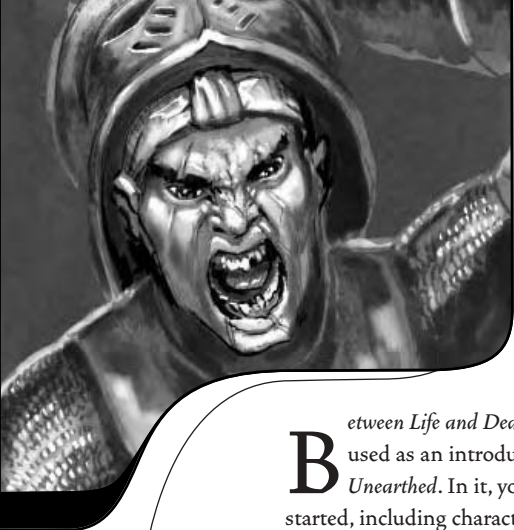


Between Life and Death

By Monte Cook

An adventure for 5th-level characters using Monte Cook's *Arcana Unearthed: A Variant Player's Handbook*



Between *Life and Death* is an adventure intended to be used as an introduction to *Monte Cook's Arcana Unearthed*. In it, you'll find everything you need to get started, including characters. The adventure assumes that the DM has read *Arcana Unearthed* and is fairly familiar with the material. The players do not need to have read the book, but should be familiar with 3rd Edition rules (or 3.5).

However, you can also use this as an adventure for players experienced with *Arcana Unearthed*. You'll find it to be a fun scenario to insert into a campaign. DMs, note that it fits right into the Diamond Throne setting.

RUNNING THIS ADVENTURE AS AN ARCANA UNEARTHED DEMO

If you are running *Between Life and Death* for players who've never played *Arcana Unearthed* before, you will need to spend some time briefing them on the aspects of the game that will be entirely new to them. These include mentions of:

- The new character races, even the ones not used as PCs (see Chapter Two of *Arcana Unearthed*)
- The new character classes, sticking mainly to the ones used as PCs (see Chapter Three of *Arcana Unearthed*)

You'll also need to explain the largest divergence of the game: the new magic system (see Chapter Eight of *Arcana Unearthed*). This includes:

- Preparing spells and spell slots
- Heightened and diminished spells
- Spell templates
- Use of truenames

Make use of the enclosed *Arcana Unearthed* Quick Reference Guide while explaining things. Feel free to make copies of that two-page "cheat sheet" for each player if you think that would be easier. Don't feel the need to explain everything up front—you can explain the death's door rules, for example, when they come up in the game.

Each player can select a pregenerated character from those enclosed. Name, gender, and similar details have been left up to the players.

DM'S BACKGROUND

A few hundred years ago, some giants who were tired of conflict after the war with the dramojh built a strange castle using magic. These giants were all practiced mages and skilled artificers. This keep, known as Castle Mabb, gained a reputation quickly as a mysterious and sometimes frightening place, where nothing was what it seemed and even the laws of science did not apply. Opinions such as these spread because the mages of Castle Mabb were master illusionists and had discovered many exotic illusions. They craved more substantial power, however.

Laboring for years, the giants created two pillars. One channeled energy from the Green itself: the Pillar of Life. The other drew power directly from the Dark: the Pillar of Death. The close proximity of these two pillars created a terrible confluence of raw energy upon which the mages hoped to draw.

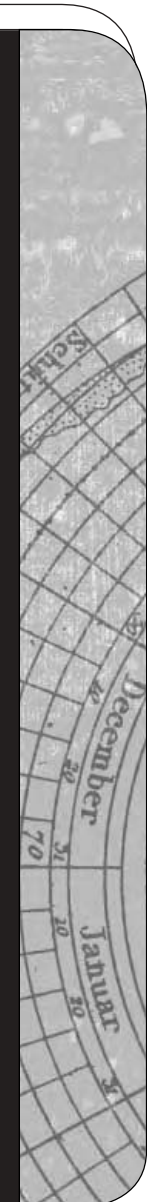
The power proved too much for them.

They say that power corrupts, and in the world of the Diamond Throne one need only look to the story of Castle Mabb to know that's true. A few of the giants attempted to murder the rest and claim all of the magical power for themselves. A terrible battle ensued, and in the end, all the inhabitants of the castle were slain or magically imprisoned.

When the Council of Magisters, an influential and powerful group of mages, heard about what had happened, they created the Veil of Safety, a magical ward around the Pillars of Life and Death, so that no one could access them—the power was simply too great for mortals to bear. A magical code ensured the Veil's continuance.

Recently, however, a litorian greenbond named Ralas contacted the current leader of the Council of Magisters, a loresong faen named Faevor, with a request. Ralas owns the *chalice of days*, an artifact that is a large cup literally filled with the power of the Green. The chalice, however, is almost empty. Ralas needs the cup refilled, and the only place to do it that anyone knows about is the Pillar of Life in Castle Mabb. Faevor agreed and entrusted the magical code key to two quickling faen akashics, Vaena and Thoemon (pronounced VAY-na and THO-man). Each of them memorized half the code. Vaena and Thoemon then went to meet with Ralas and accompany him to Castle Mabb.

But Ralas is too old and feeble to undertake the quest for himself, so he contacts friends he has made—the PCs. Their



mission is to escort the faen to the castle, protect them while they are inside, and see to their safe return. Ralas also gives them the Key to Castle Mabb, which Faevor had entrusted to him. This key not only opens the normal lock on the front door, but the door's magical lock as well.

The ability to access the Pillars of Life and Death is so powerful, however, that Faevor has taken some interesting precautions. He gives a scroll to Ralas, who in turn gives it to the magister PC. This scroll contains the spell *modify memory*. The PC is to cast the spell on one of the faen and erase the half of the code that he or she knows. Thus, the entire code will no longer exist anywhere except in the Council's possession. Further, the code opens the Veil only temporarily. No matter what happens, after it is opened it closes again in 10 minutes.

Optional Section if You Have Plenty of Time:

Unfortunately, an organization as well-known as the Council of Magisters cannot take any significant action without someone noticing. The champion of death Havinar Balacos has learned that Faevor is sending people into Castle Mabb. He assumes the magister is interested in accessing the power inside, and decides that he wants that power for himself. Havinar convinces a number of chorrim (militaristic ogrelike creatures) to accompany some of his agents to arrive at the Castle first and set up an ambush. If you are playing this as a full-length adventure rather than a short demo, arrange for this ambush to occur as the PCs arrive at the castle, with two or three chorrim. The champion's agents, Nlen and Varos the Stalwart, get involved later (again, only if you are running this as a full adventure). See the "Agents of Death" section, page 8, for their descriptions, stats, and mission..

VAENA AND THOEMON

Smart groups will treat the two faen akashics as noncombatants. If one of these characters dies, the adventure's over. Anyone can see that they have little training or experience even with the weapons they carry. Of the two, Vaena is friendly but a little overcautious. She has long dark hair and dark eyes. Thoeman is conceited and standoffish. He has sandy-colored hair that he keeps in a single braid and is a little shorter than Vaena.

Vaena, female quickling faen aks2: CR 2; Small humanoid; HD 2d6 (10 hp); Init +2 (+1 Dex, +1 quickling); Speed 20 feet; AC 14 (+1 size, +1 Dex, +2 leather jack); touch 12, flat-footed 13; armor check penalty -1; BAB +1; Grapple -3; Single Atk +2 melee (1d6, 19-20/X2, short sword); Full Atk + melee (1d6, crit. 19-20/X2, short sword); Face/Reach 5 feet × 5 feet/5 feet; SQ Low-light vision, run, skill memory

(+2), perfect recall; Hero Points 0; SV Fort +0, Ref +1, Will +3; Str 10, Dex 13, Con 10, Int 15, Wis 11, Cha 13

Languages: Common, Faen, Giant

Skills and Feats: Hide +4, Move Silently +2

Possessions: Short sword, leather jack, backpack, four day's rations, two torches, 38 gp

Thoemon, male quickling faen aks2: CR 2; Small humanoid; HD 2d6+2 (12 hp); Init +3 (+2 Dex, +1 quickling); Speed 20 feet; AC 15 (+1 size, +2 Dex, +2 leather jack); touch 13, flat-footed 13; armor check penalty -1; BAB +1; Grapple -4; Single Atk +1 melee (1d4-1, 19-20/X2, dagger); Full Atk +1 melee (1d4-1, crit. 19-20/X2, dagger); Face/Reach 5 feet × 5 feet/5 feet; SA; SQ Low-light vision, run, skill memory (+2), perfect recall; Hero Points 0; SV Fort +1, Ref +2, Will +3; Str 9, Dex 14, Con 12, Int 14, Wis 10, Cha 11

Languages: Common, Faen

Skills and Feats: Hide +4, Move Silently +2

Possessions: Dagger, leather jack, backpack, four day's rations, six tindertwigs, 27 gp

PLAYERS' BACKGROUND

Feel free to read or paraphrase the following for the players:

Most everyone knows that Castle Mabb, located on the northern end of the Floating Forest, is haunted. Smaller and lesser known than Ebonring Keep (another castle in the Floating Forest), it nonetheless commands the reputation of once being a magical and interesting place—but one that is well sealed by magic and of little real interest today.

However, you now find yourselves on the way to this strange place, and in strange company to boot. Vaena and Thoemon are two quickling faen akashics, each of whom bears half a magical code in their minds. This code will temporarily rend the Veil of Safety within Castle Mabb that protects two magical pillars—one a pillar of life, the other of death. Once beyond the veil, they will perform a ceremony in front of the pillar of life that will recharge a potent artifact tied directly to the power of life, also known as the Green.

You were given this quest by the aged litorian green-bond Ralas, the owner of the artifact, the *chalice of days*. He sought you out because he trusts and respects you, and bade you to protect Vaena and Thoemon as they make their way to and into Castle Mabb. He gave you a large golden key which should get you past the magical and physical locks barring your way and assured you that when you were finished, the Council of Magisters, a powerful and influential organization would give you each a potent magical item as a reward.

He warns you, however, that there are forces that might be interested in stopping you or getting into the castle for their own nefarious purposes. You must be wary at every turn.

GETTING STARTED

After allowing the players to become acquainted with their characters (if you are using the pregenerated characters), begin the adventure as the PCs arrive at Castle Mabb. If you are not using this adventure as a demo of *Arcana Unearthed* and have no time limit, you may wish to allow the PCs to start before their arrival there. They might encounter up to four chorrim working for Havarin Balacos (see “Agents of Death” section, page 8).

THE FLOATING FOREST

The Floating Forest is a strange place where the gigantic gassar trees grow. These mighty plants begin their gestation far beneath the surface, so that by the time they force their way up, they tear huge chunks of earth with them. Other trees and plants continue to grow on these displaced earth “islands” in the air, supported in the tangles of the gassar. This multileveled forest is vast and thick as well as unbelievably tall. The ground level of the Floating Forest is pocked with lakes and waterways, filled from rainfall in places where the earth was torn away. Some islands are so big that rain-water pools fill in them as well, and occasionally they overflow, creating small waterfalls from one island down to a lower one, or down to the ground. Trolls frequent this forest, often served by goblin slaves.

Castle Mabb lies on the northern end of this forest, within sight of the Bitter Peaks to the west. It rests atop a low floating island about 300 feet long and half that distance across. The main castle is 80 feet above the level of the actual ground, but a tower rises from the ground and connects directly to the castle—in a way, it is an inverted tower, as it starts at the castle and goes down (see Castle Mabb side view, page 4).

CASTLE MABB

Castle Mabb was never built. It was grown. The giant magisters used magical processes and ceremonies to grow the castle from a stonelike substance that was at one time a living thing. The castle today looks like it is made out of resin, and shows no seams. The material is as hard as normal stone.

The doors in Castle Mabb are all wood, but laced with crystal threads, a leftover of a far earlier age when the fabled crystal weavers spun crystal-like thread and added these threads to objects. The doors now are virtually immune to rot and decay and have a hardness of 15 and 45 hit points.

The net result of these factors should help continually reinforce how strange and magical the castle is.

Ceilings on the upper level are very high: 25 feet. Ceilings on the lower level are much lower: only 10 feet. The ceiling in the Veiled Hall is 18 feet high. The entire place is dark—the PCs need to provide their own light.

In order to safely reach the Pillar of Life, they must locate and reach the Veiled Hall (Area 12), and recover the *blue staff* in the observation tower (Area 6). See the Castle Mabb map on the next page.

1. ENTRY TOWER

The entrance to the castle is within a 100-foot tower which stands on the ground. The rest of the castle, 80 feet above the ground, is built upon one of the Floating Forest’s famous “floating islands” suspended in the embrace of a pair of mighty gassar trees.

The door to the tower is wood laced with crystal, as described above. It is also magically locked with a *greater sealed door* spell. The door, however, bears a large keyhole (DC 30 to open). The PCs can open the door easily with the Key to Castle Mabb. While this door is locked, all outer walls and the outer doors of Castle Mabb have a +20 hardness bonus and it is impossible to teleport or scry inside the castle from the outside. While the door is unlocked, this magical effect goes away.

The hollow tower extends up the full 100 feet. On its western end, iron rungs form a ladder leading up to a foot-wide ledge and a door 12 feet from the ceiling. The door is identical to the entry door: locked, laced with crystal, and opened with the Key to Castle Mabb.

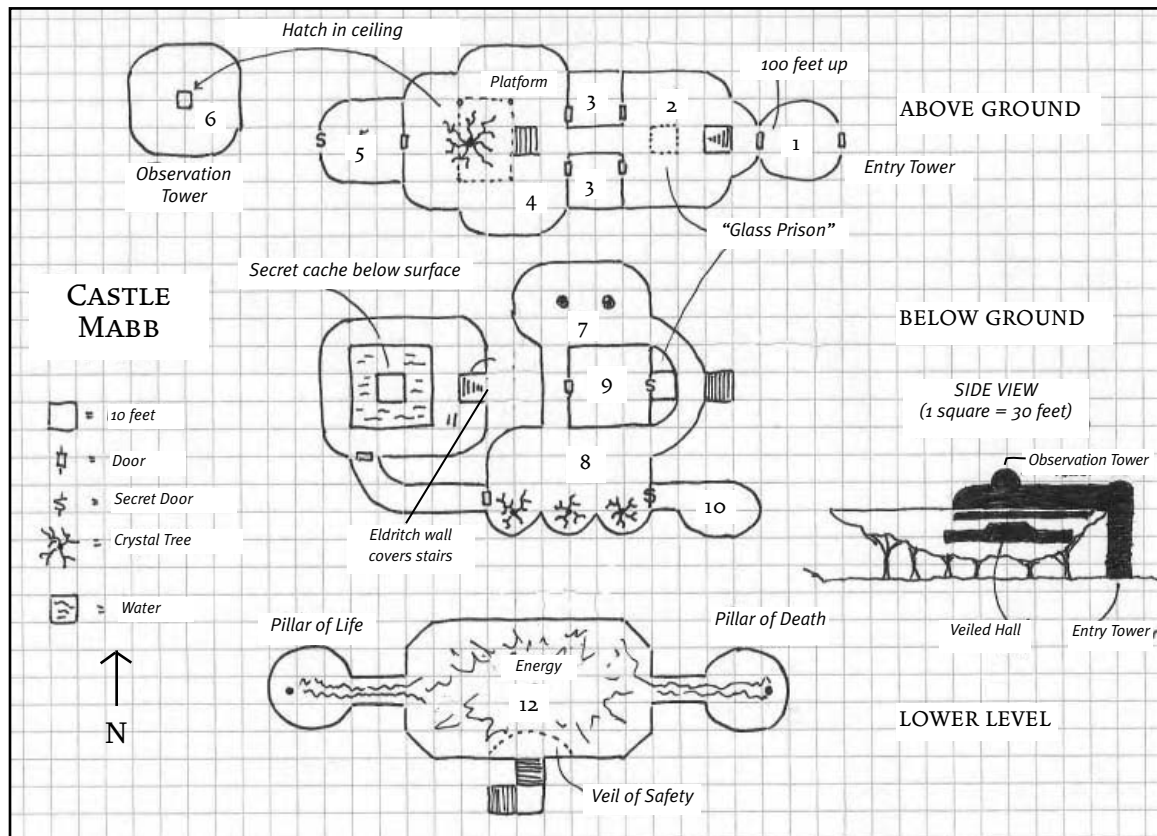
The interior of the tower contains a powerful programmed illusion (which also contains a number of *greater illusory creature* spells). The tower appears to be filled with clear water which, in turn, is filled with dozens of tiny fish swimming about. However, the magic is imperfect, so the first person into the tower sees the empty shaft, filled with cobwebs and dust, suddenly flash with magical energy before the “water” and “fish” appear.

Note that the castle builders did not mean for the illusion to fool or frighten, but to impress.

2. QUEEN’S HALL (EL 6)

This large chamber once served as a kind of court/grand hall. Currently, all the furnishings are gone. Once a powerful illusion worked in this room as well, but it no longer functions (a *detect magic* spell reveals a lingering aura of illusion here). Steep stairs to the lower, underground level lie immediately in front of the eastern door. In the floor, about 10 feet beyond the stairwell, a 10-foot-square section of floor appears to be made of glass rather than resinlike stone.

The “Glass” Prison: Anyone who looks down through the glass sees a 10-foot-by-10-foot shaft descending about 15 feet.



A tall (giantish) woman pushes against the glass and mouths “help me.” She bangs on the glass, but the PCs can hear no sound. She mouths, “Let me out.” Those looking carefully note that she is floating more than 6 feet above the floor.

The woman is a ghost in the most basic sense of the word. Once one of the giantish mages of Castle Mabb, Oa-Javas was murdered by those who craved the power of the pillars. When her spirit returned to attempt to avenge her death, they trapped her ghost here in this magical prison. The glass is in fact a special *eldritch wall* that has 2,000 hit points and blocks incorporeality. The entire shaft is sealed in this way, so Oa-Javas cannot leave. If anyone goes down one level and opens the secret door in Area 9, beyond the fire trap, the seal is broken and she can get free. Should this happen, she thanks the PCs for freeing her, and relates a brief version of the history of the castle and what happened to her. She can explain that they need the *blue staff* to move safely into the Veiled Hall (although she does not use the words “veiled hall,” since in her day, there was no veil). She then disappears forever. (In a continuing campaign, award PCs experience points for overcoming an EL 5 encounter if they free her.)

Undead Guardians: When anyone comes within 20 feet of the western end of the Queen’s Hall, the two doors open

and from each comes a guardian: an undead spirit with a sword. These spirits—remnants of those who served the magisters corrupted by the lust for power here—appear to have both been human swordsmen. They attack relentlessly until destroyed. Although incorporeal, they can wield the very corporeal swords they bear. In fact, so tied are they to the swords that they reform in 24 hours wherever the swords lie. Only destroying the swords destroys these spirits forever. They do not have an energy drain attack (and so as incorporeal undead only have a +2 bonus to CR rather than +3). For more about incorporeal undead, see *Arcana Unearthed*, page 232. (*Note to DMs:* Do not forget their parry and Natural Swordsman bonuses to Armor Class).

The sounds of battle also rouse the undead in Area 4 and get them ready for battle.

Sword Spirits (2), undead human unff2: CR 4; Medium undead; HD 2d12 (16 hp); Init +9; Speed 30 feet; AC 17 (+5 Dex, +1 class, +1 deflection); touch 17, flat-footed 11); BAB +2; Grapple —; Single Atk +8 melee (1d8+3, 19–20/×2, +1 longsword); Full Atk +8 melee (1d8+3, 19–20/×2, +1 longsword); Face/Reach 5 feet × 5 feet/5 feet; SQ Darkvision, incorporeal, parry (+1 AC), undead qualities, +1 AC

against anyone using a sword; SV Fort +0, Ref +5, Will +2; Str — (originally 12), Dex 20, Con —, Int 11, Wis 14, Cha 13
Skills and Feats: Sneak +10, Search +5, Spot +7, Tumble +10;
 Improved Initiative, Natural Swordsman, Weapon Finesse,
 Weapon Focus (longsword)
Possessions: +1 Devanian longsword

3. BEDCHAMBERS

These rooms were once obviously the bedchambers of humanoids at least 9 feet in height. They contain little of interest or value. (The spirits that move out to attack intruders in the Queen's Hall wait here, but most likely not are not encountered here.)

4. THE CRYSTAL TREE (EL 7)

This room is dominated by a giant crystalline sculpture of a tree. The tree “grows” up from a platform 10 feet above the floor (the platform and its supports are made of the same resinlike material of the walls and floors). A free-standing staircase allows access up onto the platform. The 15-foot-tall tree is made so that one can climb it easily (like a ladder) up to a hatch in the ceiling directly above the tree. The hatch leads to area 6, the observation tower.

Illusionary Spectre: This chamber contains a powerful illusion. When a living creature enters, a billowy-cloaked, featureless figure appears and points at the creature. The creature must make a Will saving throw (DC 15) or the spectral figure speaks aloud the creature's truename. If the creature does not have a truename, nothing happens. If more than one creature enters the room, the illusion picks one randomly, and then next round picks another. This figure is an illusion and cannot be successfully harmed, although it can be dispelled, as if created by a 12th-level caster. Once it has spoken all truenames, or creatures have made their saving throws, it disappears.

Undead: Two giantish skeletal warmain archers stand on either side of the tree, murdered in the struggle for power than occurred here and animated by the power once unleashed during that struggle. They attack all intruders. (*Note to DMs:* Do not forget their Natural Archer bonuses to Armor Class).

Worse, however, an undead iron witch waits behind the stairs, under the platform. This witch was once in charge of security at Castle Mabb, and now intends on continuing those duties. She waits until the room's illusion speaks a creature's truename and then attempts to use the Power of the Name feat to force that creature to leave Castle Mabb and not return. After that, she attacks with her hail of metal witchery power. If she had time, upon hearing a battle in Area 2, she has already cast *cloak of darkness*, *levitate*, *saving grace*, and *bash* on herself (in that order).

Archers (2), undead giant wrm1: CR 2; Medium undead; HD 1d12 (12 hp); Init +1; Speed 30 feet; AC 20 (+1 Dex, +2 natural, +7 chain and plates); touch 11, flat-footed 19; armor check penalty –5; BAB +1; Grapple +4; Single Atk +4 ranged (1d8+3, 20/x3, longbow) or +4 melee (2d6+3, 19–20/x2 greatsword); Full Atk +4 ranged (1d8+3, 20/x3, longbow) or +4 melee (2d6+3, 19–20/x2 greatsword); Face/Reach 5 feet × 5 feet/5 feet; SQ Darkvision, undead qualities, +1 AC against anyone using a bow; SV Fort +2, Ref +1, Will +0; Str 16, Dex 12, Con —, Int 9, Wis 11, Cha 10

Languages: Common, Giant

Skills and Feats: Craft (bowyer) +1, Diplomacy +2, Sense Motive +2, Spot +4; Natural Archer, Sturdy, Weapon Focus (longbow)

Possessions: Chain and plates armor, masterwork mighty composite longbow (+3), 24 arrows, greatsword

Iron Witch, undead giant wtc5: CR 6; Medium undead; HD 5d12 (35 hp); Init +2; Speed 30 feet; AC 19 (+2 Dex, +2 natural, +1 ring, +4 armor song); touch 12, flat-footed 12; BAB +3; Grapple +3; Single Atk +4 melee (1d8, 20/x3, heavy mace); Full Atk +4 melee (1d8, 20/x3, heavy mace); Face/Reach 5 feet × 5 feet/5 feet; SA Hail of metal; SQ Armor song, darkvision, undead qualities, the Sight; SV Fort +2, Ref +6, Will +7; Str 11, Dex 14, Con —, Int 17, Wis 16, Cha 13

Languages: Common, Giant

Skills and Feats: Craft (blacksmithing) +9, Concentration +9, Diplomacy +2, Knowledge (Magic) +9, Search +11, Sense Motive +10, Spellcraft +9, Spot +7; Eldritch Training, Lightning Reflexes, Power of the Name

Possessions: Cloak of resistance +1, ring of protection +1, scroll of muddy ground, masterwork mace

Spells Readied (4/3/2; DC 14 + spell level): 0-level—*bash*, *canny effort*, *detect magic*, *ghost sound*, *saving grace*; 1st—*animate weapon*, *compelling command*, *mind stab*, *veil of darkness*; 2nd—*cloak of darkness*, *levitate*

5. LIBRARY

This room is filled with books and scrolls on shelves, covered in dust. Some books are simply stacked on the floor. A table and five chairs round out the furnishings. The books cover many topics, but magic is by far the most common subject. Many of the books are so old that they fall apart if picked up.

Anyone making a Research check (DC 15, see sidebar on page 85 of *Arcana Unearthed*), spending at least an hour here, finds a reference to the *blue staff* (found in the observation tower) that protects anyone from the power of the Pillars of Life and Death.

In a continuing campaign, the DM should place other interesting secrets and bits of useful lore in this library.

Back Door: A small, nondescript door here is visible from the inside but concealed (Search, DC 18) on the outside. It is locked just like the entry door in Area 1. It leads out into an overgrown garden on the “floating island” that the castle is built upon. There is nothing of interest back here, but if the PCs have the ability to get down (such as with a *safe fall* spell), this could provide a quick back exit should they need it.

6. OBSERVATION TOWER

This round tower room, accessible via a hatch in the ceiling of Area 4, has narrow (4-inch) windows overlooking the forest all around. These windows are opaque from the outside. The roof of the chamber is criss-crossed with a lattice-work of crystal threads, like a huge spiderweb. Threaded in this “web” is a blue crystal staff, about 5 feet long and very thin. This is a magic object known simply as the *blue staff*. It creates a shield to protect anyone within 15 feet of it from the dangers of the Veiled Hall. It has no other functions.

In the room, on the floor, explorers see a large, round, blue rug, covered in dust but woven in a beautiful abstract pattern with silver threads. On the rug, a table, three chairs, and a small wooden cupboard sit, also covered in dust. On the table is a brass orrery, not unlike the one on the cover of *Arcana Unearthed*, except without the images of people in the spheres. The orrery is worth 275 gp. In the cabinet, the PCs can find two very old jugs of vinegary wine and three silver flasks (each worth 50 gp). One of the flasks holds a dollop of liquid that is actually a *potion of lesser beastskin* (adds a +2 natural armor bonus to Armor Class for an hour).

7. THE SUBTERRANEAN GARDEN

This room, located one level down from the previously described areas, is home to another illusion. It appears to be a beautiful rose garden filled with flowering plants and gentle rays of sunlight coming through crystalline skylights in the ceiling. Insects buzz about from flower to flower, and the chamber is filled with the fragrance of roses. As in the entry tower, this is all for show and has no real game effect.

In the middle of the garden stand two statues, each 8 feet tall, of one man and one woman wearing robes and bearing staves. The statues are painted, the staves meant to appear to be blue crystal.

8. CRYSTAL GROTTO

Each of the three semicircular alcoves in the south wall contains a crystal tree sculpture. These resemble the tree in Area 4, but smaller. They have no special powers. However, the PCs can break off a total of 80 gp worth of crystalline branches from each tree if they so desire and are willing to work at it for about 15 minutes.

9. FIRE TRAP (EL 3)

The door to this room is locked (DC 18 to open), and can't simply be opened with the Key to Castle Mabb. Since none of the pregenerated characters included with this adventure has the Open Lock skill, they may have to break down this door, unless the magister can succeed with an *open lock* spell.

The room appears empty. Anyone who enters it activates another illusion, making it appear that the room fills with flames. It's as though the group is standing within Hell itself. The flames reach up 4 feet (the ceiling is about 10 feet high). While the flames are illusions, the floor really does become magically hot, dealing 2d6 points of fire damage per round to all within 4 feet of the floor. (This is a perfect opportunity for a spryte's flying to come in handy.) The secret door leads to the “glass” prison described in Area 2. A Search check (DC 20) is required to find it. It swings open like a normal door when found.

10. THE HIDDEN CRYPT

The secret door (DC 20 to find) leading into this area from the east end of the Crystal Grotto pivots in the center. It is 8 feet square. Beyond this door lies an old crypt, filled with the dead of the castle's long-ago residents. (Most of those interred here are actually students, servants, and guards. The true masters of the castle were destroyed in the terrible battle that occurred here over the pillars.) Nine corpses are interred here in alcoves in the walls, six with old bits of chain and plate armor and masterwork swords, and three with old magister's staves. Each is also buried with 100 gp worth of jewelry or other valuable grave goods.

When the Veil comes down, the influence of the Pillar of Death grows strong enough to animate the dead here. The new undead shamble their way down toward the pillar, destroying anything in their way. (See Area 12.)

11. GUARDIAN OF THE POOL (EL 7)

Most of this room is filled with a murky, stagnant pool. The water level is about 6 inches below the floor, and the pool is about 14 feet deep. In the middle of the pool is a square platform “island”—the top of a solid column that extends down to the bottom of the pool. Within the pool is a black pudding that attacks anyone who comes to the water's edge (so PCs who hug the walls are safe). The black pudding attempts to grapple and pull foes into the water and then attack them there.

Stairway Down: A stairway heads down and out of this chamber to the east. However, a permanent, heightened *greater eldritch wall* with 2,000 hp blocks anyone from reaching the stairs. The wall inflicts 2d6 points of electrical damage upon anyone that touches it. This ward was not placed here by the Council of Magisters. Instead, it is the creation of the original mages who dwelled in Castle Mabb to protect the pillars below. Thus, there is a hidden key nearby to negate the wall's power.

The key to negating the wall is a magical ruby hidden in a small cache in the column within the pool. The cache is on the north side, about 5 feet below the water's surface. Anyone

in the water can make a Search check on the column (DC 20) to find the cache and the gem. The gem's touch safely suppresses the *eldritch wall* for one hour. The ruby has no other powers and loses all magical ability if taken from Castle Mabb for more than a day. The ruby itself is worth 2,000 gp.

Bottom of the Pool: Anyone who searches at the bottom of the pool (DC 20) can find a masterwork short sword in a jeweled scabbard. The scabbard is worthless due to water (and pudding) damage, but there are 500 gp worth of jewels still set into it that can be removed and sold.

Black Pudding: CR 7; Huge ooze; HD 10d10+60 (115 hp); Init -5; Speed 20 feet, climb 20 feet; AC 3 (-2 size, -5 Dex); touch 3, flat-footed 3; BAB +7; Grapple +18; Single Atk +8 melee (2d6+4+2d6 acid, 20/X2, slam); Full Atk +8 melee (2d6+4+2d6 acid, 20/X2, slam); Face/Reach 15 feet × 15 feet/10 feet; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 feet, split, ooze traits; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1

Skills and Feats: Climb +11

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed at Reflex saves (DC 21). A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds at a Reflex save (DC 21). The save Difficulty Classes are Constitution based. The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

12. THE VEILED HALL (EL 5)

Down the stairs from Area 11 lies the fabled Veiled Hall, protected these many years from intrusion because of the power it contains. A semicircular veil of opaque energy (the Veil of Safety) prohibits any entrance into the chamber, magical or otherwise.

Rending the Veil: It takes Vaena and Thoemon, working together (each reciting half of the long verbal code) one minute to open the Veil. It disappears completely when they are finished and remains gone for 10 minutes.

The Conflagration of Energy: Blasts of green and white energy come through the archway to the west (from the Pillar of Life) while bolts of black and gray energy come from the east (the Pillar of Death). Where the bolts meet—this chamber—there is a discharge of incredible energy. Anyone anywhere within the chamber—creatures and objects—suffer 3d6 points of damage per round (a Reflex saving throw reduces this by half).

In the hallway to the west, and in the chamber with the Pillar of Life, there is no black and gray energy. It is all the healing energy of the Green. This is beneficial, at first. Characters in the hall or in the round chamber enjoy the healing of 2d6 points of damage each round (no save). Once a character reaches full hit points, however, all excess hit points “healed” are accrued as subdual damage. Characters whose subdual damage gained in this way equals their hit points fatally burst from having too much life energy.

In the hallway to the east, and in the chamber holding the Pillar of Death, there is no green and white energy. It is all the deadly energy of the Dark. Characters suffer 2d6 points of damage per round (no save). Those slain by this damage immediately become undead as described by the *animate the dead* spell in *Arcana Unearthed*, pages 185 to 186.

Using the Blue Staff: The *blue staff* (found in Area 6) creates a 15-foot-radius safe zone within the Veiled Hall. Anyone within that area suffers no ill effects from any of the loosed energies here or even near the pillars.

The Ceremony: Vaena and Thoemon can perform the ceremony to refill the artifact in one minute, if they are within 5 feet of the Pillar of Life and have the *chalice of days*. If interrupted, they must begin again.

Animating the Dead: With the Veil gone, the power of the Pillar of Death calls out to the dead creatures that once tried to harness its power—the corpses in Area 10, the Hidden Crypt. Unless the PCs have found the crypt and burned the bodies (or taken similar actions), all the figures animate and attack anyone in their way as they attempt to get at the Pillar of Death. The PCs likely will be in their way. The undead arrive in two waves—one (with four warriors and one mage) 3 rounds after the Veil goes down, and the other (with two warriors and two mages) 3 rounds after that.

Undead Warriors (6 total), undead giant War: CR 1; Medium undead; HD 1d12 (7 hp); Init +1; Speed 30 feet; AC 20 (+1 Dex, +2 natural, +7 chain and plates); touch 11, flat-footed 19; armor check penalty -5; BAB +1; Grapple +4; Single Atk +6 melee (1d8+3, 19-20/X2, longsword); Full Atk +6 melee (1d8+3, 19-20/X2, longsword); Face/Reach 5 feet × 5 feet/5 feet; SQ Darkvision, undead qualities, +1 AC

against anyone using a bow; SV Fort +2, Ref +1, Will +0; Str 16, Dex 12, Con —, Int 9, Wis 11, Cha 10

Languages: Common, Giant

Skills and Feats: Craft (weaponsmith) +1, Diplomacy +2, Sense Motive +2, Spot +4; Power Attack, Weapon Focus (longsword)

Possessions: Chain and plates armor, masterwork longsword

Undead Mages (3 total), undead giant magi: CR 2; Medium undead; HD 1d12 (7 hp); Init +1; Speed 30 feet; AC 13 (+1 Dex, +2 natural); touch 11, flat-footed 12; BAB +0; Grapple +1; Single Atk +2 melee (1d6+1, crit. 20/×2, staff); Full Atk +2 melee (1d6+1, crit. 20/×2, staff); Face/Reach 5 feet × 5 feet/5 feet; SQ Darkvision, undead qualities; SV Fort +0, Ref +1, Will +3; Str 12, Dex 13, Con —, Int 15, Wis 12, Cha 11

Languages: Common, Giant

Skills and Feats: Craft (woodcrafting) +2, Concentration +4, Diplomacy +2, Sense Motive +2, Search +6, Spellcraft +6, Spot +5; Resistance to Magic, Sense the Unseen

Spells Readied (4/1, DC 12 + spell level): 0-level—*bash, disorient, ghost sound, telekinesis, touch of nausea*; 1st—*compelling command, cold blast, touch of disruption*

Possessions: Staff

OPTIONAL: AGENTS OF DEATH

Havinar Balacos, a powerful champion of death, has assigned some of his well-paid agents to get into Castle Mabb.

THE CHORRIM

The chorrims wait outside Castle Mabb. As mentioned earlier, they might attempt to ambush the player characters as they enter. Whether or not they do this, the chorrims will be waiting for them when the PCs come out. They hide in the undergrowth and wait to strike, although they are not adept hidiers. If hard-pressed, they retreat.

Chorrims (4): CR 3; Large giant; HD 4d8+8 (26 hp); Init +0; Speed 30 feet; AC 18 (−1 size +4 natural, +5 breastplate); touch 9, flat-footed 18; armor check penalty −4; BAB +2; Grapple +11; Single Atk +9 melee (2d6+12, 19–20/×2, huge masterwork dire greatsword) or +3 ranged (1d8+5, 20/×3, huge masterwork mighty longbow); Full Atk +9 melee (2d6+12, 19–20/×2, huge masterwork dire greatsword) or +3 ranged (1d8+5, 20/×3, huge masterwork mighty longbow); Face/Reach 5 feet × 5 feet/10 feet; SQ Darkvision 60 feet, +1 AC vs. foes with swords, natural tactician, well-trained; SV Fort +6, Ref +0, Will +1; Str 20, Dex 10, Con 15, Int 11, Wis 10, Cha 9.

Languages: Common

Skills and Feats: Climb +6, Ride +8, Spot +5; Exotic Weapon Proficiency (Heavy), Fleet of Foot, Natural Swordsman, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Natural Tactician (Ex): Chorrims gain a +1 circumstance bonus to all attack rolls for an entire encounter against any foes that were surprised at the beginning of the encounter due

to their ability to use their own advantages and their foes' disadvantages to maximum effect.

Well-Trained (Ex): When attempting to intimidate a chorrim, the check DC has a +6 circumstance modifier.

Possessions: Huge masterwork dire greatsword, huge masterwork mighty longbow (+5), 24 arrows, breastplate 18 gp

NLEN AND VAROS THE STALWART

Two of the death champion's other agents hope to follow the PCs into the castle, either if they do not lock the door behind them, or invisibly. They might wait to enter till the PCs have left the castle to rest, assuming the group plans on going back in. These agents are a conniving, arrogant male verrik mage blade named Nlen and a quiet but deadly female sibecai oathsworn named Varos the Stalwart. These two are after information—they don't want to confront the PCs unless they are cornered. Each has a *potion of invisibility*, which they use to follow the PCs around if they get inside. They want to know what the player characters are up to, and how they can ensure that their master can enter Castle Mabb later if he so wishes. This may mean attempting to steal the key, trick the PCs in some fashion, or destroying the lock.

The DM should feel free to introduce these two at any logical point in the adventure—perhaps at the very worst time (such as while the PCs deal with the black pudding in Area 11) or perhaps when they think that they are safe and alone, such as during a rest. If detected or confronted, Nlen and Varos likely will flee, although Nlen might be arrogant enough to stay if not badly outnumbered.

Nlen gives orders to Varos. Varos obeys them as long as they make sense (when he tells her to do something that she was going to do anyway), and ignores them the rest of the time.

Nlen, male verrik Mbl4: CR 4; Medium humanoid; HD 4d8+4 (28 hp); Init +0; Speed 30 feet; AC 16 (+5 armor, +1 natural); touch 10, flat-footed 16; armor check penalty 0; BAB +3; Grapple +6; Single Atk +9 melee (2d6+7, 19–20/×2, longsword); Full Atk +9 melee (2d6+7, 19–20/×2, greatsword); Face/Reach 5 feet × 5 feet/5 feet; SA Innate magical abilities; SQ Sensory control, shimmering shield (+2 deflection bonus to AC for 4 rounds); SV Fort +3, Ref +4, Will +2; Str 17, Dex 11, Con 12, Int 10, Wis 11, Cha 14

Languages: Common

Skills and Feats: Climb +6, Concentration +5, Intimidate +9; Iron Flesh, Lightning Reflexes, Weapon focus (greatsword)

Innate Magical Abilities: 1/day—*contact, sense thoughts, telekinesis (minor)* (all as caster level 4th), DC 10 + spell level

Possessions: Dire greatsword (athame—acts as +2 in his hands), +1 Devanian chain shirt, *potion of invisibility*, scroll of *lesser battle healing* and *protective charm*, 214 gp

Spells Readied (4/3/1; DC 12 + spell level): 0-level—*bash, lesser glowglobe, read magic, scent bane*; 1st—*charm, detect secret doors, lesser transfer wounds, resistance*; 2nd—*subtle steps*

Varos the Stalwart, female sibeccai osn4: CR 4; Medium humanoid; HD 4d10+12 (40 hp); Init +2; Speed 50 feet; AC 15 (+2 Dex, +2 class, +1 ring); touch 14, flat-footed 10); BAB +3; Grapple +4; Single Atk +4 melee (1d8+1, 2.0/×2, unarmed strike); Full Atk +4 melee (1d8+1, 2.0/×2, unarmed strike); Face/Reach 5 feet × 5 feet/5 feet; SA Flurry of blows; SQ Evasion, low-light vision, eschew food; SV Fort +7, Ref +6, Will +6; Str 13, Dex 15, Con 16, Int 9, Wis 14, Cha 11

Oath: To learn the secrets of Castle Mabb and master the place and all within it

Languages: Common, Giant

Skills and Feats: Escape Artist +7, Listen +4, Sneak +9, Tumble +9; Defensive Stance, Fleet of Foot, Speed Burst

Possessions: Ring of protection +1, potions of lesser battle healing, invisibility, and subtle steps, 178 gp

CONCLUDING THE ADVENTURE

If the faen manage to complete the ceremony, the *chalice of days* once again fills with the Green. A greenbond can use this artifact to heal a character to full hit points, cure any disease or malady, or even instantly restore a character to life. It can be used only once per week. Impress upon the players, if they choose to use it, that its power is limited and it is clearly difficult to recharge. It is also not actually theirs to use or abuse.

At some point, the spellcaster in the group with the *modify memory* scroll will need to decide whether to use it on one of the faen as instructed. On one hand, the faen are not going to submit willingly to this, but on the other hand, it may be for the best in the larger scheme of things.

Leaving Castle Mabb shouldn't be too much of a problem. However, if this is a continuing adventure, or at least an adventure without worry of time limits, the forces of Havinar Balacos (see page 8) wait for them outside the castle, unable to get in without a key. They attack as soon as possible, hoping to get the key, steal any treasure the PCs might have recovered from the castle, and learn what they were doing inside.

Once they return the chalice to Ralas, the litorians welcome them with a feast and a ceremony of victory in their honor. As promised, each player character is rewarded with an appropriate magical item (worth no more than 2,000 gp).

FURTHER ADVENTURES

If this quest was part of an ongoing campaign, the PCs have now crossed paths with one of the Diamond Throne setting's most notorious villains, Havinar Balacos. Havinar is 19th level, so it may be some time before they can confront him directly. But it's almost a given that they will encounter his agents again—and now he knows a bit more about them and can anticipate their moves better.

The group may even need to return to Castle Mabb at some point in the campaign—perhaps someone has somehow managed to get access to the Veiled Hall, or maybe they need a bit of important lore from the library. Perhaps there's even more to the castle behind further secret doors.

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GIANT CHAMPION OF LIFE

CHARACTER INFORMATION

Character Level: 5

Race: Giant

Class: Champion (of Life) 2/Giant3

Speed: 20

Initiative: 0

Size: Large (10-foot reach)

ABILITY SCORES

Ability	Score	Modifier
Strength	20	+5
Dexterity	11	0
Constitution	18	+4
Intelligence	10	0
Wisdom	12	+1
Charisma	8	-1

HIT POINTS AND ARMOR CLASS

Hit Points 52

AC 18 (19 vs swords) (21 with shield)

Flat-Footed AC 18 (21 with shield)

Touch AC 9

SAVING THROWS

Save **Modifier**

Reflex +2

Fortitude +10

Will +5

WEAPONS AND DAMAGE

Weapons (+8 melee, +3 range)

<i>+1 Greatsword</i>	+9 attack 2d6+9 damage (2d6+7 in one hand)
Giant's mighty bow (+5)	+3 attack 2d6+5 damage

SKILLS

Skill	Modifier
Diplomacy	+8
Heal	+6
Sense Motive	+8
Spot	+2

GEAR

+1 greatsword

Giant's mighty bow (20 arrows)

Masterwork dragonscale armor with armor spikes
(-5 armor check)

Lesser ability boost potion (+2 Constitution)

Lesser ability boost potion (+2 Strength)

Lesser battle healing potion

Fire protection potion

100 feet of rope and iron spikes (5)

Hooded lantern

Hammer

Backpack

FEATS AND TALENTS

Born Hero

Natural Swordsman

Sturdy (+4 bonus hp)

SPECIAL ABILITIES

Life's healing: heal 8 hp per day with touch

Call shield: *+1 giant's shield* (+4 AC) 1/day

Unbound (no truename)

ROLEPLAYING NOTES

You are the stalwart defender of life that the others have come to rely on. Your prowess in battle is tempered by your gentle demeanor when not in combat. You look on the undead as an abomination.



LITORIAN GREENBOND

CHARACTER INFORMATION

Character Level: 5
Race: Litorian
Class: Greenbond5
Speed: 30
Initiative: +0
Size: Medium

ABILITY SCORES

Ability	Score	Modifier
Strength	12	+1
Dexterity	11	0
Constitution	14	+2
Intelligence	10	0
Wisdom	18	+4
Charisma	12	+1

HIT POINTS AND ARMOR CLASS

Hit Points 33
 AC 16
 Flat-Footed AC 16
 Touch AC 11

SAVING THROWS

Save	Modifier
Reflex	+1
Fortitude	+4
Will	+8

WEAPONS AND DAMAGE

Weapons (+3 melee, +2 range)
 Masterwork longspear +4 attack
 1d8+1 damage

SKILLS

Skill	Modifier
Concentration	+6
Heal	+7
Knowledge (Nature)	+4
Listen	+7
Spot	+7
Wilderness Survival	+10

GEAR

Masterwork longspear
 Masterwork long shield
 +1 ring of protection
 Masterwork studded leather armor
 Wand of lesser battle healing (12 charges)
 Levitate potion
 Neutralize poison potion
 Periapt of wisdom +2

FEATS AND TALENTS

Track
 Tattooed Spell (darkvision)
 Affinity with Skill (+4 to Wilderness Survival)

SPECIAL ABILITIES

Infuse with life (heal 3d8+7 hp) 4x/day
 Nature sense
 Trackless step
 Bond with the Green

SPELL SLOTS PER DAY

Level	Slots
0	5
1	4
2	3
3	2

SPELLS READIED

0-Level: *bash, detect magic, detect poison, ghost sound, hygiene, minor illusion, saving grace, seeker*
 1st-Level: *acrobatics, lesser transfer wounds, precise vision, predict weather, tears of pain, touch of fear*
 2nd-Level: *blinding light, gusting wind, icebolt, lesser ability boost*
 3rd-Level: *carnivorous plant defense, lesser creation, lesser summon minor elemental*

ROLEPLAYING NOTES

You are the heart and soul of the group. You watch over and protect the others, knowing that as you do, you help the land as a whole. You are quiet and capable, never brash. You look on the undead as an abomination.





SPRYTE MAGISTER

CHARACTER INFORMATION

Character Level: 5
Race: Spryte
Class: Magister3/Spryte2
Speed: 10 (fly 30)
Initiative: +4
Size: Tiny

ABILITY SCORES

Ability	Score	Modifier
Strength	8	-1
Dexterity	18	+4
Constitution	10	0
Intelligence	17	+3
Wisdom	8	-1
Charisma	14	+2

HIT POINTS AND ARMOR CLASS

Hit Points 20
 AC 17
 Flat-Footed AC 13
 Touch AC 17

SAVING THROWS

Save	Modifier
Reflex	+7
Fortitude	+3
Will	+3

WEAPONS AND DAMAGE

Weapons (+2 **melee**, +7 **range**)
 Small staff +2 attack 1d4-1 damage

SKILLS

Skill	Modifier
Alchemy	+7
Concentration	+8
Escape Artist	+8
Intimidate	+7
Knowledge (Magic)	+12
Search	+8
Sneak	+16
Spellcraft	+10

GEAR

Magister's staff
 Tindertwigs (4)
 Flash powder (1)
 Paper, ink and pen
 +1 ring of protection
 Wand of energy bolt (electricity) (10 charges—5th level)
 See invisibility potion
 Four gems for energy template spells

FEATS AND TALENTS

Great Fortitude
 Eldritch Training
 (+1 to DC of all spells, +2 if two spell slots are used)
 Energy Mage (Electricity)
 (adds +1d6 to any damage inflicting spell)
 (adds +1 round of stun if already an electricity spell)

SPECIAL ABILITIES

Charm (heightened), *ghost sound*, *lesser glowglobe*, *invisibility* (self only) each 1/day
 Detect magic at will:
 Levels stack for caster level (caster level 5th)
 Fly at speed 30 (average maneuverability)

SPELL SLOTS PER DAY

Level	Slots
0	5
1	3
2	2

SPELLS READIED

0-Level: *appropriate size*, *detect creature*, *disorient*, *door warning*, *lesser repair*, *lesser telekinesis*, *touch of nausea*
 1st-Level: *fireburst*, *obscuring mist*, *lesser compelling question*, *open lock*, *shock*
 2nd-Level: *bypass ward*, *energy blade*, *lesser battle healing*

ROLEPLAYING NOTES

You never let your size be seen as a liability, even though everyone around you is so much larger. You revel in magical energy—specifically electricity—and in lore. If it's magical, it's interesting (if it's not magical, then it's not interesting).

VERRIK MIND WITCH

CHARACTER INFORMATION

Character Level: 5

Race: Verrik

Class: Mind Witch5

Speed: 30

Initiative: +2

Size: Medium

ABILITY SCORES

Ability	Score	Modifier
Strength	8	-1
Dexterity	14	+2
Constitution	13	+1
Intelligence	12	+1
Wisdom	18	+4
Charisma	8	-1

HIT POINTS AND ARMOR CLASS

Hit Points 25

AC 12 (14 with shield)

Flat-Footed AC 10 (12 with shield)

Touch AC 12

SAVING THROWS

Save	Modifier
Reflex	+4
Fortitude	+3 (+7 poison)
Will	+9

WEAPONS AND DAMAGE

Weapons (+2 melee, +5 range)

Light crossbow	+5 attack 1d8 damage
Mindblade longsword	+2 touch attack 1d6+5 damage (subdual)

SKILLS

Skill	Modifier
Alchemy	+9
Concentration	+8
Heal	+10
Innuendo	+9
Knowledge (Magic)	+9
Spellcraft	+7

GEAR

Witchbag
 Light crossbow (20 bolts)
 +1 round shield
 Acid flasks (2)
 Cloak of resistance +1
 Lesser battle healing potion (2)
 Lesser beastskin potion
 Backpack and 50 feet of rope
 Hooded lantern

FEATS AND TALENTS

Fire Resistance (5)
 Resistance to Poison (+4)
 Exotic Spell (*eldritch armor*)

SPECIAL ABILITIES

Mindfire 4/day, 50-foot range
 (4d6 damage [half subdual], DC 17, Will save neg)
Contact, sense thoughts, telekinesis (lesser) each 1/day
 Mindblade (standard action to create, subdual damage only)
 Mind-affecting spells and effects last only half as long as normal
 The Sight: Can identify class and level of creature studied for 1 minute

SPELL SLOTS PER DAY

Level	Slots
0	4
1	3
2	2

SPELLS READIED

0-Level: *contact, detect magic, lesser telekinesis, minor illusion, sense thoughts*
 1st-Level: *eldritch armor, compelling command, mind stab, resistance*
 2nd-Level: *levitate, read mind*

ROLEPLAYING NOTES

You see the big picture more clearly than your friends. You're usually thinking two steps ahead of everyone else and always concerned about the implications of your actions. This makes you cautious but, once you've made up your mind, very determined.



QUICKLING UNFETTERED/HAWK TOTEM WARRIOR

CHARACTER INFORMATION

Character Level: 5
Race: Quickling Faen
Class: Unfettered²/Hawk Totem Warrior³
Speed: 20 (run ×5)
Initiative: +6
Size: Small

ABILITY SCORES

Ability	Score	Modifier
Strength	10	0
Dexterity	20	+5
Constitution	13	+1
Intelligence	14	+2
Wisdom	8	-1
Charisma	10	0

HIT POINTS AND ARMOR CLASS

Hit Points 32
 AC 21 (22 in melee vs. one foe, 22 vs. bow)
 Flat-Footed AC 21
 Touch AC 18

SAVING THROWS

Save	Modifier
Reflex	+9
Fortitude	+4
Will	+0

WEAPONS AND DAMAGE

Weapons (+6 melee, +11 range)
+1 shortbow +13 attack (+14 within 30 feet)
 1d6+2 damage (1d6+3 within 30 feet)
 With Rapid Reload +13/+10 attack (+14/+11 within 30 feet)
 1d6+2 damage (1d6+3 within 30 feet)
 Longsword +6 attack
 1d8 damage

SKILLS

Skill	Modifier
Balance	+11
Bluff	+7
Escape Artist	+9
Handle Animal	+8
Search	+10
Sneak	+15
Spot	+7
Tumble	+11

GEAR

+1 shortbow
 Arrows (20)
 Longsword
 Masterwork studded leather (-1 armor check)
Gloves of dexterity +2
Silent sheath potion
Darkvision potion
 Sunrod (1)
 Tindertwigs (3)
 Belt pouch

FEATS AND TALENTS

Rapid Reload (extra shot five times per day with bow)
 Natural Archer
 Point Blank Shot
 Intuitive Sense
 (do not lose Dexterity bonus when flat footed)
 Weapon Focus (shortbow)

SPECIAL ABILITIES

Low-light vision
 +4 Sneak, +1 initiative (already figured in)
 +1 Dodge bonus from unfettered (already figured in)
 +1 Dodge bonus from hawk totem (already figured in)
 Hawk companion

Hawk Companion: HD 2d8 (8 hp); AC 17; Speed 10, fly 60;
 Atk: +6 melee (claws 1d4-1 damage); SV Fort +3, Ref +6,
 Will +2; Str 8 Dex 17, Con 10, Int 2, Wis 14, Cha 6
Skills: Listen +6, Spot +6

ROLEPLAYING NOTES

You're friendly and usually talk very quickly—you've always got something to say, but you're wise enough to know that there are times when silence is golden. Your hawk companion is very important to you.

