwort hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent to its maw in the next round. Alternatively, the orcwort has the option to conduct the grapple normally, or simply use one tendril to hold the opponent (-20 penalty on grapple check, but the orcwort is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Paralysis (Ex): An orcwort secretes digestive juices that can paralyze creatures in contact with it. Any creature swallowed by an orcwort must succeed on a Fortitude save (DC 26) or be paralyzed for 2d4 rounds.

Plant Traits (Ex): An orcwort is immune to poison, *sleep*, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Swallow Whole (Ex): An orcwort can swallow a single creature that is at least two size categories smaller than itself by making a successful grapple check, provided it already has that opponent in its maw (see Improved Grab, above). Once inside the orcwort's pitcher, the opponent takes 2d8+8 points of acid damage per round and is subject to the paralyzing effect of its digestive juices (see Paralysis, above). A successful grapple check allows a swallowed creature to climb out of the pitcher (assuming it is not paralyzed) and return to the orcwort's maw, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piecing or slashing weapon. Dealing at least 20 points of damage to the pitcher (AC 16) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. An orcwort's pitcher can hold 2 Large, 8 Medium or 32 Medium or smaller opponents.

Telepathy (Su): An orcwort can communicate telepathically with any of its wortlings within fifteen miles.

Woodsense (Ex): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Languages: Sylvan.

Druid Spells Known/Prepared (4/3/2, save DC = 13 + spell level): 0 – create water, cure minor wounds, light, resistance; 1st – camouflage^{SC}, longstrider x2; 2nd – barkskin, resist energy.

Possessions: *wand of speak with animals*, *scroll of obscuring mist*.

Description: An orcwort looks like a gigantic, woody pitcher plant draped in thick creeper vines. It is crowned with a canopy of bramble-like branches and green, bushy foliage. Dormant wortling pods hang from the orcwort's branches, resembling round, oversized prunes.

Hawk Companion: Tiny Animal; CR 1/3; HD 3d8; hp 13; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20, touch 16, flat-footed 16 (+2 size, +4 Dex, +4 natural); Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); Face/Reach 2-1/2 ft./0 ft.; SQ Evasion, link, low-light vision, share spells; AL Neutral; SV Fort +2, Ref +6, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Skills: Listen +4, Spot +16; Alertness, Weapon Finesse.

Appendix 5 – Combat Stat Blocks (APL 14)

Encounter 4

Mutated Male Dire Snake; CR 7; Gargantuan Animal; HD 14d8+73; hp 136; Init +5; Spd 30 ft., Climb 20 ft., Swim 20 ft.; AC 20 (-4 size, +5 Dex, +9 natural), touch 11, flat-footed 15; Base Atk +10; Grp +34; Atk +18 melee (4d6+18, bite + poison); Full Atk +18 melee (4d6+18, bite + poison); Space/Reach 20 ft./15 ft.; SA Poison (DC 20, d6 Con/d6 Con), Improved Grab, Constrict (1d8+18); SQ Scent, Low-light vision; AL N; SV Fort +14, Ref +14, Will +10; Str 34, Dex 20, Con 20, Int 1, Wis 13, Cha 11.

Skills and Feats: Balance +14, Climb +20, Hide +9, Listen +8, Spot +8; Alertness, Endurance, Toughness, Improved Natural Attack (Bite), Ability Focus (Poison).

Encounter 5

DM NOTE: The Marshals in this encounter have active auras up at all times. Please add the appropriate bonuses.

Druid: Male Orc Drd13; CR 13; Medium humanoid; HD 13d8+26; hp 94; Init -1; Spd 30 ft.; AC 15 (-1 Dex, +6 armor), touch 9, flat-footed 15; Base Atk +9; Grp +11; Atk none; Full Atk none; Space/Reach 5 ft./5ft.; SA Wildshape (4/day, 13 hours each); SQ Darkvision 60 ft., Orc-blood, Druid Special abilities; AL NE; SV Fort +10, Ref +3, Will +12; Str 14, Dex 8, Con 14, Int 12, Wis 19, Cha 10.

Druid Deinonychus (Raptor) Form*: Male Orc Drd13; CR 13; Medium Animal; HD 13d8+52; hp 120; Init +2; Spd 60ft.; AC 23 (+2 Dex, +5 natural, +6 armor), touch 12, flat-footed 21; Base Atk +9; Grp +10; Atk +13 melee (1d8+4, talons); Full Atk: +13 melee (1d8+4, talons) and +8/+8 melee (1d3+2, foreclaws) and +8 melee (2d4+2, bite); Space/Reach 5 ft./5 ft.; SA Pounce; SQ Low-light vision; AL NE; SV Fort +12, Ref +6, Will +12; Str 19, Dex 15, Con 19, Int 12, Wis 19, Cha 10
*courtesy of MM errata.

Druid Shambling Mound Form: Male Orc Druid13; CR 13; Large Plant; HD 13d8+39; hp 107; Init +2; Spd 20 ft., swim 20 ft.; AC 26 (-1 size, +11 natural, +6 armor), touch 9, flat-footed 26; Base Atk +9; Grp +18; Atk +13 melee (2d6+5, slam); Full Atk +13/+13 melee (2d6+5, slam); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., Low light vision, Plant Traits; AL NE; SV Fort +11, Ref +4, Will +12; Str 21, Dex 10, Con 17, Int 12, Wis 17 (19), Cha 10.

Druid Dire Bat Form: Male Orc Druid13; CR 13; Large Animal; HD 13d8+39; hp 107; Init +6; Spd 20 ft., fly 40 ft. (good); AC 26, touch 15, flat-footed 20 (-1 size,

+6 Dex, +5 natural, +6 armor); Base Atk +9; Grp +16; Atk +11 melee (1d8+4, bite); Full Atk +11 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SA None; SQ Low-light vision; AL NE; SV Fort +11, Ref +10, Will +12; Str 17, Dex 22, Con 17, Int 12, Wis 19, Cha 10.

Skills and Feats: Concentration +18, Knowledge (nature) +13, Handle Animal +9, Survival +24, Spot +20(24 w/ Raptor's Sight), Listen +20; Track, Natural Spell, Spell Focus: Conjunction, Augment Summoning, Rapid Spell^{CD}.

Druid Spells Prepared (6/6/6/5/4/3/2/1; base DC = 14 + spell level, Conjunction spells 15 + spell level; CL 13): 0— *create water, detect magic, know direction, cure minor wounds x2, guidance*; 1st— *camouflage^{SC}, enrage animal^{SC}, entangle x2, foundation of stone^{SC}, raptor's sight^{RW}*; 2nd— *barkskin x2, brambles^{SC}, mass camouflage^{SC}, nature's favor^{SC} x2*; 3rd— *greater magic fang x2, spirit jaws^{SC}, nature's balance^{SC}, spike growth*; 4th— *poison vines^{SC}, flame strike, arc of lightning^{SC}, freedom of movement x2*; 5th - *animal growth, stonewall, wall of thorns*; 6th - *greater dispel magic, fires of purity^{SC}*; 7th - *rapid summon nature's ally VI*.

Languages: Common, Orcish, Sylvan.

Possessions: +1 wild dragonhide breastplate, periapt of wisdom +2, bag of tricks (tan), pearl of power 1st x2, lesser metamagic rod of silent spell, Spell Staff (heal, CL 13th), wand of snake's swiftness^{SC} (1st CL, 20 charges), wand of lesser vigor^{SC} (1st CL, 10 charges), wand of speak with animals (1st CL, 10 charges), wand of faerie fire (1st CL, 10 charges), wand of omen of peril^{SC} (1st CL, 4 charges), potion of fly (5th CL), potion of darkvision (3rd CL), potion of mage armor (1st CL), divine scroll of summon nature's ally VI (11th CL), divine scroll of wind wall (3rd CL), divine scroll of bull's strength (3rd CL), divine scroll of gust of wind (3rd CL), tanglefoot bag x3, scroll organizer, spell component pouch x2, belt pouch, goodberries x24, 259 gp.

***Giant Constrictor Snake Companion:** Female Snake; CR -; Huge Animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15 (-2 size, +3 Dex, +4 natural), touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk +13 melee (1d8+10, bite); Full Atk +13 melee (1d8+10, bite); Space/Reach 15 ft./10 ft.; SA Improved Grab, Constrict 1d8+10; SQ Scent, Low-light vision, Link, share spells; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (hide), Toughness

Forest Giant Master Throwers (2): Male Forest Giant Sor1/Ftr1/Master Thrower 1; CR 13; Huge Giant; HD 14d8+1d4+1d10+96-4; hp 194; Init +1; Spd 40 ft.; AC 25 (-2 size, +1 Dex, +5 chain shirt, +11

natural), touch 9, flat-footed 24; Base Atk +11; Grp +30; Atk +24 melee (3d8+22, +1 *huge greatclub*) or +24 ranged (2d8+14, rock); Full Atk +24/+19/+14 melee (3d8+22, greatclub) or +22/+22/+17/+12 ranged (2d8+14, rock); Space/Reach 15 ft./15 ft.; SA rock throwing, Trip Shot; SQ Darkvision 60 ft., rock throwing; AL NE; SV Fort +20, Ref +9, Will +11; Str 38, Dex 13, Con 26, Int 14, Wis 16, Cha 22. Master Thrower, Complete Warrior, pg. 58.

Thrown Weapon Trick (Ex): Trip Shot: A master thrower with this ability may use a thrown weapon to make a trip attempt against an opponent farther than 5 feet away. The character makes a normal attack against the opponent with a thrown weapon. If the attack succeeds, in addition to doing damage as normal, the master thrower makes a Dexterity check with a +4 bonus opposed by the opponent's Dexterity check or Strength check (whichever ability score has the higher modifier). Other modifiers may apply to this opposed check (see page 158 of the Players Handbook). If the master thrower wins the opposed check, the opponent is tripped. The benefit of this ability does not stack with the benefit of the Improved Trip feat.

Skills and Feats: Diplomacy +13, Hide +17, Sense Motive +14, Spot +27, Listen +19, Slight of Hand +8; Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (thrown rock), Brutal Throw^{CV}, Power Attack, Power Throw^{CW}, Quick Draw.

Sorcerer Spells Known (4/2; 5/5 per day; base DC = 16 + spell level; CL 1; Arcane Failure 5%): o—message, ghost sound, mending, detect magic; 1st—benign transposition^{SC}, guided shot^{SC}.

Possessions: +1 huge twilight mithral chain shirt with forestward shroud^{RW}, eyes of the eagle, bracers of quick strike^{MH}, ring of counterspells (glitterdust), vest of resistance +2^{CA}, brooch of shielding, +1 huge greatclub, Quaal's feather token (Whip), wand of true strike (1st CL, 25ch), wand of shield (2nd CL, 30ch), wand of fist of stone^{SC} (1st CL, 25ch), potion of heroism (3rd CL) x3, potion of fly (5th CL), potion of displacement, potion of shield of faith +4 (12th CL), potion of barkskin (3rd CL), arcane scroll of Extended haste (7th CL), arcane scroll of heroism (5th CL), thunderstones x2, tanglefoot bags x7, bag of caltrops x3, quiver of javelins (10 javelins), bag of rocks (10 rocks) x5, 25 gp, Plant Graft: Grappling Vine (Magic of Eberron, p136)

Forest Giant Marshals (2): Male Forest Giant Marshal 3; CR 12; Huge Giant; HD 17d8+102-4; hp 186; Init +1; Spd 40 ft.; AC 25 (-2 size, +1 Dex, +5 chain shirt, +11 natural), touch 9, flat-footed 24; Base Atk +12; Grp +31; Atk +23 melee (3d8+19/19-20, +1 *huge sweeping heavy flail*) or +22 ranged (2d8+12, rock); Full Atk +23/+18/+13 melee (3d8+19/19-20, +1 *huge sweeping heavy flail*) or +20/+20/+15/+10 ranged (2d8+12, rock); Space/Reach 15 ft./15 ft.; SA (Poisoned Arrows,) rock throwing; SQ Darkvision 60 ft., rock throwing, marshal auras; AL NE; SV Fort +19, Ref+7,

Will +11; Str 34, Dex 13, Con 22, Int 14, Wis 16, Cha 22. Marshal, Miniatures Handbook, pg 11.

Skills and Feats: Diplomacy +20, Hide +21, Sense Motive +18, Spot +28, Listen +23; Point Blank Shot, Precise Shot, Rapid Shot, Quickdraw, Brutal Throw^{CV}, Skill Focus: Diplomacy, Woodland Archer^{RW}

Possessions: +1 huge mithral chain shirt with forestward shroud^{RW}, eyes of the eagle, brooch of shielding, bracers of quick strike^{MH}, vest of resistance +1^{CA}, +1 huge sweeping heavy flail, potion of fly (5th CL), potion of bull's strength (3rd CL), potion of shield of faith +3 (6th CL), potion of barkskin (3rd CL), thunderstones x2, tanglefoot bags x2, bag of caltrops x3, quiver of javelins (10 javelins), bag of rocks (10 rocks) x5, 5 gp, Plant Graft: Grappling Vine (Magic of Eberron, p136).

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity(Active): +6 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Watchful Eye: +6 bonus on reflex saves.

Force of Will: (active on #4): +6 to Will saves.

Art of War: +6 to bull rush, sunder, trip, and disarm checks.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Steady Hand (Active on #3): +1 bonus to hit with ranged attacks.

Motivate Ardor (Active on #4): +1 to damage rolls.

Encounter 6

DM Note: All the Trappers have the same Poison and Web special abilities and the same spider familiar. These are only listed under Kress to save space in this section.

Rootak: Companion Familiar Advanced Giant Crocodile, Male Lizard; Huge Magical Beast (augmented Animal); CR -; HD 13d8+78; hp 143; Init +2; Spd 30 ft.(10 ft enhancement, Extended longstrider, CL 19), Swim 30 ft.; AC 35 (-2 size, +6 extended *greater mage armor*, CL 19, +2 Dex, +18 extended *barkskin* CL 19, +2 extended *enhance familiar*, CL 19), touch 12, flat-footed 31; Base Atk +9; Grp +31; Atk +24 melee (2d8+22, bite, (*greater magic fang*, CL 23), +2 competence Hit/damage, *extended enhance familiar*, CL 19)) or +24 melee (1d12+22, tail slap (*greater magic fang*, CL 23), +2 competence Hit/damage, *extended enhance familiar*, CL 19)); Full Atk +24/+19 melee (2d8+22, bite, +5 *greater magic fang*, +2 comp enhance familiar) or +24/+19 (1d12+22, tail slap, +5 *greater magic fang*, +2 comp *enhance familiar*); SA Improved Grab; SQ Hold Breath,

Link, Share Spells, Improved Evasion, Devotion, Multiattack*, Impart Alertness, Empathic Link, deliver touch spells, speak with master, speak with animals of its kind, spell resistance 16, Low-light vision; AL N; SV Fort +23, Ref +17, Will +25 (+6 resistance Extended Superior Resistance CL 19, +2 competence Extended Enhance Familiar); Str 30, Dex 15, Con 19 (23), Int 11, Wis 12, Cha 2.

Skills and Feats: Hide +24, Listen +5, Spot +5, Swim +20 (can take 10), Tumble +9; Alertness, Endurance, Skill Focus (hide), Improved Unarmed Strike, Improved Grapple.

Master's Skills: Climb +23, Concentration +28, Knowledge (religion) +6, Jump +16 (augmented via *longstrider* and *branch to branch*), Listen +25, Spot +25, Knowledge (arcana) +13, Spellcraft +4, Knowledge (nature) +13, Survival +1^, Sense Motive +13, Diplomacy +18.

Spells Active: *Limited wish* (contingency, heal when familiar speaks special word (via *speak with animals* of its own kind), CL 19), *limited wish* (*stalwart pact*^{SC p204}, CL 19), Extended *greater magic fang* (bite), CL 23), Extended *greater magic fang* (*tail slap*), CL 23) Extended *superior resistance*^{SC p174}, CL 19 (14hr duration), Extended *energy immunity*^{SC p80} x4 (fire, acid, electricity, cold), (CL 19, 14hr duration), Extended *greater magic fang*, CL 19 (all natural weapons), Extended *greater magic armor*^{SC p136}, CL 19 Extended *enhance familiar*^{SC p82}, CL 19 Extended *barkskin*, CL 19 (5hr duration) Extended *branch to branch*^{SC p38}, CL 19 Extended *longstrider*, CL 19 (14hrs duration) Extended *camouflage*^{SC p43}, CL 19 (5hr duration).

Possessions: *cloak of displacement* (minor), *amulet of health* +4.

Kress: Male Aranea (Wood Elf Alternate Form)
Sor7; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+7d4+40+14 *false life*; hp 97; Init +5; Spd 50 ft., Climb 25 ft.; AC 20 (+4 *mage armor*, +5 Dex, +1 natural), touch 15, flat-footed 15; Base Atk +6; Grp +5; Atk +11 melee (1d6-1+poison, bite) or +11 (+12*) ranged (web); Full Atk +11/+6 melee (1d6-1+poison, bite) or +11 (+12*)/+6(+7*) ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +10, Will +11; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +12, Escape Artist +8, Jump +12, Listen +8, Spellcraft +14, Spot +9, Use Magic Device +12; Alertness, Iron Will, Point Blank Shot*, Precise Shot, Empower Spell, Sudden Maximize^{CA}.

Languages: Common, Sylvan, Orcish, Draconic.

Sorcerer Spells (Known 9/5/4/3/2/1; Per Day 6/8/8/7/6/4; base DC = 16 + spell level; CL 8): 0— *acid splash*, *daze*, *dancing lights*, *disrupt undead*, *detect magic*, *message*, *prestidigitation*; 1st- *guided shot*^{CV}, *magic missile*, *orb of electricity*, *lesser*^{SC}, *ray of enfeeblement*, *shield*; 2nd –

false life, *phantasmal assailants*^{SC}, *spectral hand*; 3rd – *fly*, *ray of exhaustion*, *vampiric touch*; 4th – *enervation*, *Evard's black tentacles*; 5th – *wall of force*.

Possessions: Heward's *handy haversack*, *gloves of fortunate striking*^{MH}, *cloak of charisma* +2, *brooch of shielding*, Quaal's *feather token* (*whip*) x2, Quaal's *feather token* (*tree*) x2, *arcane scroll of Leomund's tiny hut* (5th CL), *arcane scroll of protection from evil* (1st CL), *arcane scroll of minor globe of invulnerability* CL7, *potion of barkskin* +2, *potion of shield of faith* +3, *acid flasks* (8), *tanglefoot bags* (2), *falchion*, *cold iron spiked gauntlet*, *silver spiked gauntlet*, *spell component pouch*, ~~*charm of the tree dwellers*~~.

Poison (Ex): Injury, Fortitude DC 13, initial Damage 1d6 Str, secondary damage 2d6 Str. The save DC is constitution based.

Web (Ex): In spider or Hybrid form, an aranea can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

Hunting Spider Familiar, Male Spider; Tiny Vermin; CR --; HD 8; hp 41 (½ masters hp); Init+3; Spd 20ft., climb 10 ft.; AC 20 (+2 size, +3 Dex, +5 natural), touch 15, flat-footed 17; Base Atk +6; Grp -11; Atk +9 melee (1d3-4+poison, bite); Full Atk +9 melee (1d3-4+poison, bite); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits, deliver touch spells, Improved Evasion, share spells, speak with master, speak with animals of its kind, empathic link, granted abilities; AL N; SV Fort +4, Ref +7, Will +7; Str 3, Dex 17, Con 10, Int 10, Wis 10, Cha 2.

Skills and Feats: Climb +13 (Can always take 10), Concentration 10, Escape Artist +6, Hide +15, Jump +8, Listen +5, Spellcraft +9, Spot +16, Use Magic Device +0; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial damage 1d2 Str, secondary damage 1d2 Str. The save DC is Constitution-based.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

Sestis, Male Aranea (Wood Elf Alternate Form)
Aranea Sor7; Medium Magical Beast (Shapechanger); CR 9; HD 3d10+7d4+40+14 *false life*; hp 97; Init +5; Spd 50 ft., Climb 25 ft.; AC 20 (+4 *mage armor*, +5 Dex, +1 natural), touch 15, flat-footed 15; Base Atk +6; Grp +5; Atk +11 melee (1d6-1+poison, bite) or +11 ranged (web); Full Atk +11/+6 melee (1d6-1+poison, bite) or +11/+6 ranged (web); SA poison, web; SQ Change shape, darkvision 60 ft., low-light vision; AL N; SV Fort +9, Ref +10, Will +9; Str 8, Dex 20, Con 18, Int 14, Wis 12, Cha 23.

Skills and Feats: Climb +16 (Can always take 10), Concentration +11, Escape Artist +8, Jump +12, Knowledge (nature) +6, Listen +8, Spellcraft +7, Spot +9, Use Magic Device +12; Alertness (f), Energy Substitution: Acid, Iron Will, Sudden Silent^{CA}, Empower Spell, Sudden Maximize^{CA}

Languages: Common, Sylvan, Orcish, Dwarven.

Sorcerer Spells (Known 9/5/4/3/2/1; Per Day 6/8/8/7/6/4; base DC = 16 + spell level; CL 8): o—daze, disrupt undead, ghost sound, message, open/close, prestidigitation, read magic, touch of fatigue; 1st – guided shot^{SC}, magic missile, mage armor, ray of enfeeblement, shield; 2nd- glitterdust, scorching ray, see invisibility, web; 3rd – arcane sight, fly, haste; 4th – dimension door, orb of force^{SC}; 5th – greater blink.

Possessions: cloak of charisma +2, lesser rod of enlarge, wand of true strike, arcane scroll of wall of force (9th CL), arcane scroll of teleport (9th CL), arcane scroll of slow (5th CL), arcane scroll of sleet storm (5th CL), divine scroll of faerie fire (1st CL) x2, arcane scroll of stonewall (7th CL), potion of invisibility (3rd CL), arcane scroll of Otiluke's resilient sphere (7th CL), divine scroll of calm emotions (4th CL), divine scroll of bless (1st CL), scroll organizers x2, spell component pouch, ~~charm of the tree dwellers~~.

Encounter 7A

DM NOTE: The Marshal in this encounter has active auras up at all times. Please add the appropriate bonuses.

Morti: Male Orc Sor7/Mindbender 1/Fatespinner 4; Medium Humanoid; CR 10; HD 12d4+24; hp 61; Init +4; Spd 30; AC 9 (-1 Dex), touch 9, flat-footed 10; Base Atk +5; Grp +4; Atk +4 melee (1d6, quarterstaff); Full Atk +4 melee (1d6, quarterstaff); SA Telepathy, Spin Fate, Fickle Finger of Fate, Spin Destiny, Deny Fate, Resist Fate; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +5, Will +14; Str 8, Dex 8, Con 14, Int 14, Wis 10, Cha 19. *Mindbender, Complete Arcane*, page 54; *Fatespinner, Complete Arcane*, page 37.

Skills and Feats: Bluff +8, Concentration +8, Diplomacy +8, Intimidate +8, Knowledge (Arcana) +14, Profession (Gambler) +5, Sense Motive +4, Spellcraft +8; Improved Initiative, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Enlarge Spell, Chain Spell^{CA}.

Languages: Common, Orcish, Draconic, Ancient Suloise.

Sorcerer Spells (Known 9/5/5/4/3/2/1; 6/7/7/7/6/4 per day; base DC = 14+ spell level, 16+ spell level for Enchantment spells; CL 8): o- caltrops^{SC}, daze, detect magic, ghost sound, mage hand, open/close, read magic, resistance, sonic snap^{SC}; 1st- benign transposition^{SC}, charm person, detect secret doors, distract assailant^{SC}, inhibit^{SC} 2nd- baleful transposition^{SC}, glitterdust, rebuke^{SC}, Tasha's hideous laughter, entice gift^{SC}, 3rd- hold person, miser's

envy^{SC}, rage, slow; 4th- confusion, ruin delver's fortune^{SC}, rebuke, greater^{SC}; 5th – mind fog, feeblemind; 6th – suggestion, mass.

Possessions: quarterstaff, cloak of charisma +2, ring of counterspells (disintegrate), arcane scroll: mage armor (CL 1), arcane scroll: fly (CL 5th), arcane scroll: invisibility, greater (CL 7th), arcane scroll: invisibility (CL 3), arcane scroll: calm emotions (CL 3), Quaal's feather token: bird, dust of dispersion^{CA}, arcane scroll: see invisibility (CL 3), rod of metamagic silent, vest of resistance +2^{CA}

Telepathy (Su): A mindbender unlocks one of the most basic elements of his craft at 1st level, gaining the ability to communicate telepathically with any creature within 100 feet that has a language.

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 of 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 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): On reaching 2nd level, a fatespinner gains the ability to effect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature – friend or enemy – to re roll 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 check to become stable when dying, the check

automatically succeeds. Other such checks called for later in the same 24 hour periods 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 is worse than the original roll.

Gulbak: Male Human Warmage11; Medium Humanoid; CR 9; HD 11d6+22; hp 68; Init +3; Spd 30; AC 18 (+4 chain shirt, +1 light shield, +3 Dex), touch 13, flat-footed 16; Base Atk +5; Grp +4; Atk +4 melee (1d6, shortspear) or +8 (+9) ranged (spells (within 30 ft.)); Full Atk +4 melee (1d6, shortspear) or +9 (+10) ranged (spells (within 30 ft.)); SA Advanced Learning, Armored Mage, Sudden Empower, Warmage Edge +4, Sudden Enlarge AL LE; SV Fort +5, Ref +6, Will +5; Str 8, Dex 16, Con 14, Int 14, Wis 8, Cha 18. *Warmage, Complete Arcane*, page 10.

Skills and Feats: Concentration +16, Intimidate +16, Knowledge: Arcana +16, Knowledge: History +16, Spellcraft +16; Empower Spell, Sudden Empower^{CA}, Point Blank Shot, Arcane Thesis: Scorching Ray^{PHB2}, Precise Shot, Sudden Enlarge^{CA}, Extra Edge^{CA}.

Languages: Common, Orcish, Ancient Suloise.

Warmage Spells (Per day 6/7/7/7/7/5; DC 14 + spell level) Known: 0- acid splash, disrupt undead, light, ray of frost; 1st - accuracy^{SC}, burning hands, chill touch, fist of stone^{SC}, hail of stone^{SC}, ice dagger^{SC}, magic missile, orb of acid, lesser^{SC}, orb of cold, lesser^{SC}, orb of electricity, lesser^{SC}, orb of fire^{SC}, lesser, orb of sound, lesser^{SC}, shocking grasp, true strike; 2nd - blades of fire^{SC}, continual flame, fire trap, fireburst^{SC}, flaming sphere, ice knife^{SC}, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade^{SC}; 3rd - fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, ring of blades^{SC}, sleet storm, sound lance^{SC}, stinking cloud; 4th - blast of flame^{SC}, contagion, Evard's black tentacles, orb of acid^{SC}, orb of cold^{SC}, orb of electricity^{SC}, orb of fire^{SC}, orb of force^{SC}, orb of sound^{SC}, phantasmal killer, shout, wall of fire; 5th - arc of lightning^{SC}, cloudkill, cone of cold, fireshield, mass^{SC}, fireburst, greater^{SC}, flame strike, prismatic ray^{SC}, wall of limbs^{SC}.

Possessions: cloak of charisma +2, shortspear x2, +1 chain shirt, +1 light wooden shield, potion of fly (CL 5), potion of barkskin +4 (CL 9), potion of invisibility (CL 3), potion of see invisibility (CL 3), thunderstone x4, ring of counterspells (dispel magic), potion of displacement (CL 5), 50gp, rod of metamagic sculpting, lesser^{CA}, rod of substitution (acid), lesser^{CA}.

Advanced Learning (Ex): At 3rd, 6th, 11th and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest level spell the warmage already knows. Once a new spell is selected, it is forever added to that

warmage's spell list and can be cast just like any other spell on the warmage's list.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of spell failure.

Sudden Empower (Ex): At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Sudden Enlarge (Ex): At 10th level, a warmage gains Sudden Enlarge (described in chapter 3 Complete Arcane) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Leder: Male Half Orc Mar4/Bar1/Outcast Champion 3; Medium Humanoid; CR 6; HD 4d8+1d12+3d10+16; hp 64; Init +0; Spd 20; AC 19 (+9 +1 full plate), touch 10, flat-footed 19; Base Atk +7; Grp +8; Atk +9 melee (2d4+3/18-20, +1 falchion); Full Atk +9/+4 melee (2d4+3/18-20, +1 falchion); SA Rage 1/day;

SQ fast movement, grant move action 1/day, 1 Major Aura, 2 Minor Auras, Aura of Confidence, Avenging Strike, Desperate Fury, darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +2, Will +6; Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 16. *Marshal, Miniature's Handbook*, page 11, *Outcast Champion, Races of Destiny*, pg. 126.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet (but no to himself). Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. (This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed by a full round worth of actions on the ally's turn.)

At 8th level, a marshal gains the ability to grant an extra move action to his allies twice per day. The frequency increases to three times per day at 12th level, four times per day at 16th level, and five times per day at 20th level.

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

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 3: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives his allies the direction that they can use to do their best.

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

A marshal begins play knowing one minor aura of his choice. As his marshal level increases he gains access to new auras, as indicated on table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity (active): +3 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Watchful Eye: +3 bonus on reflex saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to AC

Rage (Ex): (reckless) +6 Str, +6 Con, +2 Will Saves, -4 AC, (+18 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 6 rounds.

Aura of Confidence (Ex): Your presence emboldens allies with 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally in the last hour, the avenging strike has no effect, but that use of this ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your normal hit points or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds + 1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarians rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked or cowering, the desperate fury ends immediately.

Skills and Feats: Bluff +10, Climb +6, Diplomacy +16, Intimidate +18; Daunting Presence^{MH}, Menacing DemeanorRD, Skill Focus (Diplomacy), Reckless Rage^{RS}.

Languages: Common, Orcish.

Possessions: alchemist's fire, armor of the dread emperor^{BV}, +1 falchion, potion of barkskin (+2), 5 gp.

Orc Toughs (3): Male Orc Bar2/Ftr4/Exotic Weapons Master 2; Medium Humanoid; CR 4; HD 2d12+6d10+16; hp 71; Init +3; Spd 40; AC 19 (+5 chain shirt +1, +2 Dex, +1 exotic weapon stunt), touch 13, flat-footed 16; Base Atk +8/+3; Grp +13; Atk +15 melee (1d8+9/x3, masterwork orc double axe); Full Atk +15/+10 melee (1d8+9/x3, masterwork orc double axe) or +13/+13/+8 melee (1d8+7/x3, masterwork orc double axe); SA Rage 1/day, Fast Movement, Exotic Weapon Stunts (2), SQ uncanny dodge, darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +1; Str 20, Dex 16, Con 14, Int 6, Wis 8, Cha 6. Exotic Weapon Master, *Complete Warrior*, pg. 30.

Skills and Feats: Climb +9, Craft (weaponsmith) +2, Swim +8; Weapon Focus (orc double axe), Exotic Weapon Proficiency: Orc Double Axe, Two Weapon Fighting, Power Attack, Weapon Specialization (orc double axe), Reckless Rage^{RS}.

Languages: Common, Orcish.

Possessions: +1 chain shirt, masterwork, orc double axe, potion of enlarge person (CL3), cloak of elemental protection^{MH}, tanglefoot bag x2, alchemist fire x2, gloves of fortunate striking^{MH}, belt of one mighty blow^{MH}, potion of haste (CL5), potion of displacement (CL 5), 100 gp

Rage (Ex): (reckless) +6 Str, +6 Con, +2 Will Saves, -4 AC, (+18 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 8 rounds.

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

Exotic Weapon Stunt (Ex): Double Weapon Defense: When wielding an exotic double weapon with both hands, the character gains a +1 shield bonus to AC.

Orcs (6): (see *Monster Manual* pg. 203) with +1 AC and +3 to Dexterity checks, Dexterity-based skill checks, and initiative rolls.

Encounter 7B

Charnel Hound: Gargantuan Undead; CR 17; HD 33d12+165; hp: 380; Init.: +2; Spd 40 ft; AC 28 (-4 size, +2 Dex, +20 natural), touch 8, flat-footed 26; Base Atk +16; Grp +46; Atk +30 melee (3d8+18, bite); Full Atk +30 melee (3d8+18, bite) and +25/+25 melee (3d6+9, claw); Space/Reach 20 ft./15 ft.; SA Body integration, rend 6d6+27; SQ: Aversion to daylight, damage reduction 10/silver and magic, darkvision 60 ft., frightful presence, spell resistance 23, undead traits, unholy toughness; AL CE; SV: Fort +11, Ref +13, Will +19; Str 46, Dex 14, Con -, Int -, Wis 12, Cha 20.

Skills and Feats: Power Attack^B.

Body Integration (Su): Whenever a charnel hound reduces a living humanoid foe of Large size or smaller to negative hit points, the foe must immediately make a DC 25 Fortitude saving throw. On a failed save, the victim's body is instantly absorbed into the form of the charnel hound, healing the charnel hound of points of damage equal to 3 x Hit Dice of the victim. This effect kills the victim, and makes it difficult for his companions to recover his body or equipment unless the charnel hound is defeated and the proper body pulled from the pile of resultant corpses. The save DC is Charisma-based.

Rend (Ex): A charnel hound that hits with both claw attacks latches onto the opponent's body and tears its flesh. This automatically deals an extra 4d6+21 points of damage.

Aversion to Daylight (Ex): Charnel hounds loathe daylight. If exposed to natural daylight (not merely a daylight spell), a charnel hound takes a -4 penalty on all attack rolls, saving throws, and skill checks.

Frightful Presence (Su): A charnel hound can inspire terror by charging or attacking. Affected creatures must succeed on a DC 25 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the charnel hound. The save DC is Charisma-based.

Unholy Toughness (Ex): A charnel hound gains a bonus to its hit point equal to its Charisma modifier x its Hit Dice.

Encounter 10B

Evolved Defacer: Medium Undead; CR 7; HD 11d12; hp: 71; Init: +2; Spd 30 ft; AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +5; Grp +9; Atk +11 melee (1d8+4+stunning possession, slam); Full Atk +11/+11 melee (1d8+5+ stunning possession, slam); Space/Reach 5 ft./5 ft.; SA stunning possession, steal face, frightful keening 60 ft.; SQ Fast healing 3, see invisibility, earth glide, tremorsense 60 ft., damage reduction 10/silver and magic, darkvision 60 ft.,

undead traits; AL NE; SV: Fort +3, Ref +5, Will +8; Str 20, Dex 15, Con -, Int 7, Wis 13, Cha 16.

Skills and Feats: Listen +15, Spot +15; Dodge, Mobility, Spring Attack, Weapon Focus (slam)

Languages: understands creator's orders

See Invisibility (Sp): This evolved defacer can use this ability 1/day, CL11.

Fast Healing (Ex): An evolved defacer heals 3 points of damage, each round so long as it has at least 1 hit point.

Frightful Keening (Su): The faces that whirl about the head of a defacer constantly wail and scream. This noise can be heard through earth and stone as easily as it can through air. A defacer cannot stop this keening. Any creature that can hear the sound and that is within 60 feet of a defacer is automatically shaken. This is a sonic, mind-affecting fear effect.

Earth Glide (Ex): A defacer glides through stone, dirt, and any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create a ripple or any other signs of its presence (although its frightful keening can still be heard).

Stunning Possession (Su): A creature with an Intelligence of 3 or higher that is struck by a defacer's slam attack must succeed on a DC 18 Will save or be stunned for 1 round. The save DC is Charisma-based.

While stunned, the creature's face takes on the shape of one of the defacer's victims and screams for help and release using the languages that soul knew in life. When the effect ends, the ghostly face returns to the defacer.

Steal Face (Su): If a defacer's slam attack kills a creature with an Intelligence of 3 or higher, or if the defacer touches the body of such a creature within 1 day of its death, the defacer steals its face as an immediate action. This physically erases the facial features of the body, including bone structure, mouth, and teeth, leaving a smooth and blank surface. Attempts to cast speak with dead on victims of this attack always fail.

This defilement of the corpse also draws the soul of the creature to the defacer, and it becomes one of the keening faces that whirl about the defacer's head. This prevents the soul from reaching the afterlife, becoming undead, or being raised or resurrected. Nothing short of destroying the defacer restores a corpse's face and frees the soul.

For 1 day after stealing a face, the defacer's blank visage takes the shape of that creature's face in the same manner as a creature affected by its stunning possession. This effect ends if the defacer uses its earth

glide ability, which it is loath to do unless it thinks it can take another creature's face that day.

If a defacer stole a creature's face by killing it and is destroyed within 24 hours of that act, its victim returns to life (stable at 0 hit points) if its body is largely whole. Its face is restored. This return to life does not result in level loss or ability drain.

A defacer arises when a spellcaster creates an undead being from the corpse of a doppelganger or other creature that assumes others' visages. Tortured by its inability to mimic others, a defacer steals the faces of those it kills and of the recently dead, trapping their souls by defiling their corpses.

Blaspheme: Medium Undead; CR 7; HD 18d12+30; hp: 147; Init: +1; Spd: 40 ft; AC 20 (+1 Dex, +9 natural), touch 11, flat-footed 19; Base Atk +9; Grp +18; Atk +18 melee (1d8+13 plus blasphemous contact, bite) Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); Space/Reach 5 ft./5 ft.; SA blasphemous contact, erratic charge; SQ: damage reduction 5/slash, darkvision 60 ft., immunity to cold, inescapable craving, undead traits; AL NE; SV Fort +6, Ref +7, Will +13; Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10.

Skills And Feats: Improved Natural Attack (bite), Improved Toughness, Toughness, Track; Listen +10, Spot +10, Survival +7.

Languages: Common.

Blasphemous Contact (Su): Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

Undead Leader: Vitreous Drinker Marshal 4; CR 13; Medium Undead; HD 14d12+4d8; hp 109; Init +8; Spd 30 ft.; AC 39 (+6 Dex, +5 mithral chain shirt, +8 deflection, +10 natural), touch 24, flat-footed 33; Base Atk +10; Grp +11; Atk +17 melee (2d4+1 plus eye drinking, tongue lash); Full Atk +17/+12 melee (2d4+1 plus eye drinking, tongue lash); Space/Reach 5 ft./5 ft. (10 ft. with tongue lash); SA Eye drinking, Horrific Gaze, Spell-like abilities, Grant Move Action 1/day; SQ Darkvision 120 ft., Spectral Ravens, Unholy Grace, Marshal Auras; AL NE; SV Fort 18, Ref +23, Will +24; Str 12, Dex 22, Con -, Int 18, Wis 16, Cha 26.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 3: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives his allies the direction that they can use to do their best.

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

A marshal begins play knowing one minor aura of his choice. As his marshal level increases he gains access to new auras, as indicated on table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity(active): +8 bonus on Dexterity checks, dexterity based skill checks and initiative checks.

Demand Fortitude: +8 bonus on fortitude saves.

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to AC.

Spell-Like Abilities: At will – *arcane eye*, *detect thoughts* (DC 15), *tongues*: 3/day - *eyebite* (DC 21), *vampiric touch* (+11 touch); 1/day –*dimension door*, *finger of death* (DC 20). Caster level 14th.

Eye Drinking (Su): A vitreous drinker can use its lashing tongue to magically steal a creature's ability to see. This ability has no effect on creatures that lack sight. A creature struck by the drinker's tongue must succeed on a DC 20 Fortitude save. On a failed save, the creature's eyes become covered with thick, milky

cataracts. The creature cannot see farther than 60 feet, and all melee and ranged attacks it makes within this range have a 20% miss chance. This effect can be removed only with greater restoration or miracle, or by the destruction of the drinker that stole the victim's sight. The save DC is Charisma-based.

A creature who has its sight stolen has a –4 penalty on Will saves made to resist the vitreous drinker's abilities and any of its spell-like abilities. The victim cannot avert its eyes to avoid the drinker's horrific gaze (see below).

A vitreous drinker can see through the eyes of a creature whose eyes it drinks, using the victim's full, normal sight. It does not suffer the restrictions and penalties imposed on a victim of eye drinking. The range and duration of this ability have no limit, though the drinker can view through only one victim's eyes at a time. A drinker uses its own Spot skill to view details through the victim's eyes and benefits from its darkvision.

Horrorific Gaze (Su): A vitreous drinker's disgusting visage revolts even the strongest soul. A drinker has a gaze attack with a range of 60 feet that causes a creature to be nauseated for 1 round. A successful DC 20 Fortitude save negates this effect, but a creature must attempt another save each round it remains within range of the gaze. The save DC is Charisma-based.

Spectral Ravens (Su): A vitreous drinker is accompanied at all times by spectral ravens that serve the drinker unconditionally. The drinker shares a powerful symbiotic link with the spectral ravens. It is constantly aware of what they see and hear and can direct them as a free action. The ravens are incorporeal, and a vitreous drinker can control them as long as they remain on the same plane as the drinker. The ravens are not creatures, but rather objects spawned by the drinker. Each raven has 5 hit points and AC 15. Otherwise, treat them as unattended, Tiny objects. A vitreous drinker is accompanied by up to twenty-four ravens, and if any are destroyed, the creature can restore them at a rate of one per day.

The ravens have a fly speed of 100 feet and perfect maneuverability. They cannot take independent action, nor can they do anything to physically affect the world around them. They exist solely to observe.

Unholy Grace (Su): A vitreous drinker adds its Charisma modifier as a bonus on its saving throws and as a deflection bonus to its AC. Included above.

Skills and feats: Bluff +26, Concentration +22, Decipher Script +17, Diplomacy +35, Gather Information +20, Intimidate +20, Knowledge (arcana) +14, Knowledge (local – Sheldomar Valley) +10, Knowledge (the planes) +7, Knowledge (nobility/royalty) +8, Listen +2, Sense Motive +21, Spot +20, Use Magic Device +22 (+24 with scrolls);

Ability Focus (eyebite), Improved Initiative, Lightning Reflexes, Weapon Finesse, Weapon Focus (tongue lash), Skill Focus: Diplomacy, Quicken Spell Like Ability^{BV} (Vampiric Touch), Lifesense^{LM}.

Languages: Abyssal, Common, Draconic, Infernal

Items: +1 mithral chain shirt, cloak of charisma +2, vest of resistance +2, wand of magic missiles (9th CL, 5 charges), wand of ray of enfeeblement (10th CL, 5ch), arcane scroll of projected image (10th CL), arcane scroll of shield (4th CL), arcane scroll of false life (3rd CL), divine scroll of heroism (3rd CL), divine scroll of barkskin (3rd CL), arcane scroll of greater invisibility (7th CL), arcane scroll of haste (5th CL), arcane scroll of spectral hand (3rd CL), arcane scroll of chill touch (5th CL), divine scroll of faerie fire (1st CL), divine scroll of obscuring mist (1st CL), divine scroll of resurgence (1st CL).

Advanced Dread Wraith: Large Undead (Incorporeal); CR 12; HD 21d12; hp 136; Init +13; Spd Fly 50 ft.; AC 25 (-1 size +9 Dex, +7 deflection), touch 25, flat-footed 16; Base Atk +10; Grp —; Atk +19 melee (2d6 plus 1d8 Constitution drain Incorporeal touch); Full Atk +19 melee (2d6 plus 1d8 Constitution drain, Incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +9, Hide +28, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spellcraft +8, Spot +30, Survival +4 (+6 following tracks), Tumble +5; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Languages: Common and Infernal.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Encounter 11

Callenwold: Male Advanced Undying Soldier (12HD) Cleric5/MasterOfShrouds10/ Alienist1; CR 16; Medium Deathless (Augmented Humanoid); HD 12d12+15d8+1d4 +28; hp 217 (189 +28); Init +2; Spd 30ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +16; Grp +18; Atk +19 melee (1d4+2/19-20, +1 cold iron dagger); Full Atk: +19/+14/+9/+4 melee (1d4+2/19-20, +1 cold iron dagger); Space/Reach 5 ft./5 ft.; SA Summon Undead (7/day), Rebuke Undead (11/day), Summon Alien, Smite Evil (+4/+8) 1/day; SQ Darkvision 60', Deathless Traits, DR 5/Cold Iron, Improved Summoning, Turn Resistance +10, Unnatural Resilience; AL CE; SV Fort +17, Ref +16, Will +37; Str 12, Dex 14, Con —, Int 14, Wis 24 (30), Cha 18.

Skills and Feats: Concentration +35, Spellcraft +14, Knowledge (Religion) +7, Knowledge (Arcana) +7, Knowledge (Planes) +10, Diplomacy +9, Hide +27, Listen +33, Spot +33; BlindFight^B, Spell Focus (Conjuration), Augment Summoning, Practiced Spellcaster (Cleric), Whispered Secrets, Improved Turn Resistance, Domain Spontaneity (Destiny), Rapid Spell, Mobile Spellcaster, Divine Spell Power, Divine Metamagic: Rapid Spell, Improved Toughness.

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran, Ignan, Aquan, Terran, Infernal.

Active Spells from prior day: Energy Immunity: Fire (CL 21), Energy Immunity: Electricity (CL 22), Mind Blank (CL21), Superior Resistance (CL 22), Stalwart Pact (CL 22).

Cleric (of Vecna) Spells Per Day (6/8+1/8+1/7+1/6+1/6+1/5+1/3+1/2+1; base DC = 20 + spell level, conjuration spells 21 + spell level; CL 19): 0th— Detect Magic x2, Read Magic, Guidance, Create Water x2; 1st— Resurgence x2 (SC), Spell Flower (SC), Sign (SC), Scholar's Touch (RD), Disguise Self, Sanctuary, Obscuring Mist, Omen of Peril (SC); 2nd— Resist Energy, Close Wounds (SC), Silence x2, Veil of Shadow (SC), Divine Insight (SC), Calm Emotions, Spiritual Weapon, Augury; 3rd— alter fortune (PHB2), Chain of Eyes (SC), Magic Circle vs Good, Mass Resurgence (SC), Summon Monster 3 x2, Wind Wall, Delay Death (SC); 4th— Freedom of Movement x2, Mass Shield of Faith (SC), Recitation (SC), Wall of Evil (SC), Summon Monster 4, Bestow Curse; 5th— Righteous Wrath of

the Faithful (SC), Summon Monster 5, Doomsday (SC), PlaneShift, Greater Command, Wall of Stone, Spell Resistance; 6th— Superior Resistance (SC), Energy Immunity x2 (SC), Harm, Blade Barrier, Warp Destiny (RD); 7th— Repulsion, Mass Spell Resistance (SC), Blasphemy*, Spell Turning; 8th— Fire Storm, Greater Spell Immunity, Moment of Prescience. Domains: Magic and Destiny. The Destiny domain spells include: 1-omen of peril; 2-augury; 3-delay death; 4-bestow curse; 5-stalwart pact; 6-warp destiny; 7-bestow curse, greater; 8-moment of prescience.

Items: Cirlet of Persuasion (4500), Cloak of Turn Resistance (11000), Periapt of Wisdom +6 (36000), +1 Cold Iron Dagger (4304), Pearl of Power 1st x7 (7000), Wand of False Life (10th CL, 5 charges) (1500), Wand of Shield (5th CL, 10 charges) (750), Wand of Lesser Spell Immunity (3rd CL, 4 charges) (600), Wand of Ray of Enfeeblement (10th CL, 5 charges) (750), Wand of Haste (5th CL, 2ch) (450), Divine Scroll of Freedom of Movement (7th CL) (700), Arcane Scroll of Displacement (6th CL) (450), Arcane Scroll of Greater Mage Armor (5th CL) (375), Arcane Scroll of Alter Self (3rd CL) (150), Divine Scroll of Conjure Ice Beast 5 (9th CL)x2 (2250), Arcane Scroll of Project Image (10th CL) x2 (3000), Arcane Scroll of Greater Invisibility (7th CL) x2 (1400), Arcane Scroll of Eagles' Splendor (3rd CL) x3 (450), Arcane Scroll of Stoneskin (7th CL) (950), Divine Scroll of Arcane Eye (7th CL) (700), Potion of Barkskin +2 (300), Planar Fork: Abyss, Planar Fork: Astral, Spell Component Pouches (4) (20), and 301gp.

Aidel: Female Succubus Warmage8/Fate Spinner2; Medium Outsider (Extraplanar, Evil, Chaotic), CR 14; Medium Outsider; HD 10d8+8d6+2d4+120; hp 211; Init +1; Spd 20ft., fly 35ft. (average); AC 35 (+1 Dex, +11 mithral full plate, +4 buckler, +9 natural), touch 11, flat-footed 34; Base Atk +15; Grp +16; Atk +16 melee (1d6+1, claw); Full Atk +16/+16 melee (1d6+1, claw); Space/Reach 5 ft./5 ft.; SA Energy Drain, Spell-like Abilities, Summon Demon, Warmage edge (+5), Armored Mage (medium), Spin Fate (2), Fickle Finger of Fate; SQ DR 10/cold iron or good, darkvision 60 ft., immune electricity and poison, resistance acid 10, fire 10 and cold 10, SR 32, telepathy 100 ft, tongues; AL CE; SV Fort +20, Ref +15, Will +23; Str 12, Dex 12, Con 16 (22), Int 20, Wis 14, Cha 32 (38). Warmage, *Complete Arcane*, pg. 10, Fatespinner, *Complete Arcane*, pg. 37.

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 of 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 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): On reaching 2nd level, a fatespinner gains the ability to effect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature – friend or enemy – to re roll 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.

Armored Mage (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavy armors, nor to heavy shields. Nor does this apply to spells gained from a different spellcasting class.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spell. Whenever a warmage casts a spell that deals hit point damage, he adds his intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st level warmage with 17 intelligence casts magic missile, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a fireball deals the extra damage to all creatures in the area it affects. However, if a 3rd level warmage casts magic missile and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than one round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic item, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level.

The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 27 Will save to negate the effect of the suggestion. The DC is 29 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 28), *detect good*, *detect thoughts* (DC 26), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 27), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills and Feats: Concentration +27, Profession: Gambler +7, Spellcraft +30, Knowledge (Arcana) +15, Bluff +27, Diplomacy +29, Disguise +35*, Escape Artist +23, Hide +10, Intimidate +39, Listen +32, Move Silently +10, Search +14, Spot +37, Survival +2, Use Rope +10, Use Magic Device +24; Improved Energy Drain^{LM}, Fell Drain^{LM}, Life Drain^{LM}, Practiced Caster^{CD}, Spell Drain^{LM}, Sudden Empower^{CA}, Twin Spell^{CA}, Arcane Thesis: Magic Missile^{PHB2}

Languages: Common, Abyssal, Celestial, Draconic, Suel, Baklunish, Auran.

Warmage Spells Per Day (6/10/10/9/9/6; base DC = 24 + spell level; CL 14): Known: 0- *acid splash*, *disrupt undead*, *light*, *ray of frost*; 1st - *accuracy*^{SC}, *burning hands*, *chill touch*, *fist of stone*^{SC}, *ice dagger*^{SC}, *magic missile*, *orb of acid*, *lesser*^{SC}, *orb of cold*, *lesser*^{SC}, *orb of electricity*, *lesser*^{SC}, *orb of fire*, *lesser*^{SC}, *orb of sound*, *lesser*^{SC}, *shocking grasp*, *thunderhead*^{SC}, *true strike*; 2nd - *blades of fire*^{SC}, *continual flame*, *fire trap*, *fireburst*^{SC}, *flaming sphere*, *ice knife*^{SC}, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*^{SC}; 3rd - *fire shield*, *fireball*, *flame arrow*, *gust of wind*, *ice storm*, *Leomund's tiny hut*, *lightning bolt*, *poison*, *ring of blades*^{SC}, *sleet storm*, *stinking cloud*; 4th - *blast of flame*^{SC}, *contagion*, *Evard's black tentacles*, *orb of acid*^{SC}, *orb of cold*^{SC}, *orb of electricity*^{SC}, *orb of fire*^{SC}, *orb of force*^{SC}, *orb of sound*^{SC}, *phantasmal killer*, *shout*, *wall of fire*; 5th - *arc of lightning*^{SC}, *cloudkill*, *cone of cold*, *mass fire shield*^{SC}, *greater fireburst*^{SC}, *flame strike*, *prismatic ray*^{SC}.

Possessions: +3 glamered mithral full plate, +3 buckler, cloak of charisma +6, amulet of health+6, gloves of fortunate strike^{MH}, circlet of persuasion, eyes of the eagle, vest of resistance +5^{CA}, armbands of reduction^{AEG}, boots of levitation, rod of metamagic silent, ring of greater counterspelling: greater dispel magic^{AEG}, ring of water breathing^{PH}, bead of force, wand: harmonic chorus^{SC}, (4th CL, 20 ch), wand: heroism (5th CL, 10 ch), wand: benign transposition^{SC}

(1st CL, 10 ch), wand: heroics^{SC} (3rd CL, 24ch), Quaal's feather token (whip) x3, arcane scroll: projected image (10th CL) x3, arcane scroll: heroism (5th CL), arcane scroll: greater invisibility (7th CL) x2, arcane scroll: bite of the werebear^{SC} (13th CL), arcane scroll: mass mage armor^{SC} (5th CL), arcane scroll: blacklight^{SC} (5th CL), divine scroll: freedom of movement (7th CL), arcane scroll: stonewalk (7th CL), potion of shield of faith+4 x2, potion of barkskin +3 x2, potion of fox's cunning x2, smoke sticks X5, belt of many pockets^{CA}, spell component pouches (4), tanglefoot bags X2, thunderstones x3, dagger x2, mw longsword and 441gp.

Bing, Male Thrice Evolved Advanced Ghast Brd3/Dirge Singer 5; CR 11; Medium Undead; HD 8d12+8d6; hp 84; Init +6; Spd 30 ft.; AC 28 (+6 Dex, +5 mithral chain shirt, +7 natural), touch 16, flat-footed 22; Base Atk +9; Grp +17; Atk +17 melee (1d8+8, bite + paralysis); Full Atk +17 melee (1d8+8, bite + paralysis) and +15/+15 melee (1d6+4, claws + paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, stench, bardic/dirge music 8/day; SQ Darkvision 60 ft., undead traits, +6 turn resistance, fast healing 3; AL CE; SV Fort +4, Ref +12, Will +15; Str 26, Dex 22, Con -, Int 13, Wis 14, Cha 32. Dirgesinger, *Libris Mortis*, pg. 43

Spell Like Ability: 3/day - *greater dispel magic*. Caster level 16th.

Ghoul Fever (Su): Disease - bite, Fortitude DC 25, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

Paralysis (Ex): Those hit by the ghast's bite or claw attack must succeed on a DC 25 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet succeed on a DC 25 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected and creatures resistant to poison receive their normal bonus to their saving throws. The save DC is Charisma based.

Dirgesong (Su): A dirgesinger gains the dirgesong ability. Dirgesong follows the same rules as bardic music (see Bardic Music, page 29 of the Player's Handbook). Dirgesinger levels stack with bard levels for the purpose of determining how often a character can use dirgesong or bardic music. Dirgesinger levels do not stack with bard levels for determining which bardic music effects and spells a bard has access to. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy

must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a-2 penalty on Will saving throws and a-2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 10 + the dirgesinger's ranks in Perform) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering: At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level. The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief: A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 10 + the dirgesinger's ranks in Perform), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion), mind-affecting ability.

Song of Horror: At 4th level and higher, a dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a Will save (DC 10 + the dirgesinger's ranks in Perform) or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: At 5th level, a dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10 + target creature's HD). The slain creature can have no more Hit Dice than the dirgesinger's character level. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (though any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's

foes). The creature remains animate as long as the dirgesinger continues to perform.

A dirgesinger can animate no more than one awakened corpse at a time. If he awakens a second one while the first is still active, the first one falls dead as if the dirgesinger had ceased to perform.

Skills and Feats: Balance +11, Climb +14, Hide +22, Jump +14, Move Silently +22, Spot +8, Perform (oratory) +33, Perform (wind instruments) +16, Knowledge (Religion) +5, Concentration +29, Use Magic Device +21; Multi-attack, Improved Turn Resistance^{LM}, Requiem^{LM}, Subsonics^{CV}, Disguise Spell^{CV}, Quickened Spell Like Ability (Greater Dispel Magic)^{BV}.

Languages: Common, Suel.

Bard Spells (Per Day 3/4; Known 6/3; base DC = 21 + spell level; CL 3): 0th - *detect magic*, *read magic*, *message*, *minor disguise*^{SC}, *ghostharp*^{SC}, *prestidigitation*; 1st - *feather fall*, *shock and awe*^{SC}, *Tasha's hideous laughter*.

Possessions: *circlet of persuasion*, *cloak of charisma* +2, *ring of counterspells: glitterdust, bagpipes of the damned*^{LM}, +1 *mithral chain shirt*, *wand of harmonize*RD (4th CL, 5ch), *wand of greater invisibility* (7th CL, 4 ch), *arcane scroll of invisibility* (3rd CL), *divine scroll of faerie fire* (1st CL), *arcane scroll of glitterdust* (3rd CL), *divine scroll of barkskin* (12th CL), *divine scroll of divine insight*^{SC}, *alchemist's fire*, *javelins* x5, *whip* x2, *spell component pouches* x2, 8 gp.

Male Twice Evolved Spellstitched Advanced Ghast Rog3 (2); CR 8; Medium Undead; HD 8d12+3d6; hp 84; Init +6; Spd 30ft.; AC 29 (+6 Dex, +5 mithral chain shirt, +2 buckler, +6 natural), touch 16, flat-footed 22; Base Atk +5; Grp +13; Atk +13 melee (1d8+8, bite + paralysis); Full Atk +13 melee (1d8+8, bite + paralysis) and +11/+10 melee (1d6+4, claws + paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul fever, paralysis, stench, Sneak attack (+2d6); SQ Damage reduction 5/magic or silver, spell resistance 17, Evasion, Darkvision 60 ft., undead traits, +8 turn resistance, fast healing 3; AL CE; SV Fort +7 (+3+4), Ref +15 (+5+10), Will +15 (+7+8); Str 26, Dex 22, Con -, Int 13, Wis 18, Cha 24.

Skills and Feats: Balance +13, Climb +14, Hide +20, Jump +21, Move Silently +20, Spot +16, Tumble +22; Multi-attack, Improved Turn Resistance^{LM}, Improved Toughness, Hamstring^{CW}.

Languages: Common, Suel.

Possessions: +1 *mithral chain shirt*, *vest of resistance* +2^{CA}, *cloak of elemental resistance*^{MH}, +1 *buckler*, *potion of barkskin* +3, *Quaal's feather token: whip*, *alchemist's fire*, *javelins* x5, 10 gp.

Spell Like Abilities: 1/day - *cone of cold* (DC 21), *confusion* (DC 21), *stand*^{PHB2}, *benign transposition*^{SC}, *ray of enfeeblement*, *chill touch*, *scorching ray*, *Kelgore's grave mist*^{PHB2}, *false life*, *veil of shadow*^{SC}, *vampiric touch*, *Melf's*

unicorn arrow^{PHB2}, *orb of force*^{SC}, *burning blood*^{SC} (DC 21), *death throes*^{SC} (DC 22), *spirit wall*^{SC} (DC 22). Caster level 11th, save DCs Charisma-based.

Ghoul Fever (Su): Disease - bite, Fortitude DC 21, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by the ghaſt's bite or claw attack muſt ſucceed on a DC 21 Fortitude ſave or be paralyzed for 1d4+1 rounds. The ſave DC is Charisma based.

Stench (Ex): The ſtink of death and corruption ſurrounding theſe creatures is overwhelming. Living creatures within 10 feet ſucceed on a DC 21 Fortitude ſave or be ſickened for 1d6+4 minutes. A creature that ſuſſeſſfully ſaves cannot be affected by the ſame ghaſt's ſtENCH for 24 hours. A delay poiſon or neutralize poiſon ſpell removes the effect from the ſickened creature. Creatures with immunity to poiſon are unaffected and creatures reſiſtant to poiſon receive their normal bonus to their ſaving throws. The ſave DC is Charisma-based.

Encounter 12

Twice-Evolved Drowned War1/Tomb Warden2: Medium Undead; CR 12; HD 22d12+1d8+115; hp 261; Init +3; Spd 30 ft., Swim 30 ft.; AC 34 (+11 armor, +3 Dex, +10 natural armor), touch 13, flat-footed 31; Base Atk +13; Grp +25; Atk +25 melee (1d6+12, ſlam); Full Atk +25/+25 melee (1d6+12, ſlam); Space/Reach 5 ft./5 ft.; SA Drowning aura, *Greater Diſpel Magic* 2/day; SQ Darkviſion 60ft, Faſt healing 5, Undead Traits, Unholy Toughneſs, Turn immunity, Tomb Senſe; AL CE; SV Fort +11, Ref +9, Will +13; Str 34, Dex 16, Con -, Int 9, Wis 12, Cha 20. Tomb Warden, *Libris Mortis*, pg. 57.

Skills and Feats: Hide +21, Liſten +12, Move Silently +21, Spot +17, Swim +18; Quicken Spell Like Ability^{BV}, Lifesense^{LM} Power Attack, Improved Sunder, Improved Bull Ruſh, Shock Trooper^{CW}, Combat Brute^{CW}.

Possessions: +3 mithral breaſtplate.

Spell Like Ability: 2/day – *greater diſpel magic*. Caster level 22nd.

Turn Immunity (Ex): As long as it is within the tomb, graveyard, or ſimilar reſting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can ſtill be bolſtered as normal.

Tomb Senſe (Su): While it is within the tomb, graveyard, or ſimilar reſting place that it protects, a tomb warden of 2nd level of higher automatically knows the precise location of all intruders within the tomb. This ability is ſimilar to blindsense, except it functions without regard to line of effect and its effect extends to every portion of the tomb.

Drowning Aura (Su): A drowned gives off a 30 foot radius emanation of ſuffocating drowning, imbuing its ſurroundings with a watery glint and deadly threat for creatures that breathe. All breathing creatures within 30 feet of a drowned are treated as if beneath the water in terms of being able to breathe. The drowning aura accelerates the proceſs of drowning.

Normally, a creature can hold its breath for a number of rounds equal to twice its Conſtitution ſcore before it begins to drown. Within the drowning aura, a creature can only hold its breath if it makes a DC 10 Conſtitution check every round. Each round the DC increases by 1. when the character finally fails its Conſtitution check, it begins to drown. In the firſt round, it falls unconscious (0 hit points). In the following round, it drops to -1 hit points and is dying. In the third round, if ſtill in the drowning aura, it drowns.

Unholy Toughneſs (Ex): A drowned gains a bonus to its hit point equal to its Charisma modifier x it Hit Dice.

Encounter 13A

Elbron, Male Orc Wiz6/Divine Oracle 2/Loremaster 5: Medium Humanoid; CR 13; HD 11d4+2d6+52+16 *false life*; hp 110; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk+6; Grp +7; Atk +7 melee (1d4+1/19-20, cold iron dagger) or +6 ranged (1d4+1/19-20, cold iron dagger); Full Atk +7 melee (1d4+1/19-20, cold iron dagger) or +6 ranged (1d4+1/19-20, cold iron dagger); SA none; SQ Preſcient Senſe, Darkviſion 60 ft.; AL NE; SV Fort +8, Ref +12, Will +10; Str 12, Dex 10, Con 16 (18), Int 19 (25), Wis 6, Cha 6. *Divine Oracle, Complete Divine*, page 34.

Skills and Feats: Concentration +19, Craft (Alchemy) +8, Knowledge (arcana) +23, Knowledge (local – Core) +12, Knowledge (Local - Sheldomar Valley) +12, Knowledge (nature) +12, Knowledge (geography) +12, Knowledge (the planes) +12, Knowledge (religion) +25, Spellcraft +25, Spot +5; Scribe Scroll(w), Skill Focus: Knowledge (religion), Insightful Reflexes^{CV}, Transdimensional Spell^{CD}, Craft Wondrous Items, Improved Familiar^{CW}, Chain Spell^{CA}, Arcane Maſtery^{CA}

Languages: Common, Orciſh, Draconic, Infernal, Abyſſal, Ignan, Auran, Aquan, Terran, Elviſh, Goblin, Celeſtial.

Wizard Spells Prepared (4/6/6/6/5/4/3/2; base DC = 17 + ſpell level; CL 13 (15 for divination ſpells), ſpecialiſt Divination banned Evocation): 0-*dancing lights, detect magic, message, preſtidigitation*; 1st- *distract aſſailant*^{SC} X2, *grease* X2, ~~*mage armor*~~, *shield, ſcholar's touch*; 2nd- ~~*false life*~~ X2, *glitterdust, ſee invisible, Tasha's hideous laughter, touch of idiocy*; 3rd - *divination, bands of ſteel*^{SC}, *fly, haſte, magic circle vs. good, ſhadow binding*^{SC}, *ſtinking cloud*;

4th - ~~detect scrying~~^{*}, burning blood^{SC}, chain grease, Evard's black tentacles, greater invisibility, polymorph; 5th - refusal^{SC}, telekinesis, teleport, transdimensional solid fog, Rary's telepathic bond; 6th - chain dispel magic, chain bands of steel^{SC}, repulsion, true seeing; 7th - limited wish, reverse gravity, greater arcane sight.

* This slot is currently empty, as Elbron keeps this slot open during the day in case he wishes to use Arcane Eye to scout. If he doesn't use it by nighttime he fills the slot with Detect Scrying and casts it to cover the next day.

Spell book: o-dancing lights, detect magic, message, prestidigitation; 1st- charm person, distract assailant^{SC}, identify, grease, locate cityRD, mage armor, protection from good, ray of enfeeblement, shield, scholar's touchRD; 2nd- augury, bear's endurance, command undead, detect thoughts, false life, fox's cunning, glitterdust, see invisible, Tasha's hideous laughter, touch of idiocy, web; 3rd - arcane sight, bands of steel^{SC}, clairvoyance/clairaudience, dispel magic, divination, fly, haste, shadow binding^{SC}, stinking cloud; 4th - arcane eye, burning blood^{SC}, detect scrying, divination, Evard's black tentacles, greater invisibility, polymorph, solid fog; 5th - commune, dominate person, refusal^{SC}, telekinesis, teleport, Rary's telepathic bond, scrying. 6th - legend lore, repulsion, summon monster VI, true seeing; 7th - limited wish, reverse gravity, greater arcane sight.

Possessions: rod of mastery, headband of intellect +6, amulet of health +2, lesser rod of extend, eyes of the eagle, cloak of resistance +1, arcane scroll of transdimensional web (5th CL)^{CD}, arcane scroll of command undead (3rd CL), arcane scroll of transdimensional solid fog (9th CL)^{CD}, spell component pouches (2) (10), cold iron daggers (2) (8), alchemist's Fire (20), tanglefoot bag (50), 203 gp.

Imp Familiar: Tiny Outsider (Evil, Lawful, extraplanar); CR —; HD 13; hp 63 (½ masters hp+16 false life); Init+3; Spd 20ft., fly 50ft. (perfect); AC 28 (+4 mage armor, +2 size, +3 Dex, +5 natural), touch 15, flat-footed 25; Base Atk +3; Grp -5; Atk +8 melee (1d4 +poison, sting); Full Atk +8 melee (1d4 +poison, sting); SA Poison, Spell-like abilities; SQ Alternate forms*, darkvision 60 ft., deliver touch spells, damage reduction 5/good or silver, fast healing 2, immunity to poison, fire resist 5, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +6, Will +13; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (dungeoneering) +6, Listen +7, Move Silently +9, Search +6, Spellcraft* +6 {this is subsumed by the Master's Granted Skill Ranks}, Spot +7, Survival +1 (+3 following tracks); Granted Skills: Concentration +16, Craft (alchemy) +1, Knowledge (arcana) +16, Knowledge (geography) +5, Knowledge (local - Core) +5, Knowledge (local - Sheldomar Valley) +5, Knowledge (nature) +5, Knowledge (the planes) +5, Knowledge (religion) +15, Spellcraft +18; Dodge, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Spell-Like Abilities (Sp): At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based. Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

***Imp Familiar Will-o-Wisp Form: Male Imp;** Small Aberration (Air); CR —; HD 13; hp 63 (½ masters hp+16 false life); Init +9; Spd fly 50 ft. (perfect); AC 33 (+4 mage armor, +1 size, +9 Dex, +9 deflection), touch 29, flat-footed 24; Base Atk +3; Grp -6; Atk +13 melee touch (2d8 electricity, shock); Full Atk +13 melee touch (2d8 electricity, shock); SA Spell-like abilities; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +3, Ref +12, Will +13; Str 1, Dex 29, Con 10, Int 10, Wis 12, Cha 14.

***Imp Familiar Hamatula Form: Male Imp;** Medium Aberration; CR —; HD 13; hp 63 (½ masters hp+16 false life); Init +6; Spd 30ft.; AC 33 (+4 mage armor, +6 Dex, +13 natural), touch 16, flat-footed 27; Base Atk +3; Grp +15; Atk +9 melee (2d8+6, claws); Full Atk +9/+9 melee (2d8+6, claws); SA Improved Grab, Impale; SQ Alternate forms (see below), darkvision 60 ft., deliver touch spells, speak with master, Improved Evasion, granted abilities; AL LE; SV Fort +9, Ref +9, Will +13; Str 23, Dex 23, Con 23, Int 10, Wis 12, Cha 14.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the Grapple check, it establishes a hold and can impale the opponent on its barbed body.

Tull: Male half-orc Marshal3/Hexblade 2/ Outcast Champion 5/Blackguard 2; CR 12; Medium Humanoid; HD 3d8+9d10+36; hp 108; Init +0; Spd 20ft.; AC 22 (+9 full plate, +3 +1 animated large shield), touch 10, flat-footed 22; Base Atk +11; Grp +14; Atk +15 melee (2d6+5/19-20 greatsword); Full Atk +15/+10 melee (2d6+5/19-20, +1 adamantite greatsword); Space/Reach 5 ft./5 ft.; SA Hexblade Curse (1/day), Avenging Strike, Desperate Fury, Poison Use, Smite Good 1/day; SQ Marshal Auras, Aura of Confidence, Aura of Evil, Dark Blessing, Arcane Resistance +4, Teamwork, Detect Good; AL LE; SV Fort +19, Ref +8, Will +14; Str 16, Dex 10, Con 14 (16), Int 8, Wis 9, Cha 20. *Miniatures Handbook*, pg. 11, Hexblade, Complete

Warrior, pg. 5. Outcast Champion, *Races of Destiny*, pg. 126, Blackguard, *Dungeon Master's Guide*, pg. 181.

Skills and Feats: Diplomacy +21, Intimidate +18, Knowledge Religion +1, Hide -2; Skill Focus: Diplomacy, Power Attack, Cleave, Improved Sunder, Combat Brute^{CW}.

Languages: Common, Orcish.

Possessions: +1 full plate armor with masterwork cold iron armor spikes, +1 adamantite greatsword, vest of resistance +1^{CA}, gloves of fortunate strike^{MH}, amulet of health +2, +1 animated large shield, potion of barkskin +2, potion of shield of faith +3, potion of cure moderate wounds, potion of bull's strength, cold iron greatsword, sling, 20 bullets, tanglefoot bags x4, thunderstone, alchemist's fire, 185 gp.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 10 + 1/2 hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four levels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1-1. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

Minor Auras: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity: +4 bonus on Dex checks, Dex based skill checks and initiative.

Art of War (active): +4 bonus on disarm, trip, bull rush and sunder attempts

Major Aura: Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th levels.

Motivate Care (active): +1 bonus to armor class.

Aura of Confidence (Ex): Your presence emboldens allies with 30 feet who can see you (including yourself). They add your class level as a morale bonus on their Will saves. This effect is lost if you fall unconscious or die.

Avenging Strike (Ex): You are surrounded by allies who rely on you for victory, and you take this responsibility to heart. You can attempt an avenging strike on an enemy who has dealt damage to an ally of yours within the last hour. The avenging strike must be delivered with a melee attack. You add your Charisma modifier (if positive) to your attack roll and deal an extra 1d6 points of damage per outcast champion level. If you accidentally strike a creature that has not dealt damage to an ally in the last hour, the avenging strike has no effect, but that use of this ability is still expended. You may use an avenging strike once per day per point of Charisma bonus (minimum 1/day).

Desperate Fury (Ex): You are at your best when times are worst. Beginning at 3rd level, once per day when you are reduced to fewer than one half your normal hit points or when you are fatigued or exhausted, you can enter a state of desperate fury. While in a desperate fury, you gain a +2 morale bonus to Strength, Dexterity, and Constitution. The desperate fury lasts for 3 rounds +1 round per point of your (newly improved) Constitution bonus. Unlike with a barbarians rage, you have no penalties or limitations while in a desperate fury; however, if you become frightened, panicked or cowering, the desperate fury ends immediately.

At 5th level, you become able to share the effect of your desperate fury with your allies within 30 feet who can see you. These allies gain the same benefits as you for as long as your desperate fury lasts (even if an ally becomes frightened, panicked, or cowering).

Teamwork (Ex): You are skilled at creating a strong bond between you and your allies. Starting at 4th level, whenever you or an ally within 30 feet who can see or hear you uses the aid another action, the bonus provided on attack rolls, AC, or skill checks increases by 2 (from +2 to +4).

Veera: Female Half Orc (Trog Form) Brd4/Ftr1/Warchanter 5; CR 10; Medium Humanoid; HD 4d6+1d10+5d8+20; hp 69; Init +1; Spd 20ft.; AC 30 (+9 full plate, +4 large shield, +6 natural (*alter self*: Troglodyte)), touch 15, flat-footed 29; Base Atk +9; Grp +16; Atk +14 melee (1d8+3/x3, battleaxe); Full Atk +14/+9 melee (1d8+3/x3, battleaxe) and +10 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA Inspire Recklessness, Combine Song, Inspire Toughness, Bardic/Warchanter Songs 9/day; SQ Darkvision 60 ft.; AL NE; SV Fort +11, Ref +7, Will +6; Str 16, Dex 10, Con 14, Int 13, Wis 8, Cha 14. Warchanter, *Complete Warrior*, pg. 87.

Combine Songs (Su): A war chanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or war chanter music to provide the benefits of both (normal stacking rules for bonus types apply).

Inspire Awe (Su): A war chanter of 7th level or higher with 15 or more ranks in any Perform skill can inspire uneasiness, fear, or even terror in her foes. To be affected, a foe must be within 60 feet of the war chanter and must be able to hear the war chanter. Foes get a Will save (DC 10 + war chanter's class level + war chanter's Cha modifier) to resist the effect. The severity of the effect depends on the difference between the foe's Hit Dice and the war chanter's Hit Dice (character level). Subtract the foe's HD from the war chanter's HD and consult the following table.

The effect lasts for as long as the foe can hear the war chanter and 1 round thereafter. If a foe's hearing of the war chanter's song is interrupted, the foe needs to make another saving throw when he hears the war chanter's song again.

HD Difference	Effect
+10 or more	Foe is paralyzed with fear
+1 to +9	Foe is panicked
0 to -5	Foe is frightened
-6 or less	Foe is shaken

Inspire Toughness (Su): A war chanter with 9 or more ranks in Perform (sing) or Perform (oratory) can use her song or poetics to impart a kind of berserk resiliency on her allies (including himself). To be affected, an ally must be able to hear the war chanter sing (or speak). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally receives +2 temporary hit points for every class level of the war chanter. At 6th level and higher, a war chanter also grants affected allies the benefit of the Diehard feat when using this ability.

War Chanter Music: War chanter music follows the same rules as bardic music (see page 29 of the Player's Handbook). War chanter levels stack with bard levels for the purpose of determining how often a character can use war chanter music or bardic music. War chanter levels do not stack with bard levels for determining which songs a bard has access to.

Inspire Recklessness (Su): A War chanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in himself). The effect lasts for as long as the ally hears the war chanter sing and for 5 rounds thereafter. An affected ally (or the war chanter herself) is inspired to recklessness, gaining the ability to decrease her Armor Class by a number less than or equal to her base attack bonus and add the same number to her melee attack rolls as a morale bonus.

On her action, before making any attack rolls in a round, the affected character must choose to subtract a number from her Armor Class and add the same number to all melee attack rolls (this number may be

o). The penalty to Armor Class and the bonus on attack rolls apply until the character's next action.

Skills and Feats: Perform (Oratory) +16, Tumble +7, Bluff +16, Sense Motive +13, Diplomacy +7, Move Silently +8, Hide +8, Balance +10, Swim +7*, Jump +4; Combat Expertise, Weapon Focus (battleaxe), Shield Specialization^{PHB2} (heavy shield), Shield Ward^{PHB2}, Improved Combat Expertise^{CW}.

Languages: Common, Orcish.

Bard Spells (Per Day 3/3/1*; known 6/3/2; base DC = 12+ spell level; CL 4): 0th - detect magic, read magic, prestidigitation, daze, dancing lights, message; 1st - feather fall, swift invisibility^{SC}, focusing chant^{SC}; 2nd - alter self, harmonic chorus^{SC}.

Possessions: +1 full plate with masterwork armor spikes, +1 large shield, +1 battle axe, bracers of quick strike^{MH}, cloak of elemental protection^{MH}, masterwork cold iron battle axe, brooch of shielding, gloves of dexterity +2, vest of resistance +1^{CA}, wand of battle hymn^{SC} (4th CL, 5 charges), wand of harmonize^{RS} (4th CL, 20 charges), wand of cure light wounds (1st CL, 10 charges), potion of bear's endurance, potion of barkskin +2, potion of shield of faith +3, tanglefoot bags x3, alchemist's fire x2, thunderstone x2, smokestick x2, 240gp.

Gruk: Male Goblin (Altered into a Norker) Rog4/Ftr2/Dread Commando 3/Assassin 2; CR 11; Small Humanoid (goblinoid); HD 6d6+2d10+3d8+22; hp 83; Init +3*; Spd 20 ft.; AC 27 (+1 size, +3 Dex, +5 mithral chain, +1 buckler, +7 natural), touch 14, flat-footed 27; Base Atk +9; Grp +8; Atk +14 melee (1d6+5/x3, guisarme) or +14 melee (1d4+4, armor spikes); Full Atk +14/+9 melee (1d6+5/x3, guisarme) and +8 melee (1d4+1, bite) or +14/+9 melee (1d4+4, armor spikes) and +8 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA Sneak Attack (+4d6), Sudden Strike (+2d6), Death Attack, Poison Use; SQ Darkvision 60 ft., Team Initiative Bonus +3, Traps, Uncanny Dodge, Armored Ease (2); AL LE; SV Fort +9, Ref +13, Will +3; Str 16, Dex 16, Con 14, Int 14, Wis 8, Cha 6. Dread Commando, *Heroes of Battle*, pg. 103, Assassin, *Dungeon Master's Guide*, pg. 180.

Sudden Strike (Ex): If you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied her Dexterity bonus to AC against your attack (whether the target actually has a Dexterity bonus to Armor Class or not), you deal an extra 1d6 points of damage with your attack. The extra damage increases to 2d6 at 3rd level and to 3d6 at 5th level.

Ranged attacks count as sudden strikes only if the target is within 30 feet; you can't strike with deadly accuracy from beyond this range.

You can only use sudden strike against living creatures with discernible anatomies - undead,

constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to extra damage from critical hits is not vulnerable to sudden strike damage. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot make a sudden strike while striking a creature with concealment or striking the limbs of a creature whose vitals are out of reach.

You can't use sudden strike to deliver nonlethal damage. Weapons capable of dealing only nonlethal damage don't deal extra damage when used as part of a sudden strike.

The extra damage from the sudden strike ability stacks with extra damage from a sneak attack whenever both would apply to the same target.

Team Initiative Bonus (Ex): You are skilled at keeping a team organized and ready for danger. All allies within 30 feet who can see you (including yourself) gain a competence bonus on initiative checks equal to your class level.

Armored Ease (Ex): You learn to adapt your movements to the restrictive nature of armor. Beginning at 2nd level, you reduce the armor check penalty of any armor with which you are proficient by 2 (to a minimum of 0). At 4th level, this reduction increases to 4 points (to a minimum of 0).

Skills and Feats: Search +16, Disable Device +18, Move Silently +21, Hide +21, Spot +8, Listen +3, Tumble +19, Balance +10, Disguise +3, Open Locks +10, Ride +7, Jump +10; Dodge, Mobility, Combat Expertise, Spring Attack, Whirlwind, Staggering Strike^{CV}.

Assassin Spells (Per Day 3/1; known 3/2; base DC = 12 + spell level; CL 3): 1st - *true strike*, *sniper's shot*^{SC}, *instant locksmith*^{SC}; 2nd - *alter self*, *blade of pain and fear*^{SC}.

Languages: Common, Goblin, Orcish, Elvish.

Possessions: +1 mithral chain shirt with masterwork armor spikes, +1 guisarme, bracers of quick strike^{MH}, +1 buckler, vest of resistance +1^{CA}, ring of counterspells (glitterdust), lesser metamagic rod of Silent Spell, wand of fell the greatest foe^{SC} (4th CL, 5ch), wand of alter self (3rd CL, 9ch), wand of greater invisibility (7th CL, 2ch), arcane scroll of find the gap^{SC} (5th CL), silver spiked gauntlet, cold iron spiked gauntlet, whip, sap, tanglefoot bag, acid flasks x2, smokestick, masterwork thieves' tools, 183 gp.

Thugs: Male Ogre Brb1/Ftr2/Exotic Weapons Master 1; CR 7; Large Giant; HD 4d8+1d12+3d10+32; hp 80; Init +0; Spd 30 ft. (base 40/50ft.); AC 23 (-1 size, +8 full plate, +1 Dex, +5 natural), touch 10, flat-footed 22; Base Atk +7; Grp +21; Atk +18 melee (2d6+16, +1 spiked chain); Full Atk +16/+16/+11 melee (2d6+16, +1 spiked chain); Space/Reach 10 ft./20 ft.; SA Flurry of

Strikes (with spiked chain), Reckless rage; SQ darkvision 60 ft.; AL NE; SV Fort +15, Ref +2, Will +0; Str 30, Dex 12, Con 18, Int 4, Wis 8, Cha 4. Exotic Weapon Master, *Complete Warrior*, pg. 30.

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

Rage (Ex): (Reckless) +6 Str, +6 Con, +2 Will Saves, -4 AC, (+24 hp, +3 to hit, +3 to damage one handed +4 with two hands) lasts 10 rounds.

Skills and Feats: Craft (Weaponsmith) +2, Spot +4; Exotic Weapon Proficiency (spiked chain), Weapon Focus (spiked chain), Combat Reflexes, Reckless Rage^{RS}, Power Attack.

Languages: Common, Giant, Orcish.

Possessions: +1 large spiked chain, large cold iron spiked chain, *potion of fly* (5th CL), *potion of enlarge person* (5th CL), *potion of bull's strength* (3rd CL), *potion of lesser restoration* (3rd CL), *oil of magic weapon* (1st CL), *potion of cure light wounds* (1st CL), large full plate, large cold iron spiked gauntlet, large silvered spiked gauntlet, large club, alchemist's fire, 20 gp.

Cult: Male Human Marshal1/Favored Soul 10; CR 11; Medium Humanoid; HD 11d8+33; hp 91; Init +1; Spd 20ft.; AC 22 (+1 Dex, +9 +1 full plate, +2 buckler), touch 11, flat-footed 21; Base Atk +6; Grp +6; Atk +8 melee (1d6+1/x4, heavy pick); Full Atk +8/+3 melee (1d6+1/x4, heavy pick); Space/Reach 5 ft./5 ft.; SA None; SQ Resist Cold 10, Marshal Auras; AL LE; SV Fort +13, Ref +9, Will +10; Str 10, Dex 12, Con 16, Int 10, Wis 10, Cha 20. Favored Soul, *Complete Divine*, pg. 6.

Energy Resistance (Ex): At 5th level, a favored soul chooses an energy type and gains resistance 10 against that type.

Skills and Feats: Concentration +17, Heal +9, Sense Motive +4, Diplomacy +10, Bluff +10, Use Magic Device +9; Augment Healing^{CD}, Eschew Materials, Weapon Focus: Heavy Pick, Skill Focus: Diplomacy, Steady Concentration^{RS}, Silent Spell, Mobile Spell Casting^{CV}.

Languages: Common, Orcish, Draconic, Suel.

Favored Soul Spells (Per Day 6/8/7/7/6/4; known 9/6/6/5/4/3; base DC = 10 + spell level; CL 10): 0th - *create water*, *cure minor wounds*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*, *read magic*; 1st - *faith healing*^{SC}, *foundation of stone*^{SC}, *omen of peril*^{SC}, *protection from good*, *resurgence*^{SC}, *vision of glory*^{SC}; ; 2nd - *brambles*^{SC},

close wounds^{SC}, healing lorecall^{SC}, insight of good fortune^{PBH2} silence, status; 3rd - alter fortune^{PBH2}, dispel magic, insignia of healingRD, know opponent^{SC}, mass conviction^{SC}, mass resurgence^{SC}; 4th - delay death^{SC}, freedom of movement, mass shield of faith^{SC}, recitation^{SC}, spell immunity;; 5th - righteous wrath of the faithful^{SC}, swift etherealness^{PBH2}, wall of stone,

Possessions: +1 full plate, +1 buckler, lesser rod of silence, amulet of health +2, cloak of charisma +2, vest of resistance +1^{CA}, Memento Magica (1st)^{RDR}, wand of resurgence^{SC} (1st CL, 40 charges), divine scroll of death ward (7th CL), divine scroll of restoration (7th CL), divine scroll of faerie fire (1st CL), wand of faith healing^{SC} (1st CL), masterwork heavy pick, cold iron spiked gauntlet, silver spiked gauntlet, unholy symbols x4.

Encounter 13B and 14

Author's note: Due to the need to cover the APLs of this event, the Mutated Orcwort is a blend of the Octopus Tree from *Fiend Folio* and the Orcwort from the *Monster Manual II*.

Wortling: Small Plant; CR 3; HD 3d8; hp 13; Init +6; Spd 30 ft., climb 15 ft.; AC 16 (+1 size, +2 Dex, +3 natural), touch 13, flat-footed 14; Base Atk +5; Grp +3; Atk +5 melee (1d3+2 plus poison, claw); Full Atk +5 melee (1d3+2 plus poison, claws); Face/Reach 5 ft./5 ft.; SA Poison; SQ Damage reduction 5/bludgeoning or slashing, plantmind, plant traits, woodsense; AL N; SV Fort +3, Ref +3, Will +1; Str 15, Dex 14, Con 11, Int 2, Wis 11, Cha 6. *Monster Manual II*, page 165.

Skills and Feats: Climb +10, Hide +11, Move Silently +7; Improved Initiative, Stealthy.

Plant Traits (Ex): An orcwort is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Plantmind (Ex): All wortlings within fifteen miles of their orcwort parent are in constant communication. If one is aware of a particular danger, they all are.

Poison (Ex): A wortling delivers its poison (Fortitude save DC 11) with each successful claw attack. The initial damage is sleep for 1 minute, and the secondary damage is sleep for 1d10 minutes. Both of these sleep effects work only on living creatures but otherwise function as the spell of the same name.

Woodsense (Ex): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Description: A wortling resembles a small, wrinkled, purple orc. Its body seems portly, and its arms and legs are somewhat lumpy compared with those of a real humanoid. Although its face resembles that of a humanoid, a wortling is blind and cannot

speak, hear or smell-its apparent sensory organs are merely blobs of plant tissue with no actual function.

Mutated Orcwort Drd3: Gargantuan Plant; CR 16; HD 29d8+232; hp 362; Init +2; Spd 10 ft.; AC 33, touch 9, flat-footed 33 (-4 size, -1 Dex, +28 natural); Base Atk +19; Grp +47; Atk +29 melee (3d6+14/19-20, slam) or +24 melee (6d6+7, bite); Full Atk +29 x6 melee (3d6+14/19-20, slam) and +24 melee (6d6+7, bite); Face/Reach: 20 ft./15 ft.; SA Entangling roots, improved grab, paralysis, swallow whole; SQ: DR 5/-, plant traits, telepathy, woodsense; AL Neutral (evil); SV Fort +26, Ref +8, Will +16; Str 38, Dex 8, Con 26, Int 10, Wis 16, Cha 8.

Skills and Feats: Hide +16, Move Silently +20, Spot +16; Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Sunder, Iron Will, Power Attack.

Entangling Roots (Ex): As a free action, an orcwort can twist its roots around all creatures within 15 feet of it, holding them fast. This effect otherwise functions like an *entangle* spell (caster level 10th; save DC 22)

Improved Grab (Ex): If an orcwort hits an opponent that is at least one size category smaller than itself with a slam attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it can transfer the opponent to its maw in the next round. Alternatively, the orcwort has the option to conduct the grapple normally, or simply use one tendril to hold the opponent (-20 penalty on grapple check, but the orcwort is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals slam damage.

Paralysis (Ex): An orcwort secretes digestive juices that can paralyze creatures in contact with it. Any creature swallowed by an orcwort must succeed on a Fortitude save (DC 31) or be paralyzed for 2d4 rounds.

Plant Traits (Ex): An orcwort is immune to poison, sleep, paralysis, stunning, and polymorphing. It is not subject to critical hits or mind-affecting effects. The creature also has low-light vision.

Swallow Whole (Ex): An orcwort can swallow a single creature that is at least two size categories smaller than itself by making a successful grapple check, provided it already has that opponent in its maw (see Improved Grab, above). Once inside the orcwort's pitcher, the opponent takes 2d8+8 points of acid damage per round and is subject to the paralyzing effect of its digestive juices (see Paralysis, above). A successful grapple check allows a swallowed creature to climb out of the pitcher (assuming it is not paralyzed) and return to the orcwort's maw, where another successful grapple check is needed to get free.

Alternatively, a swallowed creature can try to cut its way out with either claws or a light piecing or slashing weapon. Dealing at least 20 points of damage to the pitcher (AC 16) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole; thus, another swallowed opponent must cut its own way out. An orcwort's pitcher can hold 2 Large, 8 Medium or 32 Small or smaller opponents.

Telepathy (Su): An orcwort can communicate telepathically with any of its wortlings within fifteen miles.

Woodsense (Ex): An orcwort or wortling can automatically sense the location of anything within 60 feet that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation as itself.

Languages: Sylvan.

Druid Spells Known/Prepared (4/3/2, save DC = 13 + spell level): 0 – *create water, cure minor wounds, light, resistance*; 1st – *camouflage^{SC}, longstrider x2*; 2nd – *barkskin, resist energy*.

Possessions: *wand of speak with animals, scroll of obscuring mist.*

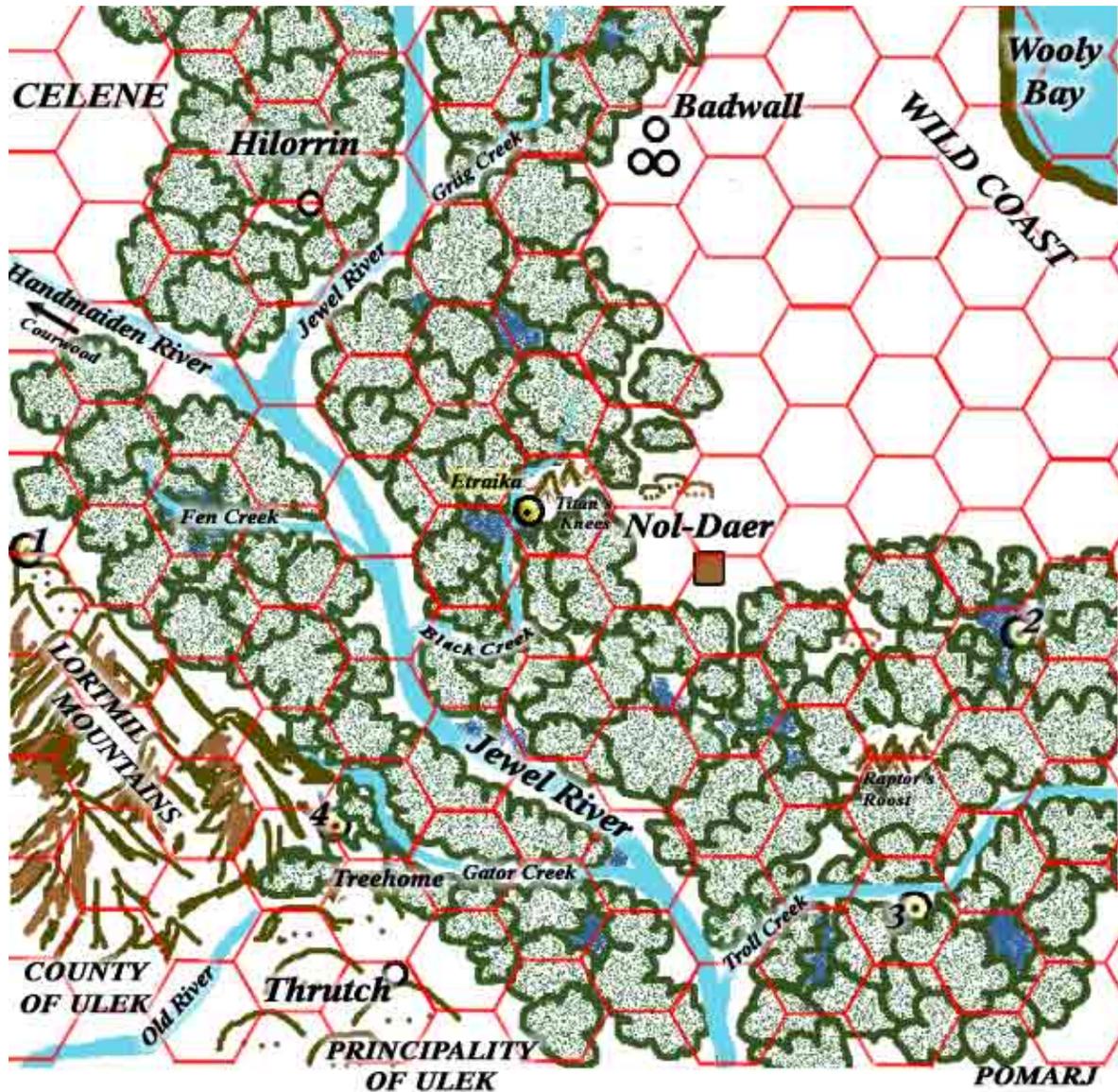
Description: An orcwort looks like a gigantic, woody pitcher plant draped in thick creeper vines. It is crowned with a canopy of bramble-like branches and green, bushy foliage. Dormant wortling pods hang from the orcwort's branches, resembling round, oversized prunes.

Hawk Companion: Tiny Animal; CR 1/3; HD 3d8; hp 13; Init +3; Spd 10 ft., fly 60 ft. (average); AC 20 (+2 size, +4 Dex, +4 natural), touch 16, flat-footed 16; Base Atk +0; Grp -10; Atk +5 melee (1d4-2, talons); Full Atk +5 melee (1d4-2, talons); Face/Reach 2-1/2 ft./0 ft.; SQ Evasion, link, low-light vision, share spells; AL Neutral; SV Fort +2, Ref +6, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Appendix 6: DM's Overview Map



Appendix 7: DM's Adventure Map



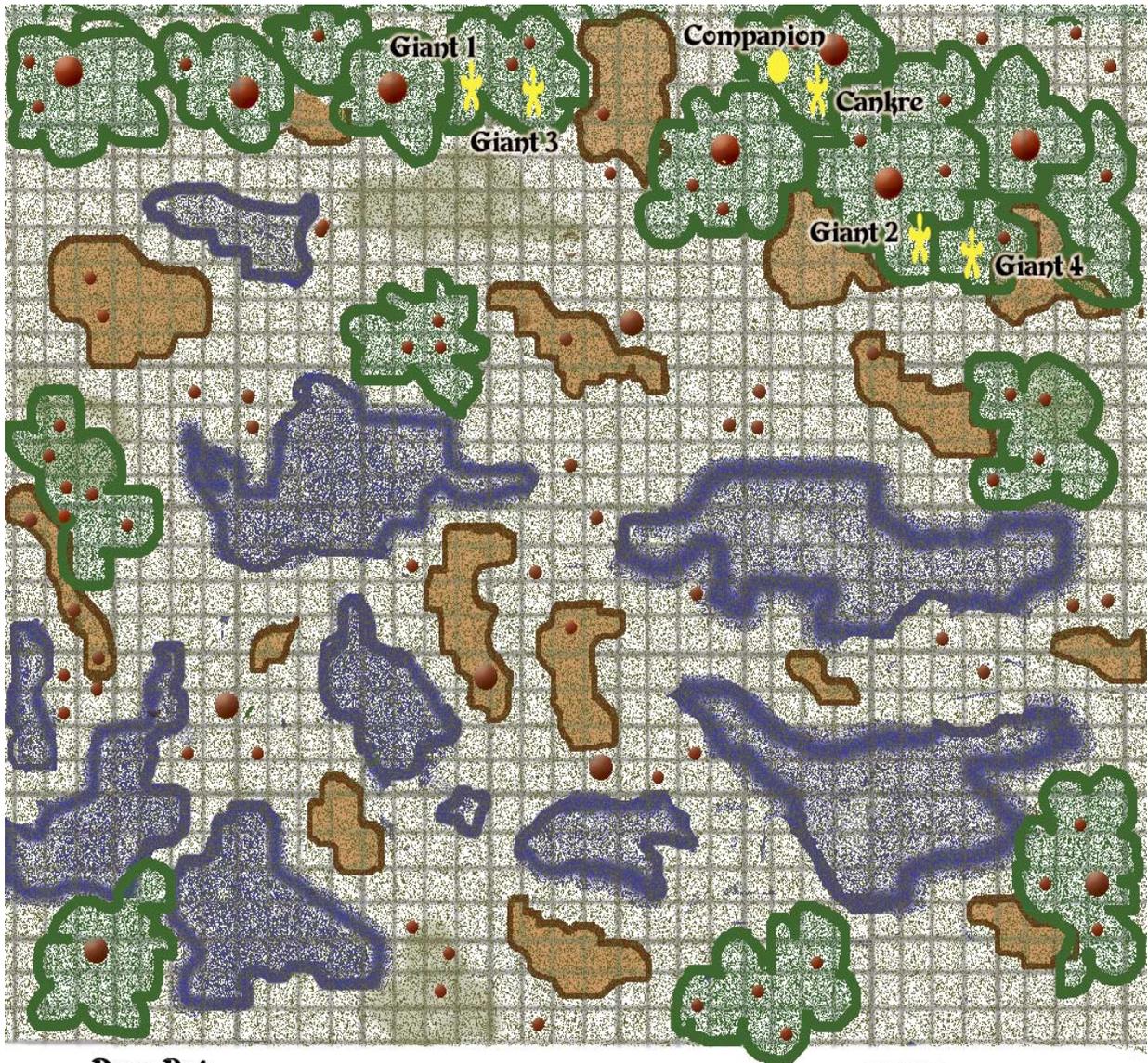
Forest	Swamp/Bog	*Note Titan's Knees & Raptor's Roost locations
Hills	Mountains	
River	Ruins	1=Mycelyna's Crypts
*Note Change in Black River's Position		2= Old Slave Way Station
		3= Ancient Keep
		4= Dweomercraft Academy



Suss Forest GM's Map

****NOTE:** Movement within the Suss Forest is at 1/2 speed along trails, and 1/4 speed through undergrowth, etc. Movement in marked bogs is at 1/4 speed, but a marked path may wind through the shallows at 1/2 speed

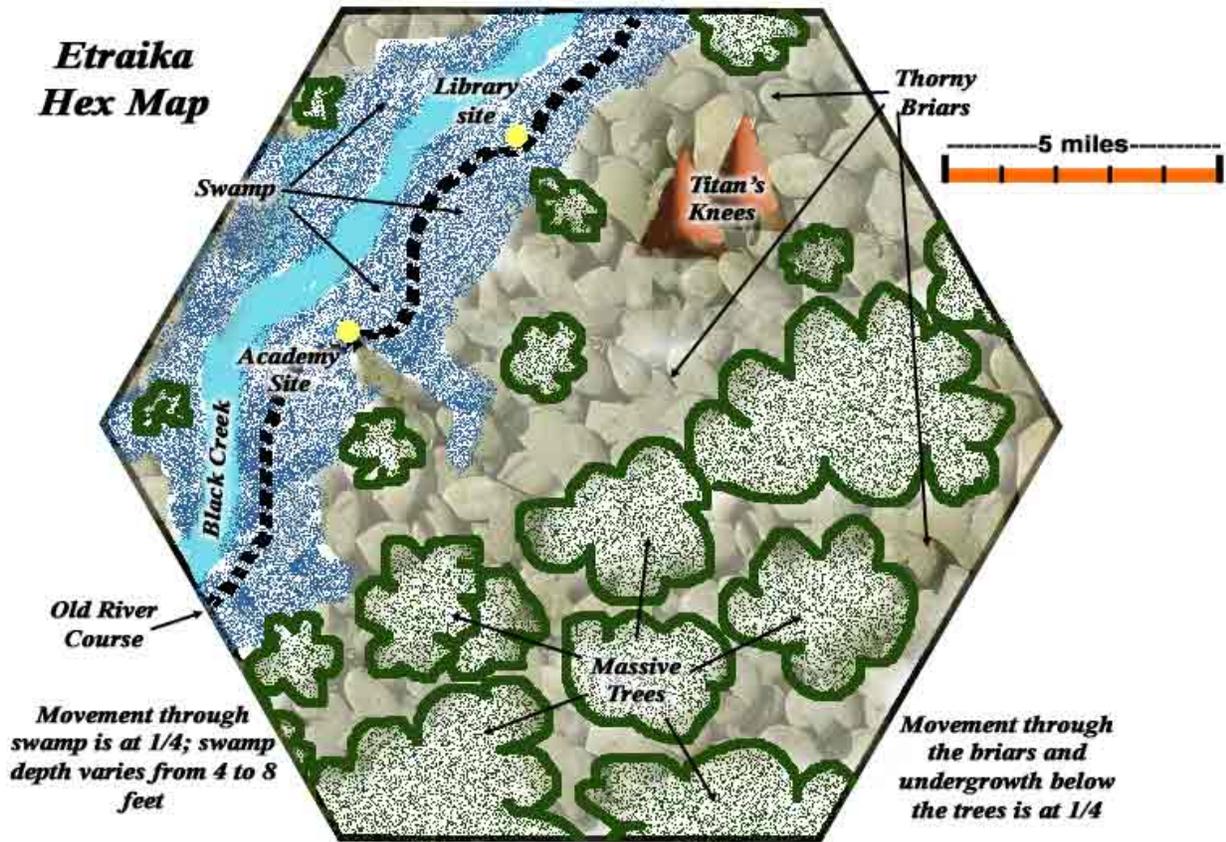
Appendix 8: Encounter 5 Map



- | | | |
|---|--|---|
| <p>Deep Bog
Swamp Waterway
4-8 ft deep,
muddy bottom
1/4 movement</p> <p>Deep Forest
Heavy Undergrowth
1/4 movement
30% Concealment</p> | <p>Semi-Dry Hillock
Slippery
1/2 movement</p> <p>Small Tree
Cover +4 AC
Climb DC15</p> <p>Large Tree
Hard Cover</p> | <p>Shallow Bog
Muddy ground
1-3 ft deep in muck
1/2 movement</p> <p># = 5 feet</p> |
|---|--|---|

Encounter 5

Appendix 9: Etraika Ruins Sites

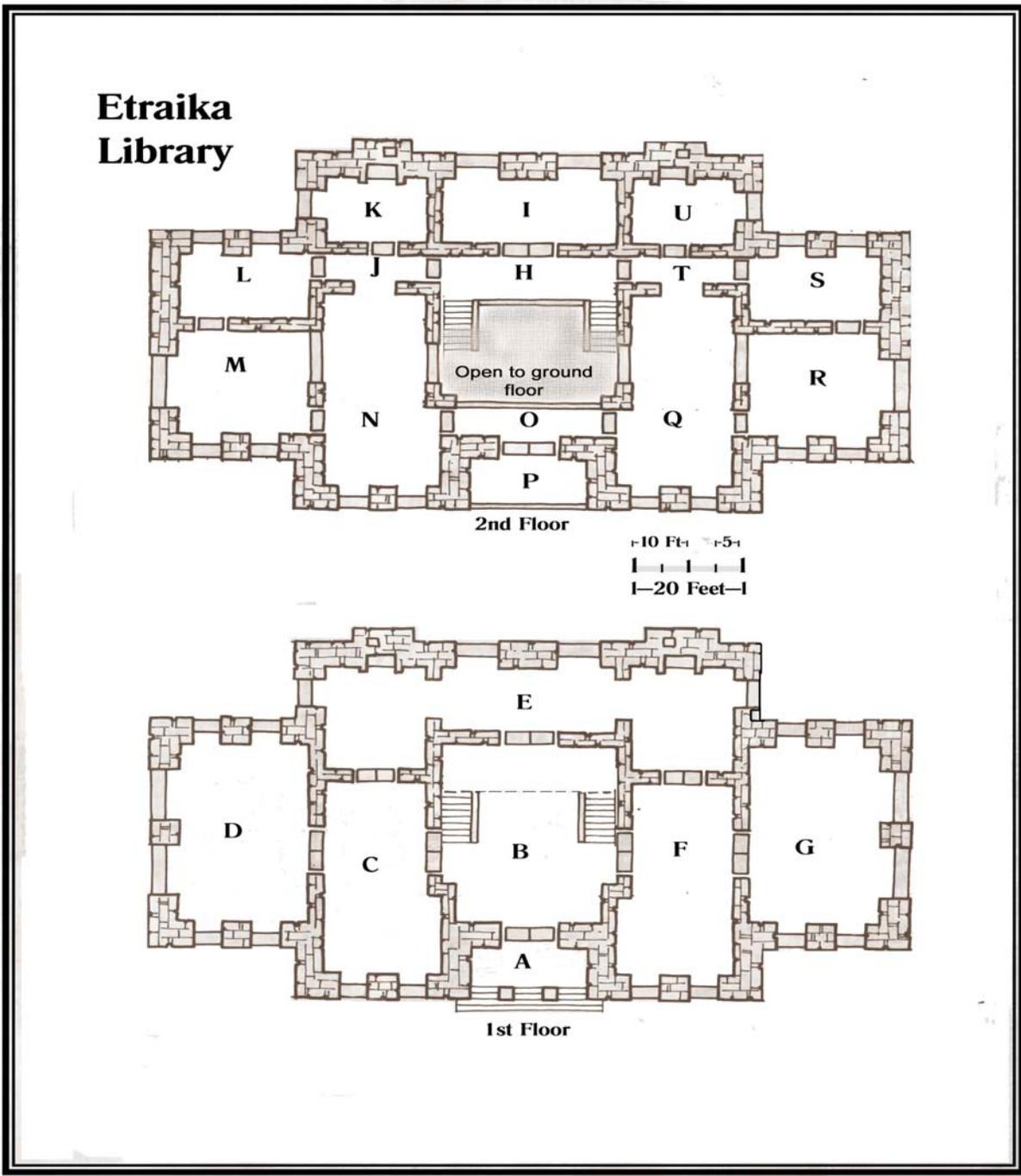


Appendix 10: Library Site



- | | | |
|--|---|--|
| <p>QUICKSAND: Survival DC 8 to spot
Swim DC 10 each round to stay afloat,
Swim DC 15 to move 5 feet</p> | <p>SHALLOW BOG: 1-3 feet deep in
water & mud. Occasional trees
and reeds. Movement 1/2</p> | <p>ORC TRAIL:
Movement 1/2
through shallow
bogs & land, 1/4
through deep
bogs</p> |
| <p>HILLOCK OF DRY LAND: Movement
1/2 through the heavy undergrowth
of trees, vines, & reeds, etc Normal
movement on library hillock</p> | <p>DEEP BOG: 4+ feet deep in water
& mud. Movement 1/4 for med
creatures, small creatures
must swim (Swim DC 10 -1/4
movement, DC 6=afloat only,
DC<5=underwater)</p> | <p>FORCE BUBBLE: Will
collapse under 1g or
3 creatures per square</p> |
| <p>TREE TRUNK: Cover +4 AC
No undergrowth</p> | | <p>⊞ = 10 Feet</p> |

Etraika's Library is underground surrounded by a wall of force which has been weakened by the orcs' excavation. It will collapse if a large creature stands on it or if three medium creatures occupy the same 5-foot square. Not visible to the untrained eye, a Search check (DC 30) or Knowledge (Dungeoneering) or Knowledge (Engineering) DC 24 within 10 of the perimeter will note it. (Disable Device 20 will stabilize the earthen dome.) If triggered, all within the perimeter will fall 70 feet (7d6 fall) plus bludgeoning from falling debris (7d6) to the grounds of the library below. The Knowledge checks are automatic when within 10 feet of the perimeter.

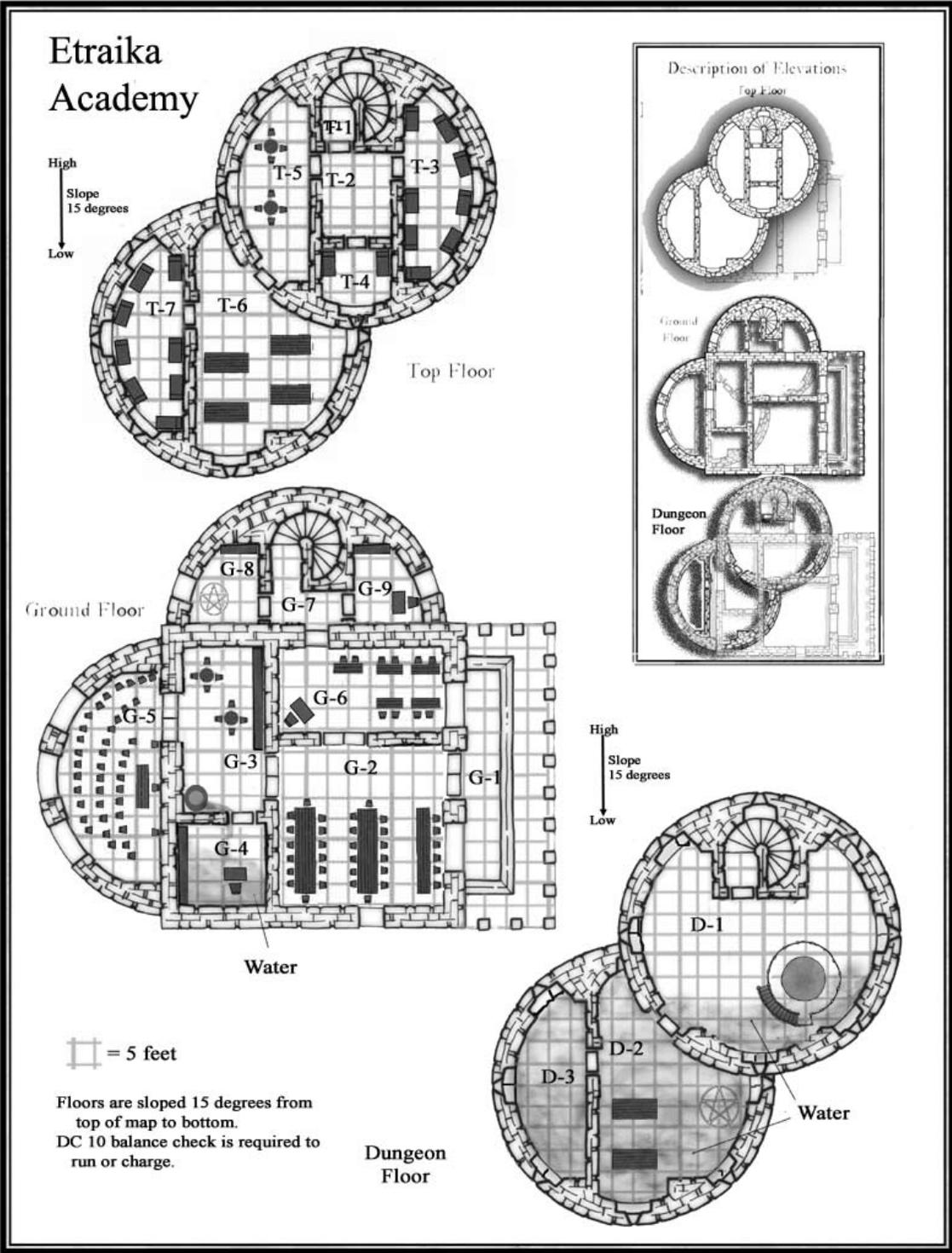


Appendix 12: Academy Site



- | | | |
|---|---|--|
| <p>ACADEMY BUBBLE
 FORCEFIELD OUTLINE: Invisible above ground except for slight hump.</p> | <p>SHALLOW BOG: 1-3 feet deep in water & mud. Occasional trees and reeds. Movement 1/2</p> | <p>TREE:
 Trunk provides +4 AC</p> |
| <p>HILLOCK OF DRY LAND: Movement 1/2 through the heavy undergrowth of trees, vines, & reeds, etc</p> | <p>DEEP BOG: 4+ feet deep in water & mud. Movement 1/4 for med creatures, small creatures must swim (Swim DC 10 -1/4 movement, DC 6=afloat only, DC<5=underwater)</p> | <p>ORC STATION:
 Stump/pile of dirt Provides cover</p> <p>⊞ = 10 Feet</p> |
| <p>* ORCWORT (Late encounter only)</p> | | |

Appendix 13: Academy



Drowned Ones are in Room D-2. Callenwold rested in T-3. Antipathy effect in room T-4 requires a DC 30 Will save for any non pure-blooded Suel to enter.

New Feats

Arcane Mastery (*Complete Arcane*)

You are quick and certain in your efforts to defeat the arcane defenses of others.

Prerequisites: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefits: You can take 10 on caster level checks (as if the caster level check was a skill check).

Arcane Thesis (*Player's Handbook II*)

You have studied a single spell in-depth. Your expertise grants you formidable though narrowly focused arcane mastery.

Prerequisites: Knowledge: Arcana 9 ranks, ability to cast arcane spells.

Benefit: Choose one arcane spell that you can cast to be your thesis spell. When casting that spell, you do so at +2 caster level. When you apply a metamagic feat other than Heighten Spell to that spell, the enhanced spell uses up a spell slot one level lower than normal. For example, an empowered thesis spell uses up a spell slot one level higher than the spell's actual slot (rather than the normal two levels higher).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new spell.

Augment Healing (*Complete Divine*)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting cure light wounds would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting cure moderate wounds would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting heal would restore 144 hp (130 for her caster level + 14 for the feat, since heal is a 7th-level druid spell).

Brutal Throw (*Complete Adventurer*)

You have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown Weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter may select Brutal Throw as one of his fighter bonus feats.

Chain Spell (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum. If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt a Reflex saving throw for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10. A chained spell uses up a spell slot three levels higher than the spell's actual level.

Combat Brute [Tactical] (*Complete Warrior*)

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 (2 squares) feet with a bull rush, you would gain a +2 bonus on attack and damage rolls against that orc on the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see page 158 of the Player's Handbook). If you do so, you gain an immediate additional melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you

take on your attack roll must be -5 or worse. Your attacks during the second round gain a bonus equal to your attack roll penalty $\times 1-1/2$, or $\times 3$ if you're using a two-handed weapon or a one-handed weapon wielded in two hands. For instance, if you choose to take a -6 penalty on your attack roll, you can deal an extra 9 points of damage, or an extra 18 points if you're using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Daunting Presence (*Miniatures Handbook*)

You are skilled at inducing fear in your opponents.

Prerequisites: Cha 13, base attack bonus +1.

Benefit: You may take a standard action to awe an opponent. The opponent must be within 30 feet, have line of sight to you, and have an intelligence score. If the opponent fails a Will saving throw (DC 10 + $1/2$ your character level + your Cha modifier), it is shaken for 10 minutes. This feat has no effect on a creature that is already shaken.

Special: A fighter may select Daunting Presence as one of his fighter bonus feats.

Disguise Spell (*Complete Adventurer*)

You can cast spells without observers noticing.

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

Benefit: You can cast spells unobtrusively, mingling verbal and somatic components into your performances.

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

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

Domain Spontaneity [Divine] (*Complete Divine*)

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as cure spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

Extra Edge (*Complete Arcane*)

Your ability to deal spell damage is particularly striking. Prerequisite: Warmage level 4th.

Benefit: You gain a +1 bonus on your warmage edge, plus an additional +1 bonus per four warmage levels. For instance, an 8th-level warmage with 18 Intelligence gets a +7 bonus on the damage dealt by any spell that deals hit point damage.

Normal: A character's warmage edge is equal to his Intelligence modifier.

Fell Drain (*Libris Mortis*)

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot two levels higher than the spell's actual level.

Hamstring (*Complete Warrior*)

You can wound your opponents' legs, hampering their movement.

Prerequisites: Sneak attack ability, base attack bonus +4. **Benefit:** If you hit with a melee sneak attack, you may choose to forgo 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any cure spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

Improved Combat Expertise (*Complete Warrior*)

You have mastered the art of defense in combat. **Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5.

Special: A fighter may select improved Combat Expertise as one of his fighter bonus feats.

Improved Energy Drain (*Libris Mortis*)

You draw extra power from your energy-drained victims.

Prerequisites: Cha 15, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

Improved Familiar (*Complete Warrior*)

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficiently high arcane spellcaster level, and base attack bonus.

Benefit: When choosing a familiar, the creatures listed on page 100 of *Complete Arcane* are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful thru chaotic, good thru evil). For example, a chaotic good spellcaster could acquire a neutral familiar. A lawful neutral spellcaster could acquire a neutral good familiar. The spellcaster must have at least the arcane spellcaster level and base attack bonus indicated on pg 100 of *Complete Arcane* in order to acquire the familiar. Improved familiars otherwise use the rules presented on pages 52 and 53 of the *Player's Handbook*.

Granted Abilities: In addition to their own special qualities, all familiars grant their masters the Alertness feat, the benefit of an empathic link and the ability to share spells with the familiar.

Improved Evasion (Ex): If a familiar is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw and only half damage on a failed save.

Improved Turn Resistance (*Libris Mortis*)

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Insightful Reflexes (*Complete Adventurer*)

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Ironskin Chant [Bardic Music] (*Complete Adventurer*)

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

Prerequisites: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical silence.

Life Drain [Monstrous] (*Libris Mortis*)

You drain additional life energy from your foes.

Prerequisites: Cha 13, energy drain supernatural ability.

Benefits: Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to that negative level. You then gain temporary hit points equal to the amount lost by the creature due to the negative level. These temporary hit points last for up to 1 hour.

For example, a creature touched by a spectre (Cha 15) with this feat loses an additional 2 hit points due to each negative level, and the spectre gains an additional 2 temporary hit points from each negative level it bestows.

Special: Without this feat, a target loses 5 hit points each time it gains a negative level, and the creature delivering the negative level gains 5 temporary hit points that last for up to 1 hour.

Lifesense [Monstrous] (*Libris Mortis*)

You see the light that all living creatures emit.

Prerequisites: Cha 13, Con - (no Constitution score).

Benefits: In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness created by living creatures. To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range to your life-adapted sight. This life-light behaves like regular light - you can't see into solid objects, or past solid walls.

A Large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 960 feet for a Colossal creature.

Menacing Demeanor [Racial] (*Races of Destiny*)

You can tap into your savage heritage to improve your intimidation techniques.

Prerequisite: Orc blood or orc subtype.

Benefit: You gain a +4 bonus on Intimidate checks.

Mobile Spellcasting (*Complete Adventurer*)

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20+ spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Power Throw (*Complete Adventurer*)

You have learned how to hurl weapons to deadly effect.

Prerequisite: Str 13, Brutal Throw, Power Attack.

Benefit: On your turn, before making any attack rolls, you can choose to subtract a number from all thrown weapon attack rolls and add the same number to all thrown weapon damage rolls. This number may not exceed your base attack bonus. The penalty on attack rolls and the bonus on damage rolls applies until your next turn.

Special: A fighter may select Power Throw as one of his fighter bonus feats.

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 Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the 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 Hit Dice). 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 Hit Dice).

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 feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You 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.

Rapid Spell (*Complete Divine*)

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Reckless Rage (*Races of Stone*)

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses stack with the effects of rage, greater rage, and mighty rage.

Requiem (*Libris Mortis*)

Your bardic music affects undead creatures.

Prerequisite: Bardic music class feature, Perform (any) 8 ranks.

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

Sculpt Spell (*Complete Arcane*)

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 for its shape. For example, a *lightning bolt* whose area has changed to a ball deals the same amount of damage, but affects a 20-foot radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

Shield Specialization (*Player's Handbook II*)

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 take 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 (*Player's Handbook II*)

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.

Shock Trooper [Tactical] (*Complete Warrior*)

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -S or worse. In addition to normal charge modifiers (which give you a -2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Spell Drain [Monstrous] (*Libris Mortis*)

You can cast any spell that you drain from a creature's mind.

Prerequisites: Cha 15, energy drain supernatural ability, Improved Energy Drain, caster level 5th.

Benefits: If you bestow a negative level upon a spellcasting creature, and that creature loses a prepared spell, you gain the ability to cast that spell once (as if you had prepared it). Treat the spell's effect as if it had been cast by the character who prepared it (including caster level, save DC, and so forth). You need not have the requisite ability score to cast the spell (for instance, you need not have an intelligence of 13 or higher to cast a fireball drained from the mind of a wizard).

The spell remains in your mind for up to 1 hour. You can have a maximum number of stolen spells equal to your Charisma bonus (minimum 1); any spells that you would gain above this number are simply lost.

This feat has no effect on spellcasters who don't prepare spells, such as a sorcerer, who simply loses one spell slot for each negative level bestowed as normal) or who have no spells prepared (such as a fighter, or a wizard who has cast all her spells).

Staggering Strike (*Complete Adventurer*)

Prerequisite: Base attack bonus +6, sneak attack.

Benefit: If you deal damage with a melee sneak attack, you can also deliver a wound that limits your foe's mobility. For 1 round (or until the target is the beneficiary of a DC 15 Heal check or any magical healing that restores at least 1 hit point, whichever comes first), your target is treated as if it were staggered, even if its non-lethal damage doesn't exactly equal its current hit points. A target can resist this effect by making a successful Fortitude save (DC equal to damage dealt). Multiple staggering strikes on the same creature do not stack. This feat has no effect on creatures not subject to sneak attack damage.

Steady Concentration (*Races of Stone*)

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Subsonics (*Complete Adventurer*)

Your music can affect even those who do not consciously hear it.

Prerequisite: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtly that opponents do not notice it, yet your allies still gain all the usual benefits from your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Sudden Empower (*Complete Arcane*)

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effects of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Sudden Enlarge (*Complete Arcane*)

Benefit: Once per day, you can apply the effects of the Enlarge Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Enlarge Spell normally if you have it.

Transdimensional Spell (*Complete Divine*)

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*. You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread. A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Twin Spell (*Complete Arcane*)

You can simultaneously cast a single spell twice. Prerequisite: Any metamagic feat.

Benefit: Casting a twinned spell causes the spell to take effect twice in the same area or on the same target simultaneously. Any variable characteristics (including attack rolls) or decisions you would make about the spell (including target and area), are applied to both spells, with affected creatures receiving all the effects of each spell individually (including getting two saving throws if applicable).

A spell whose effects wouldn't stack if it was cast twice under normal circumstances will create redundant effects if successfully twinned (see Combining Magical Effects, page 171 of the Player's handbook). For example, a twinned charm person doesn't create a more potent or long-lasting effect, but any ally of the target would have to succeed on two dispel attempts in order to free the target from the charm. As with other metamagic feats, twinning a spell does not affect its vulnerability to counterspelling, so a single successful counterspell negates both instances of a twinned spell.

A twinned spell uses up a spell slot four levels higher than the spell's actual level.

Whispered Secrets [Initiate] (*Races of Destiny*)

You revere the Maimed Lord and have devoted your miserable, worthless life to learning but a few of the Whispered One's secrets.

Prerequisites: Cleric level 1st, deity Vecna.

Benefit: Add Listen and Spot to your list of cleric class skills. Furthermore, you automatically become aware of any attempt to observe you by means of a divination (scrying) spell or effect. This extraordinary ability does not enable you to discern the scrier, the type of scrying device or spell used, or the scrier's location.

In addition, you may add the following spells to your cleric spell list:

1st *Disguise Self*: Changes your appearance.

2nd *Darkvision*: See 60 ft. in total darkness.

3rd *Glibness*: You gain +30 on Bluff checks and your lies can escape magical discernment.

4th *Arcane Eye*: Invisible floating eye moves 30 ft./round.

5th *Prying Eyes*: 1d4 +1/level floating eyes scout for you.

6th *Analyze Dweomer*^F: Reveals magical aspects of subject.

8th *Mind Blank*: Subject is immune to mental/emotional magic and scrying.

Woodland Archer [Tactical] (*Races of the Wild*)

You have honed your archery ability in the wilds of the forest.

Prerequisites: Point Blank Shot, base attack bonus +6.

Benefit: The Woodland Archer feat enables the use of three tactical maneuvers.

Adjust for Range: To use this maneuver, you must shoot a projectile weapon against a foe and miss. Subsequent shots you take against that foe this round gain a +4 bonus, because you're able to quickly adjust your aim to compensate.

Pierce the Foliage: To use this maneuver, you must hit a foe with a ranged attack despite the miss chance caused by concealment. Shots you take against that foe in the next round don't incur the miss chance because you're able to exactly duplicate your draw and aim.

Moving Sniper: To use this maneuver, you must succeed on a sniping attack (see the Hide skill description, page 76 of the Player's Handbook), both hitting your intended target and successfully hiding thereafter. If no one sees you, you can make a sniping attack again in the following round, taking a single move after your attack and before you hide (characters without this feat can only shoot and hide, not move as well). As long as you continue to hit the target and avoid detection from an enemy, you can make a sniping attack on the move each round.

Special: A fighter may select Woodland Archer as one of his fighter bonus feats.

New Items

Armband of Reduction (Arms and Equipment Guide)

This metal armband allows its wearer to reduce his height to one-half normal, as if a reduce spell had been cast upon him. This effect functions once per day, lasts for 2 hours, and may be dismissed at will by the wearer.

Faint transmutation. Caster Level: 5th; Prerequisites: Craft Wondrous item, *reduce person*; Market Price: 2,000 gp; Weight: 1 lb.

Armor of the Dread Emperor (Book of Vile Darkness)

This suit of +1 full plate has four 5-foot chains connected to it at the waist. Each chain has a ring manacle sized to fit around a humanoid neck. If people are placed in these manacles by the wearer or his minions, the armor is ready to display its true power. Whenever the wearer takes damage, the captives held by the chains take half the damage themselves. If the chains hold more than one person, divide the half damage among all of them. Operating in this armor with chains attached to other people is difficult. The wearer takes an additional -5 armor check penalty unless the victims are somehow magically subdued or controlled, such as by *stupor* or *dominate person*. If the captives are children, the additional armor check penalty is only -2. If the captives are subdued or controlled children, there is no additional armor check penalty.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield other*; Price 14,650 gp.

Bagpipes of the Damned (Libris Mortis)

When played, these bagpipes help bolster undead against turning. The piper must make a DC 15 Perform (wind instruments) check. If successful, all undead within 60 feet gain a +4 bonus on turn resistance for 10 rounds.

Moderate necromancy; CL 10th; Craft Wondrous item, able to rebuke undead as a 10th-level cleric; Price 3,000 gp; Weight 4 lb.

Belt of One Mighty Blow (Miniatures Handbook)

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon gain an extra 3d6 points of damage. The belt can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp.

Bracers of Quick Strike (Miniatures Handbook)

These bracers provide the benefit of incredible speed. Once per day, when taking a full attack action, as a swift action the wearer may make one additional attack with any weapon he is holding. The attack is made at the wearer's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a speed weapon or by the haste spell, nor does it actually grant an extra action.) The bracers can be used only after being worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *haste*; Price 1,200 gp.

Charm of the Tree Dwellers

This carved wooden charm can be carried or worn as a brooch (does not take a body slot). When the charm is grasped and a command word is spoken, the wearer is imbued with the ability to move as per the druid's Woodland Stride ability. The effect lasts one continuous hour, after which the charm crumbles to dust.

Moderate transmutation; CL 5th, Craft Wondrous Items, *surefooted stride*, Price 250 gp. Weight: negligible.

Cloak of Elemental Protection (Miniatures Handbook)

This cloak, woven with threads of various colors, protects the wearer from energy attacks. C= per day, as a swift action, the wearer can activate the cloak AM and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire, or sonic). The wearer can activate At : the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating -,;a k and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, resist energy; Price 1,000 gp

Cloak of Turn Resistance (Libris Mortis)

This unholy item makes its wearer more difficult to turn by adding a +4 bonus on its turn resistance.

Moderate necromancy [evil]; CL 10th; Craft Wondrous item, able to rebuke undead as a 10th-level cleric; Price 11,000 gp.

Dust of Dispersion (Complete Arcane)

This fine powder resembles other types of magic dust, and a single handful flung into the air creates a translucent cloud 10 feet high, 10 feet long, and 10 feet wide. Creatures outside the cloud can see into it and through it (though their sight is slightly blurred), but any ranged attacks entering or passing through the cloud have a 50% miss chance. Creatures within the cloud make ranged attack rolls normally.

The cloud persists for 3 minutes, but a moderate wind (11+ mph) disperses it in 4 rounds. A strong wind (21+ mph) disperses the cloud in 1 round, and any spell that deals fire damage burns away any part of the cloud in its area. The dust cannot be used underwater.

Faint illusion; CL 3rd; Craft Wondrous item, blur, glitterdust; Price 2,100 gp.

Eternal Wand of Teleport (Eberron Campaign Setting)

An *eternal wand* holds an arcane spell. Unlike a traditional wand that holds 50 charges, an eternal wand allows any character who can cast arcane spells to use the spell contained in it twice per day.

Faint conjuration; CL 15th; Craft Wand, Craft Wondrous Item, *teleport*, crafter must be a Celene elf elder; Price 20,350 gp. (This item is based on a like item from the book Eberron Campaign Setting, p. 265.)

Forestwarden Shroud (Races of the Wild)

Elves invented this lightweight set of tunic and leggings, though it was quickly adopted by rangers and similar characters of all races.

A forestwarden shroud is worn over a suit of armor. It can be incorporated into any suit of armor during creation, or it can be added later. Its slick surface allows branches and leaves to slide easily across it, negating the effect that undergrowth and heavy undergrowth has on the wearer's Tumble and Move Silently checks (see Forest Terrain, page 87 of the Dungeon Master's Guide).

A forestwarden shroud costs 100 gp and adds 2 pounds to the weight of a suit of armor.

Gloves of Fortunate Striking (Miniatures Handbook)

Best worn by the cleverest of warmakers, these gloves allow their wearer to attempt to change an unfortunate strike at the enemy to a more accurate one. Once per day, after the wearer of the gloves has made an attack roll (but before it's determined whether the roll succeeded), he may choose to make the attack roll again. He must use the second result even if it is lower. The wearer can't use this ability if he has already made the attack roll again because of another ability he possesses, nor can he use another ability he possesses to make the attack role again after he uses the gloves. The gloves can be used only after they are worn continuously for 24 hours. If they are taken off, they become inactive until they are again donned and worn for a full 24 hours.

Faint divination; CL 3rd; Craft Wondrous Item, *true strike*; Price 2,000 gp

Memento Magica (Races of the Dragon)

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a memento magica.

Description: A memento magica appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A memento magica is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see Complete Divine page 6), much as a pearl of power is to casters who prepare spells. once-per day on command, a memento magica enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A memento magica can only recall a spell slot of the level it was created to hold. Different mementos magica exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th. Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).
Weight: -

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th), 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

Metamagic Rods (Complete Arcane)

Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. The metamagic rods presented here (modeled after the new metamagic feats presented in Chapter 3 of this book) function in all respects as those described on page 236 of the Dungeon Master's Guide.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Sculpting: The wielder can cast up to three spells per day whose areas can be modified as though using the Sculpt Spell feat.

Strong (no school); CL 17th; Craft Rod, Sculpt Spell; Price 5,400 gp (lesser), 21,600 gp (normal), 48,600 gp (greater).

Metamagic, Substitution: Four different types of the metamagic rod of substitution exist, each keyed to a different type of energy (acid, cold, electricity, or fire). The wielder can cast up to three spells per day as though using the appropriate Energy Substitution feat.

Strong (no school); CL 17th; Craft Rod, Energy Substitution for the appropriate energy type; Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

Plant Graft: Grappling Vine (Magic of Eberron)

You can launch a thick, sticky vine from either arm, using it to ensnare your foes.

Graft Location: Arms

Description: Your arms appear slightly swollen, especially below the elbow. Green lines reminiscent of veins are visible beneath your skin, and a puckered opening along the front of your wrist allows you to launch the living vine within you at one of your enemies.

The sticky green vine that emerges from your arm is about 2 inches in diameter. Though the vine is tough and woody, long veins run along its length, making it look more like flesh than plant.

Activation: Activating the grappling vine is a standard action that does not provoke an attack of opportunity.

Effect: You can launch a thick, sticky vine in an attempt to grapple an opponent. Doing this requires a ranged touch attack (the vine has a reach of 10 feet). If you hit, you do no damage but can attempt to start a grapple as a free action (as if you had the improved grab ability; see page 310 of the *Monster Manual*). The vine uses your own grapple modifier and is treated as if it had the Improved Grapple feat (+4 bonus on grapple checks). Success establishes a hold, pulls the target into your space, and deals constrict damage (see below). You can only grapple creatures of your size category or lower with the grappling vine.

The vine's constrict ability (see page 307 of the *Monster Manual*) allows you to deal 1d6 points of damage plus your Strength modifier each time you succeed on a grapple check in subsequent rounds.

If the range touch attack misses, or if the grapple ends, the vine automatically retracts into your arm. You can only use one vine at a time, though you can use a vine even if that hand holds another object.

You can also use the vine to grab and reel in unattended objects within 10 feet. With a successful ranged touch attack, you latch the vine onto the object and snatch it back to your empty hand. Any object you target must be small enough to fit in one hand.

The vine is not strong enough to hold your weight and thus you can not hang from it or use it to help you climb.

An extended vine can be attacked as if it were a weapon. Each vine has hardness 5 and 20 hit points. A damaged vine heals entirely in 8 hours, while a severed vine regrows in one week. A *regenerate* spell regrows a severed vine immediately.

Construction: Requires Eldeen Plantgrafter, *entangle* and *plant growth* spells, 3,500gp, 270xp, 7 days.

Graft Donor: A living vine.

Graft Sacrifice: 4hp.

Price: 7000gp.

Ring of Greater Counterspelling (Arms and Equipment Guide)

This seems to be a ring of spell storing upon first examination. However, while it allows a single spell of 1st through 9th level to be cast into it, that spell cannot be cast out of it again. Instead, should that spell ever be cast upon the wearer, or within 90 feet of the wearer (if the wearer retains line of sight to the caster), the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast into the ring is gone. A new spell (or the same one as before) may be placed in it again.

Strong universal. Caster Level: 18th; Prerequisites: Forge Ring, *spell turning*, *wish*; Market Price: 16,000 gp.

Rod of Mastery: Elf (or Human or Gnome, etc., i.e. the "target race")

The Suel mage of power, Kaarl Hartur, created these rods by distilling the powers of a *rod of rulership* to focus on a single specific race. The rods are universally black, bearing twisted visages of the race to which they are attuned. The wielder can enthrall the targeted type of creatures within 120 feet whenever the device is active (activating the device is a standard action). Creatures totaling 500 hit dice can be enthralled and ruled. All creatures except the target race are completely immune to the Rod's power. Those who are affected are entitled to a DC 30 Will save to negate the effect. Ruled creatures obey as though under a permanent *dominate monster* effect, except that they respond to verbal orders (no telepathic links are created). Any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

The rod also provides a *sanctuary* effect, per the spell, to the wielder against the target race only (other races are unaffected). The Will save is DC 20 and must be re-rolled every round in order to target the wielder.

The rod requires that the essence of a vampire of the target race be bound within. It bestows four negative levels on any non-evil creature attempting to wield it. The negative levels remain as long as the rod is in hand and disappears when the rod is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the rod is wielded. The rod goes dormant unless bathed liberally with fresh blood of the target race once per week.

Minor artifact: Strong enchantment and evil; CL 20th. Weight 5 lbs.

Sweeping Magic Weapon Special Ability (Arms and Equipment Guide)

This ability grants a +4 bonus on any Strength checks the wielder makes as part of an attempt to trip an opponent with the weapon. Only melee weapons can have this ability.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, bull's strength; Market Price: +1 bonus.

Torment (Callenwold's Ring)

This artifact began as an evil sacrificial dagger, used by Vecna's lieutenant Callenwold to ritually spill the blood of a thousand victims, storing their very souls for later use in animating greater undead servants. When his master was slain by Kas, Callenwold abandoned the disintegrating empire before the forces of good brought him to justice. Seeking to harness the power of the dagger to craft his own empire, Callenwold allied with Jognar Bendarr. Jognar was a legendary dwarf artisan gifted in manufacturing rings of beauty and power, and infamous among his clansmen in the Lortmil Mountains. Together they reforged the blade into a smoky gray thinaun ring that Callenwold named "Torment" for its effect on those slain in its presence.

The ring has the following powers, which are always active while the ring is worn.

- *Magic Circle Against Good*: per the spell, centered on the wielder.
- *Desecrate*: as the spell. 20 ft. radius centered on the wielder.
- *Create Undead/Create Greater Undead*: Any humanoid or monstrous humanoid which dies within 100 ft. of *Torment* rises as an undead in 1d4 rounds. The type of undead is determined by the hit dice of the slain creature using the chart below. The undead thus created are under the control of the ring wearer, though commands are not telepathic and must be verbalized. *Torment* loosely binds the soul of the slain to the created undead. This binding provides the undead with a +2 turn resistance (which stacks with other resistances) and causes the soul agony until it is released when its undead form is destroyed.

HD 1-3: Ghast; see *Monster Manual* p. 119

HD 4-6: Shadow; see *Monster Manual* p. 221

HD 7-8: Wraith; see *Monster Manual* p. 258

HD 9-10: Spectre; see *Monster Manual* p. 232

HD 11-12: Dread Wraith; see *Monster Manual* p. 258

HD 13+: Nightwing; see *Monster Manual* p. 197

- The wielder of *Torment* can command all the undead that the ring creates, but has no power over undead otherwise encountered. The commanded undead continue to follow orders in the absence of the wielder as long as the wielder remains on the same plane, with sentient undead able to adapt to accomplish goals.
- Non-intelligent undead can never attack the wearer and even intelligent undead have to make a Will DC 20 save to attack the wielder (unless attacked by him/her).

All powers are at caster level 20th, and all DCs to resist their effects are 20.

The ring bestows two negative levels on any nonevil creature who possesses it. The negative levels remain as long as the ring is possessed and disappears when the ring is discarded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the ring is possessed. In addition, a nonevil character that possesses this item must make a DC 20 Will save each week to avoid becoming evil, with the save automatically failed if *Torment* creates any undead during that week.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, resistance, creator's caster level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 11lb.

New Spells

Accuracy (Complete Arcane)

Transmutation

Level: Warmage 1, wu jen 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One thrown weapon/level touched or one projectile weapon touched

Duration: 10 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

When you cast this spell, you enhance one or more thrown weapons or one projectile weapon to improve its chance of hitting distant targets. For the duration of the spell, the range increment for the affected weapon or weapons is doubled.

Arcane Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

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).

Alter Fortune (Player's Handbook II)

Divination

Level: Bard 3, cleric 3, druid 3, sorcerer/ wizard 3

Components: V X

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you create a momentary distortion that engulfs and confounds your foe.

You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

XP Cost: 200 XP.

Arc of Lightning (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Backbiter (Spell Compendium)

Necromancy

Level: Sorcerer / wizard 1

Components: V, S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

The weapon you indicate during the spell's casting briefly shimmers with a black aura that disappears in an eye blink.

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack role is made. The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to non-lethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged. Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Arcane Focus: A dagger.

Baleful Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Seeing your friend imperiled, you cast about for a likely target and settle upon a nearby foe. With a word, your ally stands free while your foe faces death.

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Bands of Steel (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled. A creature immobilized by the bands can attempt to 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 free (Strength DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Battle Hymn (Spell Compendium)

Enchantment (Charm) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 4

Components: V S

Casting Time: 1 standard action

Range: 30 ft.

Targets: All allies within 30 ft.

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You wave your hand as if a conductor and hum an uplifting tune under your breath. As the energy of the spell releases, you hear the air around you fill with the song you are humming, as if performed by a small troupe.

This spell brings forth a stirring martial tune that inspires all creatures within the area who are friendly to you. These creatures can reroll one Will save that they have just made each round for the duration of the spell. The reroll must be made before the DM declares whether the roll results in success or failure, and the result of the second roll must be used, even if it is a lower result.

Benign Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)
Targets: Two willing creatures of up to Large size
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Bite Of The Werebear (Spell Compendium)

Transmutation
Level: Druid 6, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

With an inhuman roar, your face extends and expands, and your hands enlarge into clawed paws. Powerful muscle builds under your shin, and you become a half-bear creature. You gain a +16 enhancement bonus to strength, a +2 enhancement bonus to Dexterity, a +8 enhancement bonus to Constitution, and a +7 enhancement bonus to natural armor. Your hands become claws, granting you two claw attacks, and your mouth becomes that of a bear, giving you a bite attack. You can attack with both claws at your full attack bonus, but your bite attack takes a -2 penalty (as if you had the Multiattack feat). Each claw deals 1d8 points of damage (1d6 if you are Small) + your Str modifier, and your bite deals 2d8 points of damage (2d6 if you are Small) + 1/2 your Str modifier. You gain the benefits of the Blind-Fight and Power Attack feats, as well. If your base attack bonus is +6 or higher, you do not gain any additional attacks.

Material Component: A tuft of bear fur.

Blacklight (Spell Compendium)

Evocation [Darkness]
Level: Darkness 3, sorcerer/wizard 3
Components: V S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: A 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: Will negates or none (object)
Spell Resistance: Yes or no (object)

With a few short words of power, you draw the light from the surrounding area. Within just a few seconds, the light dims to utter darkness.

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it. You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance. Blacklight counters or dispels any light spell of equal or lower level, such as daylight.

Material Component: A piece of coal and the dried eyeball of any creature.

Blade Of Pain And Fear (Spell Compendium)

Evocation
Level: Assassin 2, blackguard 2, cleric 3, Deathbound 2, sorcerer/wizard 3
Components: V S, DF
Casting Time: 1 standard action
Range: 0 ft.
Effect: Swordlike column of gnashing teeth
Duration: 1 round/level (D)
Saving Throw: Will partial
Spell Resistance: Yes

A three-foot-long column of disembodied gnashing teeth springs forth from your hand.

For the duration of the spell, you can make melee touch attacks that deal 1d6 points of damage +1 point per two caster levels (maximum +10). Your Strength modifier does not apply to the damage. A creature that you successfully deal damage to must also make a Will saving throw or become frightened for 1d4 rounds.

Blades Of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

A word your weapons burst into flame. feel no heat and the flames merely tickle your skin.

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Blast Of Flame (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4 **Components:** V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flame. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Arcane Material Component: A bit of wick soaked in oil.

Brambles (Spell Compendium)

Transmutation

Level: Cleric 2, druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

With the sound of twisting wood, the weapon you touch grows sharp spikes like rose thorns.

For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and also gains a +1 enhancement bonus per caster level on melee damage rolls (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Branch To Branch (Spell Compendium)

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

With the last guttural utterance, your fingers thicken and your arms lengthen slightly. You have the impression that you would feel more at ease in a canopy of trees.

You gain a +10 competence bonus on Climb checks made in trees. As long as you remain at least 10 feet above the ground, you can brachiate (swing by branches and vines) in medium or dense forest, but not in sparse forest. When you brachiate, you gain a 10-foot enhancement bonus to your land speed and ignore the hampered movement penalties for undergrowth and other terrain features. You can charge while you are brachiating, but you can't run. Naturally, some local conditions, such as areas of sparse forest, clearings, wide rivers, or other breaks in the forest canopy, might force you to return to the ground.

Burning Blood (Spell Compendium)

Necromancy

Level: Sorcerer / wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Target: One living creature; see text

Duration: 1 minute/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody spatters punctuate your last few words that unlock the spell. You gag slightly as the blood in your mouth congeals, but disappears even as you release the spell.

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save. *Burning blood* does not affect creatures of the construct, elemental, ooze, plant or undead types.

Arcane Material Component: A drop of blood and a pinch of saltpeter.

Caltrops (Spell Compendium)

Conjuration (Creation)

Level: Sorcerer/wizard 0

Components: V S

Casting Time: 1 standard action

Range: Close (25 ft. + S ft./2 levels)

Area: See text

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You speak the words and spread your r : open, as if f you were throwing jacks. Coppery sparks spring from your palm, filling 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 footwear gains a +2 armor bonus Armor Class (which does count). If 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 DMs 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 melee), and a maximum of five at 9th : 1 higher (+4 melee maximum).

Multiple caltrops spells (or mundane caltrops) occupying the same space have no additional effect.

Camouflage (Spell Compendium)

Transmutation

Level: Druid 1, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Upon finishing the spell, your skin and clothing change color, warping tint and hue to match your surroundings.

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect grants you a +10 circumstance bonus on Hide checks.

Camouflage, Mass (Spell Compendium)

Transmutation

Level: Druid 2, ranger 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Target: Any number of creatures, no two of which are more than 60 ft. apart.

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Reaching out to your environment, you wrap your allies in the patterns and shifting colors of their surroundings, concealing them from prying eyes.

This spell functions like *camouflage*, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.

Close Wounds (Spell Compendium)

Conjuration (Healing)

Level: Cleric 2

Components: V

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.

This spell cures 1d4 points of damage +1 point per caster level (maximum +5).

If you cast this spell immediately after the subject takes damage, it effectively prevents the damage. It would keep alive someone who had just dropped to -10 hit points, for example, leaving the character at negative hit points but stable.

Used against an undead creature, close wounds deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw).

Conjure Ice Beast I (Frostburn)

Conjuration (Creation) [Cold]

Level: Cleric 1, druid 1, ranger 1

Components: V S, DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One conjured ice creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates a creature constructed from magical ice. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The spell conjures one of the creatures from the 1st-level list of either the summon monster table or the summon nature's ally table (pages 287-288 of the Player's Handbook). The conjured creature cannot have the fire subtype. You choose which kind of creature to conjure, and you can change that choice each time you cast the spell. The conjured creature is a construct made of magical ice, gaining the ice beast template (see page 138). In all other ways, *conjure ice beast* I functions like *summon monster* I.

Conjure Ice Beast V (Frostburn)

Conjuration (Creation) [Cold]

Level: Cleric 5, druid 5

Effect: One or more conjured ice creatures, no two of which can be more than 30 ft. apart

This spell functions like *conjure ice beast* I, except that you can conjure one creature from the 5th-level list, two creatures of the same kind from the 4th-level list, or four creatures of the same kind from a lower-level list.

Conviction (Spell Compendium)

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You hold the holy passage in your hand and touch your ally, intoning the spell. A sea-blue nimbus of light blossoms about his head and shoulders, strengthening his resolve.

This spell bolsters the mental, physical, and spiritual strength of the creature touched. The spell grants the subject a -2 morale bonus on saving throws, with an additional +1 to the bonus for every six caster levels you have (maximum +5 morale bonus at 18th level).

Divine Material Component: A small parchment with a bit of holy text written upon it.

Conviction, Mass (Spell Compendium)

Abjuration

Level: Cleric 3

Range: Medium (100 ft. + 10 ft./level)

Targets: Allies in a 20-ft.-radius burst

You hold the holy passage aloft and invoke the power of its words. Around you, your friends are bathed in a sea-blue nimbus of light.

This spell functions like *conviction*, except that it affects multiple allies at a distance.

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.

Delay Death (Spell Compendium)

Necromancy

Level: Cleric 4
Components: V S, DF
Casting Time: 1 immediate action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You gesture toward your ally and call upon the power of your beliefs. A soft, golden glow appears on your companion's chest, around his heart.

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by any ability score damage, level drain, or death effect.

The spell does not prevent the subject from entering the dying state or dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 points when the spell's duration expires, it dies instantly.

Distract Assailant (Spell Compendium)

(Compulsion) [Mind-Affecting]
Level: Assassin 1, sorcerer/wizard 1
Components: V S, M
Casting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

Buzzing under your breath like a fly, you swat at the sky and toss the fly's wing in your hand into the air.

The target of your spell becomes distracted, starting at shadows and looking about for unseen assailants.

A creature affected by this spell is flat-footed until the beginning of its next turn.

Arcane Material Component: The dried wing of a fly.

Divine Insight (Spell Compendium)

Divination
Level: Cleric 2, paladin 2
Components: V S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until discharged (D)

Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.

Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends.

You can't have more than one divine insight effect active on you at the same time.

Doomtide (Spell Compendium)

Illusion (Pattern)
Level: Cleric 5
Components: V S, DF
Casting Time: 1 standard action
Range: 80 ft.
Effect: Eight 10-ft. cubes extending straight from you
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You fill an area with illusory black, creeping mist that vaguely resembles thousands slender grasping tentacles.

Creatures within the area must make Will saves or be dazed for 1 round. Any creature moving into the mist, or a creature that begins its turn in the mist, must succeed on a Will save or also be dazed for 1 round.

The mist filling the area obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment. Creatures farther away have total concealment.

When you cast the spell, you decide if the effect remains stationary or if its point of origin moves straight away from you at a rate of 10 feet per round.

A moderate wind disperses the effect in 4 rounds; a strong wind disperses the mist in 1 round.

Easy Trail (Spell Compendium)

Abjuration

Level: Druid 2, ranger 1

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes

You sweep your arm as if to push aside a branch and simultaneously call out for the plants around you to move aside. Obediently, the plants surrounding you oblige.

Anyone in the area of the spell (including you) finds the undergrowth held aside while they pass. This effect essentially provides a trail through any kind of undergrowth, and you treat any trackless terrain as having a trail (PH 164). Once the effect of the spell passes, the plants return to their normal shape. The DC to track anyone who traveled within the area of this spell increases by 5 (the equivalent of hiding the trail). This spell has no effect on plant creatures (that is, they aren't pushed or held aside by its effect).

Energy Immunity (Spell Compendium)

Abjuration

Level: Cleric 6, druid 6, sorcerer/ wizard 7

Components: V S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

A sense of security fills you as you complete the spell. As you touch the intended target of the spell, the feeling lingers for a moment before fading.

This abjuration grants a creature and its equipment complete immunity to damage from one of the five energy types - acid, cold, electricity, fire, or sonic. Energy immunity absorbs only hit point damage, so the recipient could still suffer side effects such as drowning in acid, being deafened by a sonic attack, or becoming immobilized in ice (and thus helpless).

Energy immunity overlaps protection from energy and resist energy. As long as energy immunity is in effect, the other spells absorb no damage.

Enrage Animal (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Druid 1, ranger 1

Components: V S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One animal

Duration: Concentration +1 round/level

Saving Throw: None

Spell Resistance: Yes

You feel inexplicably angry as you near the conclusion of the spell's casting. The feeling subsides slightly as you release the spell into your target.

Enrage animal affects only creatures of the animal type and bestows a +4 morale bonus to Strength and Constitution, a +2 morale bonus on Will saves, and a -2 penalty to Armor Class. This effect is otherwise identical to a barbarian's rage (PH 25), except that the animal is not fatigued at the end of the rage.

Entice Gift (Spell Compendium)

Enchantment [Mind-Affecting]

Level: Bard 2, Greed 2, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 = 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

You cast the spell and a purple glow appears in your mark's eyes. You hold out your hand and demand the object it holds in a compelling voice.

You enchant a creature so that it feels suddenly compelled to give you what it is holding when you cast this spell. On the creature's next action, it moves as close to you as it can get in a single round and offers you the object as a standard action. This spell allows you to act out of turn and accept the "gift" if the creature reaches you to hand you the object (assuming you have a free hand and can accept it). The subject defends itself normally and acts as it wishes on subsequent rounds, including attempting to get the object back if desired. If the subject is prevented from doing as the spell compels, the spell has no effect. For example, if the subject is paralyzed and cannot move or drop the item, nothing happens.

Etherealness, Swift (Player's Handbook II)

Transmutation

Level: Beguiler 5, cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

With a single word and a quick wave of your hand, the creature disappears.

The subject becomes ethereal until the end of its next turn. If, at the end of the spell's duration, the subject creature rematerializes within a solid object or in an occupied space, it is shunted off to the nearest open space and takes 1d6 points of damage per 5 feet so traveled.

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.

Fell The Greatest Foe (Spell Compendium)

Transmutation

Level: Assassin 2, cleric 3, paladin 2, ranger 2

Components: V S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You touch the creature, and its muscles ripple with yellow energy.

The subject gains the ability to deal greater damage against larger creatures. For every size category of an opponent bigger than the subject of the spell, the subject deals an extra 1d6 points of damage on any successful melee attack. For example, a Medium creature would deal an extra 1d6 points of damage against a Large creature, 2d6 against Huge, 3d6 against Gargantuan, or 4d6 against a Colossal creature.

Material Component: A dragon's claw or a giant's fingernail.

Find The Gap (Spell Compendium)

Divination

Level: Assassin 3, paladin 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You speak the words of this spell, and a blue mark that only you can see appears on your opponent, highlighting a weak spot in her defense.

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Fire Shield, Mass (Spell Compendium)

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. +5 ft./2 levels)

Targets: One or more allied creatures, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a few frenzied motions you complete the spell, bathing your allies in halos of magical flame.

This spell functions like fire shield (PH 230), except as noted above.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Arcane Material Component: A bit of sulfur.

Fireburst, Greater (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/wizard 5

Effect: Burst of fire extending 15 ft. from you

This spell functions like fireburst, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum 15d10).

Fires of Purity (Spell Compendium)

Evocation [Fire]

Level: Druid 6, Purification 6, sorcerer / wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

You touch the target, and it bursts into flames that do not harm it, although the heat you feel from the fire seems quite real to you. The creature you touch bursts into magical flames that do not harm the subject, but are capable of harming anyone else who comes into contact with the creature. With a successful melee attack, the subject deals an extra 1 point of fire damage per caster level (maximum +15). If the defender has spell resistance, it applies to this effect. Creatures that make successful melee attacks against the subject are susceptible to the same damage unless they attack with weapons that have reach, such as longspears. The subject of *fires of purity* takes only half damage from fire-based attacks. If such an attack allows a Reflex save for half damage, the subject takes no damage on a successful save.

Fist of Stone (Spell Compendium)

Transmutation [Earth]

Level: Sorcerer / wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

The complicated gestures of the spell end with a punch of your fist, which now have the texture and look of stone.

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for the purposes of attack rolls, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack, dealing 1d6 points of damage + your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks in that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty or a -2 penalty if you have the Multiattack feat (MM 304), as part of a full-attack action. However, you can not gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher). Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Arcane Material Component: A pebble inscribed with a stylized fist design.

Fly, Swift (Spell Compendium)

Transmutation

Level: Bard 2, druid 3, sorcerer / wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.

This spell functions like *fly* (PH 232), except as noted above.

Focusing Chant (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 minute (D)

You chant softly under your breath and concentrate on the sound of your voice. Distractions fade from your consciousness, allowing you to focus on the task at hand.

You gain a +1 circumstance bonus on attack rolls, skill checks, and ability checks for the duration of the spell.

Foundation Of Stone (Spell Compendium)

Transmutation [Earth]

Level: Cleric 1, druid 1

Components: V S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Calling upon the strength of the earth, you lend some of the stability of stone to your allies.

As long as they do not move and remain standing on solid ground, the subject creatures gain a +2 bonus to Armor Class and a +4 bonus on Strength checks made to resist being bull rushed or tripped.

If this spell is cast in mountainous terrain, the bonus on Strength checks granted by this spell increases to +6.

Ghostharp (Spell Compendium)

Divination

Level: Bard 0

Components: V S

Casting Time: 1 minute

Range: Touch

Target: Object touched

Duration: 5 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You place the coin on the table, touch it, and whisper the words of the spell. Softly the coin begins to replay the music of the previous night's performance.

You prepare an object that records and replays a song previously played or sung in its vicinity. When cast, the spell searches a radius of 50 feet for the lingering notes of a tune played there within the last day. It records these notes and reverberations. At your verbal command, "Play," the ghostharp replays the music. The tune repeats until you command it to stop, or until its duration comes to an end. The ghostharp does not record conversations. Its imperfect replay can't reproduce bardic music or other magical effects, nor can it cast spells.

Guided Shot (Spell Compendium)

Divination

Level: Ranger 1, sorcerer / wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a guttural utterance made with unmoving lips, you magically focus your attention on a distant foe. Upon aiming your weapon, you note how clearly defined your intended target is.

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment. This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Hail Of Stone (Spell Compendium)

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1,

Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Area: Cylinder (5-ft. radius, 40 ft. high)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.

You create a rain of stones that deals 1d4 points of damage per caster level maximum 5d4) to creatures and objects within the area.

Arcane Material Component: A piece of jade worth at least 5 gp.

Harmonic Chorus (Spell Compendium)

Transmutation

Level: Bard 2

Components: V S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level (D)

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Harmonize (Races of Stone)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2

Components: V S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Sweeping your arm as if presenting a gift to someone, you call out to the intended subject of your spell. A mantle of sweet tones settles about your subject, whose face is now twisted in concentration.

Harmonic chorus lets you improve the spellcasting ability of another spellcaster. For the duration of the spell, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells it casts.

Arcane Focus: A tuning fork.

Healing Lorecall (Spell Compendium)

Divination

Level: Cleric 2, druid 2, ranger 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

With a mint leaf under your tongue, you whisper quiet words of soothing comfort. You feel a divine touch guiding your healing hand.

A caster with 5 or more ranks in Heal can, when casting a conjuration (healing) spell, choose to remove any one of the following conditions affecting the subject of the spell, in addition to the spell's normal effects: dazed, dazzled, or fatigued. A caster with 10 or more ranks in Heal can choose from the following conditions in addition to those above: exhausted, nauseated, or sickened.

Also, when determining the amount of damage healed by your conjuration (healing) spells, you can substitute your total ranks in Heal for your caster level. The normal caster level limit for individual spells still applies; thus, a 3rd-level cleric with 6 ranks in Heal when under the effect of healing lorecall cures 1d8+5 points of damage with a cure light wounds spell.

Divine Material Component: A mint leaf.

Heroics (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 2

Components: V S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

Your heart swells with martial vigor and you feel like marching off to war. Upon touching your intended subject the desire to do battle wanes, but you see a hint of the lust for glory in the recipient's eyes.

The heroics spell temporarily grants the subject a feat from the fighter's bonus feat list. For the duration of the heroics spell, the subject can use the feat as if it were one of those the creature had selected. All prerequisites for the feat must be met by the target of this of spell.

Material Component: A bit of a weapon or armor that has been used in combat by a fighter of at least 15th level.

Ice Dagger (Spell Compendium)

Evocation [Cold]

Level: Sorcerer/wizard 1

Components: V S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The melted ice cupped in your palm crystallizes into a daggerlike shard of ice that then flies at your foe, exploding into a ball of icy fragments at its feet.

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per caster level (maximum Sd4), and splash damage of 1 point of cold damage to adjacent creatures.

Arcane Material Component: A few drops of water made from melted ice.

Ice Knife (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Assassin 2, sorcerer/wizard 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You shake your hand as if to free it from some substance you disdain. As you do, a magical shard of ice blasts from your hand and speeds to its target, the sound of cracking ice following in its wake.

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Arcane Material Component: A drop of water or piece of ice.

Inhibit (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 1, cleric 1, sorcerer/wizard 1

Components: V S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You cast this spell and a spiral of dark motes surrounds your foe, slowing and distracting him from the task at hand.
You inhibit your foe from acting. The subject is forced to delay until the following round, acting immediately before you on your initiative count.

Insight of Good Fortune (Player's Handbook II)

Divination

Level: Bard 2, cleric 2, sorcerer/ wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss a small golden die. It rolls toward the creature you choose, then disappears in a tiny golden flash of light.
The subject of the spell becomes unusually lucky. Once during the spell's duration, when he makes an attack roll, skill check, saving throw, or ability check, he rolls twice and takes the better result. He must choose to use this ability before the check is attempted, and the spell expires once the second die is rolled.

Material Component: A gold die (worth 20 gp).

Insignia Of Alarm (Races of Destiny)

Abjuration

Level: Bard 2, cleric 2, paladin 2

Components: V S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 400 ft. + 40 ft./level spread, centered on you

Target: All wearers of special insignia within range

Duration: Instantaneous Saving Throw: None

Spell Resistance: Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental "ping" (as the alarm spell, page 197 of the Player's Handbook) when this spell is cast.

This spell requires significant preparation. Before using this spell you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol. Each insignia costs 10 gp. Militias, guilds, or churches within a city use this spell to call all its members together.

Focus: A specially prepared insignia (see above).

Insignia Of Healing (Races of Destiny)

Conjuration (Healing)

Level: Bard 3, cleric 3

Components: V S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless); see text

This spell works just like insignia of alarm except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

Instant Locksmith (Spell Compendium)

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You point at a mechanism, twist your hand, and make a clicking sound with your tongue. You now have a better idea of how the mechanism works.

You can make one Disable Device check or one Open Lock check in this round as a free action. You gain a +2 insight bonus on the check.

Invisibility, Swift (Spell Compendium)

Illusion (Glamer)

Level: Assassin 2, bard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a whispered syllable you complete the spell. You notice that others took past you as if you weren't there.

This spell functions like invisibility (PH 245), except as noted above

Kelgore's Grave Mist (Player's Handbook II)

Conjuration/Necromancy [Cold]

Level: Sorcerer/wizard 2

Components: V S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft. radius spread, 20 ft. high

Duration: 1 round/level

Saving Throw: None

Spell Resistance: See text

With a gesture, you create a cloud of clammy, thin mist. The light in the area seems to dim as the mist appears, and a slight wind washes over the area, sending a chill down your spine.

This spell creates a thin mist within the spell's area. The mist is too thin to have any effect on vision, but the necromantic energy infused within it hampers the living. All living creatures within the mist become fatigued and take 1d6

points of cold damage per round. If the spell fails to overcome a creature's spell resistance, the subject takes the cold damage but ignores the fatigue.

Material Component: A handful of dirt taken from a graveyard or tomb.

Know Opponent (Spell Compendium)

Divination

Level: Bard 3, cleric 3

Components: S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You feel your eyes glow with magical energy as you complete the spell. You see luminous words appear in the air above your spell's target. The words describe the creature's strengths or weaknesses, as you desire.

You gauge the strengths and weaknesses of an opponent to gain combat advantages. Upon casting this spell, you learn a number of strengths or weaknesses of the target equal to one, plus one strength or weakness per two caster levels (maximum four). You can choose to learn strengths, weaknesses, or some combination thereof that you specify. If a creature has more strengths or weaknesses than you can learn with a single casting, you learn the most powerful ones

first. Thus, if a monster can use finger of death at will and has resistance to sonic 5, you would learn about finger of death first.

Strengths can include attack forms and special abilities (including spelllike abilities or supernatural abilities). Weaknesses include vulnerability to an energy type.

For example, suppose a 7th-level cleric casts know opponent on a blackarmored warrior, choosing to learn one strength and two weaknesses. The warrior fails his save, and the DM informs the cleric's player that the opponent has the ability to drain energy (a strength), is adversely affected by sunlight, and can be repelled by a holy symbol (both weaknesses). The cleric then concludes that he faces a vampire and breaks out the wooden stakes.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like mage armor (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Mage Armor, Mass (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

You feel arcane energy encompass you, granting you a sense of serenity. As you choose your targets for the spell, you see each one glow briefly with a silver aura.

This spell functions like mage armor (PH 249), except that it affects multiple creatures.

Melf's Unicorn Arrow (Player's Handbook II)

Conjuration

Level: Sorcerer/wizard 3

Components: V S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target or Targets: One creature or up to five creatures, no two of which are more than 15 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The shimmering, transparent form of a unicorn flies forward, its corporeal horn lowered in a charge at its enemy.

A translucent unicorn shape appears in midair and speeds toward the target of this spell. If you succeed on a ranged touch attack, the horn slams into the target and deals 1d8+8 points of damage. In addition, the target is subject to a bull rush, and must make a Strength check (with appropriate modifiers for a bull rush) against a DC of 21. If the check is failed, the subject is pushed back 5 feet, plus 5 feet for every 5 points by which it failed the check.

You can conjure an additional unicorn arrow for every three caster levels beyond 5th, up to five at 17th level. You can have them strike a single creature

or several creatures, but each horn can strike only one creature. You must designate targets before you make your attack rolls. A creature struck by more than one horn is only required to make one Strength check to avoid the bull rush, but the DC of the check increases by 2 for each horn beyond the first that strikes it.

Focus: An ivory replica of a unicorn (25 gp).

Minor Disguise (Spell Compendium)

Transmutation

Level: Bard 0

Components: V S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour

Your fingertips glow blue, and you add a few details to enhance your disguise.

You use magic to make minor, cosmetic changes in your appearance. The spell does not change the actual structure of either your features or body. It can add color to hair, paint wrinkles upon your face, give you a scar, or darken your teeth. This spell gives you a +2 competence bonus on the next Disguise check you make during its duration.

Miser's Envy (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Upon invoking the power of this spell, both the dwarf and the small idol across the room glow with a violet shade. The dwarf starts moving toward it, his eyes tinged violet with greed.

When you cast this spell, you designate a target creature and specify an object, both of which must be within the spell's range. If the target creature fails its saving throw, it becomes consumed by a powerful desire for the object. For the duration of the spell, the creature seeks to obtain the object (going so far as to attack anyone holding or wearing it).

Once the creature gains possession of the object, it protects the item greedily, attacking anyone who approaches within 30 feet or who otherwise appears to be trying to take the object away. If no one approaches within 30 feet or seems interested in trying to take the object, the subject can act normally.

Dragons, due to their greedy nature, take a -4 penalty on their saving throws against this spell.

Arcane Material Component: A copper piece.

Nature's Balance (Spell Compendium)

Transmutation

Level: Druid 3

Components: V S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Touching your friend, you concentrate, imagining a light flowing from your body into his. As you do so, a blue glow flickers to life in the center of your chest, and it travels down your arm into his form, granting him a portion of your power.

You take a -4 penalty to your choice of Strength, Dexterity, or Constitution, and your subject gains an equivalent bonus to the same ability score. You get no saving throw to avoid the loss, but your subject can attempt a Fortitude save to avoid the gain, if desired.

Nature's Favor (Complete Adventurer)

Evocation

Level: Druid 2, ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 minute

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the subject animal a +1 luck bonus on attack and damage rolls for every three caster levels you possess, to a maximum bonus of +5 at 15th level.

Omen of Peril (Races of Destiny)

Divination

Level: Cleric 1, Destiny 1, druid 1

Components: V, F

Casting Time: 1 round

Range: Personal

Target: You

Duration: Instantaneous

A brief supplication grants you a vision that hints at how dangerous the immediate future is likely to be. Based on an assessment of the caster's immediate surroundings and likely path of travel, the caster receives one of three visions: safety, peril, or great danger. The base chance for receiving an accurate reply is 70% +1% per caster level, to a maximum of 90%; the DM makes the roll secretly. If the *omen of peril* is successful, you receive one of three fleeting visions:

Safety: The caster isn't in any immediate danger. If he continues on his present course (or remains where he is if he's been stationary for some time before casting the spell), he'll face no significant monsters, traps, or challenges for the next hour or so.

Peril: The caster will face challenges typical of an adventure: challenging but not overwhelming monsters, dangerous traps, and other hazards for the next hour or so.

Great danger: The caster's very life is at grave risk. He will likely face powerful NPCs or deadly traps in the next hour.

If the roll fails, you receive one of the other two results, determined randomly by the DM, and you don't necessarily know you failed because the DM rolled secretly. Choosing which vision is "correct" takes some educated guesswork on the part of the DM, who should assess the party's likely course of action and what dangers they're likely to face. The form that an *omen of peril* takes depends on whether the caster worships a specific deity, venerates nature as a druid, or simply upholds abstract principles. A druid might see a white dove for safety, a dark cloud obscuring the sun for peril, and a forest fire for great danger. A cleric of Pharlanghn might see a vision of a straight road for safety, a crossroads for peril, and a washed-out bridge for great danger. Unlike the more powerful *augury*, an *omen of peril* doesn't respond to a specific question. It only indicates the level of danger likely for the next hour, not what form the danger will take.

Focus: A set of marked sticks, bones, or similar tokens of at least 25 gp value.

Orb Of Acid (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 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; see text

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 Acid, Lesser (Spell Compendium)

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1 -

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: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb Of Cold (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4

Effect: One orb of cold

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make Fortitude save or be blinded for 1 round instead of being sickened.

Orb Of Cold, Lesser (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Effect: One orb of cold

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

This spell functions like lesser orb of acid, except that it deals cold damage.

Orb Of Electricity (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4

Effect: One orb of electricity

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 Electricity, Lesser (Spell Compendium)

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1

Effect: One orb of electricity

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.

This spell functions like lesser orb of acid, except that it deals electricity damage.

Orb Of Fire (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Effect: One orb of fire

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Orb Of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1

Effect: One orb of fire

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

This spell functions like lesser orb of acid, except that it deals fire damage.

Orb Of Force (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your shin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Orb Of Sound (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4

Effect: One orb of sonic energy

Symbols recognizable as musical notation - the visual representation of sound - appear in midair within the curve of your palm accompanied by the fractious sounds they represent. The notes begin to whirl and stretch, forming into a spherical whirlwind of cacophonous chaos, as you make ready to release the spell. At last, you send the sphere of noise toward your chosen target.

This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

Orb Of Sound, Lesser (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except that 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.

Phantasmal Assailants (Spell Compendium)

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sorcerer / wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You point at your intended target. Instantly, shadowy shapes form at your flank and rush toward the creature you indicate, surrounding it. Others nearby do not notice the images that plague your target.

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a phantasmal assailant succeeds in disbelieving and is wearing a helm of telepathy, the spell can be turned back on you with the same effect.

Phantom Guardians (Races of Destiny)

Illusion (Figment)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100ft. + 10ft./level)

Effect: One illusory figure/level

Duration: 1 hour/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell creates the illusion of one or more Small or Medium figures of a chosen humanoid race. Each figure is effectively a *minor image*, and can appear dressed in any way the caster chooses. When the spell is cast, each figure is given a brief set of orders to follow for the spell's duration, such as "walk back and forth along that wall" or "stand by this gate." The orders can be different for each figure. These instructions can't be changed later. The illusory figures can't speak or react to their surroundings – they are typically used to scare off would-be intruders (as the spell's name suggests).

Arcane Material Component: A piece of charcoal.

Prismatic Ray (Spell Compendium)

Evocation

Level: Sorcerer/wizard 5

Components: V S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You feel within you, as the spell nears completion, various energies locked in a battle within your body. As nausea threatens to overcome you, you croak out the final syllables of arcane power and point your hand. A single beam of brilliantly colored light then shoots from your outstretched hand.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect:

1d8 Beam	Effect
1 Red	20 points fire damage (Ref half)
2 Orange	40 pts acid damage (Ref half)
3 Yellow	80 pts electricity dam (Ref half)
4 Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5 Blue	Turned to stone (Fort negates)
6 Indigo	Insane, as insanity spell (Will negates)
7 Violet	Sent to other plane (Will neg)
8 -	Two effects; roll twice more, ignoring any "8" results

Raptor's Sight (Races of the Wild)

Transmutation

Level: Druid 1, ranger 1

Components: V S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Your visual acuity improves dramatically. You gain a +5 competence bonus on Spot checks. If you have 5 or more ranks in Spot, you take only half the normal range increment penalty for ranged attacks (-1 per range increment instead of -2).

Rebuke (Spell Compendium)

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 2, Hades 2

Components: V S, F

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You rap the switch in your hand and then sharply against your thigh, finishing the final gesture that will bring discomfort to your foe.

When the spell is cast, the subject is dazed for 1 round and shaken for the duration of the spell. Furthermore, a spellcaster targeted by rebuke must make a successful Concentration check (DC equal to the save DC for this spell + the level of the spell being cast) to cast spells while under its effect.

Focus: A stick at least 1 foot long.

Rebuke, Greater (Spell Compendium)

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sorcerer/wizard 4

This spell functions like rebuke, except that the subject is cowering for 1d4 rounds instead of being dazed for 1 round.

Recitation (Spell Compendium)

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Refusal (Spell Compendium)

Abjuration

Level: Sorcerer / wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Effect and Area: Invisible ward that occupies two 10-ft. squares/level (S)

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

A metallic stretching sound, as if a thin sheet of metal were bowed then released, echoes forth from your outstretched hand. You can see for just an instant a glowing grid that defines the protected area of your spell.

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area. Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage. The DC of the Will save increases by a number equal to the spell level the creature has prepared or is capable of casting (so that a 10th level sorcerer who hasn't yet depleted his 5th level spell slots for the day adds 5 to the save DC). You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable characteristic) by which spellcasting characters and creatures can enter the *refusal*-warded area. Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have used up their spell slots and creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty. Spellcasters and creatures that have spell-like abilities and that are already in the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty). However, if such creatures leave the area, they must succeed on saving throws as described above to return. Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest safe space outside the warded area if they fail.

Arcane Material Component: A pinch of dust from a wizard's tomb.

Resistance, Superior (Spell Compendium)

Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like resistance (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Resurgence (Spell Compendium)

Abjuration

Level: Blackguard 1, cleric 1, paladin

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 your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such

as shaken, fatigued, or nauseated that were caused by a 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.

Resurgence, Mass (Spell Compendium)

Abjuration

Level: Blackguard 3, cleric 3, paladin 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Throwing out your hand and calling upon your deity for favor, you give your allies : chance to free themselves of the baleful magic.

This spell functions like resurgence, except as noted here. The spell grants a second save attempt against a single spell or ability chosen by you. For instance, if three of your allies have been mind blasted by mind flayers and two others have been turned into toads by baleful polymorph spells, you must choose to affect either the mind blast granting three new save attempts) or the baleful polymorphs (granting two new save attempts).

Righteous Wrath Of The Faithful (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies 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, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a haste spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by haste.)

Ring Of Blades (Spell Compendium)

Conjuration (Creation)

Level: Cleric 3

Components: V S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

As you twirl the small dagger in your hand, it slowly fades from existence and is replaced by dozens of larger blades swirling about you in a horizontal ring.

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also 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. Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Divine Material Component: A small dagger.

Ruin Delver's Fortune (Spell Compendium)

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1d4 rounds

In desperate need, you cry out a word imbued with power, granting you a bit of extra luck when you need it most.

When the spell is cast, choose from one of the following effects.

- Gain a luck bonus on Fortitude saving throws equal to your Charisma modifier, and immunity to poison.
 - Gain a luck bonus on Reflex saving throws equal to your Charisma modifier, and the evasion ability.
 - Gain a luck bonus on Will saving throws equal to your Charisma modifier, and immunity to fear effects.
 - Gain temporary hit points equal to 4d8 + your Cha modifier. These hit points vanish at the end of the spell's duration.
- You can cast this spell multiple times. Each time you do, choose a different benefit.

Scholar's Touch (Races of Destiny)

Divination

Level: Bard 1, cleric 1, sorcerer / wizard 1

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: One book/round

Duration: Concentration, up to 1 round/level

With this spell you can touch a book or scroll and absorb the knowledge contained within as if you had just read it. This is equivalent to a solid reading but not deep study – the character does not gain perfect recall of the information, just whatever he would have gotten from reading it completely once. If you can't read the language of the source, the spell has no effect. This spell cannot be used to prepare spells or to cast magical scrolls, nor does it have any effect when reading a magical book (such as a *tome of understanding*).

Arcane Material Component: A scrap of parchment and a pinch of tinder.

Divine Focus: A thin crystal disc.

Shadow Binding (Spell Compendium)

Illusion (Shadow)

Level: Sorcerer / wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10-ft. radius burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As the links of chain in your hand dissipate to feed the arcane energies of your spell, a multitude of ribbonlike shadows instantaneously explodes outward from an indicated point nearby.

Creatures in the area that fail a Will save are entangled and unable to move. Breaking free of a shadow binding requires a DC 20 Strength check or a DC 20 Escape Artist check, taken as a full-round action.

Arcane Material Component: A few links of iron chain.

Shield Of Faith, Mass (Spell Compendium)

Abjuration

Level: Cleric 4

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

You hold your arms aloft and implore the power you venerate. Your comrades are bathed in a silver light, and over their hearts appears the symbol of your god, showing the deity's protection.

This spell functions like shield of faith (PH 278), except that it affects multiple allies at a distance.

Shock And Awe (Spell Compendium)

Enchantment [Mind-Affecting]

Level: Assassin 1, bard 1, sorcerer/ wizard 1

Components: V S

Casting Time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart.

Duration: 1 round

Saving Throw: None

Spell Resistance: Yes

Upon completing this spell, you feel a nagging compulsion to divert your attention from your enemies. Shaking off the feeling, you note with satisfaction that your targeted enemies seem even more distracted than you.

This spell distracts its targets, preventing them from reacting with the deftness they might otherwise possess. Only effective when cast in the surprise round of combat and against flat-footed creatures, this spell causes those it affects to take a -10 penalty on their next initiative check. Targets that cannot be caught flat-footed (such as a rogue with uncanny dodge) cannot be affected by this spell.

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.

Sniper's Shot (Spell Compendium)

Divination

Level: Assassin 1, ranger 1, sorcerer / wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While muttering a short chant you focus your awareness, looking only at the areas of your foe that seem most vital to its survival.

Your ranged attacks made before the start of your next turn can be sneak attacks regardless of the distance between you and your target. You must still fulfill the other conditions for making a sneak attack against the target. This spell doesn't grant you the ability to make a sneak attack if you don't already have that ability.

Snake's Swiftess (Spell Compendium)

Transmutation

Level: Druid 1, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the scales into the air, and they vanish in a sparkling mist as you indicate your target. Without hesitating, that creature draws and fires an arrow into the fray.

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the haste spell, or from any other source, this spell fails.

Arcane Material Component: A few scales from a snake.

Sonic Snap (Spell Compendium)

Evocation [Sonic]

Level: Sorcerer/wizard 0

Components: V S

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

You bark the last word of the spell, and that word takes life, streaking toward your target and exploding in a shout.
You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a silence spell.

Sound Lance (Spell Compendium)

Evocation [Sonic]
Level: Cleric 4, sorcerer/wizard 3
Components: V S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

You unleash a shrill, piercing cry at your target, which takes the barely visible form of a translucent lance hurtling through the air.

This spell causes a projectile of intense sonic energy to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level (maximum 10d8). A sound lance cannot penetrate the area of a silence spell.

Spell Flower (Spell Compendium)

Transmutation
Level: Cleric 1, sorcerer/wizard 1
Components: V S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Joining mysterious phrases with the simple motion of flexing your fingers, you imbue your hands with receptive magical energy that crackles and glows a soft orange.

You are able to hold the charge for one touch spell per arm of your body as long as you don't use a changed limb to cast another spell or touch anything with it. Each touch spell you cast resides in a different forelimb. For the duration of this spell, any touch spells you cast are discharged only if you cast another spell with that forelimb or touch something with that forelimb.

For example, a human sorcerer casts this spell then casts chill touch and holds the charge in his left hand, then casts shocking grasp and holds the charge in his right hand. Because of the spell flower, he can hold the charge on both of these spells at the same time. If he casts another spell with a somatic component (which requires the use of one of his hands), he immediately loses one of his held touch spells (his choice), but if the spell he casts is also a touch spell, he can immediately hold the charge in the available hand. If he chooses to attack with a touch spell, it works normally. Since he has multiple limbs that are considered armed, he can make an off-hand attack with the other touch spell in the same round, with the normal penalties for fighting with two weapons (PH 160).

A marilith spellcaster could do the same as the sorcerer in the previous example, except that she could hold the charge on up to six touch spells. She could also use any of her spell-like supernatural abilities, since those do not interfere with holding a charge.

If the spell flower effect ends, the most recent touch spell cast remains as a held charge and all other held spells dissipate.

Spell Immunity, Lesser (Spell Compendium)

Abjuration Level: Cleric 2
Components: V S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Silvery motes of light begin to snow down as you complete the spell, shifting to its recipient upon your successful touch. The motes coalesce into a nimbus that contracts and holds to the subject as a silvery sheen.

This spell protects one creature from a single 1st- or 2nd-level spell. The creature effectively has unbeatable spell resistance regarding the chosen spell. Lesser spell immunity can't protect a creature from a spell to which spell resistance doesn't apply. This spell works against other spells, spell-like effects, and innate spell-like abilities. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells with similar effects; thus, a creature given immunity to inflict light wounds is still susceptible to inflict moderate wounds.

A creature can have only one lesser spell immunity or spell immunity (PH 282) in effect at a time.

Spiritwall (Spell Compendium)

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None; see text

Spell Resistance: No

With a deep groan, as from a being subjected to eternal pain, you unleash the spell. An immobile, swirling mass of green-white forms resembling tortured spirits forms nearby. The mass continues the low groaning you uttered while casting the spell.

One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or become frightened and flee for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force

is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a Fortitude save or gain one negative level.

The barrier is semi-material and opaque, providing cover and total concealment against physical attacks, and it blocks line of effect for magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

Stalwart Pact (Spell Compendium)

Evocation

Level: Cleric 5, Pact 5

Components: V S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your ally and empower him with a spell that will later take effect in dire need.

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus on saving throws. The hit points, damage reduction, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

Stand (Player's Handbook II)

Conjuration (Teleportation)

Level: Duskblade 1, sorcerer/wizard 1

Components: V S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One willing prone creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a swift upward gesture of your arms and a single clarion command ("Stand!"), you enable the prone creature to safely rise to its feet.

The subject creature immediately stands, without provoking attacks of opportunity.

Thunderhead (Spell Compendium)

Evocation [Electricity]

Level: Druid 1, sorcerer/wizard 1

Components: V S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

Black mist forms near the ground and sweeps upward to join a small cloud forming above the creature you designate as your target. Miniature peals of thunder erupt from the cloud.

Thunderhead creates a small thundercloud over the subject's head. The cloud moves with the subject, following it unerringly even if he becomes invisible or leaves the region. In every round of the spell's duration, a miniature bolt of lightning leaps from the thundercloud to strike the subject. Each bolt deals 1 point of electricity damage that is negated by a successful Reflex save.

Material Component: A small piece of copper wire.

Veil Of Shadow (Spell Compendium)

Evocation [Darkness]

Level: Assn2, blackguard/.cleric2, sorc/wiz3

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 obscures your form, granting you concealment. The 20% miss chance is in effect if the attacker has darkvision. This spell effect is dispelled daylight or in the area of a light spell 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: Cleric 1, Druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on a fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and is automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vision Of Glory (Spell Compendium)

Divination

Level: Cleric 1, paladin 1

Components: V S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute or until discharged

Saving Throw: None

Spell Resistance: Yes

You touch your ally, and her eyes mist over momentarily. You know she is seeing an image of her deity, imploring her to battle in his name.

You give the subject creature a brief vision of a divine entity that is giving it support and inspiring it to continue. The creature gets a morale bonus equal to your Charisma modifier on a single saving throw. It must choose to use the bonus before making the roll to which it applies. Using the bonus discharges the spell.

Wall Of Evil (Spell Compendium)

Abjuration [Evil]

Level: Cleric 4, sorcerer/wizard 4

You invoke the abjuration and a wall of red and black energy springs up, only to fade away to invisibility.

This spell functions like wall of good (see below), except that good creatures are blocked.

Wall Of Good (Spell Compendium)

Abjuration [Good]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A straight wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 levels

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You invoke the abjuration, and a cascade of brilliant white energy springs up in a wall that becomes invisible almost instantly. You create an immobile barrier that inhibits evil creatures. An evil summoned creature cannot pass through the wall in either direction, and any other evil creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round.

A wall of good must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Arcane Material Component: Powdered silver worth 25 gp.

Wall Of Limbs (Spell Compendium)

Evocation

Level: Sorcerer/wizard 5

Components: V S

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Effect: A wall of whirling limbs up to 20 ft. long/level, or a ring of whirling limbs with a radius of up to 5 ft./2 levels, either form 20 ft, high

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

By flexing your arm and speaking the repetitive words of power, you unleash the spell. In the distance, the ground is covered in a writhing mass. As you watch, over the course of a few seconds, the writhing mass rises up and forms a wall of thousands of wriggling arms resembling your own.

An immobile, vertical curtain of whirling limbs springs into existence. The limbs resemble your own forelimbs.

A creature attempting to move through the wall takes 5d6 points of damage and must succeed on a DC 18 Strength check or become stuck within the wall and unable to move (a charging creature gains a +2 bonus on the Strength check). The creature takes 5d6 points of damage each round at the beginning of your turn until freed. A creature can free itself with a DC 18 Strength check, or by dealing 30 points of damage to a 5-foot section of wall.

A creature that starts its turn next to a wall of limbs must succeed on a DC 18 Strength check or be grabbed by the flailing arms and become stuck, as above. If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by making a successful Reflex save.

A wall of limbs provides cover against attacks made through it.

Warp Destiny (Races of Destiny)

Transmutation

Level: Destiny 6

Components: V S

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

You reshape your personal fate to potentially avoid some tragic action, but the ripples caused in your destiny have unpleasant side effects for a brief period. After learning the result of a saving throw that you have rolled, you may cast this spell to reroll the save, but with an insight bonus equal to your caster level (maximum +20). Alternatively, if you are struck in combat you can apply the insight bonus to your AC against the attack (even if flat-footed); if your new AC exceeds the attack roll, the attack misses you.

Casting this spell has a side effect: until the start of your next turn, you take a -4 penalty on all saving throws and to your AC.

Whirling Blade (Spell Compendium)

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With weapon in hand, you finish the last of the arcane gestures and words that activate the power of the spell. As you cast the spell, you hurl a single slashing weapon at your foes. The blade, carried along both by your might and your magical prowess, slashes at your foes while whirling forward.

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Arcane Focus: A slashing melee weapon that you hurl.

DM Aid 2- The Deathless Type

The Deathless creature type describes creatures that have died but returned to a kind of spiritual life. They are similar in many ways to both living creatures and undead. However, while undead represent a mockery of life and a violation of the natural order of life and death, the deathless merely stave off the inevitability of death to accomplish a righteous purpose. While undead draw their power from the plane of Mabar, the Endless Night, the deathless are strongly tied to the plane of Irian, the Eternal Day, the birthplace of all souls. In fact, the deathless are little more than disincarnate souls, sometimes wrapped in material flesh, often incorporeal and hardly more substantial than a soul in its purest state.

Features. Deathless have the following features:

- 12-sided Hit Dice.
- Base attack bonus equal to $\frac{1}{2}$ total Hit Dice (as wizard).
- Good Will saves.
- Skill points equal to $(4 + \text{Int modifier, minimum } 1)$ per Hit Die, with quadruple skill points for the first Hit Die.

Traits. Deathless possess the following traits (unless otherwise noted in a creature's entry):

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to poison, sleep effects, paralysis, stunning, disease, death effects, and mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects).
- Not subject to extra damage from critical hits, non-lethal damage, or ability drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Unlike undead, deathless are subject to energy drain. Like living creatures, deathless are harmed by negative energy and healed by positive energy.
- Immunity to any effect that requires a Fortitude save, except for energy drain attacks (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by *raise dead* or *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect deathless if they are willing. These spells turn deathless creatures back into the living creatures they were before becoming deathless.
- Evil clerics can turn or destroy deathless creatures as good clerics turn or destroy undead. Good clerics and paladins can rebuke, command, or bolster deathless creatures as evil clerics rebuke, command, or bolster undead.
- Deathless creatures gain the same benefits from *consecrate* and *hallow* as undead do from *desecrate* and *unhallow*, and they are hindered by *desecrate* and *unhallow* as undead are by *consecrate* and *hallow*. *Hide from undead* and *undeath to death* also work against deathless. *Detect undead* and *deathwatch* reveal deathless and allow the caster to distinguish deathless creatures from undead. Evil casters can be stunned by overwhelming auras of deathless creatures as good casters can be stunned by overwhelming undead auras. Use the "evil elemental or undead" line in the *detect evil* spell description when deathless are in the area of a *detect good* spell. Deathless are healed by *disrupt undead* and damaged by unholy water, as undead are damaged by *disrupt undead* and damaged by holy water. Deathless are not affected by disrupting weapons. Spells that have greater than normal effect against undead creatures – including *chill touch*, *magic stone*, *searing light*, *sunbeam*, *sunburst*, and *wall of fire* – do not have these enhanced effects against deathless creatures. Deathless take only 1d6 points of damage per two caster levels from *searing light*. Spells such as *command undead*, *control undead*, *create undead*, *create greater undead*, and *halt undead* do not affect or create deathless creatures.
- Proficient with its natural weapons, all simple weapons, and any weapons mentioned in its entry.

- Proficient in whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Deathless not indicated as wearing armor are not proficient with armor. Deathless are proficient with shields if they are proficient with any form of armor.
- Deathless do not breathe, eat, or sleep.

DM Aid 3-Time Line

Day	Library Site	Academy Site	Suss Forest
1-15	Orcs looting Library	Orc party begins opening Academy seals	PCs find dire snake- Other text-only encounters Orcwort sends out wortlings
16	Orcs looting Library	Orcs open Academy- Callenwold released Elbron teleports in if not already summoned.	
17	Orc party slain at Library by Charnel Hound. Lone slave cowers in Library.	Callenwold makes alliance with Elbron and departs with him to Nol-Daer. Staffs site with newly created undead- Charnel Hound is sent to Library site	
18-19	Charnel Hound roams hexes adjacent to the Library hex.	Callenwold + Undead at Academy Overwhelming orc force marches to Academy site to occupy, defend and loot it.	
20	Charnel Hound roams to hex where the PCs are located.	Undead at Academy	
21+	Lone slave dies of exposure.	Undead at Academy	PCs still wandering encounter a Diminished Orcwort

DM Aid 4-Research Matrix

Etraika Information Sources		
<p><i>Groups are listed by their type so that every Sheldomar Valley Metaorganization or NPC group that might reasonably have information can be included. DMs should exercise discretion in determining which favors /influence might incline an NPC to share information. Some groups will share their information freely while others will require payment for their services. In most cases, it requires a half day of making appointments, waiting for someone to research, buying drinks, or other efforts to obtain the information available to the group. Only the Library of Greyhawk and Sheldomar Valley groups/NPCs will have helpful information and non specified NPCs/groups should give only Tier A or B information. Influence or Favors with a group will gain you an audience or potentially greater information because you are known to them, though it will not consume the favor.</i></p>		
Group	Requirement	Clues
Skills	Bardic Knowledge DC 20 DC 30	A1, A7, A8, DC30 – B6
	Knowledge: History DC20	A5, A14, B3
	Knowledge: Local (Sheldomar) DC20	A2, A4, A5, A6, A8, A9, A13
	Knowledge: Geography DC 15	A4, A5, A11, A13
Bartender, Local Gossip, Caravan Master, or other non-knowledgeable person	Diplomacy DC 15, Gather Info DC 15 Buying Drinks, Generous tip	A1, A2, A4
Library of Greyhawk	100 gp donation per clue for research assistance 50 gp per hour of unassisted research - Int check +1 per hour in library - DC 20 uncovers 1 clue	A1, A4, A10, A12, A13, A14, B14
University or other general knowledge groups in the Sheldomar Valley (University of Gryrax or Loftwick, College of Cannait, Sellark Library in Gradsul, etc.)	PC is a member, has influence or is owed a favor by the group (up to 3 clues)	A1, A3, A4, A6, A7, A10, A13
	PC makes a donation of 50 gp per piece of information	A1, A3, A4, A6, A7, A10, A13
	PC is a member of an upper rank in the metaorganization or combines their influence with a donation	A12, A14, B3
Explorer Groups (Royal Explorers, Temple Raiders, Dustdiggers, etc.)	PC is a member, has influence or makes a donation of 100 gp per clue	A3, A9 A10, A11 B4
Arcane Group (NAW, Guild of Arcane Path, Syrloch, Talons, etc.)	PC is a member, has influence or donates 100 gp per clue	A3, A10, A11, A12, A14
	PC is a member of an upper rank in the metaorganization or combines influence with a donation	B3, B4, B5
Spy or Rogue Groups (Web, Corporation, etc.)	PC is a member, has influence, or is owed a favor	A8, A10, B10
Military Organizations (Army, Militia, Knights of Watch, etc)	PC is a member	A4, A6, A8, A9, A13, B4

Fibberlocchen Bloomgem Elderly Gnomish sage of Treehome in edge of Suss Forest in northermost PoU.	Will honor Amerayne's token with 2 free clues and charge 100 gp each for each additional clue. Freely gives all clues to anyone who helped him in ULP1-04 Downward	B2, B3, B4, B9, B10, B15, C2, C3, C9, C10
Sage of Courland, Pierdyn Flynn Businesslike half-elven sage	100gp per question researched	B3, B4, B6 B7, B8, B12, B14, C1, C10
Jimmbly, assistant to Pengellen of Gryrax (who is unavailable) Eager gnome apprentice	Will require a full day of errands and cleaning tasks for the unavailable Pengellen while he researches 3 clues. A second day's work will gain 3 more.	A3, B4, B9, C1, C3, C5,
William Thomas & Walter Farnsworth elderly scholars of Greyhawk	Will give clues freely to anyone seeking their partner Jedidiah Link - unfortunately, Jedidiah was the expert on the Lost City.	A3, A7, A11, B2, B3
Antiquary Kyliya of Enstad Venerable Keeper of Records	Helpful only to elves & half-elves. Other races must persuade her with a DC 30 Diplomacy check. She will require a full day to share her research & require full details of their findings later.	B4, B13, C2, C4, C7, C9, C10
Suss Rangers in County of Ulek	Helpful to anyone with Amerayne's token, giving 3 clues, will give all clues to a fellow woodsman, or someone donating 200+ gp to their orphans' fund	B1, B2, B4, B8, B9, B11, B12, B13
iberian Matreyus of The Seekers met in SHE 4-04, 4-05 Fund. & Adv. Dweomercraft	Will gladly help PC he has met previously; will require a DC25 diplomacy check from others to convince him that you will not turn him over to Keoish authorities	B3, B6, B15, C1, C4, C6,
Silent Ones of Keoland (Gradsul)	PC must share all they know about Etraika & Rods of Mastery, & turn over the Etraika medallion to them	C1, C4, C7
	PC is a member	B6, B14, C2, C3
	PC also has influence/ favor with them	B5, B6, C4, C8,
Divinations	Where will we find Etraika?	C12
	What is the best way to find missing villagers?	C11

Information, Rumors, and Clues	
A1	The Lost City of the Suel contains fabulous wealth and powerful magic.
A2	The Suss Forest is far more dangerous than your average woods – briars and thorns grow up overnight, animals are misshapen, and even the trees are carnivorous!
A3	The gnomish sage, Locc Bloomgem of Treehome, on the northernmost tip of the Principality has an extensive library and is considered an authority on the Suss Forest and anti-toxins
A4	Many outsiders who travel to Suss Forest are stricken with a terrible disease called Suss Fever.
A5	For reasons of safety, elven villages in the Twilight Wood are carefully concealed from outsiders
A6	Many orcs, goblins, and gibberlings lair in the Suss Forest, many of which are allied with the Pomarj.
A7	An ancient ballad tells of a grand city within the forest that bragged of its wealth and power that destroyed itself by its hubris and is now forgotten
A8	The Suss Rangers patrol the Suss Forest in the County and would be among those most familiar with its geographical features, hazards, and ruins.
A9	The Suss Forest is very dense and dangerous, but the portions west of the Jewel in Celene and Ulek are patrolled regularly so that the worst threats are kept in check.
A10	The Silent Ones in Keoland are always interested in powerful magic items, especially those created by the ancient Suloise.
A11	There is a sage in Courland named Pierden Flynn who is quite knowledgeable about both the Suss Forest and the history of the Sheldomar Valley.
A12	A group called the Seekers has pursued information about the Lost City of the Suel in the past. They're headquartered in Keoland.
A13	The Suss Forest east of the Handmaiden River and north of the Jewel is part of Celene. The western side of the Suss is claimed by the County of Ulek in the north and the Principality of Ulek in the South. No one controls the Suss east of the Jewel, the Pomarj claims it as their territory.
A14	The antiquary Kyliya of Enstad is keeper of many of the oldest written records known to elves.

B1	Black Creek originates in a swamp a short ways from the twin peaks, whose view is well worth the climb.
B2	There is an ancient slavers' way station in the easternmost portion of the Suss Forest where old trails from many directions converge. One of those trails must once have led to the Lost City of the Suel.
B3	Suel refugees from the Invoked Devastation established a great city within the Suss. Its major trading goods were slaves and magic.
B4	Suss Fever is a deadly disease that afflicts nearly everyone who spends time in the Suss. Those who survive an infection naturally seem to be immune. Magical cures leave one susceptible to reinfection.
B5	Some believe the amazing and aberrant growth in the Suss Forest is the result of an ancient cataclysm that released a backlash of positive energy.
B6	An ancient Suloise Academy of Dweomercraft was discovered by some adventurers near the headwaters of the Old River.
B7	Be careful of the old keep ruins on Troll Creek. The bandits that once laired there left the area around it riddled with traps and hidden pits. Like most of the Suss' creeks, it is not navigable by boat.
B8	The Necromancer Mycelena used to reside in a crypt in the foothills of the Lortmils, just a few miles SW of Courland. (Known by anyone who played SHE4-07 A Matter of Trust)
B9	There are some errors in your map. Black Creek flows from north of the hills near Nol Daer. And the ancient keep's ruins are on the south side of Troll Creek. None of the creeks are navigable by boat.
B10	Pengellen in Gryrax has access to most of the information that has been collected on the Lost City of the Suel, including some new documents discovered only recently.
B11	The Suss Forest east of the Jewel River is home to a wide variety of aberrations. Trees and other plants there seem to grow extremely fast and be subject to unusual malformations.

B12	Though there are a number of ruins in the Suss, all are too small to be even part of a city.
B13	Many parts of the Dark Woods radiate a strong aura of magic .
B14	The dwarves of the Principality maintain a collection of maps dating from the time of the Twin Cataclysms that likely include the Suss Forest where the Lost City of the Suel was located.
B15	A medallion of an unusual alloy with the name Etraika was found in some ruins of a school in the foothills of the Lortmils. (Some adventurers will recall the Academy of Magic from SHE4-05 Advanced Dweomercraft)

C1	The Suel city of Etraika was established in the Suss approximately 1000 years ago. Its major export was slaves.
C2	The ruler of Etraika was a Mage of Power named Kaarl Hartur. Kaarl was reputed to have knowledge of the abominable magicks involved in the Invoked Devastation.
C3	Etraika was said to have been established on a tributary of the Jewel. The waters were diverted to form a moat around the city
C4	Some of the amazing growth in the Suss Forest is probably related to the destruction of Etraika and a huge release of positive energy.
C5	A recently discovered document describes a Suel city as sitting next to a swamp from which large alligators were often captured for use against slaves in the ring
C6	An old Suloise poem refers to Luna's rising between the Titan's Knees as the signal for the beginning the celebration of Richfest in the great City of the Suel.
C7	A remnant of a journal refers to the dark waters which flow by the Slavers' City – as black as the hearts of its people. Long thought to have referred to Stoneheim, references to Mayor Hartur may tie it to the Suss forest.
C8	An ancient record of an attempt to rescue a family member from enslavement in Etraika describes difficulties with divinations on the city - even within sight of its walls. Its wards are likely still functioning.
C9	Fragments of a journal recovered in Ulek's Disputed Territory refer to Lt. Callenwold's preparations to assault the "Suel Slavers' City" with an undead army that is immune to their thralldom
C10	"And so the titan fell back, his knees towering over the Suel mage who slew him. A cheer arose from the people watching on the city's walls..." Ancient Suloise fable
C11	Befriend the tree dwellers' pet.
C12	Scattered, buried, beneath, but no more

Player Handout 1: Intro for Medallion of Etraika holders.

You sleep fitfully, tossing and turning through the night. When your dreams come they are filled with the sounds of battle under a smoke-filled sky. Glimpsed through the trees are white walls covered with green creepers and moss. Atop the walls are shouting figures, spouting flames and multihued beams of light. Below them teems a mass of humanoids, scrabbling up the walls whenever the spellfire slackens. Behind the horde floats a dark figure, clad in black. He waves a hand and the fallen humanoids rise again, and redouble their assault. As the defenders scream in fear, the dark one roars with laughter.

The defense falters and the attackers clamber over the walls, rending the last defenders to bloody rags. The shrieks of panicked women and children carry out over the walls to you. Shrieks that are cut short. A minute passes. The last of the dead in view, of both sides, rise and clamber up the walls with deadly intent, as the dark one flies triumphantly into the city.

You are whipped by a sudden wind, as clouds form over the beleaguered city. The clouds roil with energy, both dark and light. The mixture stabs downward as a painful white light that you're sure has blinded you.... Until you open your eyes to the dim morning light.... And remember that you've had this dream many times before

You receive a message, out of thin air: a calm voice in your ear states: "The Knights of Luna request your assistance in the fair realm of Celene. Say aloud if you will aid, and we will transport you immediately."

You have a choice of how to respond here. If you said aloud anything resembling, "I will, I agree, Yes, etc." then read on. If you say "no", then ask the DM whether you are eligible for a different introduction.

A minute later a pair of elves wink into being before you. One wears the livery of the Knights of Luna, and the other is outfitted with gear arcane. The Knight bows to you and says, "Thank you for your kind offer to assist us. Please gather your belongings, including creatures, and Sithii will bear us to Celene." The elves wait patiently as you pack.

With a flash, you arrive outside a spire of obvious Elven décor in the midst of a beautiful Elven city. Another elf, clad in the garb of the Knights of Luna is accompanied by several adventurers. "Welcome to Enstad. I am Knight-squire Narwain Filiadir of Luna. Please, join us."

What you know of the Medallion of Etraika: This small medallion was found on the body of a ghoulish creature just inside a long-lost Academy of Magic in the Suss Forest. The ghoulish creature babbled about being an emissary from the city of Etraika, of which no one with whom you have spoken seems to have any knowledge. The metal from which it is made is an unusual alloy that you have not been able to identify. For months you have carried it and it has been utterly inert. About three months ago, when you inadvertently touched it, it felt unusual. (Please ask your DM for details.) Within the last two weeks, it has brought you dark dreams, of a great battle lost ages ago.

Player Handout 2: Intro for Token of Amerayne holders.

Morning dawned with memories of a very vivid dream filled with gossamer spires and silken banners, huge trees and lilting melodies. Tantalizing scents hinted at fresh baked bread and spring blossoms while soft voices whispered your name over and over again. So it was no surprise when you noticed that the small opalescent sphere given to you by Handmaiden Amerayne was glowing steadily. Soon, a calm voice in your ear stated, "The Knights of Luna again request your assistance in the Fair Realm. Say aloud if you will aid, and at noon we will transport you."

You have a choice of how to respond here. If you said aloud anything resembling, "I will, I agree, Yes, etc." then read on. If you say "no", then ask the DM whether you are eligible for a different introduction.

Shortly before noon, a pair of elves winks into being before you. One wears the livery of the Knights of Luna, and the other is outfitted with gear arcane. The Knight bows to you and says, "Thank you, again, for your willingness to assist us. Please gather your belongings, including creatures, and Sithii will bear us to Celene." The elves help you collect your gear and animals, then the Wayfarer teleports you.

With a flash, you arrive in the midst of a beautiful Elven city. The gossamer spires are every bit as beautiful as those of your dream. An elf clad in the garb of the Knights of Luna approaches you accompanied by [describe other PCs], smiling in recognition. "Welcome to Enstad, capital of the fey realm of Celene. I am Knight-squire Narwain Filiadir of Luna. Please, join us."

What you know of the Token of Amerayne: This small opalescent sphere crafted to appear like the moon Luna was given to you by Handmaiden Amerayne as a means to contact you in the future after you assisted her in SHE 6-03 Brooding Boughs.

Player Handout 3: Intro for PCs from the Sheldomar Valley Metaregion

You were recruited by the Tackett and Figg Teamster Company as a trouble shooter for their final survey team for the proposed Lortmil Trail trading route. Though there were a couple minor skirmishes with local “wildlife”, the bickering between the two surveyors about the exact route that should be followed reached such an impasse that you have arrived in Courwood much earlier than planned without actually getting the trail marked.

So it is a great relief when Bangor Tackett approaches you with two elves in tow. The dwarven teamster looks at you apologetically before introducing his new acquaintances.

“I’m right sorry that those darn bureaucrats couldn’t come to any agreement on the route, but ya still done good for da team, so I don’t want ya ta have any hard feelings ‘bout the job endin’ early. I’m gonna have to crack a couple heads together a few times afor we can set out ag’in. But these two fellers are in need of the sort of expertise that you got. In spite o’ their pointy ears, they’re honorable folk. Mebee y’all could help them out while I’m knocking sense into those blockheaded Keoish pencil pushers?”

The first elf is female, wearing finely wrought mithral chain and the tabard of the Knights of Luna. She introduces herself, “Greetings, friend, I am Knight-Squire Danira. Master Tackett recommends you highly for your skill in handling difficult situations and I have a very challenging problem that should prove mutually advantageous. There is some travel involved, though with Father Falledrel’s assistance it should be swift enough. My liege will reveal the details when we arrive in Celene. Will you come?”

The second elf nod agreeably, and you note that the holy symbol of Corellan Larethian on his chest swings gently in emphasis.

Even if pressed, the Knight-squire will reveal little more than that the “difficulty” is of extreme importance and that the cause of good will be greatly furthered if you assist. She will confirm, if asked, that she is from Celene and that they must travel to Enstad, its capital. Though she will not specify payment, she will say that her liege’s gratitude is a valuable thing.

With two castings, Father Falledrel can bring up to 7 creatures and Knight Danira. Danira will promise to have any mounts, etc. left behind brought within 2 days.

Once you have gathered your belongings, Father Falledrel casts a windwalk and you turn to vapor and fly swiftly up the Handmaiden River to the edge of the mountains. After a couple hours, you descend briefly before crossing into Celene to allow the Knight to converse with the border guards. And then you continue to the beautiful city of Enstad.

Just outside the city, you slowly descend to meet up with another Knight of Luna, Narwain Filiador who is accompanied by [description of PCs coming from Greyhawk]. Knight-Squire Danira introduces you to her comrade-in-arms with a hopeful smile. “Narwain will show you to your meeting with the Handmaiden. Much depends upon your success.”

Then Danira and Father Falladrel turn to mist and move southward, leaving you to enter the capital of the Fey Realm of Celene with the other knight and his companions.

Player Handout 4: Intro for All Others

Taking a well-earned load off your feet and treating yourself to a good meal and a cold beverage, you find yourself in the Black Dragon Inn in the grand city of Greyhawk. The common room is teeming with customers from all walks of life taking similar breaks from their daily affairs.

Finishing up the final remains of your meal, you spy two older gentlemen entering the common room, looking a bit perplexed and out of place as they scan the inn's patrons. Their fine robes and ink-stained fingers mark them as scholars or clerks, and they are obviously looking for someone. After conferring for a brief moment, they make their way over to your table. "Excuse me, my friend and I were wondering if we could have a moment of your time? We have a little matter with which we could use some help and you appear like you might suit our needs."

They seat themselves opposite you at the table and lean over to speak in hushed tones. "You see, I am William Thomas, and this is my cousin, Walter Farnsworth. We are scholars here in Greyhawk. Perhaps you have heard of us? Thomas, Farnsworth and Link? No? Well, no matter. Our partner, Jedidiah Link, is several months overdue from an expedition. He set off to research some findings of Ancient Suel heritage in the Suss forest and has yet to return or send word as he had planned to do. Jedidiah is a wizard of amazing intellect, but, well, let me be frank, of little use in the wilderness. He took three of our most promising apprentice wizards with him, and we fear for their well being. He planned on heading to Courwood in the County of Ulek and then east into the Suss. Another group promised to seek him, but got involved with some elves and was unable to find him. We've made inquiries, and Knight-Squire Narwain of the Knights of Luna has agreed to help us in our search. Unfortunately, both Walter and I are far too old to undertake such a long journey without serious consequences to our health. Would you be willing to travel to Enstad on our behalf to seek his aid in locating Jedidiah?"

If asked about a reward, the mages hem and haw a bit, saying that Jedidiah always took care of such things in the past. But, while they are far from wealthy, they are men of some influence in the arcane community of the city with contacts that might be valuable to someone in your line of work.

The portly Walter gives you a traveling pass to Enstad in Celene as well as a letter authorizing you to act as their agent in this matter. Your travel from the City of Greyhawk is remarkably uneventful until you approach the Celene border. There, your papers are closely examined multiple times. Finally, two guards are assigned to escort you personally to the capital. Late that evening, you are approached by a rider mounted on a beautiful Elven horse, dressed for battle, his green cloak embroidered with the symbol of the Knights of Luna.

"Greetings, foreigner, I am Knight-squire Narwain Filiadir of Luna, and I understand that you are seeking a lost mage." he pauses, seeming to seek the right words. "I am seeking some others who were lost about the same time as your mage and believe their fates are intertwined. It will be very beneficial to have someone of a different.....culture than my own to assist in a task which is a matter of great importance to Celene and to the lands bordering the Suss Forest. Would you be so kind as to accompany me into the capital city to speak with an agent of the Queen about this issue?"

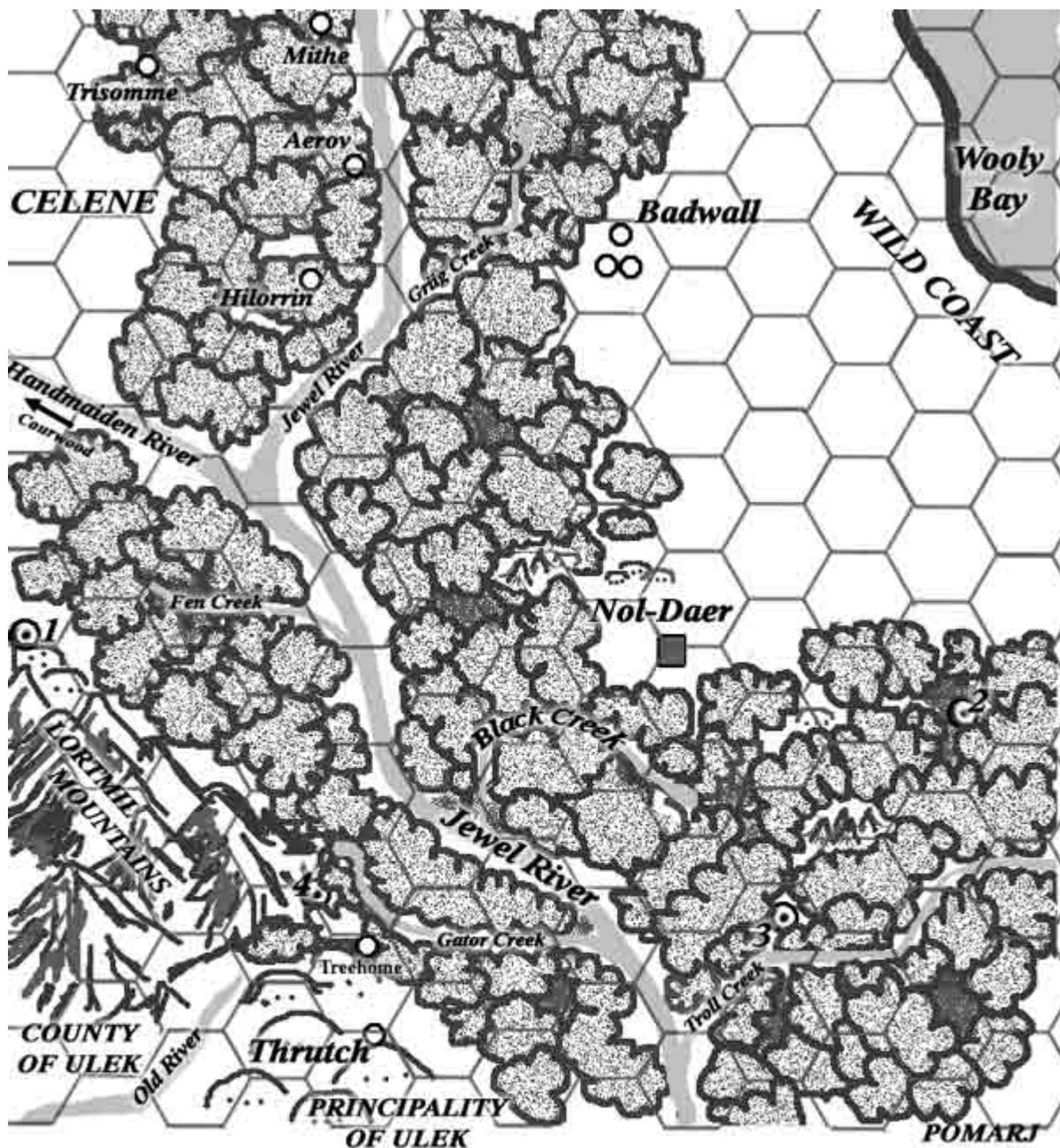
Something in the back of your mind itches. This is not quite the situation you had expected... though surely the knight is correct that the issues are related...?

Your Elven escorts lead you deeper into the lands of Celene, where few save the native elves have trod in many years. Their knowledge of the paths serves well, as many a time they stride purposefully into what appears a solid wall of vegetation, only to emerge on a secretive path leading deeper into the realm. Two more days are thus consumed in travel until you finally glimpse the spires of Enstad.

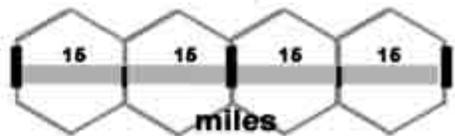
Player Handout 5: Celene's Overview Map



Player Handout 6: Celene's Map of the Suss Forest



- Ruins
- Swamp/Bog
- Hills
- Forest
- River
- Mountains



Suss Forest Players' Map