

VEL6-08

Heart's Lament

A One-Round D&D LIVING GREYHAWK[®]

Veluna Regional Adventure

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Eldried Sarneth is planning to marry once again, in an effort to reestablish the shattered Sarneth line. In order to win the favor of his noble bride, she demands he must recover Heart's Lament, a long lost relic of ancient Flan worship. The elder Sarneth looks to the heroes of Veluna to aid him in his quest for the lady's hand. A Veluna regional adventure for character levels 4 to 15 (APLs 6-14). It is recommended that this adventure be played by characters sympathetic to the plight of the Velunan nobility.

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 poc@veluna.net for LIVING GREYHAWK campaign questions email rpgahq@wizards.com

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

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (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 DM to run this adventure if you are not the senior DM.

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.

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Players Read No Farther

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

Preparing for Play

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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 DM 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.

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

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

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Veluna. PCs native to Veluna pay one Time Units per round, all others pay two Time Units.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. PCs 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 PC who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the PC possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the PC 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 PC has at least four ranks in Craft (bowmaking). The PC is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Adventure Background

The question of the status of the wayward diocese of Grayington has not yet been resolved by the Celestial Order of the Moons (COOTM). The seceded diocese cannot be fully returned to be a part of Veluna until the question of noble lordship of the diocese is answered. The COOTM has squabbled over this issue for most of the past year, with no end in sight.

Once the most powerful noble family in Veluna, the Sarneth line has been shattered. The last heir of the Sarneth's, Redin; has been retired to the monastery of the Brotherhood of the Vale to reflect upon his crimes. His aging father, Eldried Sarneth, having been forced to give up his power to his traitorous son, longs to reestablish the line of his forefathers and reclaim his lost power. However, the nobles of the Celestial Order of the Moons, sensing Eldried's weakness, have moved to block his reclamation of his title. Some do so out of spite for his years of power over them, some do so because they lust after the power of the Plar themselves.

Never to be undone, and always the backroom dealer, Eldried Sarneth has managed to cut himself a deal with Count Westin Mori of Devarnish. Mori has pledged his support (and the support of those he can influence in the COOTM) for reestablishing Eldried as Plar of Grayington in exchange for Eldried marrying Elena Mori, the counts younger sister. Eldried seeks a young and fertile bride so that he can establish a legitimate heir to his recovered power. Mori is currently the most powerful noble and can muster enough support in the COOTM to sway the vote in Eldried's favor. By mixing the Mori and Sarneth line, Mori gains a foothold in another diocese and his family line will have a claim to the diocese of Grayington and the title of Plar upon Eldried's passing. Both nobles stand to gain much in such an arrangement.

Elena, however, is not so keen on bowing to her brother's will, especially to marry a man more than twice her age (Elena is 22 years old). Elena is a materialistic girl, and has a fascination with ancient Flan culture. Before she will agree to marry Eldried Sarneth, she demands he present her with a specific gift for her collection of Flan artifacts. She demands "Heart's Lament", a legendary idol rumored to have been used by the original Flan worshippers of Rao to

bless wedding nuptials with the grace of the wizened one. If Eldried Sarneth is incapable of meeting her demands, he is not worthy of her hand in marriage.

Eldried, determined to reclaim his power and reestablish his line, was not deterred by such a seemingly impossible demand. He has spent a large sum of money researching this Flan artifact and believes he has discovered its last known resting place to be an old Flan temple to Rao somewhere in the Lortmil Mountains. Eldried simply needs to hire reliable adventurers to brave the ruins of the lost temple and recover Heart's Lament.

Meanwhile, Bishop Velt Harkin fears nothing more than the return of Eldried Sarneth to power in Grayington. Bishop Harkin was never a match for the elder Sarneth, and Eldried disrespected the Bishop at every turn. Bishop Harkin has brought some semblance of order to the wayward diocese of Grayington, and he is greatly enjoying his status as the only leader of the people of Grayington. Harkin will go to any lengths to not be under the thumb of Eldried Sarneth ever again. His greatest fear is that Eldried will somehow manage to regain his title and once again make Harkin's life miserable. Bishop Harkin's paranoia has led him to watch the doings of the former Plar closely. Recently an informant for the Bishop informed Harkin of the deal made by Sarneth and Mori and Eldried's recent discovery of the location of the artifact that could seal Harkin's fate. In a panic, Bishop Harkin has recruited his own team of adventurers and tasked them with recovering Heart's Lament in the name of the Church of Rao. Bishop Harkin believes that by thwarting the marriage of Eldried and Elena, he can stop Eldried's last ploy to recover his position.

The race is on...

Adventure Summary

All of the PCs are in the city of Grayington. They have been summoned there by Eldried Sarneth to locate the ruins of the lost Flan temple and recover Heart's Lament for him.

Encounter One – The Noble's Longing: At the Sarneth estate outside the city, the PCs meet with Eldried who explains the mission (and the payment) over dinner. Eldried informs them that there are many parties who would like to see him fail at his bid for reclaiming his title, and that they must be careful and trust nobody. During the discussion, a servant informs Eldried of the arrival of Bishop Harkin who requests

an audience. Eldried tells the servant to make the Bishop wait and finishes his meeting with the PCs. Eldried intends to make the Bishop wait forever, and as the PCs leave they can see the steaming Bishop fuming in Eldried's sitting room. Meanwhile, the Bishop gets to see the adventurers Eldried has hired for his task, and passes this info on to his own team after leaving the estate.

Encounter Two – The Mountainous Trek: The PCs have only a vague idea of the location of the lost temple from ancient records provided by Eldried. They must search the mountains to locate the ruins.

Encounter Three – The Ruins of Holiness Past: The PCs find the ruins, but there is not much left of the ancient structure except the barest outline of the former foundation. With a little searching they can find what must have once been a stairwell leading down to levels of the temple beneath the ground. The PCs must spend some time clearing centuries of rubble and debris from the choked stairwell, finally gaining access to the levels below.

Encounter Four – The Current Residents: While exploring the underground chambers of the ancient temple, the PCs meet and must overcome the current monstrous inhabitants of the complex who have tunneled in from below.

Encounter Five – The Guardians of the Lost Faith: Deeper into the complex the PCs approach the reliquary where Heart's Lament was stored. Here they come across the guardians of the holy relic left behind by the last worshippers of the temple.

Encounter Six – The Reckoning: As the PCs exit the complex they are confronted by the adventuring group sent by Bishop Harkin. This group has tracked the PCs to this location and decided to wait for them to exit the complex. The adventurers demand that the PCs turn over the relic in the name of Bishop Velt Harkin for the Church of Rao. They claim that as a holy relic of the ancient church, the Church of Rao is the rightful owner of the relic. The PCs can either peacefully turn over the relic to the other party, or they must deal with them forcefully.

Conclusion: If the PCs give the item over to Bishop Harkin, Eldried's deal with Mori falls through and Eldried fails in his bid to be reestablished as Plar of Grayington. If the PCs return the relic to Eldried Sarneth, he eventually succeeds in reestablishing himself as Plar of Grayington. In either case, Westin Mori is outraged that the church interfered in the affairs of the nobility and stirs up anti-church sentiment in the COOTM. Relations between the

nobles of Veluna and the Church of Rao are sorely stressed.

Introduction

It is fall in Grayington. Some semblance of order has been restored in the wayward diocese since the return of Bishop Velt Harkin last year. However, with the question of the titles and lands of the Sarneth family still unresolved, uncertainty amongst the people results in some lingering tension.

Grayington City bustles with the business of the mighty Volverdyva river restored after the war. The Grayington Guard patrols the streets heavily, keeping things orderly, but the presence of traders and adventurers is noticeable.

You have been summoned to Grayington by Eldried Sarneth, and have been invited to dinner tonight at the Sarneth estate.

If anybody asks about the status of Grayington or attempts to gather information they can get the following info with either a Knowledge (Local: VTF) or Gather Information skill check:

DC 10: Two years ago the Plar Eldried Sarneth transferred his noble title to his only son and heir Redin. Redin seceded Grayington from Veluna and was since seized by the church and declared a traitor. Eldried is trying to reclaim his titles and lands, but has not been successful, leaving Grayington without a secular leader.

DC 15: Eldried has been petitioning the COOTM for reinstatement for the past year, but has been blocked by old political enemies and not able to garner enough support in the COOTM.

DC 20: Rumor has it that Eldried may have a deal in the works that will muster enough political support to win back his titles and lands.

Additionally, if anybody can make a second DC 20 Knowledge (Local: VTF) check, tell them the following:

You have recognized some of the adventurers in town as members of the Argent Blades, a respected adventuring company based out of Veluna that has done a lot of work for the Church of Rao in the past.

If anybody insists on checking up with the Argent Blades, they will not get any more info. The DM should not give any details about the Blades at this

time, just generic info making them seem unimportant. The above info is just meant to be foreshadowing, not something to attract great attention from the PCs at this point.

Encounter One: The Noble's Longing

When the PCs are ready to go to dinner at the Sarneth estate:

The Sarneth estate sits on a low hill to the north of town. The estate consists of spacious gardens surrounding a sprawling mansion protected by high walls and numerous guards.

Showing your invitation at the gate, you are escorted inside and led to a formal dining room. The interior of the mansion is decorated lavishly with exotic pieces gathered from all over the Flaeness.

There are a number of servants present who will serve the PCs drinks. Shortly after their arrival, Eldried Sarneth will arrive:

Entering the room is a man in his fifties, tall and broad shouldered with a commanding presence. He is dressed in noble's finery and smiles formally as he enters. "I thank you all for coming. Please, sit, and be my guests for the evening. I trust your journey here was a pleasant one?" He motions for you to sit at the table as he claps his hands loudly setting the servants scurrying.

Eldried will insist on small talk over dinner, insisting on delaying any questions regarding the nature of his summons until after the meal. The meal itself is a fine seven course meal expertly prepared. He also provides fine Baklunish wines.

After the meal, Eldried will offer brandy and be prepared to get down to business:

"I am sure you have been wondering why I called you here. As you most likely have guessed, I require the service of people of your reputation..."

"As some of you may know, I have been trying for some time to salvage the remains of the tragedies of the last few years and return Grayington to her proper place as the shining jewel of Veluna. Unfortunately, old political rivals, smelling blood, have moved to block me and left the poor people of Grayington out in the cold of an uncertain future."

"I am close to sealing a deal that will garner enough support in the Celestial Order of the Moons to reinstate my lost titles and holdings, resolving the current situation in Grayington once and for all. By doing this, the uncertainty of the people will be appeased and Veluna will finally be restored to her pre war state."

"In order to close this deal, I need you to recover an ancient Flan artifact called Heart's Lament. In legend it is said that this item is the piece of Nerull's heart where Rao implanted the feeling of peace and serenity in his great conquest of the Reaper. When Nerull finally rejected Rao's peace from his heart, what was left was the stone called Heart's Lament, as Nerull forever lamented the loss of peace that he never knew before and will never know again. The ancient Flan of the vale were reputed to have kept the stone as a relic of Rao's conquest over Nerull, but it was lost to the ages."

"I believe I have managed to uncover the location of the stone's last resting place: A Flan temple to the Reasoned One located deep in the Lortmil Mountains. I am willing to offer you a large sum of money to travel to the Lortmils, locate the lost temple, and recover Heart's Lament. However, I must be clear that I expect you to be working for me and me only. I have enemies who would like nothing more than to see my bid to reunify Veluna fail. I require your personal pledge that once you accept this task you will see it through."

If the PCs ask questions about the relic, Eldried can tell them the following:

- The legends do not say anything about the relic containing any magical power. The Flan simply worshipped it as a symbol of Rao's victory over Nerull.
- Eldried does not really believe it is actually a piece of Nerull's heart, but rather a religious symbol. His interest in the piece is purely for its historical value, not anything supernatural.
- Tracking down its last known location was very difficult and expensive. He paid a lot of money for a number of expert sages to research and only by piecing together various ancient references were they able to guess as to its location. For this reason he believes the relic to still be there as the temple seems to have simply been forgotten in the fog of time.

If asked about the deal, or why he needs the relic, he will simply say it is a gift to seal a political deal. If pressed, and the PC asking can make a DC 20 Diplomacy check:

- He has cut a deal with Westin Mori to support his bid for reinstatement in the COOTM.
- Mori's price for the deal is that Eldried marry his younger sister Rosslyn Mori.
- Rosslyn Mori collects Flan artifacts. Before she would agree to the marriage, she insisted Eldried present her with Heart's Lament as proof of his devotion to her.
- In addition to the political deal, Eldried has a need to sire another heir to his titles and lands. This deal has that added "benefit".
- The benefit of the deal to Mori is obvious: The Mori family will have a claim on Grayington lands and the title of Plar. Eldried regrets having to stoop to this, but he sees no other choice.

When the subject of payment comes up, Eldried will specify that he will ONLY pay upon successful delivery of the artifact. If they fail to deliver the artifact, he will owe them nothing. He will offer them the following amount of gold EACH:

APL 6: 500 gp

APL 8: 1,000 gp

APL 10: 1,800 gp

APL 12: 2,500 gp

APL 14: 4,000 gp

Interruption:

At some point in the conversation:

A servant interrupts your conversation by entering the room and waiting expectantly. Eldried turns to the servant and in an annoyed tone asks:

"Yes, what is it Lars?"

Lars looks nervous. "Bishop Harkin has arrived, m'lord, and requests an immediate audience. He says it is important."

Eldried pauses for a moment as he gives you a sidelong glance. Then a sly grin forms as he says: "Tell His Eminence to wait, I am tied up with more important matters at the moment..."

Eldried dismissed Lars with a wave and the servant bows as he backs out of the room.

Eldried turns back to you with a satisfied smirk. "Let the bloated fool stew... Now where were we?"

Eldried will continue discussions with the PCs. Even after all critical business is done; Eldried will make small talk and delay for a long time chatting with the PCs. If any PC can make a DC15 Sense Motive check, it will become obvious he is intentionally delaying the bishop by chatting with the PCs.

Assuming the PCs agree to Eldried's deal, he will give them maps of where he suspects the lost Flan temple to be located, and references from ancient sources of landmarks and clues to the location of the lost temple. He will tell them that the location is not exact and he expects they will have to search for ruins, so they should be prepared for an extended search of the mountains.

When the PCs finally leave after a long period of time:

As you leave the Sarneth estate, you pass by a front sitting room near the front door. In the sitting room you spot Bishop Velt Harkin sitting alone. He is dressed fully in his robes of office. His face is beet red and he looks extremely unhappy. He glares at you as you pass by and you can almost see the smoke curling from his ears in his anger.

Bishop Harkin will not talk to the PCs nor will Eldried's servants allow the PCs to linger to talk to the bishop. Harkin is angry at Eldried for the slight at making him wait, not angry at the PCs. Outside is a contingent of Mitrik Temple Guardsman and the Bishops carriage. The Guardsmen have nothing interesting to say.

If the PCs wait for the Bishop to leave, it will be a couple hours (Eldried makes the Bishop wait a long time). When the Bishop finally leaves he will be too angered and flustered to speak to the PCs (he will yell at his guards to get him home sorely mistreating them in his anger).

If the PCs do not accept Eldried's offer of employment, the adventure is over.

Encounter Two: The Mountainous Trek

The PCs must travel into the Lortmil Mountains to the suspected vicinity of the lost temple. This will take several days.

You have been traveling for a number of days deep into the Lortmil Mountains. The only interesting thing that has happened so far is seeing a sheep on the side of the road; No one was hurt (animals were spooked) but it was over before anything really bad could have happened. Now it seems as if the deep valleys and rocky peaks seem endless, but the ancient references provided by Eldried Sarneth indicate that the lost temple should be somewhere within a few miles of your current location.

One PC should be acting as guide for the mountain trek. That PC must make both a DC 20 Search check AND a DC 15 Survival check to locate the lost ruins. They can make two attempts per day. Note that the SAME PC MUST MAKE BOTH CHECKS. If either check fails, they have failed to locate the ruins. If another PC wishes to "Aid Another", they may, but if they fail their aid check, it results in a -2 circumstance penalty on the roll (the leader is listening to bad advice).

If the leader ever fails the Survival check by 10 or more (ie rolls 4 or less), they run afoul of a natural hazard in the mountains. Roll 1d20 and consult the following table:

1-4: Random PC steps in mountain goat droppings.

5-8: Falling Rock: Random PC is targeted by a rolling boulder. Reflex save DC 20 (only DC 15 APL6 or 8) or take APLxd6 damage.

9-12: Landslide: All PCs roll Reflex save. Whichever PC(s) rolls lowest slips on loose path and falls (APL-2)x10 feet. DC 15 Climb check to climb back up.

13-16: Flash Flood: Each PC must make DC 20 Reflex save (DC 15 APL6 or 8) or be caught in flood. Those caught in flood take 2d6 damage per round as they are brutally battered against the rocks. Caught PCs can make a DC 15 Swim check (remember armor check penalties are doubled for swim checks) to get to safety.

17-20: Avalanche! See *Dungeon Master's Guide*.

Once the PCs have finally made both checks, go to Encounter 3.

Encounter Three: Ruins of Holiness Past

In a high mountain valley you have finally found a trace of ancient ruins. All that remains are a few stones of an old foundation sticking up from the ground like the bones of a long dead creature. The valley is protected by steep rocky slopes on three

sides and is choked with debris and overgrowth. The whistling of the high mountain winds are the only sounds that greet you as you enter the valley floor.

The foundation appears to have been of a building approximately 100 feet on a side. Nothing remains but a few stones protruding from the earth in the rough outline of the original building (no stone is more than 2 feet high).

A DC 15 Search check of the area of the building will turn up the following:

A jumble of stones appears to be covered with a layer of dirt and overgrowth. It appears that an old stairway once descended here but is now choked with rubble and debris under a layer of dirt and growth.

There is 15 feet of stairway completely blocked with collapsed rubble and dirt. The PCs either have to dig through or use magic to reach the underground passageway buried 10 feet beneath the rocky ground.

Digging out: It will take a day and a half to dig by hand through the rubble. With proper digging tools (i.e. picks and shovels) it will take half that time. Adamantine weapons don't help. They just make a big rubble into two smaller rubbles, the rubble(s) still need to be moved out of the way.

Once the way is cleared (or the PCs use magic):

About 10 feet beneath the rocky ground is a narrow three foot by three foot passageway leading away from the valley entrance. Apparently at one time this passage was taller but a layer of sediment has hardened to rock over the passage of time. Carved on the rock walls are stylized figures of worshippers marching deeper down the passageway.

Unless the passageway is artificially expanded or the appropriate magic is used; large animal companions and centaurs stop here. Because of the size of the passageway, only a single medium sized (squeezing) could continue the digging. Small characters are not restricted by this but the passageway is still only 3 ft wide. It would take a long time (weeks) to dig it out manually. The hallway goes about 60 feet and opens into a room. Note that the room is currently occupied and digging and/or sudden light will alert the occupants.

Encounter Four: The Current Residents

The tunnel from the surface leads to a 60 ft by 60 ft room:

This room has a high ceiling and its walls contain stylized engravings depicting the migration of a group of worshippers to a land of promise on the left wall. On the right wall the engravings depict a group of enemies attempting to subjugate the migratory worshippers. In the back of the room a doorway yawns, its door long gone.

The room is occupied by some burrowing creatures stumbled upon it and took up residence. The creatures do not look kindly upon their residence being intruded upon.

If the creature(s) residing here leave an obvious tunnel (see their description in the *Monster Manual*), the tunnel will be in the wall showing the subjugation and will descend for an indeterminate distance downwards. (Where appropriate) Standing at the hole; a DC 22 Listen check of will hear water rushing in the distance

APL 6 (EL 8)

Average Xorn (2): Medium Outsider; hp 59 each; See *Monster Manual* pg 261

APL 8 (EL 10)

Average Xorn (2): Medium Outsider; hp 59 each; See *Monster Manual* pg 261

Elder Xorn: Large Outsider; hp 153; See *Monster Manual* pg 261.

APL 10 (EL 12)

Purple Worm: Gargantuan Magical Beast; hp 232; See *Monster Manual* pg 211

APL 12 (EL 14)

Truly Horrid Umber Hulk: Huge Aberration; hp 300; See *Monster Manual* pg 249.

APL 14 (EL 16)

Truly Horrid Umber Hulk (2): Huge Aberration; hp 300 each; See *Monster Manual* pg 249

Tactics: Assuming the creatures notice the PCs approach (very likely if they dug in), they will try to hide as best as possible and surprise the prey. The Xorns will negotiate: They want all the tasty metal they can smell. If the PCs are willing to give them all their metal armor and metal weapons larger than light

sized, the Xorns will let them pass. The worm and hulks simply want to eat the PCs.

Development: Once the residents of this room are dealt with, the PCs can continue down the hall on the other side. Go to Encounter Five.

Encounter Five: The Crevasse and the Guardians of the Lost Faith

The passageway widens to ten feet wide and descends into the earth as slight angle for 50 ft. The stylized engravings of worshippers march down the walls of this hallway in a formal procession. The procession is interrupted by a jagged crevasse that opens in the floor and the hall ends in an underground cliff. Looking downward, just at the limits of lantern light the hall continues further into the earth. Apparently that rumble felt days ago, was stronger here as the mountain itself opened itself to the bowels of Oerth.

The crevasse is 5ft across and about 25-50ft length ways. It drops straight down to a depth unknown. Falling here is a very bad idea, but unless the character is small, the chances of this happening are remote. Because it is essentially a chimney, the base Climb DC is 5; with a knotted rope makes the DC -5. Refer to pg 69 of the *Player's Handbook*. But remember that the chimney is only 5 feet across.

After descending sixty or so feet further into the crevasse the stylized engravings of the procession of worshippers comes back into view. The hallway continues on with only small debris near the cliff edge. After another fifty feet the hall ends in a heavy stone door carved with the face of Rao. The stylized figures on the walls nearest the door supplicate themselves in worship.

The door is solid stone one foot thick. Its latching mechanism has long ago rotted away and the shift of the earth has it stuck. It will require a DC 24 Strength check to push open. Two PCs can push and others can help push with poles or reach weapon pole arms to assist pushing the door open.

Behind the door is a circular room 50 feet in diameter:

As the door is pushed open, a brief hiss issues forth as dust swirls about you. Beyond the stone door is a large circular room. Carved on the walls of this room are stylized figures of worshippers with their arms and heads upraised to the heavens. In the

center of the room is a pedestal upon which rests a dark rock. A dark shape [two dark shapes are APL8 and 14] stands to one side, perhaps a statue of some sort.

The dark shape(s) are golem guardians of the relic. They are created to appear to be Flan worshippers of Rao. They attack as soon as someone enters the room.

APL 6 (EL 7)

Advanced Caryatid Column: Medium Construct; hp 95; See Appendix 1.

APL 8 (EL 9)

Advanced Caryatid Column (2): Medium Construct; hp 95 each; See Appendix 1.

APL 10 (EL 11)

Stone Golem: Large Construct; hp 135; See *Monster Manual* 136-7

APL 12 (EL 13)

Iron Golem: Large Construct; hp 165; See *Monster Manual* 136-7

APL 14 (EL 15)

Iron Golem (2): Large Construct; hp 165 each; See *Monster Manual* pg 136-7

Tactics: The golems attack anyone in the room once someone touches the stone, with priority given to the person with the stone. If anybody takes the relic, they pursue the relic holder only. At APL 6 and 8, the Caryatid Columns do **NOT** have the typical +2 *bastard sword*. Anyone presenting a Raoan holy symbol will not be attacked (unless they also have/touch the stone).

Development: Because of the recent tremors and sudden shift of this room, it is susceptible to more "shifting". The DC for cave-in is one-half APL x number of round of combat (Cumulative). IE after the third round at APL 10 there is a 15% chance of cave-in. Roll at the end of round. IF there is a cave-in the hallway collapses a number of feet equal to the percentage dice roll. (If greater than 50 then an appropriate portion of the upper part will have collapsed as well.) The room is protected by divine magic and will survive the cave-in. Lastly, the PCs can take Heart's Lament from the pedestal:

The stone is in the shape of a small human heart. It appears to be made of a smooth black stone and is ice cold to the touch.

Anyone touching the stone feels emotions of peacefulness and regret, (*calm emotions*, no save). This effect remains as long as the PC has the stone. The stone radiates a faint good aura.

Encounter Six: The Reckoning

The PCs are free to leave the temple complex. When they do, the Argent Blades adventuring company is waiting for them either by tracking or by magic. If the PCs left someone or something outside to watch, the Argent Blades will deal (non lethally) with the guardians (which may tip off the PCs that someone is waiting). If the PCs don't ever exit the temple complex (ie they may *teleport* away immediately), that's fine, they simply never encounter the Argent Blades. The leader of the Blades is Magnus Muraille, he will do all the talking (though he will stay behind Ungart Rockhammer for protection).

As you begin to exit the remains of the lost temple, you immediately spot a group of people awaiting you in the large square room you passed through before. Their leader steps forth:

"Hold! We mean you no harm. We have come to claim the Flan relic that rests here in the name of the Church of Rao, by order of Bishop Velt Harkin. The relic is church property and we have been authorized to recover it and return it to its proper owners. If you turn it over peacefully, you may go upon your way with the gratitude of the Argent Blades, the Church of Rao, and the government of Veluna."

The Argent Blades intend to recover the relic at all costs. They will insist on searching the PCs if they claim to not have the relic. A simple *detect good* spell will lead them right to it.

The Blades will try to reason with the PCs, explaining how the item came from an old temple of Rao so it obviously is church property and if the PCs insist on keeping the item, they are stealing from the church. The Blades have a proper writ from the Church of Rao (signed by Harkin). A DC 15 Knowledge (Local: VTF) will recognize the Argent Blades as a licensed Adventuring Company within Veluna who does a lot of work for the church. The DM can even assume some of the PCs may personally know some of the members of the Blades (ie Dwarves may know Ungart).

Diplomacy: The ONLY way that the Blades can be diplomacized into giving up their claim is if the PCs offer to pay them more than Harkin is. Harkin is

currently paying EACH of the blades the following amount:

APL 6:	500 gp
APL 8:	1000 gp
APL 10:	1800 gp
APL 12:	2500 gp
APL 14:	4000 gp

If the PCs get the attitude of the Blades to "Friendly" through diplomacy, the Blades will accept double this amount to quit their claim. If they get them to "Helpful", they will quit their claim for 150% of this amount. Note that this means it is quite likely that the PCs will not get any GP for the adventure and will probably end up LOSING money for the mod.

If a buyout agreement is not reached, the Blades will attack to get the relic. They will use non-lethal attacks first, and switch to lethal after the PCs do their first lethal damage.

APL 6 (EL 9)

Tellus Declivantes: Human Druid 5; hp 40; see Appendix 1.

Felosial Moonshadow: Elf Rogue 3/Ranger 2; hp 31; see Appendix 1.

Ungart Rockhammer: Dwarf Fighter 5; hp 61; see Appendix 1.

Magnus Muraille: Human Warmage 5; hp 23; see Appendix 1.

Viktor Volvulne: Human Cleric 3/Church Inquisitor 2; hp 40, see Appendix 1.

APL 8 (EL 11)

Tellus Declivantes: Human Druid 7; hp 56; see Appendix 1.

Felosial Moonshadow: Elf Rogue 3/Ranger 3/Barbarian 1; hp 48; see Appendix 1.

Ungart Rockhammer: Dwarf Fighter 7; hp 84; see Appendix 1.

Magnus Muraille: Human Warmage 7; hp 32; see Appendix 1.

Viktor Volvulne: Human Clr3/Church Inquisitor 4; hp 56; see Appendix 1.

APL 10 (EL 13)

Tellus Declivantes: Human Druid 8/Earth Dreamer 1; hp 69; see Appendix 1.

Felosial Moonshadow: Elf Rogue 3/Ranger 3/Barbarian 1/Shadowdancer 2; hp 62; see Appendix 1.

Ungart Rockhammer: Dwarf Fighter 7/Dwaven defender 1/Occult Slayer 1; hp 118; see Appendix 1.

Magnus Muraille: Human Warmage 8/Fatespinner1; hp 48; see Appendix 1.

Viktor Volvulne: Human Cleric 3/Church Inquisitor6; hp 69; see Appendix 1.

APL 12 (EL 15)

Tellus Declivantes: Human Druid 8/Earth Dreamer3; hp 79 (88); see Appendix 1.

Felosial Moonshadow: Elf Rogue 3/Ranger 3/Barbarian 1/Shadowdancer2/Wildrunner2; hp 90(99); see Appendix 1.

Ungart Rockhammer: Dwarf Fighter 7/Dwaven defender 1/Occult Slayer 3; hp 138 (147); see Appendix 1.

Magnus Muraille: Human Warmage 8/Fatespinner 3; hp 56(65); see Appendix 1.

Viktor Volvulne: Human Cleric 3/Church Inquisitor 8; hp 79(88); see Appendix 1.

APL 14 (EL 17)

Tellus Declivantes: Human Druid 8/Earth Dreamer 5; hp 89 (99); see Appendix 1.

Felosial Moonshadow: Elf Rogue3/Ranger 3/Barbarian 1/Shadowdancer 2/Wildrunner 2/Bloodhound 2; hp 122(132); see Appendix 1.

Ungart Rockhammer: Dwarf Fighter 7/Dwaven defender 1/Occult Slayer 5; hp 160 (170); see Appendix 1.

Magnus Muraille: Human Warmage 8/Fatespinner 5; hp 64(74); see Appendix 1.

Viktor Volvulne: Human Cleric 3/Church Inquisitor 10; hp 104(114); see Appendix 1.

Treasure:

APL 6– loot (188 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *potion cure light wounds x4* (16 gp), spellbook I (6 gp).

APL 8– loot (319 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *scroll (mirror image)* (12 gp), *potion cure light wounds x5* (20 gp), spellbook II (21 gp).

APL 10– loot (353 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *potion of cure moderate*

wounds x2 (50 gp), *potion cure light wounds x3* (12 gp), spellbook III (47 gp).

APL 12– loot (184 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *ring of counterspells* (333 gp), *scroll (stoneskin)* (62 gp), *scroll (ice storm)* (58 gp), *potion of cure serious wounds x3* (186 gp), *potion cure moderate wounds x3* (75 gp), spellbook IV (70 gp).

APL 14– loot (184 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *ring of counterspells* (333 gp), *scroll (stoneskin)* (62 gp), *scroll (ice storm)* (58 gp), *potion of cure serious wounds x3* (186 gp), *potion cure moderate wounds x3* (75 gp), spellbook IV (70 gp).

Conclusion

The PCs can return the relic to Eldried and he will give them the promised payment and his thanks. If they gave up the piece Eldried will be furious at them (if they are foolish enough to even return to him after giving up his relic) and he will throw them out of his estate.

Bishop Harkin will accept the relic with great thanks if the PCs have a change of heart after escaping with it. The Church will reward the PCs at 50 gp/APL, and they receive the “Finder’s Fee” reward.

Treasure Summary: Note that the only way to get any treasure from this adventure is to turn over Heart’s Lament to Eldried Sarneth (his payment plus possible loot from the Argent Blades). PCs that turn over the artifact to the church will not have ANY chance for payment or loot and should end up with ZERO gp from the adventure. This is intended as it is supposed to be a difficult role-playing choice for those who find themselves torn in the struggle between nobility and the church.

The End

Official critical events results: Any player interested in downloading an official summary of events of this mod that reflects the critical events of the first run of this event should be given the following password. The DM should give this password to the players at the

conclusion of play. They can then download the critical summary and use the password to open the file:

Password: ibreakwiththree

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 story awards) to each character.

Encounter Four: The Current Residents

Deal with or bypass the creatures.

APL 6	240 xp
APL 8	300 xp
APL 10	360 xp
APL 12	420 xp
APL 14	480 xp

Encounter Five: The Guardians of Lost Faith

Recover the relic from the guardians:

APL 6	210 xp
APL 8	270 xp
APL 10	330 xp
APL 12	390 xp
APL 14	450 xp

Encounter Six: The Reckoning

Either defeat, successfully negotiate or agree with the Argent Blades.

APL 6	270 xp
APL 8	330 xp
APL 10	390 xp
APL 12	450 xp
APL 14	510 xp

Discretionary Role-Playing XP:

APL 6	180 xp
APL 8	225 xp
APL 10	270 xp
APL 12	315 xp
APL 14	360 xp

Total possible experience:

APL 6	900 xp
APL 8	1,125 xp
APL 10	1,350 xp
APL 12	1,575 xp
APL 14	1,800 xp

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, 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.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Six: The Reckoning

APL 6– loot (188 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *potion cure light wounds x4* (16 gp), *spellbook I* (6 gp).

APL 8– loot (319 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *scroll (mirror image)* (12 gp), *potion cure light wounds x5* (20 gp), *spellbook II* (21 gp).

APL 10– loot (353 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *potion of cure moderate wounds x2* (50 gp), *potion cure light wounds x3* (12 gp), *spellbook III* (47 gp).

APL 12– loot (184 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *ring of counterspells* (333 gp), *scroll (stoneskin)* (62 gp), *scroll (ice storm)* (58 gp), *potion of cure serious wounds x3* (186 gp), *potion cure moderate wounds x3* (75 gp), *spellbook IV* (70 gp).

APL 14– loot (184 gp), coin- (0 gp), M – *Hand of the mage* (75 gp), *vest of resistance +1* (83 gp), *wand of color spray* (62 gp), *scroll (enlarge person)* (2 gp), *scroll (invisibility)* (12 gp), *wand of ghost sound* (31 gp), *ring of protection +1* (166 gp), *amulet natural armor +1* (166 gp), *hat of disguise* (150 gp), *ring of counterspells* (333 gp), *scroll (stoneskin)* (62 gp), *scroll (ice storm)* (58 gp), *potion of cure serious wounds x3* (186 gp), *potion cure moderate wounds x3* (75 gp), *spellbook IV* (70 gp).

Conclusion:

APL 6:	500 gp (Sarneth)
APL 8:	1,000 gp (Sarneth)
APL 10:	1,800 gp (Sarneth)
APL 12:	2,500 gp (Sarneth)
APL 14:	4,000 gp (Sarneth)

Total Possible Treasure

APL 6:	900 gp
APL 8:	1,300 gp
APL 10:	2,300 gp
APL 12:	3,300 gp
APL 14:	6,600 gp

Special

Touched by Heart's Lament: All PCs get this if they reached Heart's Lament.

Enemy of the Nobility: The entire party gets this or no one does – it depends on where Heart's Lament ends up.

Excommunicated: The entire party gets this or no one does – it depends on where Heart's Lament ends up.

Cave-in Survivor: The entire party gets this or no one does – they get it if the cave-in happens.

Finder's Fee: This is only given to the PCs if the Church gets Heart's Lament.

Appendix I: NPC's

APL 6

ENCOUNTER 5

Advanced Caryatid Column: Medium Construct: CR 7; HD 10d10+20; hp 95; Init +3; Spd 30 ft; AC 22 (touch 13, flat-footed 19) [+9 natural, +3 dexterity]; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam); Full Atk +12/+12 melee (1d6+7, 2 slams); SQ Break Weapon, Column Form, Construct Traits, Hardness 8, Magic Weapon; AL N; SV Fort +7; Ref +10; Will -2; Str 21, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy +0, Sense Motive +5, Improved Natural Attack, Improved Sunder, Power Attack, Weapon Focus (Bastard Sword).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 15) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, which ever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 15) to resist this effect.

Column form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and true seeing does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented

or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60ft range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column and can be retrieved by the caryatid column as any character would draw a weapon.

ENCOUNTER 6

Tellus Declivantes: Female Human Druid5: CR 5; HD 5d8+10; hp 40; Init +1; Spd 20(30 with longstrider) ft; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5 armor, +2 shield]; Base Atk +3; Grp +2; Atk +2 melee (1d6-1, club) or +4 ranged (1d4-1, sling bullet); Full Atk +2 melee (1d6-1, club) or +4 ranged (1d4-1, sling bullet); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 1/day; AL N; SV Fort +6; Ref +2; Will +8; Str 8, Dex 13, Con 14, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +15, Handle Animal +1, Knowledge (Nature) +7, Listen +6, Spellcraft +9, Spot +11, Survival +10; Augment Summoning, Earth Sense*, Spell Focus (Conjuration)

Possessions: *wildwood* breastplate* +1, heavy wooden shield, club, sling, 20 bullets, manacles, *tunic of steady spellcasting**, traveler's outfit, *speak with animals scroll*.

Spells per day (5/4/3/2; Base DC = 14+ spell level or 15+ conjuration spell level; 0 – *create water*, *cure minor wounds* x 2, *detect poison*, *guidance*, 1st – ~~*longstrider*~~, *produce flame*, *shillelagh*, *sunstroke**; 2nd – ~~*barkskin*~~, *briar web*, *warp wood*; 3rd – *blindsight**, *mass lesser vigor**

Tellus will precast *longstrider* on herself and will cast *barkskin* on Felosial.

* see Appendix 2: New Rules Items

Felosial Moonshadow: Female Wood Elf Rogue3/Ranger 2: CR 5; HD 3d6+3 plus 2d8+2; hp 31; Init +3; Spd 30 ft; AC 18 (20) (touch 13, flat-footed 15) [+5 armor, +3 Dex (+2 Natural)]; Base Atk +4; Grp +8; Atk +9 melee (1d6+4/18-20x2, scimitar) or +9 (1d4+4/18-20x2, kukri) or +8 ranged (1d8+4/x3, composite longbow arrow); Full +7 melee (1d6+4/18-20x2, scimitar) and +7 (1d4+4/18-20x2, kukri) or +8 ranged (1d8+4/x3, composite longbow arrow); SA, Sneak Attack +2d6, SQ Lowlight vision, Trapfinding, Evasion, Trap Sense +1, Favored Enemy (Humans), Track, Wild Empathy (+2), Combat Style (Two-weapon Fighting); AL CN; SV Fort +6; Ref +10; Will +1; Str 18, Dex 17, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +9, Gather Information +4, Hide +21, Knowledge (Nature) +6, Listen +4, Move Silently +11, Open Locks +10, Search +9, Spot +4, Survival +4, Tumble +11; Combat Reflexes, Dodge.

Possessions: *Mithral shirt* +1, masterwork scimitar, masterwork kukri, masterwork +4 str composite longbow, 20 arrows, 20 blunt arrows, *Vest of Resistance* +1, *potion of protection from evil* (5th lvl caster), ~~*elixir of hiding*~~, *elixir of hiding*, manacles, masterwork thieves tools.

Ungart Rockhammer: Male Dwarf Fighter 5: CR 5; HD 5d10+23; hp 61; Init +5; Spd 20 ft; AC 26 (touch 11, flat-footed 25) [+10 armor, +5 shield, +1 Dex]; Base Atk +5; Grp +8; Atk +9 melee (1d10+3 dwarven waraxe) or +7 ranged (1d8/19-20x2, light crossbow bolt); Full +9 melee (1d10+3, dwarven waraxe) or +7 ranged (1d8/19-20x2, light crossbow bolt); SQ Darkvision 60'

Stonecunning; AL LN; SV Fort +9; Ref +3; Will +0; Str 16, Dex 13, Con 18, Int 13, Wis 8, Cha 6.

Skills and Feats: Knowledge (Arcane) +5, Ride +4, Spellcraft +5, Swim +0 (-18 w/shield); Combat Expertise, Dodge, Heavy Armor Optimization, Improved Initiative, Toughness.

Possessions: *Plate Armor* +1, *tower shield* +1, masterwork dwarven waraxe, cold iron dwarven waraxe, masterwork light crossbow, 20 bolts, *Cloak of Resistance* +1, manacles.

Magnus Muraille: Male Human Warmage5: CR 5; HD 5d6; hp 23; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +5 armor, +1 shield]; Base Atk +2; Grp +1; Atk +1 melee (1d4-2/x3, silver punching dagger) or +3(+4) ranged (1d4-2/19-20x2, silver dagger) or +4(+5) ranged (1d8/19-20x2 light crossbow); Full Atk +1 melee (1d4-2/x3, silver punching dagger) or +3(+4) ranged (1d4-2/19-20/x2, silver dagger) or +3(+4) ranged (1d8/19-20x2 light crossbow); SQ Armored Mage (light), Warmage Edge(+3), Advanced Learning (Blast of Force); AL LN; SV Fort +1, Ref +2; Will +7; Str 8, Dex 13, Con 10, Int 16, Wis 8, Cha 17.

Skills and Feats: Concentration +13, Intimidate +11 Knowledge (Arcane +11, Knowledge (history) +5, Profession (gambler) +7, Spellcraft +11; Force of Personality*, Point Blank Shot, Precise Shot

Possessions: *Mithral shirt* +1, buckler, masterwork light crossbow, 20 bolts, 10 silver bolt, 10 cold iron bolts, silver punching dagger, 5 silver daggers, *tunic of steady spellcasting**, traveler's outfit, *potion of cure light wounds*.

Spells per day (6/7/5; Base DC = 13 + spell level; See Appendix for spell list. Advanced Learning Spell: 2nd level *blast of force*

Armored Mage (Ex): A warmage's limited focus and specialized training allow him to avoid arcane spell failure as long as he wears light armor and shields.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

* see Appendix 2: New Rules Items

Viktor Volvulne: Male Human Cleric 3/ Church Inquisitor 2: CR 5; HD 5d8+10; hp 40; Init +0; Spd 20 ft; AC 21 (touch 11, flat-footed 17) [+9 armor, +2 shield]; Base Atk +3; Grp +4; Atk +5 melee (1d6+1, light mace) or +4 ranged (1d8/19-20x2, light crossbow bolt); Full +5 melee (1d6+1, light mace) or +4 ranged

(1d8/19-20x2, light crossbow bolt); SQ Turn 8/day, Detect Evil, Inquisition Domain, Immune to Charms; AL LN; SV Fort +5; Ref +1; Will +9; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +15, Knowledge (Arcane) +4, Knowledge (Religion) +5, Sense Motive +5, Spellcraft +5, Spot +5; Augment Healing*, Divine Spell Power*, Extra Turning.

Possessions: *plate armor* +1, heavy wooden shield, masterwork light mace, masterwork light crossbow, 20 bolts, manacles, *tunic of steady spellcasting**, traveler's outfit

Spells per day (5/4+1/3+1/2+1; Base DC = 13 + spell level or 14 + enchantment spell level; 0 – *create water*, *cure minor wounds* x 2, *detect poison*, *guidance*, 1st – *command***, *conviction**, *magic weapon*, *protection from evil*, *shield of faith*; 2nd – bull's strength, ~~*divine insight**~~, *silence*, *zone of truth***^{3rd} – ~~*magic circle vs. evil*~~, *mass lesser vigor**, *suggestion***.

Viktor will pre-cast *magic circle vs. evil* on Ungart

***Domains:* Domination (Gain the Spell Focus (Enchantment)); Inquisition (Gain a +4 on all dispel checks); Strength (Can perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and it is usable once per day).

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (+4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

* see Appendix 2: New Rules Items

ENCOUNTER 5

Advanced Caryatid Column (2): Medium Construct: CR 7; HD 10d10+20; hp 95; Init +3; Spd 30 ft; AC 22 (touch 13, flat-footed 19) [+9 natural, +3 dexterity]; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam); Full Atk +12/+12 melee (1d6+7, 2 slams); SQ Break Weapon, Column Form, Construct Traits, Hardness 8, Magic Weapon; AL N; SV Fort +7; Ref +10; Will -2; Str 21, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills and Feats: Diplomacy +0, Sense Motive +5, Improved Natural Attack, Improved Sunder, Power Attack, Weapon Focus (Bastard Sword).

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 15) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielders save bonus or its own save bonus, which ever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 15) to resist this effect.

Column form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and true seeing does not reveal its humanoid form. Careful examination of the column (Search check DC 25) reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as

though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60ft range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column and can be retrieved by the caryatid column as any character would draw a weapon.

ENCOUNTER 6

Tellus Declivantes: Female Human Druid 7: CR 7; HD 7d8+14; hp 56; Init +1; Spd 20 ft (30ft with longstrider); AC 21 (touch 11, flat-footed 20) [+1 Dex, +8 armor, +2 shield]; Base Atk +5; Grp +4; Atk +4 melee (1d6-1, club) or +6 ranged (1d4-1, sling bullet); Full Atk +4 melee (1d6-1, club) or +6 ranged (1d4-1, sling bullet); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day; AL N; SV Fort +7; Ref +3; Will +9; Str 8, Dex 13, Con 14, Int 12, Wis 18, Cha 8.

Skills and Feats: Concentration +17, Handle Animal +2, Knowledge (Nature) +8, Listen +7, Spellcraft +11, Spot +13, Survival +11; Augment Summoning, Earth Sense*, Rapid Spell, Spell Focus (Conjuration)

Possessions: wildwood* full plate +1, heavy wooden shield, club, sling, 20 bullets, manacles, tunic of steady spellcasting*, traveler's outfit, speak with animals scroll, potion of cure moderate wounds

Spells per day (6/5/4/3/2; Base DC = 14+ spell level or 15+ conjuration spell level; 0 – create water, cure minor wounds x 2, detect magic, detect poison, guidance, 1st – entangle, longstrider, produce flame, shillelagh, sunstroke*; 2nd – barkskin, briar web*, mass snake swiftness*, warp wood; 3rd – blindsight*, rapid summon natures ally II, ~~protection from energy~~; 4th – arc of lightning*, rapid summon natures ally III

Tellus will precast longstrider on herself and will cast barkskin on Felosial; and protection from energy (fire) (70pts) on Magnus.

* see Appendix 2: New Rules Items

Felosial Moonshadow: Female Wood Elf Rogue3/Ranger 3/Barbarian1: CR 7; HD 3d6+3 plus 3d8+3 plus 1d12+1; hp 48; Init +3; Spd 40 ft; AC 19 (22) (touch 14, flat-footed 16 (19)) [+5 armor, +3 Dex, +1 Deflection (+3 Natural)]; Base Atk +6; Grp +10; Atk +11 melee (1d6+5/18-20x2, scimitar) or +11 (1d4+4/18-20x2, kukri) or +10 ranged (1d8+4/x3, composite longbow arrow); Full +9/+4 melee (1d6+5/18-20x2, scimitar) and +9 (1d4+4/18-20x2, kukri) or +10/+5 ranged (1d8+4/x3, composite longbow arrow); SA, Sneak Attack +2d6, SQ Lowlight vision, Trapfinding, Evasion, Trap Sense +1, Favored Enemy (Humans), Track, Wild Empathy (+2), Combat Style (Two-weapon Fighting), Endurance, Fast Movement, Rage 1/day; AL CN; SV Fort +8; Ref +10; Will +2; Str 18, Dex 17, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +9, Gather Information +4, Hide +22, Knowledge (Nature) +6, Listen +6, Move Silently +12, Open Locks +10, Search +10, Spot +8, Survival +7, Tumble +11; Combat Reflexes, Dodge, Mobility.

Possessions: Mithral shirt +1, scimitar +1, masterwork kukri, masterwork +4 str composite longbow, 20 arrows, 20 blunt arrows, vest of resistance +1, potion of protection from evil (5th lvl caster), ~~elixir of hiding~~, elixir of hiding, potion of haste (7th lvl caster), ring of protection +1, manacles, masterwork thieves tools.

Ungart Rockhammer: Male Dwarf Fighter7: CR 7; HD 7d10+31; hp 84; Init +5; Spd 20 ft; AC 26 (touch 11, flat-footed 25) [+10 armor, +5 shield, +1 Dex]; Base Atk +7; Grp +10; Atk +11 melee (1d10+4, dwarven waraxe) or +9 ranged (1d8/19-20x2, light crossbow bolt); Full +11/+6 melee (1d10+4, dwarven waraxe) or +9 ranged (1d8/19-20x2, light crossbow bolt); SQ Darkvision 60'

Stonecunning; AL LN; SV Fort +10; Ref +4; Will +2; Str 16, Dex 13, Con 18, Int 13, Wis 8, Cha 6.

Skills and Feats: Knowledge (Arcane) +5, Ride +6, Spellcraft +6, Swim +2(-16 w/shield; Combat Expertise, Dodge, Endurance, Heavy Armor Optimization*, Improved Combat Expertise, Improved Initiative, Toughness.

Possessions: Plate Armor +1, tower shield +1, dwarven waraxe +1, masterwork cold iron dwarven waraxe, masterwork light crossbow, 20 bolts, locking gauntlet, cloak of resistance +1, potion of haste, manacles.

* see Appendix 2: New Rules Items

Magnus Muraille: Male Human Warmage7: CR 7; HD 7d6; hp 32; Init +1; Spd 30 ft; AC 17 (touch 11, flat-footed 16) [+1 Dex, +5 armor, +1 shield]; Base Atk +3; Grp +2; Atk +3 melee (1d4-2/x3, silver punching dagger) or +5(+6) ranged (1d4-2/19-20x2, silver dagger) or +5(+6) ranged (1d8/19-20x2 light crossbow); Full Atk +3 melee (1d4-2/x3, silver punching dagger) or +5(+6) ranged (1d4-2/19-20/x2, silver dagger) or +5(+6) ranged (1d8/19-20x2 light crossbow); SQ Armored Mage (light), Warmage Edge(+4), Advanced Learning (Blast of Force, Wind Wall), Sudden Empower; AL LN; SV Fort +2, Ref +3; Will +8; Str 8, Dex 13, Con 10, Int 16, Wis 8, Cha 17.

Skills and Feats: Concentration +15, Intimidate +13 Knowledge (Arcane +13, Knowledge (history) +7, Profession (gambler) +9, Spellcraft +13; Extra Edge*, Force of Personality*, Point Blank Shot, Precise Shot

Possessions: Mithral shirt +1, buckler, masterwork light crossbow, 20 bolts, 10 silver bolt, 10 cold iron bolts, masterwork silver punching dagger, masterwork 5 silver daggers, tunic of steady spellcasting*, traveler's outfit, potion of cure light wounds, potion of cat's grace.

Spells per day (6/7/7/5; Base DC = 13 + spell level; See Appendix for spell list. Advanced Learning Spell: 2nd level blast of force; 3rd Wind Wall

Armored Mage (Ex): A warmage's limited focus and specialized training allow him to avoid arcane spell failure as long as he wears light armor and shields.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

Viktor Volvulne: Male Human Cleric 3/ Church Inquisitor 4: CR 7; HD 7d8+14; hp 56; Init +0; Spd 20

ft; AC 22 (touch 11, flat-footed 22) [+9 armor, +3 shield]; Base Atk +5; Grp +6; Atk +7 melee (1d6+2, Light mace) or +6 ranged (1d8/19-20x2, light crossbow bolt); Full +7 melee (1d6+2, Light mace) or +6 ranged (1d8/19-20x2, light crossbow bolt); SQ Turn 8/day, Detect Evil, Inquisition Domain, Immune to Charms, Pierce Illusion, Pierce Disguise; AL LN; SV Fort +6; Ref +2; Will +10; Str 12, Dex 10, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +17, Knowledge (Arcane) +4, Knowledge (Religion) +5, Sense Motive +7, Spellcraft +5, Spot +7; Augment Healing*, Divine Spell Power*, Extra Turning, Reach Spell*.

Possessions: Plate Armor +1, +1 heavy wooden shield, +1 light mace, masterwork light crossbow, 20 bolts, manacles, Tunic of Steady Spellcasting, traveler's outfit

Spells per day(6/5+1/4+1/3+1/1+1; Base DC = 13 + spell level or 14 + enchantment spell level; 0 – create water, cure minor wounds x 2, detect magic, detect poison, guidance; 1st – bless, command**, conviction*, magic weapon, protection from evil, shield of faith; 2nd – bear's endurance, bull's strength, ~~divine insight*~~, silence, zone of truth**;rd – ~~magic circle vs. evil~~, mass lesser vigor*, reach cure light, suggestion**; 4th – dominate person**, ~~freedom of movement~~.

Viktor will pre-cast *magic circle vs. evil* on Ungart and *freedom of movement* on Magnus

***Domains:* Domination (Gain the Spell Focus (Enchantment)); Inquisition (Gain a +4 on all dispel checks); Strength (Can perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and it is usable once per day).

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (+4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor

sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

* see Appendix 2: New Rules Items

ENCOUNTER 6

Tellus Declivantes: Female Human Druid8 Earth Dreamer* 1: CR 9; HD 8d8+16 plus 1d4+2; hp 69; Init +2; Spd 20 (30 with longstrider)ft; AC 23 (touch 12, flat-footed 21) [+2 Dex, +8 armor, +3 shield]; Base Atk +6; Grp +5; Atk +5 melee (1d6-1/, club) or +8 ranged (1d4-1, sling bullet); Full Atk +5/+0 melee (1d6-1, club) or +8 ranged (1d4-1, sling bullet); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day, Wild Shape Large, Earth Friend; AL N; SV Fort +10; Ref +4; Will +13; Str 8, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

Skills and Feats: Concentration +19, Handle Animal +3, Knowledge (Nature) +9, Knowledge (dungeoneering) +3, Listen +8, Spellcraft +13, Spot +16, Survival +13; Augment Summoning, Earth Sense*, Mobile Spellcaster*, Rapid Spell*, Spell Focus (Conjuration)

Possessions: wildwood Full plate +1, heavy wooden shield +1, club, sling, 20 bullets, manacles, tunic of steady spellcasting, periapt of wisdom +2, traveler's outfit, speak with animals scroll, potion of cure moderate wounds

Spells per day (6/5/5/4/3/2; Base DC = 15+ spell level or 16+ conjuration spell level; 0 – create water, cure minor wounds x 2, detect magic, detect poison, guidance, 1st – entangle, longstrider, produce flame, shillelagh, sunstroke*; 2nd – barkskin x2, briar web, mass snake swiftness, warp wood; 3rd – blindsight*; dominate animal, rapid summon natures ally II, protection from energy; 4th – arc of lightning, rapid summon natures ally III, freedom of movement; 5th – animal growth, rapid summon natures ally IV

Tellus will precast *longstrider* on herself and will cast *barkskin* on Felosial and Ungart; *protection from energy (fire)* (90pts) on Magnus and *freedom of movement* on Felosial.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude (see pg 72 of *Player's Handbook*) is improved by one step.

* see Appendix 2: New Rules Items

Felosial Moonshadow: Female Wood Elf Rogue3/Ranger 3/ Barbarian1/ Shadowdancer 2: CR 9; HD 3d6+3 plus 5d8+5 plus 1d12+1; hp 62; Init +4; Spd 40 ft; AC 21 (25) (touch 15, flat-footed 20 (24)) [+6 armor, +4 Dex, +1 Deflection (+4 Natural)]; Base Atk +7; Grp +11; Atk +13 melee (1d6+5/18-20x2, scimitar) or +12 (1d4+4/18-20x2, kukri) or +11 ranged (1d8+4/x3, composite longbow arrow); Full +11/+6 melee (1d6+5/18-20x2, scimitar) and +10 (1d4+4/18-20x2, kukri) or +11/+6 ranged (1d8+4/x3, composite longbow arrow); SA, Sneak Attack +2d6, SQ Lowlight vision, Trapfinding, Evasion, Trap Sense +1, Favored Enemy (Humans), Track, Wild Empathy (+2), Combat Style (Two-weapon Fighting), Endurance, Fast Movement, Rage 1/day, Hide in Plain Sight, Improved Evasion, Darkvision 60', Uncanny Dodge; AL CN; SV Fort +9; Ref +15; Will +3; Str 18, Dex 18, Con 13, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +8, Gather Information +4, Hide +26, Knowledge (Nature) +6, Listen +6, Move Silently +16, Open Locks +9, Search +12, Spot +10, Survival +7, Tumble +16; Combat Reflexes, Dodge, Mobility, Weapon Focus (Scimitar).

Possessions: Mithral Shirt +2, scimitar +1, masterwork kukri, masterwork +4 str composite longbow, 20 arrows, 20 blunt arrows, vest of resistance +2, potion of protection from evil (5th lvl caster), potion of haste (7th lvl caster), elixir of hiding, elixir of hiding, ring of protection +1, manacles, masterwork thieves tools,

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10' of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

Ungart Rockhammer: Male Dwarf Fighter7/
Dwarven Defender1 /Occult Slayer1*: CR 9; HD
7d10+38 plus 1d12+5 plus 1d8 +5; hp 116; Init +5; Spd
20 ft; AC 27 (31) (touch 12, flat-footed 25(29)) [+10
armor, +5 shield, +1 Dex, +1 Dodge (+4 Natural)]; Base
Atk +9; Grp +12; Atk +14 melee (1d10+4 (+1d6 vs.
spellcasters), dwarven waraxe) or +11 ranged (1d8/19-
20x2, light crossbow bolt); Full +14/+9 melee (1d10+4
(+1d6 vs. spellcasters), dwarven waraxe) or +11 ranged
(1d8/19-20x2, light crossbow bolt); SQ Darkvision 60',
Stonecunning, Armor Class Bonus+1, Defensive Stance
1/day, Magical Defense +1, Weapon Bond; AL LN; SV
Fort +13; Ref +4; Will +6; Str 17, Dex 13, Con 20, Int 13,
Wis 8, Cha 6.

Skills and Feats: Knowledge (Arcane) +6, Ride +6,
Sense Motive +0, Spellcraft +7, Spot +2, Swim +2 (-16
w/shield); Combat Expertise, Dodge(not included in
stat block), Endurance, Heavy Armor Optimization,
Improved Combat Expertise, Improved Initiative,
Toughness, Weapon Focus (Dwarven Waraxe).

Possessions: Plate armor +1, tower shield +1,
dwarven waraxe +1, masterwork cold iron dwarven
waraxe, masterwork light crossbow, 20 bolts, locking
gauntlet, amulet of health +2, cloak of resistance +1,
potion of haste, potion of cure serious wounds,
manacles.

AC Bonus (Ex): The dwarven defender receives a
dodge bonus to Armor Class that starts at +1 and
improves as the defender gains levels, until it reaches
+4 at 10 level.

Defensive Stance: When he needs to, a defender
can become a stalwart bastion of defense. In this
defensive stance, a defender gains phenomenal
strength and durability, but cannot move from the spot
he is defending. He gains +2 to Strength, +4 to
Constitution, a +2 resistance bonus to all saves, and a +4
dodge bonus to AC.

The increase in Constitution increases the
defender's hit points by 2 points per level, but these hit
points go away at the end of the defensive stance when
the Constitution score drops back 4 points. These
extra hit points are not lost first the way temporary hit
points are. While in a defensive stance, a defender
cannot use skills or abilities that would require him to
shift his position, such as Move Silently or Jump. A
defensive stance lasts for a number of rounds equal to 3
+ the character's (newly improved) Constitution
modifier. A defender may end his defensive stance
voluntarily prior to this limit. At the end of the
defensive stance, the defender is winded and takes a -2
penalty to Strength for the duration of that encounter.

Using the defensive stance takes no time itself, but a
defender can only do so during his action. (A defender
can't for example use the stance when struck down by
an arrow in order to get the extra hit points from the
increased Constitution.

Magical Defense (Ex): An occult slayer's constant
training in countering magic of all types manifests
itself as a bonus on saving throws against spells or
spell-like abilities. This bonus is +1 at 1st level, and it
increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose
a particular weapon of at least masterwork quality as
the focus of her power. Upon making her selection,
she immediately forms a bond with the chosen weapon
that imbues it with the force of her hatred for
spellcasters. Thereafter, any successful attack she
makes with that weapon against a spellcaster or a
creature with spell-like abilities deals an extra 1d6
points of damage. If this particular weapon is lost or
destroyed, the occult slayer loses the ability to deal the
extra damage until she acquires and bonds with
another weapon of the same kind of at least
masterwork quality. The occult slayer must spend on
day per character level practicing with the replacement
weapon (and doing very little else—no adventuring) to
create a new weapon bond.

* see Appendix 2: New Rules Items

Magnus Muraille: Male Human Warmage8/ Fate
Spinner 1*: CR 9; HD 8d6+8 plus 1d4+1; hp 48; Init +1;
Spd 30 ft; AC 18 (touch 11, flat-footed 17) [+1 Dex, +5
armor, +2 shield]; Base Atk +4; Grp +3; Atk +4 melee
(1d4-2/x3, silver punching dagger) or +6(+7) ranged
(1d4-2/19-20x2, silver dagger) or +6(+7) ranged
(1d8/19-20x2 light crossbow); Full Atk +4 melee (1d4-
2/x3, silver punching dagger) or +6(+7) ranged (1d4-
2/19-20/x2, silver dagger) or +6(+7) ranged (1d8/19-
20x2 light crossbow); SQ Armored Mage (medium),
Warmage Edge(+5), Advanced Learning (Blast of
Force, Wind Wall), Sudden Empower; Spin Fate AL
LN; SV Fort +2, Ref +3; Will +13; Str 8, Dex 13, Con 10,
Int 16, Wis 8, Cha 20.

Skills and Feats: Concentration +17, Intimidate
+17 Knowledge (Arcane +15, Knowledge (history) +8,
Profession (gambler) +10, Sleight of Hand +3,
Spellcraft +15; Extra Edge*, Force of Personality*, Non-
lethal Substitution, Point Blank Shot, Precise Shot

Possessions: Mithral shirt +1, buckler +1,
masterwork light crossbow, 20 bolts, 10 silver bolt, 10
cold iron bolts, masterwork silver punching dagger,
masterwork 5 silver daggers, cloak of charisma +2,

*tunic of steady spellcasting**, traveler's outfit, *potion of cure light wounds*, *potion of cat's grace*.

Spells per day (6/7/7/7/5; Base DC = 15 + spell level; See Appendix for spell list. Advanced Learning Spell: 2nd – Blast of Force; 3rd – Wind Wall

Armored Mage(Ex): A warmage's limited focus and specialized training allow him to avoid arcane spell failure as long as he wears light armor and shields.

Warmage Edge(Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

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 of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

* see Appendix 2: New Rules Items

Viktor Volvulne: Male Human Cleric 3/ Church Inquisitor 6; CR 9; HD 9d8+18; hp 72; Init +0; Spd 20 ft; AC 22 (touch 11, flat-footed 22) [+9 armor, +3 shield]; Base Atk +6; Grp +7; Atk +8 melee (1d6+2, Light mace) or +7 ranged (1d8/19-20x2, light crossbow bolt); Full +8/+3 melee (1d6+2, Light mace) or +7 ranged (1d8/19-20x2, light crossbow bolt); SQ Turn 8/day, Detect Evil, Inquisition Domain, Immune to Charms, Pierce Illusion, Pierce Disguise, Immune to Compulsions, Force Shapechange; AL LN; SV Fort +8; Ref +4; Will +14; Str 12, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +19, Knowledge (Arcane) +4, Knowledge (Religion) +5, Sense Motive +11, Spellcraft +5, Spot +11; Augment Healing*, Divine Spell Power*, Extra Turning, Quicken Spell, Reach Spell*.

Possessions: Plate Armor +1, +1 heavy wooden shield, +1 light mace, masterwork light crossbow, 20 bolts, manacles, *periapt of wisdom* +2, *cloak of resistance* +1, *tunic of steady spellcasting**, traveler's outfit

Spells per day(6/6+1/5+1/4+1/3+1/2+1; Base DC = 15 + spell level or 16 + enchantment spell level; 0 – *create water*, *cure minor wounds* x 2, *detect magic*, *detect poison*, *guidance*, 1st – *bless*, *command* x2 **, *conviction**, *magic weapon*, *protection from evil*, *shield of faith*; 2nd – *bear's endurance*, *bull's strength*, *divine insight**, *silence*, *sound burst*, *zone of truth***; 3rd – *dispel magic*, *magic circle vs. evil*, *mass lesser vigor**, *reach cure light*, *suggestion***; 4th – *delay death*, *dominate person***, *freedom of movement*; 5th – *greater command***, *righteous wrath of the faithful*, *quicken divine favor*

Viktor will pre-cast *Magic Circle vs. Evil* on Ungart and *freedom of movement* on Magnus

***Domains*: Domination (Gain the Spell Focus (Enchantment)); Inquisition (Gain a +4 on all dispel checks); Strength (Can perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and it is usable once per day).

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (+4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange* and alternate form abilities, whether exceptional, spell-like or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

* see Appendix 2: New Rules Items

ENCOUNTER 6

Tellus Declivantes: Female Human Druid8 Earth Dreamer* 3; CR 11; HD 8d8+16 plus 3d4+6; hp 79 (88); Init +2; Spd 20 ft; AC 24 (touch 13, flat-footed 22) [+2 Dex, +8 armor, +3 shield, +1 deflection]; Base Atk +7; Grp +6; Atk +6 melee (1d6-1/, club) or +9 ranged (1d4-1, sling bullet); Full Atk +6/+1 melee (1d6-1, club) or +9 ranged (1d4-1, sling bullet); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day, Wild Shape Large, Earth Friend, Earth Dream, Lesser Tremorsense; AL N; SV Fort +13; Ref +7; Will +16; Str 8, Dex 14, Con 14, Int 12, Wis 20, Cha 8.

Skills and Feats: Concentration +21, Handle Animal +3, Knowledge (Nature) +9, Knowledge (dungeoneering) +5, Listen +10, Spellcraft +15, Spot +16, Survival +13; Augment Summoning, Earth Sense*, Mobile Spellcaster*, Rapid Spell*, Spell Focus (Conjuration)

Possessions: wildwood Full plate +1, heavy wooden shield +1, club, sling, 20 bullets, manacles, tunic of steady spellcasting*, periapt of wisdom +2, cloak of resistance +2, scroll of wall of stone, 1st lvl caster, ring of protection +1 traveler's outfit, speak with animals scroll, 5th lvl caster, potion of cure moderate wounds

Spells per day (6/6/5/5/4/3/1; Base DC = 15+ spell level or 16+ conjuration spell level; 0 – create water, cure minor wounds x 2, detect magic, detect poison, guidance, 1st – entangle, ~~longstrider~~, produce flame, shillelagh, sunstroke* x2; 2nd – ~~barkskin~~ x2, briar web, mass snake swiftness, warp wood; 3rd – blindsight*, dominate animal, rapid summon natures ally II, ~~protection from energy~~; 4th – arc of lightning, flame strike, ~~freedom of movement~~, rapid summon natures ally III; 5th – animal growth, rapid summon natures ally IV, wall of fire; 6th – ~~anti-life shell~~

Tellus will precast *longstrider* and *anti-life shell* on herself and will cast *barkskin* on Felosial and Ungart; *protection from energy (fire)* (110pts) on Magnus and *freedom of movement* on Felosial.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would;

their initial attitude (see pg 72 of PLAYER'S HANDBOOK) is improved by one step.

Earth Dream (Sp): By attuning herself to the earth dream, an earth dreamer of 2nd level or higher can pull knowledge from the mountains. This ability works like the *divination* spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects and locations within 50 miles of a mountain, including underground or hidden locations. As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Lesser Tremorsense (Ex): Beginning at 3rd level, an earth dreamer is so in tune with the earth that she gains the tremorsense ability (see page 316 of the *Monster Manual*) with a range of 10 feet. Her Earth Sense feat (see Chapter 6: Character Options) still functions beyond that range, but she can now sense and pinpoint foes within 10 feet without an action.

* see Appendix 2: New Rules Items

Felosial Moonshadow: Female Wood Elf Rogue3/Ranger 3/ Barbarian1/ Shadowdancer 2/ Wildrunner* 2; CR 11; HD 3d6+6 plus 5d8+10 plus 1d12+2 plus 2d10+4; hp 90 (99); Init +4; Spd 50 ft; AC 21 (25) (touch 15, flat-footed 21(25)) [+6 armor, +4 Dex +1 Deflection (+4 Natural)]; Base Atk +9; Grp +13; Atk +15 melee (1d6+5/16-20x2, keen scimitar) or +14 (1d4+4/18-20x2, kukri) or +14 ranged (1d8+4/x3, composite longbow arrow); Full +13/+8 melee (1d6+5/16-20x2, keen scimitar) and +12 (1d4+4/18-20x2, kukri) or +13/+8 ranged (1d8+4/x3, composite longbow arrow); SA, Sneak Attack +2d6, SQ Lowlight vision, Trapfinding, Evasion, Trap Sense +1, Favored Enemy (Humans), Track, Wild Empathy (+2), Combat Style (Two-weapon Fighting), Endurance, Fast Movement, Rage 1/day, Hide in Plain Sight, <Improved> Evasion, Darkvision 60', Uncanny Dodge, Fast Movement, Trackless Step,

Primal Scream, Scent; AL CN; SV Fort +13; Ref +18; Will +3; Str 18, Dex 18, Con 15, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +8, Gather Information +4, Hide +28, Knowledge (Nature) +6, Listen +6, Move Silently +18, Open Locks +9, Search +12, Spot +12, Survival +11, Tumble +16; Combat Reflexes, Dodge, Mobility, Weapon Focus (Scimitar).

Possessions: Mithral shirt +2, keen scimitar +1, masterwork kukri, masterwork +4 str composite longbow, 20 arrows, 20 blunt arrows, vest of resistance +2, potion of protection from evil (5th lvl caster), potion of fly (7th lvl caster), potion of haste (7th lvl caster), ~~elixir of hiding~~, elixir of hiding, ring of protection +1, amulet of health +2, manacles, masterwork thieves tools.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as she is within 10' of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 ft while wearing light, medium or no armor. This increase stacks with similar increases, such as that from the barbarian class.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See druid class feature pg 36 of PLAYER'S HANDBOOK.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + you Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + you Cha modifier (minimum 1). Using primal scream always requires you to shout, so you cannot use primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage. You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat).

Scent(Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 ft by sense of smell. If the opponent is upwind the range increases to 60ft; if the opponent is downwind, it drops to 15ft. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to not the direction of the scent. Whenever you come within 5' of the source, you pinpoint the source's location.

Ungart Rockhammer: Male Dwarf Fighter7/Dwarven Defender1 /Occult Slayer* 3; CR 11; HD 7d10+38 plus 1d12+5 plus 3d8 +15; hp 138 (147); Init +5; Spd 20 ft; AC 27 (33) (touch 12, flat-footed 25 (31)) [+10(+12) armor, +5 shield, +1 Dex, +1 Dodge (+4 Natural)]; Base Atk +11; Grp +14; Atk +16(+18 GMW) melee (1d10+5 (+7) (+1d6 vs. spellcasters), dwarven waraxe) or +13 ranged (1d8/19-20x2, light crossbow bolt); Full +16/+11/+6 (+18/+13/+8 GMW) melee (1d10+5 (+7) (+1d6 vs. spellcasters), dwarven waraxe) or +13 ranged (1d8/19-20x2, light crossbow bolt); SQ Darkvision 60', Stonecunning, Armor Class Bonus+1, Defensive Stance 1/day, Magical Defense +2, Weapon Bond, Vicious Strike, Mind over Magic 1/day, Auravision; AL LN; SV Fort +14; Ref +5; Will +7; Str 17, Dex 13, Con 20, Int 13, Wis 8, Cha 6.

Skills and Feats: Knowledge (Arcane) +8, Ride +6, Sense Motive +2, Spellcraft +9, Spot +2, Swim +2; Combat Expertise, Dodge(not included in stat block), Endurance, Heavy Armor Optimization*, Improved Combat Expertise, Improved Initiative, Toughness, Weapon Focus (Dwarven Waraxe).

Possessions: Plate armor +1(+3), animated tower shield +1, dwarven waraxe +1(+3), masterwork cold iron dwarven waraxe, masterwork light crossbow, 20 bolts, locking gauntlet, amulet of health +2, cloak of resistance +1, potion of haste, potion of cure serious wounds, manacles

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10 level.

Defensive Stance: When he needs to, a defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a defender can only do so during his action. (A defender can't for example use the stance when struck down by an arrow in order to get the extra hit points from the increased Constitution.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend on day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's

occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

* see Appendix 2: New Rules Items

Magnus Muraille: Male Human Warmage8/ Fate Spinner 3; CR 11; HD 8d6+8 plus 3d4+3; hp 56 (65); Init +1; Spd 30 ft; AC 19 (touch 11, flat-footed 18) [+1 Dex, +6 armor, +2 shield]; Base Atk +5; Grp +4; Atk +5 melee (1d4-2/x3, silver punching dagger) or +7(+8) ranged (1d4-2/19-20x2, silver dagger) or +7(+8) ranged (1d8/19-20x2 light crossbow); Full Atk +5 melee (1d4-2/x3, silver punching dagger) or +7(+8) ranged (1d4-2/19-20/x2, silver dagger) or +7(+8) ranged (1d8/19-20x2 light crossbow); SQ Armored Mage (medium), Warmage Edge(+5), Advanced Learning (Blast of Force, Wind Wall), Sudden Empower; Spin Fate, Fickle Finger of Fate, Spin Destiny; AL LN; SV Fort +4, Ref +4; Will +14; Str 8, Dex 13, Con 12, Int 16, Wis 8, Cha 20.

Skills and Feats: Concentration +20, Intimidate +19 Knowledge (Arcane +17, Knowledge (history) +8, Profession (gambler) +10, Sleight of Hand +7, Spellcraft +17; Extra Edge, Force of Personality, Non-lethal Substitution, Point Blank Shot, Precise Shot

Possessions: Mithral breastplate +1, buckler +1, masterwork light crossbow, 20 bolts, 10 silver bolt, 10 cold iron bolts, masterwork silver punching dagger, masterwork 5 silver daggers, *amulet of health +2*, *cloak of charisma +2*, *tunic of steady spellcasting**, traveler's outfit, *potion of cure light wounds*, *potion of cat's grace*.

Spells per day (6/7/7/7/7/5; Base DC = 15 + spell level; See Appendix for spell list. Advanced Learning Spell: 2nd – *blast of force*, 3rd – *wind wall*

Armored Mage(Ex): A warmage's limited focus and specialized training allow him to avoid arcane spell failure as long as he wears light armor and shields.

Warmage Edge(Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his

Intelligence bonus (if any) to the amount of damage dealt.

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 of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it’s higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use the 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.

* see Appendix 2: New Rules Items

Viktor Volvulne: Male Human Cleric 3/ Church Inquisitor 8: CR 11; HD 11d8+22; hp 88 (97); Init +0; Spd 20 ft; AC 23 (touch 12, flat-footed 23) [+9 armor, +3 shield, +1 deflection]; Base Atk +8; Grp +9; Atk +10 melee (1d6+2, Light mace) or +9 ranged (1d8/19-20x2, light crossbow bolt); Full +10/+5 melee (1d6+2, Light mace) or +9 ranged (1d8/19-20x2, light crossbow bolt); SQ Turn 6/day, Detect Evil, Inquisition Domain, Immune to Charms, Pierce Illusion, Pierce Disguise, Immune to Compulsions, Force Shapechange, Immunity to Possession; AL LN; SV Fort +9; Ref +5;

Will +16; Str 12, Dex 10, Con 14, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +21, Knowledge (Arcane) +4, Knowledge (Religion) +5, Sense Motive +13, Spellcraft +5, Spot +13; Augment Healing*, Divine Spell Power*, Extra Turning, Quicken Spell, Reach Spell*.

Possessions: Plate armor +1, +1 heavy wooden shield, +1 light mace, masterwork light crossbow, 20 bolts, manacles, *peripart of wisdom* +2, *cloak of resistance* +2, *ring of protection* +1, *Heward’s handy haversack*, *phylactery of faithfulness*, *tunic of steady spellcasting**, stonesskin dust, traveler’s outfit

Spells per day (6/6+1/5+1/5+1/4+1/3+1/1+1; Base DC = 15 + spell level or 16 + enchantment spell level; 0 – *create water*, *cure minor wounds* x 2, *detect magic*, *detect poison*, *guidance*, 1st – *bless*, *command* x2 **, *conviction**, *magic weapon*, *protection from evil*, *shield of faith*; 2nd – *bear’s endurance*, *bull’s strength*, *divine insight**, *silence*, *sound burst*, *zone of truth***;rd – *dispel magic*, ~~*magic circle vs. evil*~~, ~~*magic vestment*~~, *mass lesser vigor**, *reach cure light*, *suggestion***;⁴ – *delay death*, *dominate person***, ~~*freedom of movement*~~, ~~*greater magic weapon*~~, *recitation*; 5th – *greater command***, *righteous wrath of the faithful*, *quicken divine favor*, *wall of stone*; 6th – ~~*heroes’ feast*~~, ~~*stonesskin*~~**

Viktor will pre-cast *magic circle vs. evil*, *magic vestment* and *greater magic weapon* on Ungart and *freedom of movement* and *stonesskin* (110pts) on Magnus. Viktor will also DSP *magic vestment* and *greater magic weapon* to bump it to 12th level caster. Lastly Viktor will cast *heroes’ feast* for 9 temp HP.

***Domains:* Domination (Gain the Spell Focus (Enchantment)); Inquisition (Gain a +4 on all dispel checks); Strength (Can perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and it is usable once per day).

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (+4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange* and alternate form abilities, whether exceptional, spell-like or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immune to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar*, *soul bind*, *trap the soul*, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection*, if so desired.

* see Appendix 2: New Rules Items

ENCOUNTER 6

Tellus Declivantes: Female Human Druid8 Earth Dreamer 5; CR 13; HD 8d8+16 plus 5d4+10; hp 89 (99); Init +2; Spd 20 ft; AC 24 (touch 13, flat-footed 22) [+2 Dex, +8 armor, +3 shield, +1 deflection]; Base Atk +8; Grp +7; Atk +7 melee (1d6-1/, club) or +10 ranged (1d4-1, sling bullet); Full Atk +7/+2 melee (1d6-1, club) or +10 ranged (1d4-1, sling bullet); SQ Animal Companion, Nature Sense, Wild Empathy, Woodland Stride, Trackless Step, Resist Nature's Lure, Wild Shape 3/day, Wild Shape Large, Earth Friend, Earth Dream, Lesser Tremorsense, Earth Sight, Earth Glide (5 rds); AL LN; SV Fort +15; Ref +8; Will +19; Str 9, Dex 14, Con 14, Int 12, Wis 22, Cha 8.

Skills and Feats: Concentration +23, Handle Animal +3, Knowledge (Nature) +9, Knowledge (dungeoneering) +7, Listen +13, Spellcraft +17, Spot +17, Survival +14; Augment Summoning, Cheetah's Speed, Earth Sense*, Mobile Spellcaster*, Rapid Spell*, Spell Focus (Conjuration)

Possessions: wildwood full plate +1, heavy wooden shield +1, club, sling, 20 bullets, manacles, tunic of steady spellcasting*, periapt of wisdom +4, cloak of resistance +3, scroll of wall of stone, 11th lvl caster, ring of protection +1 traveler's outfit, speak with animals scroll, 5th lvl caster, potion of cure moderate wounds, stonesskin dust.

Spells per day (6/7/7/5/5/4/3/1; Base DC = 16+ spell level or 17+ conjuration spell level; 0 – create water, cure minor wounds x 2, detect magic, detect poison, guidance, 1st – entangle, longstrider, produce flame x2, shillelagh, sunstroke*x2; 2nd – ~~barkskin x2~~, briar web, heat metal, mass snake swiftness, warp wood x2; 3rd – blindsight*, dominate animal, rapid summon natures ally II, ~~protection from energy~~, speak with plants; 4th – arc of lightning, flame strike, ~~freedom of movement x2~~, rapid summon natures ally III; 5th – animal growth, ~~stonesskin~~, rapid summon natures ally IV, wall of fire; 6th – ~~anti-life shell~~, fires of purity, rapid summon natures ally V; 7th – rapid summon nature's ally VI

Tellus will precast *longstrider* and *anti-life shell* on herself and will cast *barkskin* and *freedom of movement* on Felosial and Ungart; *protection from energy (fire)* (130pts) on Magnus and *stonesskin* (130hp) on Felosial.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude (see pg 72 of *Player's Handbook*) is improved by one step.

Earth Dream (Sp): By attuning herself to the earth dream, an earth dreamer of 2nd level or higher can pull knowledge from the mountains. This ability works like the divination spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is equal to 70% + 2% per class level, and the dream only reveals correct answers.

The earth dream ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects and locations within 50 miles of a mountain, including underground or hidden locations. As with the augury and divinations spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Lesser Tremorsense (Ex): Beginning at 3rd level, an earth dreamer is so in tune with the earth that she gains the tremorsense ability (see page 316 of the *Monster Manual*) with a range of 10 feet. Her Earth Sense feat (see Chapter 6: Character Options) still functions beyond that range, but she can now sense and pinpoint foes within 10 feet without an action.

Earth Sight (Su): An earth dreamer of 4th level or higher can see through stone, dirt, or almost any other sort of earth except metal to range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use last for a number of rounds equal to 3 + the earth dreamer's Con modifier.

Earth Glide (Su): A 5th-level earth dreamer can move through earth like an earth elemental, gliding

through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use last for a number of rounds equal to 3 + the earth dreamers Con modifier.

* see Appendix 2: New Rules Items

Felosial Moonshadow: Female Wood Elf Rogue 3/ Ranger 3/ Barbarian 1/ Shadowdancer 2/ Wildrunner 2/ Bloodhound 2: CR 13; HD 3d6+9 plus 5d8+15 plus 1d12+3 plus 4d10+12; hp 122 (132); Init +4; Spd 50 ft; AC 22 (27) (touch 16, flat-footed 22) [+6 armor, +4 Dex +2 Deflection (+5 Natural)]; Base Atk +11 Grp +15; Atk +17 melee (1d6+5/16-20x2, keen scimitar) or +17 (1d6+5/16-20x2, keen scimitar) or +16 ranged (1d8+4/x3, composite longbow arrow); Full +15/+10/+5 melee (1d6+5/16-20x2, keen scimitar) and +15 (1d6+5/16-20x2, keen scimitar) or +16/+11/+6 ranged (1d8+4/x3, composite longbow arrow); SA, Sneak Attack +2d6, SQ Lowlight vision, Trapfinding, Evasion, Trap Sense +1, Favored Enemy (Humans), Track, Wild Empathy (+2), Combat Style (Two-weapon Fighting), Endurance, Fast Movement, Rage 1/day, Hide in Plain Sight, <Improved> Evasion, Darkvision 60', Uncanny Dodge, Fast Movement, Trackless Step, Primal Scream, Scent, Mark(1), Swift Tracker, Nonlethal Force, Ready and Waiting; AL CN; SV Fort +17; Ref +21; Will +3; Str 18, Dex 18, Con 16, Int 12, Wis 8, Cha 8.

Skills and Feats: Disable Device +8, Gather Information +4, Hide +30, Knowledge (Nature) +6, Listen +6, Move Silently +20, Open Locks +13, Search +22, Spot +16, Survival +16, Tumble +16; Combat Reflexes, Dodge, Mobility, Oversized Two-Weapon Fighting*, Weapon Focus (Scimitar).

Possessions: Mithral shirt +2, keen scimitar +1, keen scimitar +1, masterwork scimitar, masterwork kukri, masterwork +4 str composite longbow, 20 arrows, 20 blunt arrows, vest of resistance +2, potion of protection from evil (5th lvl caster), potion of fly (7th lvl caster), potion of haste (7th lvl caster), ~~elixir of hiding~~, elixir of hiding, ring of protection +2, amulet of health +2, lens of detection, manacles, masterwork thieves tools.

Hide in Plain Sight (Su): A shadowdancer can use the Hide skill even while being observed. As long as

she is within 10' of some sort of shadow, a shadowdancer can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Darkvision (Su): At 2nd level, a shadowdancer can see in the dark as though she were permanently under the effect of a *darkvision* spell.

Uncanny Dodge (Ex): Starting at 2nd level, a shadowdancer has the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (She still loses any Dexterity bonus to AC if immobilized.)

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 ft while where light, medium or no armor. This increase stacks with similar increases, such as that from the barbarian class.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See druid class feature pg 36 of PLAYER'S HANDBOOK.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + you Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + you Cha modifier (minimum 1). Using primal scream always requires you to shout, so you cannot use primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage. You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat).

Scent(Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 ft by sense of smell. If the opponent is upwind the range increases to 60ft; if the opponent is downwind, it drops to 15ft. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to not the direction of the scent. Whenever you come within 5' of the source, you pinpoint the source's location.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe that is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, pg 48 of PLAYER'S HANDBOOK.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage without taking the usual -4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside of the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as the two were engaged in combat (as long as the bloodhound is capable of carrying out the action). If the bloodhound is incapable of carrying out the action—for instance, if he is too far away to strike the mark with a readied melee—attack the readied action is lost.

* see Appendix 2: New Rules Items

Ungart Rockhammer: Male Dwarf Fighter7/Dwarven Defender 1 /Occult Slayer 5; CR 13; HD 7d10+38 plus 1d12+5 plus 5d8 +25; hp 160 (170); Init +5; Spd 20 ft; AC 29 (36) (touch 13, flat-footed 26 (33)) [+11 (+13) armor, +5 shield, +2 Dex, +1 Dodge (+5 Natural)]; Base Atk +13; Grp +17; Atk +18 (+20) melee (1d10+7(9) (+1d6 vs. spellcasters) +1d6 damage becomes nonlethal, dwarven waraxe) or +16 ranged (1d8/19-20x2, light crossbow bolt); Full +18/+13/+8 (+20/+15+10) melee (1d10+7(9) (+1d6 vs. spellcasters)

+1d6 damage becomes nonlethal, dwarven waraxe) or +16 ranged (1d8/19-20x2, light crossbow bolt); SQ Darkvision 60', Stonecunning, Armor Class Bonus+1, Defensive Stance 1/day, Magical Defense +3, Weapon Bond, Vicious Strike, Mind over Magic 2/day, Auravision, Nondetection Cloak, Blank Thoughts; AL LN; SV Fort +14; Ref +6; Will +8; Str 18, Dex 15, Con 20, Int 13, Wis 8, Cha 6.

Skills and Feats: Knowledge (Arcane) +10, Ride +6, Sense Motive +4, Spellcraft +11, Spot +2, Swim +5; Combat Expertise, Dodge(not included in stat block), Endurance, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Improved Combat Expertise, Improved Initiative, Toughness, Weapon Focus (Dwarven Waraxe).

Possessions: Mithral plate armor +1, animated tower shield +1, merciful dwarven waraxe +1, masterwork cold iron dwarven waraxe, masterwork light crossbow, 20 bolts, locking gauntlet, Amulet of Health +2, gloves of dexterity +2, steadfast boots, cloak of resistance +1, potion of haste, potion of cure serious wounds, manacles

AC Bonus (Ex): The dwarven defender receives a dodge bonus to Armor Class that starts at +1 and improves as the defender gains levels, until it reaches +4 at 10 level.

Defensive Stance: When he needs to, a defender can become a stalwart bastion of defense. In this defensive stance, a defender gains phenomenal strength and durability, but cannot move from the spot he is defending. He gains +2 to Strength, +4 to Constitution, a +2 resistance bonus to all saves, and a +4 dodge bonus to AC.

The increase in Constitution increases the defender's hit points by 2 points per level, but these hit points go away at the end of the defensive stance when the Constitution score drops back 4 points. These extra hit points are not lost first the way temporary hit points are. While in a defensive stance, a defender cannot use skills or abilities that would require him to shift his position, such as Move Silently or Jump. A defensive stance lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A defender may end his defensive stance voluntarily prior to this limit. At the end of the defensive stance, the defender is winded and takes a -2 penalty to Strength for the duration of that encounter. Using the defensive stance takes no time itself, but a defender can only do so during his action. (A defender can't for example use the stance when struck down by

an arrow in order to get the extra hit points from the increased Constitution.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend on day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, and occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, and occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

* see Appendix 2: New Rules Items

Magnus Muraille: Male Human Warmage8/ Fate Spinner 5; CR 13; HD 8d6+8 plus 5d4+5; hp 64 (74); Init +2; Spd 30 ft; AC 21 (touch 13, flat-footed 18) [+2 Dex, +6 armor, +2 shield, +1 deflection]; Base Atk +6; Grp +5; Atk +5 melee (1d4-2/x3, silver punching dagger) or +7(+8) ranged (1d4-2/19-20x2, silver dagger) or +7(+8) ranged (1d8/19-20x2 light crossbow); Full Atk +6/+1 melee (1d4-2/x3, silver punching dagger) or +8(+9)/+3(+4) ranged (1d4-2/19-20/x2, silver dagger) or +8(+9) ranged (1d8/19-20x2 light crossbow); SQ Armored Mage (medium), Warmage Edge(+5), Advanced Learning (Blast of Force, Wind Wall), Sudden Empower; Spin Fate, Fickle Finger of Fate, Spin Destiny, Deny Fate, Resist Fate, Seal Fate; AL LN; SV Fort +4, Ref +4; Will +16; Str 8, Dex 13, Con 12, Int 16, Wis 8, Cha 22.

Skills and Feats: Concentration +20, Intimidate +19 Knowledge (Arcane +17, Knowledge (history) +8, Profession (gambler) +10, Sleight of Hand +7, Spellcraft +17; Extra Edge, Force of Personality, Non-lethal Substitution, Point Blank Shot, Precise Shot, Sudden Maximize*

Possessions: Mithral breastplate +1, buckler +1, masterwork light crossbow, 20 bolts, 10 silver bolt, 10 cold iron bolts, masterwork silver punching dagger, masterwork 5 silver daggers, *amulet of health +2*, *cloak of charisma +4*, *ring of protection +1*, *tunic of steady spellcasting*, traveler's outfit, *potion of cure light wounds*, *potion of cat's grace*.

Spells per day (6/7/7/7/7/6/4 (12th level caster); Base DC = 16 + spell level; See Appendix for spell list. Advanced Learning Spell: 2nd – *blast of force*; 3rd – wind wall

Armored Mage(Ex): A warmage's limited focus and specialized training allow him to avoid arcane spell failure as long as he wears light armor and shields.

Warmage Edge(Ex): A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt.

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 of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner’s spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it’s higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use the accumulated spin to adjust other random events. The method is identical to increasing a spell’s save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it’s worse than the original roll.

Seal Fate (Ex): A 5th level fatespinner can meddle in success and failure, and even life and death, sealing the fate of friend or foe. Once per day as a free action,

the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn’t work but the use for the day is not wasted. This effect lasts 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature’s fate is no longer sealed.

* see Appendix 2: New Rules Items

Viktor Volvulne: Male Human Cleric 3/ Church Inquisitor 10; CR 13; HD 13d8+26; hp 104 (114); Init +0; Spd 20 ft; AC 23 (touch 12, flat-footed 23) [+9 armor, +3 shield, +1 deflection]; Base Atk +9; Grp +10; Atk +11 melee (1d6+2, Light mace) or +10 ranged (1d8/19-20x2, light crossbow bolt); Full +11/+6 melee (1d6+2, Light mace) or +10 ranged (1d8/19-20x2, light crossbow bolt); SQ Turn 9/day, Detect Evil, Inquisition Domain, Immune to Charms, Pierce Illusion, Pierce Disguise, Immune to Compulsions, Force Shapechange, Immunity to Possession Discern Lies, Learn the Truth; AL LN; SV Fort +10; Ref +6; Will +18; Str 13, Dex 10, Con 14, Int 10, Wis 22, Cha 14.

Skills and Feats: Concentration +23, Knowledge (Arcane) +4, Knowledge (Religion) +5, Sense Motive +16, Spellcraft +5, Spot +16; Augment Healing*, Divine Metamagic (Quicken)*, Divine Spell Power*, Extra Turning, Quicken Spell, Reach Spell*.

Possessions: *plate armor +1, +1 heavy wooden shield, +1 light mace, masterwork light crossbow, 20 bolts, manacles, periapt of wisdom +4, cloak of resistance +2, ring of protection +1, pink & green sphere ioun stone (+2 charisma), heward’s handy haversack, phylactery of faithfulness, tunic of steady spellcasting**; stonesskin dust, traveler’s outfit

Spells per day (6/7+1/7+1/5+1/5+1/4+1/ 3+1/1+1; Base DC = 16 + spell level or 17 + enchantment spell level; 0 – *create water, cure minor wounds x 2, detect magic, detect poison, guidance, 1st – bless, command x2 ***, *conviction**, *entropic shield, magic weapon, protection from evil, shield of faith*; 2nd – *bear’s endurance, bull’s strength, calm emotions, ~~divine insight*~~, remove paralysis, silence, sound burst, zone of truth***; 3rd – *dispel magic, ~~magic circle vs. evil, magic vestment, mass lesser vigor*~~, reach cure light, suggestion***; 4th – *delay death, dominate person***, *freedom of movement x2, ~~greater magic weapon, recitation~~*; 5th – *greater command x2***, *righteous wrath of the faithful, quicken divine favor, wall of stone*; 6th –

*blade barrier, heal, heroes' feast, stonesskin***, 7th – *bigby's grasping hand***², *dictum*

Viktor will pre-cast *Magic Circle vs. Evil, magic vestment* and *greater magic weapon and freedom of movement* on Ungart and *freedom of movement* and *stonesskin* (150pts DSP'd) on Magnus. Lastly Viktor will cast *heroes' feast* for 10 temp HP.

***Domains*: Domination (Gain the Spell Focus (Enchantment)); Inquisition (Gain a +4 on all dispel checks); Strength (Can perform a feat of strength as a supernatural ability. Gain an enhancement bonus to Strength equal to your cleric level. Activating the power is a free action, the power lasts 1 round and it is usable once per day).

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain: Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (+4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self, polymorph, shapechange* and alternate form abilities, whether exceptional, spell-

like or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immune to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar, soul bind, trap the soul*, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection*, if so desired.

Discern Lies (Sp): A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times per day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 10th level or higher can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Cha modifier) to resist this mind-affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie uttered. The church inquisitor can use this ability 3 times per day

* see Appendix 2: New Rules Items

Appendix 2: New Rules Items

Wondrous Items:

Arrows, Blunt

Races of the Wild

These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Market Price 1gp (for 20); Dmg (S) 1d6, (M) 1d8; Critical X2; Range Increment 50ft; Weight 3lbs; Type (Bludgeoning).

Boots, Steadfast

Arms & Equipment Guide

These thick and heavy iron-toed boots help keep the wearer from getting knocked down. Someone wearing *steadfast boots* cannot be tripped or pushed back by a bull rush. As long as the wearer carries a melee weapon that is Medium-size or larger, she also counts as set against a charge. The weapon does not have to have reach.

Faint Transmutation; *Caster level:* 3rd; *Prerequisites:* Craft Wondrous Item, *bull's strength*; *Market Price:* 6000 gp; *Weight:* 1lb.

Tunic of Steady Spellcasting

Complete Adventurer

The wearer of this tunic gains a +5 competence bonus on Concentration checks. Despite the item's name, its bonus applies to all Concentration checks, not just those made to cast spells.

Faint Transmutation; *Caster level:* 3rd; *Prerequisites:* Craft Wondrous Item, *bear's endurance*; *Market Price:* 2500 gp; *Weight:*-

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; *Caster level* 5th; *Prerequisites:* Craft Wondrous Item, *resistance*; creator's caster level must be at least three times the vest's bonus; *Market Price* 1000gp (+1), 4000gp (+2), 9000gp (+3), 16000gp (+4), 25000gp (+5); *Weight* 1 lb.

Wildwood Breastplate/Full plate Armor Races of the Wild

The rare *saelas* tree (*saelas* is an Elven word that translates as "wildwood" in Common) produces wood with a peculiar set of qualities.

Not only is it extraordinarily flexible for days after harvesting, but items crafted of wildwood regrow after being damaged. At the hands of an armorsmith also skilled in woodworking, wildwood can be crafted into light-weight armor nearly as strong as steel. It is prized by druids, who can wear it without sacrificing their class abilities.

Wildwood armor provides 1 less point of armor bonus than the ordinary armor of the same sort. However, the armor's maximum Dex bonus increases by 1, its armor check penalty is reduced by 1 (minimum of 0), and its arcane spell failure chance is reduced by 5%. In addition, the wearer of a suit of wildwood armor can ignore its armor check penalty on Hide checks made in areas of undergrowth or heavy undergrowth.

Armor made from wildwood weighs three-quarters as much as the same item made from metal. Armor not primarily made of metal is not meaningfully affected by being partially made from wildwood.

As long as it is exposed to sunlight for at least 1 hour per day, a suit of wildwood armor naturally "heals" 1 point of damage every 24 hours. If it is left to soak in at least one gallon of water while exposed to sunlight for 8 hours, it heals 5 points of damage.

Armor made from wildwood is always of masterwork quality (the masterwork cost is included in the armor's given cost). Wildwood armor cost double what ordinary masterwork armor of the same sort costs, but it takes no longer to make than masterwork armor of that sort. For each Craft (armorsmithing) check required to create a suit of wildwood armor, a Craft (woodworking) check against the same DC is also required (though the same character need not make both checks).

Wildwood has 10 hit points per inch of thickness and hardness 6.

Wildwood Breastplate *Price* 700 gp; *Armor bonus* +4; *Maximum Dex Bonus* +4; *Armor Check Penalty* -3; *Arcane Spell Failure* 20%; *Spd* (30ft) 20ft; (20ft) 15ft; *Weight* 22.5 lbs.

Wildwood Full plate *Armor Price* 3300 gp; *Armor bonus* +7; *Maximum Dex Bonus* +2; *Armor Check Penalty* -5; *Arcane Spell Failure* 30%; *Spd* (30ft) 20ft; (20ft) 15 ft; *Weight* 37.5 lbs.

New Feats

Augment Healing

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 (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).

Cheetah's Speed

You can run with the speed of the cheetah.

Prerequisite: Ability to wild shape

Benefit: You can spend one wild shape to change your base land speed to 50 ft. You may also sprint as a cheetah: Once per hour you may move 10 times your normal speed as part of a charge. This effect lasts for one hour.

Divine Metamagic

You can channel energy into some of your divine spells to make the more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat, choose a different metamagic feat to which to apply it.

Divine Spell Power

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn or rebuke undead, able to cast 1st level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and a roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Earth Sense

You draw magical power from the earth beneath your feet.

Prerequisites: Con 13, Wis 13.

Benefit: As long as you are touching the ground, you can take a move action to sense the number of creatures within 20 ft that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

Extra Edge

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.

Force of Personality

You have cultivated an unshakeable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisite: Cha 13

Benefit: You add your Charisma modifier (instead of your Wisdom modifier) to Will saves against mind affecting spells and abilities.

Greater Heavy Armor Optimization

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (heavy), Heavy Armor Optimization, base attack bonus +8

Benefit: While you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these effects stack with the benefit of the Heavy Armor Optimization, for a total lessening of the armor check penalty by 3 and a total increase to the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see pg 38 of *Player's Handbook*).

Heavy Armor Optimization

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see pg 38 of *Player's Handbook*).

Improved Combat Expertise

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.

Mobile Spellcasting

Your focused concentration allows you to move while casting a spell.

Prerequisites: 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.

Nonlethal Substitution

You can modify an energy spell to deal nonlethal damage.

Prerequisites: Knowledge (arcane) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt—for example, a nonlethal fireball has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area.

A nonlethal spell uses a spell slot one level higher than the spell's normal level.

Oversized Two-Weapon Fighting

You are adept at wielding larger than normal weapons in your off hand.

Prerequisite: Str 13, Two-Weapon Fighting

Benefit: When wielding a one-handed weapon in your off hand, you take penalties for fighting with two weapons as if you were wielding

a light weapon in your off hand. (see pg 160 of *Player's Handbook*)

Special: A fighter may select Oversized Two-Weapon Fighting as one of his fighter bonus feats.

Rapid Spell

You can cast spells with long casting times more quickly.

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.

Reach Spell

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 ft. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Sudden Empower

You can cast a spell to greater effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower spell 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 Maximize

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Spells

Accuracy

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.

Material Component: Ink used to scribe a mystical character on each weapon affected by the spell.

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, Sorcerer/Wizard 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5ft./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 a 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.

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 2, sorcerer/wizard 2, warmage 2

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

Flames sheathe your melee weapons, harming neither you nor the weapons but possibly burning your opponents. Your melee weapons each deal an extra 1d6 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 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

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.

Material Component: A bit of wick soaked in oil.

Blast of Force

Evocation [Force]

Level: Force 3, Sorcerer/Wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./ levels)

Effect: Ray

Duration: instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. A *blast of force* deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the

subject to make a fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Blindsight

Transmutation

Level: Cleric 3, Druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the subject the blindsight ability (*Monster Manual* pg 306) effective out to 30 ft.

Briar Web

Transmutation

Level: Druid 2, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./ levels)

Area: 40ft radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 ft moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Conviction

Abjuration

Level: Cleric 1

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./ levels)

Range: Touch

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

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).

Material Component: A small parchment with a bit of holy text written upon it.

Delay Death

Necromancy

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 immediate action

Range: Close (25 ft. + 5ft./ 2 levels)

Effect: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow raise dead to work, such as a disintegrate effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death effect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

Divine Insight

Divination

Level: Cleric 2, Paladin 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/lvl or until discharged (D)

Once during the spell's duration, you can choose to use its effect. This spell grants you and 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.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like fireburst, except that it affects creatures within 10 feet of you and deals a maximum of 8d6 points of damage to each one.

Fires of Purity

Evocation [Fire]

Level: Druid 6, Sorcerer/Wizard 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Effect: Creature touched

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes (harmless); see text

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 longswords.

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

Transmutation [Earth]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multi-attack feat; See page 304 of the Monster Manual) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. 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 plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage 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, page 158 of the player's Handbook, to determine where the shard hits).

The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: 0

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

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 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

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

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action **Range:** Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

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 a Fortitude save or be blinded for 1 round instead of being quickened.

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

Orb of Electricity

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Orb of Electricity, Lesser

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of electricity

This spell functions like lesser orb of acid, except that it deals electricity damage.

Orb of Fire

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 level)

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

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

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of fire

This spell functions like lesser orb of acid, except it deals fire damage.

Orb of Force

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4, warmage 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

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 a total of 1d6 points of damage per caster level (maximum 10d6).

Orb of Sound

Conjuration (Creation) [Sonic] **Level:**

Sorcerer/wizard 4, warmage 4

Components: V,

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of Sound Energy

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

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

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Prismatic Ray

Evocation

Level: Sorcerer/wizard 5, warmage 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

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 Hit Dice or fewer are blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect (see the accompanying table).

PRISMATIC RAY

Color of

d6	Beam	Effect
1	Red	20 pts fire dmg (Ref half)
2	Orange	40 pts acid dmg (Ref half)
3	Yellow	80 pts electricity dmg (Ref half)
4	Green	Poison (Kills; Fort partial, take 1d6 Con dmg instead)
5	Blue	Turned to stone (Fort neg)
6	Indigo	Insane, as insanity spell (Will neg)

Recitation

Conjuration (Creation)

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: 60ft

Area: All allies and foes within a 60ft radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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.

Righteous Wrath of the Faithful

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

Range: 30ft

Area: Allies within a 30ft radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

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

Conjuration (Creation)

Level: Cleric 3, warmage 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Snake's Swiftmess, Mass

Transmutation

Level: Druid 2, Sorcerer/Wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10ft./levels)

Targets: Allied creatures in a 20ft radius burst
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like snake's swiftness, except that it affects multiple allies out to medium range. (That text is below)

<The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's nor place in the initiative order. This is a single attack and follows the standard rules for attacking.

The 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

Sunstroke

Necromancy

Level: Druid 1, Sorcerer/Wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Effect: One living creature
Duration: instantaneous
Saving Throw: Fortitude partial, see text
Spell Resistance: Yes

You cause a living creature to experience the effects of heatstroke. The target takes 2d6 points of nonlethal damage. If the target fails a Fortitude save, it immediately becomes fatigued, or exhausted if already fatigued. Since this spell causes heatstroke, the damage and fatigue dealt can only be healed after that condition is treated properly (see pg 13 *Sandstorm*).

Vigor, Mass Lesser

Conjuration (Healing)

Level: Cleric 3, Druid 3
Components: V, S
Casting Time: 1 standard action
Range: 20ft
Target: One creature/2 levels, no two of which are more than 30ft apart.
Duration: 10 rounds + 1 round/level (max 25 rounds)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell functions like *lesser vigor*, except that it affects multiple creatures. (see below)

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. Lesser vigor does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies.

Whirling Blade

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 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

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or 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 attack rolls, 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.

Focus: A slashing melee weapon that the caster hurls.

Prestige Classes

Bloodhound

Complete Adventurer

A bandit king raids caravans on the road. An ogre pillages farms to the north. A sorcerer has kidnapped the mayor's son and hidden him somewhere in the marsh – and the soldiers of the king cannot seem to stem the tide. The terrified citizens have only one choice, and it isn't cheap. They call in a bloodhound.

A bloodhound tracks down wrongdoers and brings them to whatever justice awaits them. Low-level bloodhounds depend on their keen senses and careful training to hunt their targets. As they gain experience, their obsessive determination gives them supernatural abilities that make them nearly unstoppable.

Though some bloodhounds leave calling cards or even brands on their targets, most don't kill their quarry if they can help it. They prefer instead to subdue their targets and bring them in. For those of good alignment, this practice satisfies some deeply held belief in the cause of justice. For neutral and evil bloodhounds, it ensures a steady stream of income from catching the same targets over and over when they break out of jail.

Rangers and barbarians make the best bloodhounds, but rogues, bards, druids, and fighters can also excel in this role. Occasionally, a paladin shoulders the mantle, but never for money. Most bloodhounds are human though elves and half-elves sometimes find this lifestyle satisfying. Some of the best bloodhounds are humanoids such as gnolls, hobgoblins, and bugbears.

Most NPC bloodhounds work for money (usually a lot of it), but some accept jobs for justice, revenge, or enjoyment. When a bloodhound accepts a job, he designates his target as a mark. Thereafter, he does not abandon the case until it is finished, which occurs when the mark is apprehended or when either the mark or the bloodhound dies.

Hit Dice: 1d6.

Lvl	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	Mark (1), swift tracker
2 nd	+2	+3	+3	+0	Nonlethal force, ready and waiting

Requirements

To qualify to become a bloodhound, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Gather Information 4 ranks, Move Silently 4 ranks, Survival 4 ranks.

Feats: Endurance, Track.

Class Skills

The bloodhound's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the bloodhound prestige class.

Weapon and Armor Proficiency: Bloodhounds are proficient with all simple and martial weapons, and with light armor.

Mark (Ex): A bloodhound can target, or mark, an individual humanoid or monstrous humanoid foe to better hunt that enemy. To do so, the bloodhound must focus on a foe that is present and visible, or on the depiction or description of one who is not, for 10 minutes. Any interruption ruins the attempt and forces the bloodhound to start the process again. Once this study is complete, that target is called a mark.

A bloodhound adds his bloodhound level as an insight bonus on all Gather Information, Listen, Search, Spot, and Survival checks made to determine the whereabouts of a mark. As a bloodhound gains levels, he gains additional abilities that can be used against a mark.

If a bloodhound chooses a new mark before apprehending an existing one, the latter becomes unmarked, and the bloodhound loses experience points equal to the amount he would have earned for defeating that creature. A bloodhound can choose a mark only once a week.

Initially, a bloodhound can have only one mark at a time. For every three bloodhound levels gained beyond 1st, a bloodhound can have one additional mark, but only if all the marks are chosen during the same process (see above). For example, a 4th-level bloodhound could mark two bugbears in the same

group of prisoners, or the depictions of a bugbear and a hobgoblin if both were studied at the same time. If a bloodhound gives up on apprehending any of his marks, all remaining marked creatures become

evil enchantments and fall from the path of their deities, it is usually a church inquisitor who uncovers this kind of taint and cuts it away.

Church inquisitors specialize in divination (to seek out

The Church Inquisitor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	<i>Detect evil</i> , Inquisition domain	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Immune to charms	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Pierce illusion	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Pierce disguise	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Immune to compulsions	+1 level of existing spellcasting class
6th	+4	+2	+2	+5	Force shapechange	+1 level of existing spellcasting class
7th	+5	+2	+2	+5	–	+1 level of existing spellcasting class
8th	+6	+2	+2	+6	Immunity to possession	+1 level of existing spellcasting class
9th	+6	+3	+3	+6	<i>Discern lies</i>	+1 level of existing spellcasting class
10th	+7	+3	+3	+7	Learn the truth	+1 level of existing spellcasting class

unmarked as described above.

Swift Tracker (Ex): A bloodhound can move at his normal speed while following tracks. See the ranger class feature, page 48 of the *Player's Handbook*.

Nonlethal Force (Ex): Starting at 2nd level, a bloodhound can use a melee weapon that deals lethal damage to deal nonlethal damage instead without taking the usual –4 penalty on his attack roll.

Ready and Waiting (Ex): Beginning at 2nd level, a bloodhound is ready for trickery at all times. He can ready an action against his mark, even outside if the initiative sequence. If the mark triggers the bloodhound's readied action at any point within the next 10 minutes, the bloodhound can carry out his readied action as if the two were engaged in combat (as long as the bloodhound is capable of carrying out that action). If the bloodhound is incapable of carrying out the action – for instance, if he is too far away to strike the mark with a readied melee attack – the readied action is lost.

Church Inquisitor

Complete Divine

While man champions of good are dedicated to fighting forces of evil that are external to them and their church—as clerics and paladins of Heironeous are devoted to destroying followers of Hextor—the church inquisitor is at least as concerned about evil and corruption within. When greed eats away at a church hierarchy, when devils infiltrated a knightly order and seduce its leaders to evil, when high clerics succumb to

evil and corruption) and abjuration (to protect themselves and others from evil magic). They are most often drawn from the clerics or paladins of a lawful church or order. Members of other classes usually find it difficult to meet the requirements of the prestige class, and rarely have the incentive to do so.

Player characters might encounter NPC church inquisitors if they are involved in a lawful church or order—perhaps even as subjects of the inquisitor's investigations. Church inquisitors are particularly likely to appear after incidents involving demons or devils, since the combat the widespread corruption these creatures tend to leave in their wake.

Hit Dice: d8.

Requirements

To qualify to become a church inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral

Base Save Bonus: Will +3.

Skills: Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Spellcraft 4 ranks.

Spells: Able to cast *zone of truth* as a divine spell.

Special: Must be a member of a lawful good church or religious order, and must have already uncovered some corruption within that organization.

Class Skills

The church inquisitor's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Decipher Script (Int), Diplomacy (Cha), Gather

Information (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the church inquisitor prestige class.

Weapon and Armor Proficiency: Church Inquisitors gain no weapon or armor proficiencies.

Detect Evil (Sp): A church inquisitor can use *detect evil* at will as a spell-like ability.

Inquisition Domain (Ex): Upon adopting the church inquisitor class, a character gains access to the Inquisition domain. The character gains the granted power associated with the domain (a +4 bonus on dispel checks) and can choose the spells in that domain as his daily domain spells.

Spells per Day/Spells Known: A church inquisitor continues advancing in divine spellcasting ability as well as learning the skills of inquisition. Thus, when a new church inquisitor level is gained, the character gains new divine spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, more frequent *remove disease*, and so on.) This means that he adds the level of church inquisitor to the level of another divine spellcasting class the character has, then determines spells per day accordingly.

If a character had more than one divine spellcasting class before he became a church inquisitor, the player must decide which class to assign each level of church inquisitor for the purpose of determining divine spells per day and spells known.

Immune to Charms (Ex): A church inquisitor of 2nd level or higher is immune to all enchantment (charm) spells and effects.

Pierce Illusion (Su): At 3rd level, the church inquisitor gains the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The inquisitor need not interact with or touch the illusion, visual contact is enough to give the Will save.

Pierce Disguise (Ex): The inquisitor has a +4 competence bonus on Spot checks against the Disguise skill.

Immune to Compulsions (Ex): A church inquisitor of 5th level or higher is immune to all compulsion spells and effects.

Force Shapechange (Su): A church inquisitor of 6th level or higher can force a creature into its natural form. The church inquisitor must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether exceptional, spell-like or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

Immune to Possession (Ex): A church inquisitor of 8th level or higher has immunity to *magic jar*, *soul bind*, *trap the soul*, a ghost's malevolence ability, and all other spells or effects that displace or replace a character's life force. The character can still travel to the planes via *astral projection*, if so desired.

Discern Lies (Sp): A church inquisitor of 9th level or higher can use *discern lies* as a spell-like ability three times a day.

Learn the Truth (Su): By touching a creature that has lied to him, a church inquisitor of 10th level or higher can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + the church inquisitor's Cha modifier) to resist this mind-affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie it uttered. The church inquisitor can use this ability 3 times/day.

Earth Dreamer

Races of Stone

Deep are the dreams of mountains, and the earth trembles with the power of their dreaming. Earth dreamers move within these ancient dreams, attuning themselves to their power and mastering strange abilities over the earth. Many other characters and creatures consider earth dreamers to be a strange lot, partly because these exotic spellcasters are liable to

remain silent for years at a time, contemplating the power and beauty of the earth dream.

Most earth dreamers are gnome druids or wizards, but spellcasters of every race have been known to pursue the power of the earth dream. The dream dwarves (see page 88) number many earth dreamers among their race.

NPC earth dreamers are often the subject of a quest, with adventurers traveling to their remote shrines and lairs seeking wisdom and guidance. When they stir from their communion with the earth, a dreamer makes a great guide to the underground world—provided you can keep up.

Adaptation: This class is earth-focused, suggesting that the earth dreamer class might have three counterparts that combine divination ability with affinity for the elements of fire, water and air. The prestige classes for the other three elements would replace the tremorsense and earth glide class features with other abilities related to their respective elements. Looking at the special abilities of these elements' relevant elementals would be a good way to find such

Table 5-7: The Earth Dreamer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Earth friend
2nd	+1	+3	+0	+3	<i>Earth dream</i>
3rd	+1	+3	+1	+3	Lesser tremorsense
4th	+2	+4	+1	+4	Earth sight
5th	+2	+4	+1	+4	Earth glide

class features.

Hit Die: d4

Requirements

To qualify to become an earth dreamer, a character must fulfill all the following criteria.

Skills: Knowledge (nature) 5 ranks, Spellcraft 10 ranks.

Feats: Earth Sense*.

Special: Able to cast 1st-level spells.

*New feat described in Chapter 6.

Class Skills

The earth dreamer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Listen (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Init modifier.

Class Features

All of the following are class features of the earth dreamer prestige class.

Weapon and Armor Proficiency: Earth dreamers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an earth dreamer gains new spells per day (and spells known, if a level in spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item

creation feats, and so on). If she had more than one spellcasting class before becoming an earth dreamer, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Earth Friend (Ex): An earth dreamer knows how to get along well with earth creatures. Creatures with the earth subtype automatically react to an earth dreamer in a friendlier manner than they otherwise would; their initial attitude (see page 72 of the *Player's Handbook*) is improved by one step.

Earth Dreamer (Sp): By attuning herself to the earth dream, an earth dreamer of 2nd level or higher can pull knowledge from the mountains. This ability works like the divination spell in many ways, allowing an earth dreamer to ask one question and receive a short, often cryptic, answer. An earth dreamer's chance of receiving an answer is equal to 70% +2% per class level, and the dream only reveals correct answers.

The *earth dream* ability can be used only to answer questions that are connected to the mountains in some way. In general, the dreamer can get answers to questions about creatures, objects, and locations within 50 miles of a mountain, including underground or hidden locations. As with the *augury* and *divination* spells, multiple uses of this ability regarding the same topic by the same earth dreamer use the same dice result and reveal the same answer each time.

Using this ability takes 10 minutes, and the earth dreamer can use it once per day.

Lesser Tremorsense (Ex): Beginning at 3rd level, an earth dreamer is so in tune with the earth that she gains the tremorsense ability (see page 316 of the *Monster Manual*) with a range of 10 feet. Her Earth

The Fatespinner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Fickle finger of fate	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Spin destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deny fate, resist fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Seal fate	+1 level of existing spellcasting class

Sense feat (see Chapter 6: Character Options) still functions beyond that range, but she can now sense and pinpoint foes within 10 feet without an action.

Earth Sight (Su): An earth dreamer of 4th level or higher can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give an earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action. Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

Earth Glide (Su): A 5th-level earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action. Each use lasts for a number of rounds equal to 3 + the earth dreamer's Con modifier.

Fatespinner

Complete Arcane

Some people are lucky, others are not. A few make their own luck. A fatespinner (also called a "mage of many fates") has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through this newfound understanding, the fatespinner satisfies that blind seeking—with

prejudice. He can increase the probability of events in his favor.

Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes.

NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Dice: d8.

Requirements

To qualify to become a fatespinner, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinner gain no weapon or armor proficiencies.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

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 fatespinner 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 of the spell by 1, 2 or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use the accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Ex): A 5th level fatespinner can meddle in success and failure, and even life and death, sealing the fate of friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate in no longer sealed.

Occult Slayer

Complete Warrior

The occult slayer is driven to confront any arcane or divine spellcaster who crosses her path. Occult slayers believe that mortals are too irresponsible to wield magic, and that those who dare to do so must be slain. Spellcasters who become occult slayers are considered to have seen the error of their ways—although they may still cast spells, they rely primarily on their battle prowess and their ability to resist magical effects to defeat their enemies.

The occult slayer comes into her own through exhaustive training. Every regimen she performs is an

exercise that refines her anger against spellcasters into martial skill. Each occult slayer forms a preternatural bond with her masterwork weapon of choice, which serves as the instrument of her vengeance.

This prestige class is ideal for individuals who have been victimized by spellcasters and seek acceptable ways to oppose them. Most occult slayers begin their careers as fighters although barbarians and rangers often take this path as well. Monks and rogues have also been known to embrace this calling, but bards and paladins find the occult slayer's preoccupation with spellcasters stifling. Clerics, druids, sorcerers and wizards—the primary targets of occult slayers—tend not to adopt this prestige class, although such turnaround are without precedent.

NPC occult slayers seldom form organizations, because they have discovered that congregating in one place attracts spellcasters intent on making preemptive strikes against them. Instead, occult slayers discreetly meet from time to time to exchange information about spellcasting opponents they have targeted for matches otherwise the occult slayer operates alone, traveling between venues in search of matches that involve spellcasters. Because of the inherent discretion that occult slayers display, a candidate for this prestige class must be chosen and trained by another occult slayer who is willing to share her secrets.

Hit Die: d8

The Occult Slayer					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+2	Magical defense +1, weapon bond
2nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3rd	+3	+1	+1	+3	Auravision, magical defense +2
4th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5th	+5	+1	+1	+4	Blank thoughts, magical defense +3

Requirements

To qualify to become an occult slayer, a character must fulfill all the following criteria

Base Attack Bonus: +5

Skills: Knowledge (arcane) 4 ranks, spellcraft 3 ranks.

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills

The occult slayer's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcane) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the occult slayer prestige class.

Weapon and Armor Proficiency: Occult slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend on day per character level practicing with the replacement weapon (and doing very little else—no adventuring) to create a new weapon bond.

Mind over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as the *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer

gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action.

Wildrunner

Races of the Wild

Wildrunners give themselves almost wholly to nature, seeking to return to their untamed roots and eventually become fey creatures. Though seemingly barbaric, wildrunners retain their civilized learning and judgment while tapping into the primal forces within themselves and within the land. Some wildrunners choose to live after the fashion of untamed animals, unfettered and beholden to nothing but their own desires and their fundamental needs. Most, however, become guardians of the land and the communities that gave them birth.

Becoming a Wildrunner

The ranger class is the easiest path to becoming a wildrunner; all of the required skills are class skills for rangers, and the wildrunner's abilities will make you a better ranger. Barbarian, druid, and rogue also are good entry paths, although you'll have to buy some skills as cross-class. Charisma (for your primal scream ability), Dexterity (for stealth abilities and ranged combat), and Strength (for melee combat) are key abilities for you.

The Wildrunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save
1st	+1	+2	+2	+0
2nd	+2	+3	+3	+0

Special

Fast Movement, trackless step

Primal scream, scent

Hit Dice: d10.

Requirements

To qualify to become a wildrunner, a character must fulfill all the following criteria.

Race: Elf or half-elf

Skills: Hide 5 ranks, Knowledge (nature) 5 ranks, Move Silently 5 ranks, Survival 5 ranks.

Feats: Endurance

Class Skills

The wildrunner's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Spot (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the wildrunner prestige class.

Weapon and Armor Proficiency: Wildrunners gain no weapon or armor proficiencies. If you wear heavy armor, you do not benefit from your fast movement ability.

Fast Movement (Ex): Your land speed is faster than the norm for your race by 10 ft while wearing light, medium or no armor. This increase stacks with similar increases, such as that from the barbarian class.

Trackless Step (Ex): You cannot be tracked in natural surroundings. See druid class feature pg 36 of PLAYER'S HANDBOOK.

Primal Scream (Su): At 2nd level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + your Con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your Cha modifier (minimum 1). Using primal scream always requires you to shout, so you cannot use primal scream if you cannot speak.

In this frenzy, you gain a +2 bonus to Strength and a +6 bonus to Dexterity. In addition, your jaw elongates and your teeth become razor-sharp; you gain a bite attack that deals 1d6 points of damage. You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a -5 attack penalty (or -2 with the Multiattack feat).

Scent (Ex): At 2nd level, you learn to rely on senses that most other people never even suspect. You gain the scent special ability. You can detect opponents within 30 ft by sense of smell. If the opponent is upwind the range increases to 60ft; if the opponent is downwind, it drops to 15ft. You do not detect the exact location of the source—only its presence somewhere within range. You can take a move action to note the direction of the scent. Whenever you come within 5' of the source, you pinpoint the source's location.

Warmage

Complete Arcane

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into

smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warm ages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmage instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced.

Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can.

In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that use spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of

death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camp sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power. Later in life, those spells become available for his use without his needing a spellbook.

After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit.

THE WARMAGE

Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1 st	+0	+0	+0	+2	Armored mage (light). warmage edge	3						
2 nd	+1	+0	+0	+3		6	4					
3 rd	+1	+1	+1	+3	Advanced learning	6	5					
4 th	+2	+1	+1	+4		6	6	3				
5 th	+2	+1	+1	+4		6	6	4				
6 th	+3	+2	+2	+5	Advanced learning	6	6	5	3			
7 th	+3	+2	+2	+5	Sudden Empower	6	6	6	4			
8 th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3		
9 th	+4	+3	+3	+6		6	6	6	6	4		
10 th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	5	3	
11 th	+5	+3	+3	+7	Advanced learning	6	6	6	6	6	4	
12 th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3
13 th	+6/+1	+4	+4	+8		6	6	6	6	6	6	4

GAME RULE INFORMATION

Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other classes: Warmages and they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be 'more comfortable with the regimented classes-those that appreciate military training - such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined.

He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warm age's offensive focus with defensive and utilitarian abilities.

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warm age can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any. Hit Die: d6.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at 1st Level: (2 + Int modifier) X 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the Warmage's spell list.

To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1-1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1-1, page 8 of the Player's Handbook).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

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 heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spell casting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex): A warmage is specialized in dealing damage with his spells. 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 to 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 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain in 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 items, 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.

Advanced Learning (Ex): At 3d, 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.

Sudden Empower: 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 Spells

0-LEVEL WARMAGE SPELLS (CANTRTPS)

Acid Splash, Disrupt Undead, Light, Ray of Frost.

1ST-LEVEL WARMAGE SPELLS

Accuracy, Chill Touch, Fist of Stone, Magic Missile, Orb of Acid, Lesser, Orb of Cold, Lesser, Orb of Electricity, Lesser, Orb of Fire, Lesser, Orb of Sound, Lesser, Shocking Grasp, True Strike.

2ND-LEVEL WARMAGE SPELLS

Blades of Fire, Continual Flame, Fire Trap, Fireburst, Flaming Sphere, Ice Knife, Melf's Acid Arrow, Pyrotechnics, Scorching Ray, Shatter, Whirling Blade.

3RD-LEVEL WARMAGE SPELLS

Fire Shield, Fireball, Gust of Wind, Ice Storm, Lightning Bolt, Poison, Ring of Blades, Sleet Storm, Stinking Cloud.

4TH-LEVEL WARMAGE SPELLS

Blast of Flame, Evard's Black Tentacles, Orb of Acid, Orb of Cold, Orb of Electricity, Orb of Fire, Orb of Force, Orb of Sound, Phantasmal Killer, Shout, Wall of Fire.

5TH-LEVEL WARMAGE SPELLS

Arc of Lightning, Cloudkill, Cone of Cold, Fireburst, Greater, Flame Strike, Prismatic Ray.

6TH-LEVEL WARMAGE SPELLS

Acid Fog, Blade Barrier, Circle of Death, Disintegrate, Fire Seeds, Otiluke's Freezing Sphere, Tenser's Transformation.

New Monsters

Caryatid Column

Fiend Folio

Medium Construct

Hit Dice: 6d10+20

Initiative: +3

Speed: Fly 30 ft

Armor Class: 22 (+3 Dex, +9 natural), touch 13 flat-footed 19

Base Attack/Grapple: +4/+9

Attack: +2 Bastard sword +12 Melee (1d10+9 (Two-handed)), or +9 Melee (1d4+7, slam)

Full Attack: +2 Bastard sword +12 Melee (1d10+9 (Two-handed)), or +2 Bastard Sword +12 Melee (1d10+7) and +4 Melee (1d4+2, slam), or 2 slams +9 melee (1d4+7)

Space/Reach: 5ft/5 ft

Special Attacks: –

Special Qualities: Break Weapon, Column Form, Construct Traits, Hardness 8, Magic Weapon

Saves: Fort +2; Ref +5; Will -3

Abilities: Str 20, Dex 16, Con -, Int 6, Wis 1, Cha 1.

Skills: Diplomacy -3, Sense Motive +4

Feats: Improved Sunder, Power Attack, Weapon Focus (Bastard Sword).Environment: Any

Organization: Solitary, corbel (2) or colonnade (4-24)

Challenge Rating: 6

Treasure: –

Alignment: Always neutral

Advancement: 7-10 HD (Medium); 11-21 HD (Large)

A caryatid column looks like a simple stone pillar until an unwary creature violates the strictures given to the

construct by its creator. In the blink of an eye, the caryatid column becomes a silk draped, beautiful female figure that wields a deadly magic weapon.

Caryatid columns are relentless opponents, and they are surprisingly agile despite their stone composition. They dance fearlessly into combat and expect feeble weapons to shatter against their marble skin. With marital skill uncommon in constructs they attack and break their foe's weapons.

Caryatid columns are incapable of speech.

Combat

Caryatid columns are typically assigned to guard a particular doorway or room against intrusion. Sometimes these instructions are as simple as "Kill anyone but me who enters this room," but a caryatid column can understand more complicated instructions, such as an order to "Eject anyone who does not perform the proper ritual observances upon entering this room."

Caryatid columns are often placed so that they take fighting form when a target is within reach, allowing the caryatid column to attack with surprise. Upon taking its normal fighting form, a caryatid column fights tirelessly to fulfill the wording of its command to the letter.

Break Weapon (Su): A caryatid column is imbued with a supernatural defense against weapon attacks. Whenever a creature strikes a caryatid column with a melee weapon, the weapon must succeed on a Fortitude save (DC 15) or break and become useless, dealing no damage to the caryatid column. As usual, a magic weapon uses either the wielder's save bonus or its own save bonus, whichever is better.

Nonmagic ranged weapons automatically shatter upon hitting the caryatid column, dealing no damage. Magic ranged weapons receive a Fortitude save (DC 15) to resist this effect.

Column form (Ex): When at rest (not commanded, or waiting to fulfill a command), a caryatid column takes the form of a simple column of stone. This column is about 2 feet in diameter, and it extends up to the ceiling of the chamber or to a height of 25 feet, whichever is less. Unless commanded otherwise, a caryatid column remains in this form until attacked, and it even allows creatures to climb it (Climb check DC 15).

A caryatid column in column form looks like a pillar in most respects. It does not radiate magic, and true seeing does not reveal its humanoid form. Careful examination of the column (Search check DC 25)

reveals very faint and distorted lines that make the pillar resemble a woman with a sword. Anyone who successfully makes a Knowledge (architecture and engineering) check (DC 12) notes that the column serves no structural purpose since it bears none of the ceiling's weight. A close examination of the top of the column (Search check DC 15) or a keen eye (Spot check DC 20) shows that the column is not cemented or joined to the ceiling. Dwarves and other creatures with stonemasonry receive a free Search check as though actively looking when they pass within 10 feet of a caryatid column.

Changing forms is a free action, and a caryatid column can change once per round.

Construct Traits: A caryatid column is immune to mind-affecting effects, and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. It cannot heal itself but can be healed through repair. It cannot be raised or resurrected. A caryatid column has darkvision (60ft range).

Hardness (Ex): Like an animated object made of stone, a caryatid column has a hardness of 8.

Magic Weapon: A magic weapon is incorporated into a caryatid column at the time of its creation. This weapon, usually a +2 bastard sword, functions in all respects like a normal magic weapon of its type, with one exception: Whenever it is out of the caryatid column's hands, it reverts to stone and becomes a nonmagical sculpture. Should the caryatid column then pick up the weapon, it regains its normal form and magical qualities.

If a caryatid column needs both hands free, it can stow its weapon by simply pressing it against its side; the weapon then merges with the caryatid column and can be retrieved by the caryatid column as any character would draw a weapon.

Appendix 4: Critical Events Summary

Did the PCs recover Heart's Lament?

YES

NO

Who had Heart's Lament at the end of the mod?

How did the PCs deal with the Argent Blades?