

IUZ5-04

Plane Thinking

A One-Round D&D LIVING GREYHAWK[®] Iuz's Border States Meta-regional Adventure

Version 1.1

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A grieving sister needs your help in locating her brother. However, things are not always what they seem...especially when on the trail of a missing master of illusions. Remember when lifting a log one sometimes uncovers more than is expected. An adventure for APLs 10-16 and the Third Link of the Confluence Chain.

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 metaregion, please e-mail your point of contact (POC) at dragotha@gmail.com; for LIVING GREYHAWK campaign questions, email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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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 GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

- Determine the character level for each of the PCs participating in the adventure.
- 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

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

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. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

- Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
- 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 the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of

Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

Adventure Background

Iuz has been gathering forces for his war against Pazrael in the Abyss. In 594 CY, the Old One's servants created creatures to serve in his armies at facilities in the Burning Cliffs and other locales hidden in the Empire. While the constructs and undead that serve in Iuz's army are far more durable than the soldiers of Pazrael, the wizards and clerics that control the army have suffered losses as the Demon Prince of Torremor has targeted them during battle.

This, Iuz has begun a recruitment campaign in the nations bordering his Empire, not only weaken their forces but to strengthen his own. At the beginning of this adventure, recruitment has been underway for the last several weeks. One of his most skilled recruiters has been sent to acquire prospects from the Den Zauber Guild in Perrenland. The recruiter has managed to attain several converts to the cause using a combination of guile and magic. Once she has verified their basic knowledge of the planes, her companions use *morality undone*, corrupting them to evil and then persuade, brainwash or magically convince them to join forces. Up to this point, she has managed to attain a good number of individuals but is acquiring more in the area as suitable alternatives present themselves.

Adventure Summary

Introduction: The PCs meet up with Reetha, the sister of a mage who has gone missing. The mage, Corrik, was in Traft studying illusionary magic through the Wizards College, an institution run by Den Zauber Guild (the Wizard's Guild). The heroes set out towards Traft to locate the missing person.

Encounter One: PCs may obtain information on other missing individuals. Some distance from the city, they meet up with a member of the guild traveling on his own business. He notes if asked, that Corrik left with a group a little over a month ago and none have yet returned. Note that if PCs decide to travel on to Traft, perhaps by *teleport* or similar magical means, they will obtain some of this information but may miss out on others.

Encounter Two: The PCs are on their way north, following the purported direction taken by Corrik and his group. They come into a small village and encounter the recruiter, Kaprilla. They may be "recruited" themselves or they may observe another and think to follow.

Encounter Three: The heroes either follow Kaprilla or travel with her. She leads them to a small cave in the nearby hills where the party is ambushed. Following the attack, the party can explore the cave and pick up some clues for where the “recruits” are being sent.

Encounter Four: The PCs are transported to the northern wastes where the recruits receive their final instructions and direction. First, they must gain entrance to the underground complex, passing by the guard patrol using strength of arms or guile.

Encounter Five: The PCs must find those they’ve come to help in a complex surrounded with ice and cold, defeating the “trainers” to allow the recruits to leave. Some recruits may be less than eager to leave and PCs may or may not be able to assist them.

Preparation for Play

At the time of character introductions, make a note of physical descriptions given, as this will be needed for Encounter Two. In addition, have the PCs make two Gather Information checks for use in Encounter One.

Introduction

Moving through the streets of Baranford you pass by a group of Furyondy Infantry in drill. The sergeant is bellowing loudly about their questionable parentage and promising their death when they are sent to the front if they don't take more care with their training. Arriving at the dock area, where you were directed to find work, you see fisherman and bargemen unloading various items in the early morning sun. Turning away from a man near a small skiff is a teary-eyed Rhenee woman dressed in black. Her eyes rest upon you for a moment and she begins walking your way.

The woman is Reetha, sister of Corrik, a mage who has gone missing. Reetha is currently in mourning over the death of her elder brother, Ronnin, who was slain two months ago in an orc attack near the Veluna border. She sent word to Corrik asking him to return to help with the arrangements and assist the family during this difficult time. While Corrik was somewhat of a rebel in many ways, she is convinced that a request for help would bring his return (at least on a temporary basis). It has been some time since the message was sent and she has received no word. She is becoming quite concerned. She approaches the PCs and asks their assistance in locating her brother. She notes that her aunt, a seer, gave her the PCs description as those she should seek out for assistance, indicating “*his path is fraught with*

danger...already he may have fallen too far.” Corrik was in Traft studying illusionary magic through Den Zauber guild. Traft is a Perrenland city of some 15,000 residents located on the eastern shores of Lake Quag, with the Sepia Uplands to the east of the city proper. Reetha is actually in the dock area looking for anyone who may have a message from her brother. She cannot pay the PCs in gold, but can offer a service in the future. She has no personal items from Corrik with her, and traveling to where the family stores such things would take a good three weeks.

Encounter One: Starting the Search

Allow PCs to introduce themselves before beginning this encounter. This encounter assumes the PCs have not been to Traft before and are, therefore, traveling overland rather than by magical means. If PCs use magical means to transport themselves to Traft, this encounter should be modified to occur in Traft proper, although the PCs can still meet up with Jebeddo and obtain the same information from him as is noted below. The previous information is not obtained, however.

Assuming the PCs travel over land, they have traveled through three small villages at this point. Inform the PCs that in two of the villages the clerics stationed in the local temples disappeared within the past month. In both cases, they were the only clerics stationed in those villages. The party has found no word on Corrik. By the time the PCs get to the fourth village, they are close to Traft. In this town, they encounter a member of Den Zauber Guild who can give the PCs a little information about what happened.

For the best part of a week you travel through Perrenland, along the eastern coast running between Lake Quag and the mighty Clatspur Ranges and heading north towards Traft City, the last known location of Corrik. All the while you seek further word of Corrik, but no one seems to have seen him. Along the way you travel through the villages of Osterschlauss, Almech, and Aerden, looking for opportunities to gather information about missing persons.

Give PCs information as appropriate, based on earlier Gather Information checks. PCs that are successful with their first attempt to Gather Information (DC 15) discover that two clerics have disappeared from those three villages within the past month. These clerics followed Pelor and Mayaheine, respectively. The PCs also

discover in the second and third village that the clerics passed through with a woman heading north in the same direction as the PCs. If they talk with Barnlau, the cleric in the third village (Gather Information DC 20), he notes one of the two was acting "odd." Barnlau is a rather junior clergy member of the Old Kerk (Clr2 of Beory) so could not clarify exactly what the problem was before his friend moved on. The Old Kerk is a slight variation of the Old Faith, as worshipped in Perrenland.

*At this point, you find yourselves at a great body of water, more commonly referred to as the Lake Quag Estuary. The only way of crossing, and reaching Traft City, is to journey aboard the notorious "Punt". It is rumored that various past-owners of The Punt have done deals with dread water creatures that live in the estuary and, on occasion, have been known to sacrifice passengers in order to keep peace in the neighborhood. Nobody really knows if *they* will live to get to the other side, but today... you do. On the other side of the estuary is the frontier town of Niederschlauss.*

The town consists of three villages very close together, and you head directly for Estuare – the village most suited to the needs of adventurers. In the center of the village is the Cock n' Cod Tavern, rumored to be a popular haunt of adventurers and gnomish prospectors coming down from Kottsmort in the Sepia to peddle their profits.

Most of the folk in the village are farmers or herdsman, although there is a blacksmith as well. PCs learn little from questioning the villagers, although by going into the inn they can talk with Jebeddo and possibly learn more about Corrik. Upon entering the village tavern, they meet up with Jebeddo. Continue below.

Entering the tavern, you observe a sprightly gnome behind the bar who smiles at you as you enter. The only current patron is a middle-aged gnome seated near the fire with a large mug of some type of beverage.

Creatures:

Sprocket Knobs: Sproket is the inn's owner and manager. He runs the bar with the assistance of his human wife. He knows nothing of relevance for this adventure.

Hildergardt: Hildergardt is Sproket's human wife who helps him run the tavern. She enjoys flirting with patrons to make him jealous. She knows nothing of relevance for this adventure.

Jebeddo: Male gnome Wiz5. Jebeddo is a member of Den Zauber Guild based out of the Wizards Guild in Traft City. Jebeddo actually met with the recruiter so is able to give considerable information about what occurred with Corrik. Once the PCs ask about Corrik, proceed with the following:

"A couple of months ago, the Wizards Guild in Traft received a missive from a noble who indicated he was doing some research and desired the assistance of some of our more scholarly members. Fifteen of us went down to the inn in Dreichen to meet him – or his representative. She selected ten to return with her. The other five of us returned to our business."

With further questioning, the PCs can obtain the following additional information:

- She offered good coin, but was only interested in hiring ten.
- She was a human woman with brown hair and eyes. She was about five and a half feet tall. She said her name was Kalla.
- She had everyone solve some riddles. The riddle had something to do with a wheel but I didn't understand it.
- She didn't mention a limit until after the riddles were solved.
- Of the five not selected, two were not wizards. The other three had trouble with the riddles.
- All those selected were wizards. They included males and females, humans and gnomes.
- About a month after they left, some members of the guild sent word to find out when they expected to return. They received no reply. No time frame was given by the woman, other than saying it "may take awhile."
- He can direct the PCs towards the path taken by the group.

Note that members of Den Zauber Guild wear a symbol denoting their membership, typically beneath their clothing. It is a customized Black Bear rampant circled by a rope, tied at the bottom with a bowline. A small gem denoting the guild level of the member is placed just above the knot. Although this is not freely discussed, some PCs may be aware of this (Knowledge [Local - Iuz's Border States] DC 20). In particular, PC members of the guild would have this information automatically. PCs actively looking for the symbol may be given a Spot check (DC 10) to notice it.

Treasure: None.

Development: Jebeddo has business of his own elsewhere and is not interested in joining the PCs. Once

the PCs decide to move on, proceed to Encounter Two. With Jebeddo's directions, the PCs have no trouble finding the next village.

Encounter Two: The Test

At this point, the PCs are in a small village, either on the trail of Corrik or for their own business. Select the PC who physically seems the best fit for the profile of those recruited; basically, those who appear to be wizards or clerics. If there are multiple PCs who fit this description, each is approached separately. Make sure at least one PC receives the note so if there are no wizards or clerics, select the PC that would appear the most knowledgeable, using your own discretion. This decision should be made based on physical appearance so, for example, a monk may appear to be a wizard or a paladin may appear to be a cleric.

Information obtained in Estuare, has led you to the second of the three small villages which join to make up Niederschlauss: Dreichen. The current Voormann, Orgus Bildgear, was born and served as mayor of Dreichen for many years. The main square features a large statue of him, which can be seen over the village walls and even out on the Lake Quag Estuary. Dreichen appears to be larger and support a group of relatively wealthier residents; the folk here are well dressed.

The PCs arrival in this village does not go unnoticed. Kaprilla, the recruiter, has been traveling the area looking for likely individuals. The town is close to Traft so is slightly larger than those the PCs have been through up to this point. The recruiter, currently presenting herself as a traveling merchant, has not attracted undue attention.

PCs can ask around in the village about the group. They discover that it has been a little over a month since the group came through. It consisted of thirteen individuals. Eleven of them wore normal clothing while two wore armor with holy symbols. The holy symbols were those of Pelor and Mayaheine, by description (Knowledge [Religion] DC 10).

Later that evening, Kaprilla approaches the selected PC. She is attempting to test their knowledge and suitability for her master's purposes. What she tells the PCs, however, is that she is looking for adventurers for a task but wants to make sure those selected can use their most potent weapon – their mind – rather than just sling a sword or axe. She emphasizes discretion mainly because she doesn't want the group set up to subdue her recruits to be overwhelmed.

Sometime during the night, a note is slid under the door of the appropriate PC(s) asking them to meet her about a job. The time and place are set for the following day in the town's small tavern. Take each of the PCs aside separately for this meeting. She is not interested if more than two PCs arrive together, as she explains she cannot afford to hire more than two. Once the PC arrives, she explains as below.

"My name is Kaprilla. I deal with all manner of unusual objects. I own an interest in a mine in the Sepia Uplands. Not that long ago our miners came into an area which was sealed from further exploration by a series of – or at least two – riddles. We were able to solve the first but only after severe injury. Following that, neither my colleagues nor the miners were willing to proceed further but I suspect additional work in the area to be quite lucrative. I am hoping by bringing in an expert or scholar we can solve these riddles, thus allowing access with minimal injury to those involved. You struck me as an intelligent, knowledgeable sort and it occurred to me that you may be able to help me out. Are you interested in a short-term employment opportunity? You would not need to do more than study riddles in a position of safety, and let me know the answer (and reasoning!) in order to receive your pay. What do you say?"

If the PC declines interest, she expresses disappointment and asks if they know anyone else who may be interested. If the PC answers in the affirmative, she continues as below:

"Excellent. Now I want to make sure you have the necessary skills. You understand I am sure. I am going to give you the original riddle we ran across and if you can solve it within a reasonable amount of time then you can have the job. I will pay you 50 gold now, as a surety, and 100 gold for each riddle you are able to solve in the future. Is this agreeable?"

She is not willing to negotiate the original price (since she has limited funds on her), but with pressure from the PC will go as high as 200 gold for each additional riddle, especially since she knows there are no other riddles! At the same time, in order to appear legitimate, she is careful to negotiate with the PC and drive a hard bargain. Once the terms have been agreed upon, give them Player Handout #1. If PCs ask about the second riddle, she explains: *"The alphabet used was unfamiliar to me and to those with me, so we considered making rubbings of the writing. Unfortunately, due to the length of the riddle, that idea was just not feasible."*

PCs may attain additional clues with successful Knowledge (The Planes) checks, as outlined below. Give up to a +5 circumstance bonus for attempts to research the riddle earlier based on either consultation with another PC or information gained from Jebeddo.

- DC 10: The spokes of the wheel refer to the outer planes, which can be represented as a wheel.
- DC 15: Most of the outer planes have more than one layer, so they could be represented numerically.
- DC 20: The Abyss has infinite layers, so the answer likely refers to the plane on the wheel that is directly opposite the Abyss.
- DC 25: Allow the player of the PC to reference books such as the *Planar Handbook* or *Manual of the Planes* for assistance in solving the riddle.

Encourage the player to solve the riddle on their own, but a successful Knowledge – Planes (DC 35) solves the riddle automatically. Keep in mind that Knowledge skills cannot be made untrained unless the PC has some type of special ability allowing them to do so.

The answer to the riddle is **Celestia**. The first two lines of the riddle establish the pattern of addition. For example, adding the number of layers of Hades with the number of layers of the Beastlands gives the number of layers of Carceri. The third line tells how many layers are in the answer (seven). The fourth line references the wheel for positioning. It also explains that the correct answer is the opposite of a plane with more layers than all the others added together. This is a reference to the Abyss, which has an infinite number of layers.

Creatures:

All APLs (EL 11)

Kaprilla: Naztharune Rakshasa; hp 93; see *Appendix Five*.

The Iuzian recruiter appears to be an Oeridian woman with blond hair and brown eyes. Since her last meeting, she has lightened her hair and otherwise disguised herself so to the casual observer does not appear exactly as described by Jebeddo. However, an observant or astute PC may realize the likelihood of at least some resemblance to the recruiter mentioned by Jebeddo. Kaprilla is actually a naztharune rakshasa who is assisting the Iuzian rulers purely for monetary reasons and has little knowledge – or care – of what happens to those she convinces to join the cause. She is charming; a skilled shyster and manipulator.

Tactics: Kaprilla is not interested in fighting the PCs at this time, as she is alone and was not hired – nor is she

paid – for combat. If attacked, she flees as soon as possible.

Treasure: Kaprilla pays the selected PC 50 gp for successfully solving the riddle and agreeing to the terms of further employment (4 gp each).

Development: If none of the PCs attend this meeting or if none of the PCs who attend are able to solve the riddle, then proceed to Encounter 2B. Otherwise, proceed to Encounter 3.

Encounter Two B: Another Recruit

This encounter is used if none of the PCs agree to meet with Kaprilla, or if they are unable to solve the riddle themselves. It should occur at some point prior to the PCs leaving the village of Dreichen.

An attractive middle aged man with dark but graying hair and kind brown eyes frowns as he studies a piece of parchment. Slowly he strokes his chin in thought, brushing against a copper heart-shaped mask symbol, which swings gently in front. Watching him with narrowed eyes is an Oeridian woman with blond hair and brown eyes. Suddenly, the man smiles and says something to the woman, who nods to him. The two shake hands before standing and moving together toward the edge of town, talking quietly.

Axzen, the man mentioned above, is the newest attempt at a “recruit” for Kaprilla. Adjust the text above as needed based on PC activities in the village. For example, if the PCs ask to visit the temple in town, he is encountered there. If the PCs pretty much just stick around the inn until they depart, this encounter occurs there. PCs who succeed at a Listen check (DC 20) hear that the word he said was Celestia (the correct answer to the riddle).

Creatures:

All APLs (EL 12)

Kaprilla: Naztharune Rakshasa; hp 93; see *Appendix Five*.

Axzen: Male human Clr9; hp 66; see *Appendix Five*.

Axzen: Axzen is a cleric of Rao traveling through the area on his way back from a visit to family in Veluna. He lives in Perrenland but travels quite a bit on various adventures and tasks. He has just agreed to assist Kaprilla on her task. Note that Kaprilla gave him the same story about copper mines in the area (see Encounter Two for more details).

Kaprilla: The Iuzian recruiter appears to be an Oeridian woman with blond hair and brown eyes. She has lightened her hair and otherwise disguised herself so to the casual observer does not appear exactly as described by Jebbedo. However, an observant or astute PC may realize the likelihood of at least some resemblance to the recruiter mentioned by Jebbedo. Kaprilla is actually a naztharune rakshasa who is assisting the Iuzian rulers purely for monetary reasons and has little knowledge – or care – of what happens to those she convinces to join the cause. She is charming; a skilled shyster and manipulator.

Tactics: Kaprilla is not interested in fighting the PCs at this time, as she is alone and was not hired – nor is she paid – for combat. If attacked, she flees as soon as possible.

Treasure: None.

Development: At this point, Kaprilla and Axzen are heading toward the caves north of the village. PCs may choose to follow but should do so at a distance unless they wish to arouse suspicion.

Encounter Three: More Recruiters

PCs are either following Kaprilla and Axzen (Encounter 2-B) or traveling with her. Regardless, she leads them to the nearby hills. The journey will take the PCs a full days journey, unless some other means are taken to shorten the time (e.g. magical means, etc). The PCs pass nearby (but not through) a gnomish settlement called Kottsmort (Knowledge – Geography DC 15), which is in the Sepia Uplands.

The text below assumes the PCs are traveling with Kaprilla; if they are following behind, some modifications of the text will likely be needed. In this encounter, the PCs are walking into an ambush (of either themselves or Axzen). Assuming the party is successful in defeating the recruiters, they can explore the cave area and pick up some clues for where the “recruits” are being sent. If the PCs are not successful, then they are transported unconscious to the holding facility.

Kaprilla leads you deeper into the nearby hills. Pausing a moment, she scans the area as though looking for something, then moves confidently towards a small cave-like opening in the side of one of the hills. “The mine is just inside...” she comments. [Pause a moment here, as Kaprilla certainly allows PCs to enter the cave first, if they wish to or offer. She knows about the ambush and prefers to actually enter last but

does not reveal this to the PCs]. *Turning to smile at you, she moves into the darkened cave.*

This is a natural cavern converted to use by the minions of Old Wicked. See *DM Aid: Map of Cave* for specifics. If the PCs are accompanying Kaprilla, she moves directly toward the false doors as though to show them to the PCs. Once the PCs have come even with the fire pit, the remainder of the team attacks them from ambush. PCs who specifically report approaching the area cautiously, looking for enemies may be given a Spot check (opposed by the team’s Hide check, assuming they each received a 15 on this check, with a +5 circumstance bonus for preparing the ambush) to avoid being surprised.

Creatures: Waiting around a bend in the cavern near the fire pit (see map for details) is the remainder of the “recruitment team.” Phineas is a former “recruit” himself and previously was a cleric of St. Cuthbert from Littleberg in Furyondy. The other two came into the service of Iuz naturally, as their desire for power was stronger than their concern for their fellow man.

APL 10 (EL 13)

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar4; hp 80; see *Appendix One*.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist3; hp 73; see *Appendix One*.

Phineas: Male human Clr10; hp 73; see *Appendix One*.

APL 12 (EL 15)

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar6; hp 96; see *Appendix Two*.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist5; hp 87; see *Appendix Two*.

Phineas: Male human Clr10/Thaumaturgist2; hp 87; see *Appendix Two*.

APL 14 (EL 17)

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar8; hp 112; see *Appendix Three*.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist7; hp 101; see *Appendix Three*.

Phineas: Male human Clr10/Thaumaturgist4; hp 97; see *Appendix Three*.

APL 16 (EL 19)

Cheyanna: Female human Rgr3/Ftr4/Tactical Soldier1/Justiciar8; hp 128; see *Appendix Four*.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist9; hp 115; see *Appendix Four*.

Phineas: Male human Clr11/Thaumaturgist5; hp 125; see *Appendix Four*.

Nalfeshnee: Phineas cohort; hp 175, see *Monster Manual* p. 45.

Tactics: Assuming she enters the cave first, Kaprilla moves directly through the cave to the teleportation circle and exits to report to her superiors, using shadow jump from an area about ten feet away to help hide the secret door location. PCs are not expected to engage her in combat but if they interfere with her ability to exit, she uses her skills to the best of her ability, focusing on escape. If the PCs are following Kaprilla and Axzen they see both individuals enter the cave and move towards the back. Axzen is immediately knocked unconscious by Pedrel then taken by Kaprilla out of the caves through the teleportation circle.

If Kaprilla does not enter the cave first, she instead flees from the area as soon as the ambush occurs, feigning fear and surprise. She uses her shadow jump ability to avoid leaving an obvious trail. The other recruiter's purpose is primarily to subdue the PCs and return with them to the complex in the north. To that end, Cheyanna and Pedrel close for melee, focusing on the PC who appears to best meet their criteria: a mage by preference, followed by a cleric. Once those individuals are subdued, they begin using real damage on the other PCs, particularly those who have been most effective up to that point. Cheyanna uses her flanker ability to assist Pedrel. Pedrel uses his sacred flames ability as soon as possible once they begin doing real damage. Phineas stays back out of melee as long as possible, playing a support role and beginning with spells which immobilize the PC he focuses on. Again, he focuses first on any wizard, followed by clerics. Once he runs out of immobilizing spells, he *summons* creatures to fight against the remaining PCs. Note that because he has precast *tongues*, he is able to easily communicate with any creature he summons. If forced into melee, he attempts to step back and buff himself with his most effective buff spell for one round before commencing with melee combat. It should be noted that at APLs 14 and 16, he has a *contingent conjuration* of his highest level summoning spell which goes off as soon as he is attacked. The summoned creature defends him for the remainder of the combat or until slain.

Treasure:

APL 10: Loot – 133 gp, Coin – 0 gp, Magic – +1 *mithril chain shirt* (175 gp each), *bracers of armor +1* (83 gp each), +1 *club* (191 gp each), +1 *heavy wooden shield* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of striding and springing* (458 gp each).

APL 12: Loot – 133 gp, Coin – 0 gp, Magic – +1 *mithril chain shirt* (175 gp each), *bracers of armor +1* (83 gp each), +1 *club* (191 gp each), +1 *heavy wooden shield* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of striding and springing* (458 gp each), *boots of the*

winterlands (208 gp each), *wand of hold person* (375 gp each).

APL 14: Loot – 133 gp, Coin – 0 gp, Magic – +1 *mithril chain shirt of moderate fortification* (1425 gp each), *bracers of armor +1* (83 gp each), +1 *club* (191 gp each), +1 *heavy wooden shield* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of striding and springing* (458 gp each), *boots of the winterlands* (208 gp each), *wand of hold person* (375 gp each).

APL 16: Loot – 133 gp, Coin – 0 gp, Magic – +1 *mithril chain shirt of moderate fortification* (1425 gp each), *bracers of armor +1* (83 gp each), +1 *club* (191 gp each), +1 *heavy wooden shield* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of striding and springing* (458 gp each), *boots of the winterlands* (208 gp each), *wand of hold person* (375 gp each), *ring of protection +2* (666 gp each).

Development: PCs who have defeated the “recruiters” can look around the area as well for additional clues before proceeding on.

Further inspection of the false doors with the riddle (or any attempt to actually open them) quickly identifies them to be false doors (Search DC 20). Skilled PCs (Knowledge [Architecture and Engineering] DC 20 or Search [with stonemasonry] DC 25) also realize them to be newly constructed.

A thorough Search (DC 30) of the area reveals a secret door. A short passage leads to a slightly smaller cavern with various pieces of equipment arrayed about. This equipment consists of six sets of warm clothing (e.g. cold weather outfits), four furs over-wraps, three pair of snow shoes and six winter blankets. Thrown aside in a corner inside an old sack, PCs may also find (Search DC 15), several discarded clerical vestments to fit various races and body types. Inside another sack next to that one is a pile of holy symbols made of differing metals, including one of each of the following deities: Heironeous, Pelor, Mayaheine, Ehlonna, as well as three for Wee Jas, two for Delleb, two for Beory and four for Boccob.

A narrow opening on the far side of the cavern leads to an even smaller chamber. Note that the passage narrows to about one foot wide in places, such that medium creatures must squeeze through and large creatures are unable to pass (barring use of magic such as *stone shape*, etc). The cavern beyond contains a permanent teleportation circle used to transport individuals to an area near the northern complex. The five-foot diameter circle is in the corner of the room on an area constructed of black obsidian, rather than the dirt or stone found up to this point. The circle remains inactive until activated.

Behind the circle is a representation of a burning inferno, flames leaping wildly among various fire creatures. The fresco is an artist's rendering of the elemental plane of fire. Like the riddle earlier, the circle here is activated through opposites. The picture represents fire, so the circle is activated by water. Merely splashing some water on the circle activates it for a minute. (It must be water; other liquids do not work). PCs who look carefully (Search DC 15 or Spot DC 20) notice the circle is wet, which may give them a clue as to what is needed.

Encounter Four: Snow and Ice

With a blink of the eye you are standing outside amidst snow-covered hills. Biting cold wind roars about you, swirling the snow and obscuring vision.

The PCs have been transported to the far north of the continent, into the Land of Black Ice. The intense cold here has certain effects on the unprotected. The ground is covered with snow, ice and occasionally rock; no vegetation can be seen. Currently there is a severe snowstorm. While outdoors, PCs are in an area of extreme cold (increased by one step from severe cold due to wind chill). Decreasing the wind speed decreases the level of cold by one step (e.g. back down to severe cold). This increases to unearthly cold if PCs do not locate shelter by night. See Judge Aid 4 for specific effects on the PCs. Remember PCs can avoid or minimize many of these effects with proper protection, such as *endure elements* spells (for the cold) and eye protection (for snow blindness). Regardless, PCs are moving through the deep snow and suffer minor impediments (each square counts double, five-foot steps are not possible and Tumble DCs increase by 2). Movement of large creatures is unaffected.

More than likely, PCs went through the teleportation device shortly after the completion of the combat. If this is the case, a successful Search or Survival check (DC 25) reveals evidence of tracks in the snow. PCs with the ability to Track can follow the trail left by Kaprilla. They need to make two Survival checks (DC 25) to follow her trail for an hour. PCs meet up with the creatures noted below after an hour, halfway to the complex. PCs that are not successful in following the trail need to locate the complex through Searching. This doubles the time needed to find the complex (for a total of four hours).

PCs that do not follow Kaprilla through the teleportation device relatively quickly (any delay of four

hours or more) discover that the wind has obliterated her tracks completely over that time span. Within that time span, tracking is still possible but subsequently more difficult (-2 circumstance modifier to the Survival check for each hour delay).

Creatures: As noted earlier, after an hour travel, PCs come upon a small group of locals that serve as scouts for the minions of Iuz. The giants and their tlalusk pets (mounts at APLs 14 and 16) attack immediately if none of the PCs bear symbols of Iuz or if any other holy symbols are visible. PCs attempting to present themselves as previously recruited by the Old One may attempt to resolve this encounter through Diplomacy. In that case, they need to successfully Bluff the giants (DC 20). The giants begin with a hostile attitude toward the PCs. In order to avoid combat (as this would be ignoring direct orders), PCs must change their attitude to friendly (Diplomacy DC 35) and should role-play out this interaction. Note if this check is failed, the giants immediately attack and cannot be persuaded otherwise.

The following description of a tlalusk is taken from *Frostburn*: "Huge and powerful, this horselike creature has six strong legs and is covered in short white fur. A pair of curving horns and two razor-sharp tusks jut from its fearsome head."

APL 10 (EL 11)

Frost Giants (2): hp 133; see *Monster Manual*.

APL 12 (EL 13)

Tlalusk: hp 168; see *Appendix Two*.

Frost Giants (2): hp 133; see *Monster Manual*.

APL 14 (EL 15)

Tlalusks (2): hp 168; see *Appendix Three*.

Frost Giants (2): Ftr2; hp 187; see *Appendix Three*.

APL 16 (EL 17)

Tlalusks (3): hp 168; see *Appendix Four*.

Advanced Frost Giants (2): Ftr2; hp 235; see *Appendix Three*.

Advanced Frost Giant Leader: Ftr4; hp 261; see *Appendix Three*.

Tactics: At APL12 and above, the tlalusk begins with a move toward the PCs, followed by its sonic attack. At all APLs, the giants attempt to utilize melee attacks if possible, positioning themselves so as many PCs as possible are within their threatened area.

Treasure:

APL 10: Loot – 40 gp, Coin – 0 gp, Magic – none.

APL 12: Loot – 40 gp, Coin – 0 gp, Magic – none.

APL 14: Loot – 40 gp, Coin – 0 gp, Magic – none.

APL 16: Loot – 60 gp, Coin – 10 gp, Magic – *mattock of the titans* (1945 gp each).

Development: At this point, reaching the complex requires another hour's travel as well as a successful Survival check (DC 25) for those tracking, at which point they can easily find the entrance by following other tracks as well. Those not able to follow tracks successfully must spend two hours searching for the entrance. Refer to the Judge Aid for information on the effects on PCs.

Encounter Five: The “Training” Complex

At this point, the PCs have located the northern complex. Once PCs decide to enter, proceed below. Remember to track the amount of time spent at this point if PCs cast any preparatory spells.

Stepping into the side of the cave, you find yourself in a passage lined with ice. Despite the cool look of the interior, the shelter from the howling wind outside results in a more comfortable temperature. While the right side of the passage is carefully constructed, the left side appears roughly-hewn, as though the creators have yet to finish the construction. Lining the right side of the passage is a series of four doors.

See Map of Complex in the DM Aid to clarify where the PCs are at any one time. The floors inside the complex are hewn stone. Unless noted otherwise, the construction is as follows:

Iron Doors: 2 in. thick; hardness 10; hp 60; AC 5; Break DC 28.

Secret Doors (stone): 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28. Search DC 30.

Masonry Walls: 1 ft. thick, hardness 8; hp 90; AC 5; Break DC 35.

Specific information on rooms is provided below.

Room A:

The recruiters use these rooms when circumstances force them to stay in the complex overnight. Each room is fairly generic and could be used by multiple individuals. None of the rooms are currently occupied. All contain typical bedchamber furniture: a bed, trunk and desk with chair. Each room also contains a weapon and armor rack.

Room B:

The frost giant guards, currently on patrol, use this larger chamber. PCs have already encountered the

guards. There are three beds covered with smelly furs, each with a chest next to it. There is also a large sized weapon rack and three armor stands. There is refuse scattered about the room; the giants are not good housekeepers. The secret door in the room leads to a small chamber containing another teleportation circle, which transports back to the cave PCs came from.

Room C:

This room serves as kitchen, pantry and dining area. A single fireplace lines the external wall. A large table used for preparation sits in the room, as well as cupboard containing dishes, pots and pans. There are two human-sized tables, each with six chairs, as well as one giant-sized table with four chairs. The frost giant guards keep the supplies to feed and care for their pet tialusks in the small chamber off to the side; it contains stacks of roots and tubers.

Room D:

These rooms are reserved for those who care for and “convert” (e.g. torture and/or attempt to enspell) the captives. The secret door in one of the rooms leads to the stairway down, where the prisoners are kept. The room with the secret door belongs to Zenna, and is described below. The other is where Iannek stays.

Opening the door reveals a finely appointed bedchamber. Regarding you steadily near the center of a room is a large half-orc, in a finely polished chain shirt bearing a holy symbol of Iuz. In his hands is a greatsword. He smiles at you, revealing pointed teeth. Some distance behind him is a beautiful dark-haired woman dressed in black with silvered belt, bracelet and necklace. A fine cloak, also black, hangs from her shoulders and a crossbow hangs at her side.

Creatures:

APL 10 (EL 12)

Iannek: Male vampire Rgr2/Ftr4/Pious Templar2; hp 69; see *Appendix One*.

Zenna: Female human Mnk2/Sor8; hp 57; see *Appendix One*.

APL 12 (EL 14)

Iannek: Male vampire Rgr2/Ftr4/Pious Templar4; hp 85; see *Appendix Two*.

Zenna: Female human Mnk2/Sor10; hp 79; see *Appendix Two*.

APL 14 (EL 16)

Iannek: Male vampire Rgr2/Ftr4/Pious Templar6; hp 101; see *Appendix Three*.

Zenna: Female human Mnk2/Sor10; hp 93; see *Appendix Three*.

APL 16 (EL 18)

Iannek: Male vampire Rgr2/Ftr4/Pious Templar8; hp 117; see *Appendix Four*.

Zenna: Female human Mnk2/Sor12; hp 105; see *Appendix Four*.

Tactics: Iannek focuses his attacks on one PC until that PC falls. He begins with whoever attacked him first and dealt the most damage, using his smite ability each round until it is exhausted. He prefers his greatsword, but will switch to slam attacks if advantageous. Zenna stays out of melee if at all possible, using spells to her best advantage and attempting to injure as many PCs as possible, while not harming Iannek.

Treasure: Note that PCs are unable to utilize or gain benefit from Zenna's robe, due to its evil affiliations. Therefore, it is not included in the treasure outlined below.

APL 10: Loot – 7 gp, Coin – 0 gp, Magic – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each).

APL 12: Loot – 7 gp, Coin – 0 gp, Magic – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *amulet of health +2* (333 gp each).

APL 14: Loot – 7 gp, Coin – 0 gp, Magic – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *amulet of health +2* (333 gp each), *lesser metamagic rod of empower* (750 gp each).

APL 16: Loot – 7 gp, Coin – 0 gp, Magic – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *amulet of health +2* (333 gp each), *lesser metamagic rod of empower* (750 gp each).

Room E:

This large chamber is a fine temple to Iuz. Two rows of six pews line the walkway to a black obsidian altar, etched with the symbol of the dark god. The area is under the effects of an *unhallow* spell. There is currently no one present.

Stairs Down:

The secret door leads to a stairwell going down where the prisoners are kept. At the foot of the stairs are a series of eight cells, four to a side. The solid iron doors are constructed with very well made locks (Open Lock DC 35). Prisoners are chained and manacled to the walls (Open Locks DC 20). There are torture implements in a large open area at the end of the hall. Unbeknownst to them, those in the cells are awaiting the arrival of a

wizard. He is the one who uses the *mindrape* spell to gain any previously undisclosed information and make the alignment change permanent.

- Cells 1, 5 and 7 are empty. If PCs are captured, they are split between those cells.
- Cell 2 contains Axzen, if PCs followed him here. Otherwise, it is empty as well. If Axzen is present, he has been knocked unconscious but is otherwise well, having made his saving throw versus *morality undone*. If the PCs rescue him, he is happy to return home.
- Cell 3 contains the bloodied, scarred and burned body of a captured cleric of Heironeous, Haydel (human male Clr9). Haydel has succeeded on all his saves and resisted verbal persuasion so the minions of Iuz have turned to physical methods of persuasion. He has been here the longest of the current set of prisoners, about two months. He is currently at –5 hp, but stable. He requires healing before he would be able to accompany PCs out of the complex.
- Cell 4 contains the original object of this quest: Corrik, Wiz8. Corrik has failed his saving throw versus *morality undone* and is currently NE. He has been receiving instructions as well as pleasant treatment and is not certain he wants to leave. He has, in fact, embraced the new alignment and adopted it as his own. However, he is intelligent enough to play along with the PCs as though he has resisted up to this point. Of course, PCs may realize something is up given that he appears in good health (no evidence of torture) or if they *detect evil*.
- Cell 6 contains another wizard of the group who arrived with Corrik. Her name is Ullana (human female Wiz8). She just failed her save versus *morality undone* (now LE) for the first time earlier in the day, but has not received instructions yet.

Development: Once the PCs have defeated the jailors, they can easily free the others. They can then use the teleportation circle to return with the others to the cave in Perrenland or, barring discovery of the *teleportation circle*, they must travel back on foot. PCs traveling back on foot (and unable to otherwise decrease travel time, through methods such as *teleport*), must expend one time unit for the additional travel time.

Encounter 6: Gift of the Gnomes

After the characters have rested up and spent a night or two in a warm bed, a gnome hailing from the Yatil Mountains visits each PC individually. The gnome knows the identity of the character, and the read-aloud text below can be paraphrased to include that information. Read the following to the players:

Your last adventure complete, you spend a few days resting and relaxing, enjoying what comforts civilization offers. One day, as you are out walking about, a well-worn gnome traveler dressed in an earthen robe with gold stitching waves you down. As he approaches, his face beams with the delight of your attention.

“Good adventurer, I thank you for a moment of your precious time. Allow me to introduce myself. My name is Clegin, Master Illusionist of Gnome Vale. The Laird Gwaylar, our headman, has sent me to search for worthies that may be willing to aid our cause. Having heard of your recent exploits, I must say, I am quite impressed by your actions. You must be one of the stalwarts spoke of in the foretellings of our Chief Cleric. Thus, I have this gift for you, if you will accept it.”

Clegin pulls a polished gemstone from one of his robe pockets. The gem has a symbol of arcane power etched in its face. “Please, take this. It is now but an interesting bauble, but I have the power to enchant it into something that would be of greater use than exchange for mere coin. When the time is right, you might find yourself on the path to my home, and then, as is foretold, you will aid my people who have been beset upon by evils thought vanquished. If you are successful in your task to be, I shall reward you by awakening the arcane power within the gem I offer. I and my people thank you for all you’ve done, and all you’ve yet to accomplish.”

If the character accepts the gemstone:

Clegin hands you the gemstone. The same smile plays upon his face as when he first greeted you. “I have others to seek out. Soon, our paths shall cross again, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

If the character does not accept the gemstone:

A look of confusion furrows Clegin’s brow. “I am certain you are the one spoken of, yet you do not accept my gift? Are you sure you would not reconsider?”

Give the player another chance to think it over. If they accept, read the acceptance text above. If they continue to decline, read the following:

Clegin resigns himself to a slow smile. “Gift or no, our paths shall meet again. I am certain that something can be arranged at a later time. I must leave now; I have others to seek out. Good day to you, brave one.” He turns from you, and walks down the street, disappearing in the crowd.

Characters can make a Knowledge Geography (DC 20) skill check to know that Gnome Vale is a very isolated community of gnomes located deep within the Yatil Mountains. Clegin has more errands to run, and can’t sit and chat any longer with the character. If pressed for more information, he simply says that all will be revealed in due time.

If a character accepts the gift, they receive the *Gnome Vale gemstone* listed on the Adventure Record. If they refuse, cross this item off the Adventure Record. Its purpose will become known at a later time. If a character already has a gemstone, they may receive a second (or third) gemstone if it is of a different color than the ones already possessed by the character. A character may not possess more than one of the same color gemstone.

Proceed to the appropriate conclusion.

Conclusion

Conclusion A: The PCs free all the prisoners and use the teleportation circle to return.

You feel you have accomplished much in the past week. Reetha was very thankful to you for assisting her brother to again get into contact with her, although she comments that the experience seems to have left a mark on him...he is not the same man he was. Despite this, there is comfort in the thought that not only have you succeeded in freeing several prisoners of Iuz, but you have discovered and put out of commission an important training outpost. One wonders for what purpose Iuz was recruiting these individuals, and why the riddle about the planes?

For saving the prisoners, PCs receive the Gratitude of Reetha as well as the Favor of Haydel.

Conclusion B: The PCs free all the prisoners but are unable to locate the teleportation circle, returning by foot.

You feel you have accomplished much in the past several weeks. Though the journey back was long and arduous, Reetha was very thankful to you for assisting

her brother to again get into contact with her, although she comments that the experience seems to have left a mark on him...he is not the same man he was. Despite this, there is comfort in the thought that not only have you succeeded in freeing several prisoners of Iuz, but you have discovered and put out of commission an important training outpost. One wonders for what purpose Iuz was recruiting these individuals, and why the riddle about the planes?

For saving the prisoners, PCs receive the Gratitude of Reetha as well as the Favor of Haydel.

Conclusion C: The PCs do not free the prisoners
You return to the southern lands with sad news. You were unable to locate Reetha's lost brother. She was very disappointed in this. Despite this, she sends you word a couple months later that her brother wrote her and is doing well, studying hard and working for some army in the north. She thanks you for your efforts.

As PCs did not save the prisoners, they receive no favors. Please mark off all favors from the AR.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat the "recruiters"

- APL10 390 xp
- APL12 450 xp
- APL14 510 xp
- APL16 570 xp

Encounter Four

Defeat the giant patrol

- APL10 330 xp
- APL12 390 xp
- APL14 450 xp
- APL16 510 xp

Encounter Five

Defeat the minions in the complex

- APL10 360 xp
- APL12 420 xp
- APL14 480 xp
- APL16 540 xp

Story Award

Solved the planes riddle

- APL10 50 xp
- APL12 60 xp
- APL14 70 xp
- APL16 80 xp

Rescued the prisoners

- APL10 180 xp
- APL12 205 xp
- APL14 230 xp
- APL16 255 xp

Discretionary roleplaying award

- APL10 40 xp
- APL12 50 xp
- APL14 60 xp
- APL16 70 xp

Total possible experience:

- APL10 1350 xp
- APL12 1575 xp
- APL14 1800 xp
- APL16 2025 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.

Encounter Three

APL 10: L: 133 gp; C: 0 gp; M: 1190 gp – *mithril chain shirt +1* (175 gp each), *bracers of armor +1* (83 gp each), *club +1* (191 gp each), *heavy wood shield +1* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of striding and springing* (458 gp each).

APL 12: L: 133 gp; C: 0 gp; M: 1773 gp – *mithril chain shirt +1* (175 gp each), *bracers of armor +1* (83 gp each), *club +1* (191 gp each), *heavy wood shield +1* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of the winterlands* (208 gp each), *boots of striding and springing* (458 gp each), *wand of hold person* (375 gp each).

APL 14: L: 133 gp; C: 0 gp; M: 4356 gp – *+1 mithril chain shirt of moderate fortification* (1425 gp each), *bracers of armor +1* (83 gp each), *club +1* (191 gp each), *heavy wood shield +1* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of the winterlands* (208 gp each), *boots of striding and springing* (458 gp each), *wand of hold person* (375 gp each), *pearl of power – fourth level* (1333 gp each).

APL 16: L: 133 gp; C: 0 gp; M: 5688 gp – *+1 mithril chain shirt of moderate fortification* (1425 gp each), *bracers of armor +1* (83 gp each), *club +1* (191 gp each), *heavy wood shield +1* (96 gp each), 2 *scrolls of morality undone* (187 gp each), *boots of the winterlands* (208 gp each), *boots of striding and springing* (458 gp each), *wand of hold person* (375 gp each), *pearl of power – fourth level* (1333 gp each), *ring of protection +2* (666 gp each), 2 *cloaks of resistance +2* (666 gp each).

Encounter Four

APL 10: L: 40 gp; C: 0 gp; M: 0 gp

APL 12: L: 40 gp; C: 0 gp; M: 0 gp

APL 14: L: 40 gp; C: 0 gp; M: 0 gp

APL 16: L: 60 gp; C: 0 gp; M: 1945 gp – *mattock of the titans* (1945 gp each).

Encounter Five (Room C):

APL 10: L: 3 gp; C: 0 gp; M: 1048 gp – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *greatsword +1 shock* (695 gp each).

APL 12: L: 3 gp; C: 0 gp; M: 1381 gp – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *greatsword +1 shock* (695 gp each), *amulet of health +2* (333 gp each).

APL 14: L: 3 gp; C: 0 gp; M: 2131 gp – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *greatsword +1 shock* (695 gp each), *amulet of health +2* (333 gp each), *lesser metamagic rod of empower* (750 gp each).

APL 16: L: 3 gp; C: 0 gp; M: 2131 gp – *chain shirt +1* (104 gp each), *cloak of resistance +1* (83 gp each), *ring of protection +1* (166 gp each), *greatsword +1 shock* (695 gp each), *amulet of health +2* (333 gp each), *lesser metamagic rod of empower* (750 gp each).

Total Possible Treasure

APL 10: L: 176 gp; C: 0 gp; M: 2238 gp - Total: 2414 gp (maximum 2300 gp).

APL 12: L: 176 gp; C: 0 gp; M: 3330 gp - Total: 3506 gp (maximum 3300 gp).

APL 14: L: 176 gp; C: 0 gp; M: 6663 gp - Total: 6839 gp (maximum 6600 gp).

APL 16: L: 196 gp; C: 0 gp; M: 9764 gp - Total: 9960 gp (maximum 9900 gp).

Special

Favor of Haydel: You have saved Haydel from a gruesome fate and he wishes to repay the favor for you. He will speak for you to the superiors of his temple upon his return. The church will arrange for one of the following spells to be cast for the PC: *atonement*, *break enchantment* or *raise dead*. Alternatively, you may request two of the following spells: *restoration*, *remove curse*, *remove disease*, *dispel magic*, *cure critical wounds*, *neutralize poison*. Any of these spells are cast at 9th level and you are responsible for providing any necessary material components. Until this favor is expended, you are deemed to have an Influence Point with the church of Heironeous within the Iuz Border States meta-region.

Gratitude of Reetha: Reetha is grateful to you for locating her brother. She has many merchant contacts and can assist you in locating one of the following items: *periapt of wound closure*, *pipes of sounding*, *slippers of spider climbing*, *Keoghtom's ointment*, *ring of protection +3* or *cloak of resistance +3* (Frequency: Metaregional).

Gnome Vale Blue Gemstone: A gnome calling himself Clegin presented you with a well-cut, human's palm-sized gemstone colored blue. Upon the face is etched a symbol of arcane magic signifying the school of illusion; there is also a lingering aura of this magic upon the gemstone. If sold, it will fetch 50 gold pieces. You do not have to pay for this item. You may only possess one *Gnome Vale blue gemstone*.

Items for the Adventure Record

Item Access

APL 10:

- Mithril Chain Shirt +1 (Adventure; DMG; 2100 gp)
- Large greataxe (Adventure; PHB, 80 gp)
- Large chain shirt (Adventure; PHB, 200 gp)
- Greatsword +1 Shock (Adventure, DMG, 8350 gp)
- Boots of Striding and Springing (Adventure, DMG, 5,500 gp)

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

- Boots of the Winterlands (Adventure; DMG; 2500 gp)
- Wand of Hold Person (Adventure, DMG, 4500 gp)

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

- Metamagic Rod of Empower, Lesser (Adventure; DMG; 9000 gp)
- Pearl of Power – Fourth Level (Adventure, DMG; 16,000 gp)
- +1 Mithril Chain Shirt of Moderate Fortification (Adventure, DMG; 17,100 gp)

APL 16 (all of APLs 10-14 plus the following):

- Mattock of the Titans (Adventure; DMG; 23348 gp)
- Ring of Protection +2 (Adventure, DMG; 8000 gp)
- Cloak of Resistance +2 (Adventure, DMG, 4000 gp)

Appendix One – APL 10

Encounter Three

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar4; CR 10; Medium humanoid (human); HD 3d8+2d10+1d10+4d10+20; hp 80; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; BAB/Grp: +10/+13; Atk: +13 melee (1d8+3/X3, battleaxe) or +12 ranged (1d8/X3, longbow); Full Atk: +11/+6 melee (1d8+3/X3, battleaxe) and +11 (1d6+1/19-20, short sword) or +13/8 ranged (1d8/X3, longbow); SA Flanker, bring 'em back alive, nonlethal strike +2d6, improved grapple, crippling strike; SQ Street savvy +2, Favored enemy (human), wild empathy, combat style (melee); AL LE; SV Fort +11, Ref +6, Will +6; Str 16, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Gather Information +9, Hide +12, Jump +7, Listen +11, Move Silently +12, Ride +6, Search +7, Sense Motive +8, Spot +12, Survival +11; Cleave, Close Quarters Fighting, Combat Reflexes, Diehard, Endurance, Exotic Weapon Proficiency (manacles), Improved Grapple, Improved Initiative, Power Attack, Skill Focus (Gather Information), Track, Two Weapon Fighting.

Flanker (Ex): Cheyanna can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square for flanking remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. She can even choose a square that is impassable or occupied.

Bring 'em back alive (Ex): Cheyanna can deal nonlethal damage with a melee weapon instead of lethal damage with no penalty on the attack roll.

Nonlethal Strike (Ex): When Cheyanna deals nonlethal damage against a foe she is flanking or who would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) Cheyanna's attack deals an extra 2d6 points of nonlethal damage. Only a living creature with discernable anatomy is subject to a subdual strike. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): Cheyanna receives Improved Grapple as a bonus feat even though she does not meet the pre-requisites.

Crippling Strike (Ex): When Cheyanna makes a nonlethal strike, she also deals one point of temporary Strength damage.

Exotic Weapon Proficiency – Manacles: Cheyanna can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): Cheyanna has a +2 circumstance bonus on Gather Information checks she attempts while in pursuit of a criminal.

Possessions: short sword, battleaxe, *mithril chain shirt* +1, longbow, 20 arrows, masterwork manacles.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist3 (Iuz); CR 10; Medium humanoid (human); HD 1d8+6d8+3d8+20; hp 73; Init +1; Spd 60 ft; AC 18, touch 17, flat-footed 17; BAB/Grp: +7/+9; Atk: +9 melee (1d10+2, unarmed) or +8 ranged (1d4+2, sling); Full Atk: +9/+4 melee (1d10+2, unarmed) or +7/+7/+2 melee (1d10+2, unarmed flurry); SA unarmed strike, flurry of blows, *ki* strike (magic); SQ unarmed damage, rebuke undead, spontaneous casting (inflict), evasion, still mind, slow fall (30 ft), purity of body; AL CE; SV Fort +10, Ref +8, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 18, Cha 8.

Skills and Feats: Concentration +16, Escape Artist +6, Hide +12, Knowledge (Religion) +8, Listen +9, Move Silently +11, Sense Motive +9, Tumble +11; Combat Casting, Combat Reflexes, Deflect Arrows, Eyes in the Back of Your Head, Improved Grapple, Improved Trip, Snatch Arrows, Stunning Fist, Unarmed Strike.

Unarmed Damage (Ex): Pedrel's sacred fist's class levels stack with his monk levels for the purpose of determining unarmed damage.

Fast Movement (Ex): Pedrel gains an enhancement bonus to his speed while in light or no armor.

Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0—*detect magic, guidance* (2), *light, mending*; 1st—*command**, *bleed, cure light wounds, divine favor, shield of faith*; 2nd—*detect thoughts**, *bull strength, hold person, wave of grief*.

*Domain spell. *Domains:* [Mind (Gain a +2 bonus on Bluff, Diplomacy and Sense Motive checks); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *bracers of armor* +1.

Phineas: Male human Clr 10 (Iuz); CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp: +7/+7; Atk: +8 melee (1d6+1, club +1) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +8/+3 melee (1d6+1, club +1) or +7/+2 ranged (1d8/19-20, light crossbow); SA spontaneously cast *inflict* spells; rebuke undead; AL CE; SV Fort +9, Ref +3, Will +10; Str 10, Dex 10, Con 14, Int 10, Wis 17, Cha 14.

Skills and Feats: Concentration +14, Knowledge (Religion) +8, Knowledge (The Planes) +9, Spellcraft +10; Divine Vigor, Improved Counterspell, Quicken Spell, Spell Focus (Conjuration), Sudden Silent Spell.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 13 + spell level): 0—*create water* (2), *cure minor wounds*, *detect magic*, *guidance*, *light*, 1st—*command**, *divine favor*, *endure elements*, *shield of faith*, *stupor* (2); 2nd—, *bear's endurance*, *hold person* (2), *shatter*(2)*, *sound burst*; 3rd—*magic circle against law**, *cure serious wounds*, *dispel magic*, *searing light*, *summon monster III*; 4th—*chaos hammer**, *divine power*, ~~*tongues*~~ (*precast*), *summon monster IV*; 5th—*greater command**, *flame strike*, *heartache* (*quicken*).

*Domain spell. *Domains:* [Chaos (You cast chaos spells at +1 caster level); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: club +1, full plate armor (+2 with magic vestment), *heavy wood shield* +1, light crossbow, 20 quarrels, *scroll of morality undone* (2), *boots of striding and springing*.

Encounter Five

Iannek: Male vampire Rgr2/Ftr4/Pious Templar2; CR 10; Medium undead (augmented humanoid [orc]); HD 8d12+8; hp 69; Init +7; Spd 30 ft.; AC 25, touch 14, flat-footed 22; BAB/Grp +8/+16; Atk +18 melee (2d6+13+1d6 electric/19-20, *greatsword* +1); Full Att +18/+13 melee (2d6+13+1d6 electric/19-20, *greatsword* +1) or +15/+10 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Favored enemy (elf); wild empathy, combat style (archery); SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, mettle, smite 3/day; AL CE; SV Fort +13, Ref +9, Will +9; Str 26, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +8, Hide +14, Intimidate +7, Knowledge (Nature) +8, Knowledge (Religion) +4, Listen +13, Move Silently +11, Ride +8, Search +10, Sense Motive +11, Spot +16; Alertness, Combat Reflexes, Dodge, Extra Smiting,

Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Rapid Shot, Track, True Believer (Iuz), Weapon Focus (greatsword).

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Once per day, Iannek can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Iannek for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Iannek may attempt to smite with a normal melee attack. He adds +4 to his attack and deals an extra 2 points of damage.

Pious Templar Spells Prepared (2; base DC = 13 + spell level): 1st – *cause fear, corrupt weapon*.

Possessions: *chain shirt +1, greatsword +1 shock, wood holy symbol – Iuz, cloak of resistance +1, ring of protection +1.*

Zenna: female human Mnk2/Sor8; CR 10; Medium humanoid (human); HD 2d8+8d4+20; hp 57; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 18; BAB/Grp: +5/+5; Atk: +5 melee (1d6, unarmed) or +5 ranged (1d8, light crossbow); Full Atk: +5 melee (1d6, unarmed) or +3/+3 melee (1d6, unarmed flurry) or +5 (1d8, light crossbow); SA unarmed strike, flurry of blows, spells; SQ evasion, still mind, summon familiar, spell resistance 18; AL LE; SV Fort +11, Ref +11, Will +14; Str 10, Dex 14, Con 14, Int 8, Wis 12, Cha 18.

Skills and Feats: Concentration +14, Diplomacy +11, Knowledge (Arcana) +5, Sense Motive +6, Spellcraft +5, Tumble +7; Combat Casting, Combat Reflexes, Energy Substitution (acid), Improved Grapple, Point Blank Shot, Precise Shot, Sudden Silent, Unarmed Strike.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0—*acid splash, daze, detect magic, read magic,*

resistance, touch of fatigue, light, message, 1st—burning hands, chill touch, magic missile, shocking grasp, ray of enfeeblement; 2nd—cats grace, scorching ray, touch of idiocy; 3rd – dispel magic, suggestion, 4th – shout.

Possessions: light crossbow, 30 quarrels, *robe of the archmagi (black).*

Appendix Two – APL 12

Encounter Three

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar6; CR 12; Medium humanoid (human); HD 3d8+2d10+1d10+6d10+24; hp 96; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; BAB/Grp: +12/+15; Atk: +16 melee (1d8+3/X3, battleaxe) or +14 ranged (1d8/X3, longbow); Full Atk: +14/+9/+4 melee (1d8+3/X3, battleaxe) and +13 (1d6+1/19-20, short sword) or +15/+10/+5 ranged (1d8/X3, longbow); SA Flanker, bring 'em back alive, nonlethal strike +2d6, improved grapple, crippling strike, hog-tie; SQ Street savvy +4, Favored enemy (human), wild empathy, combat style (melee), exotic weapon proficiency (manacles); AL LE; SV Fort +12, Ref +7, Will +7; Str 17, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Gather Information +9, Hide +14, Intimidate +3, Jump +7, Listen +13, Move Silently +14, Ride +6, Search +9, Sense Motive +12, Spot +14, Survival +11, Use Rope +12; Cleave, Close Quarters Fighting, Combat Reflexes, Diehard, Endurance, Improved Grapple, Improved Initiative, Power Attack, Skill Focus (Gather Information), Track, Two Weapon Fighting, Weapon Focus (battleaxe).

Flanker (Ex): Cheyanna can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square for flanking remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. She can even choose a square that is impassable or occupied.

Bring 'em back alive (Ex): Cheyanna can deal nonlethal damage with a melee weapon instead of lethal damage with no penalty on the attack roll.

Nonlethal Strike (Ex): When Cheyanna deals nonlethal damage against a foe she is flanking or who would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) Cheyanna's attack deals an extra 2d6 points of nonlethal damage. Only a living creature with discernable anatomy is subject to a subdual strike. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): Cheyanna receives Improved Grapple as a bonus feat even though she does not meet the pre-requisites.

Crippling Strike (Ex): When Cheyanna makes a nonlethal strike, she also deals one point of temporary Strength damage.

Exotic Weapon Proficiency – Manacles: Cheyanna can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): Cheyanna has a +4 circumstance bonus on Gather Information checks she attempts while in pursuit of a criminal.

Hog-Tie (Ex): When Cheyanna successfully pins an opponent, she can choose to hog-tie the opponent. She must have her manacles in one hand to use this ability. She can use this ability only against humanoid-shaped creatures. If successful, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape Artist check opposed by Cheyanna's Use Rope check or a Strength check (DC 28) to break free.

Possessions: short sword, battleaxe, *mithril chain shirt* +1, longbow, 20 arrows, *boots of the winterlands*, masterwork manacles.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist5 (Iuz); CR 12; Medium humanoid (human); HD 1d8+6d8+5d8+24; hp 87; Init +1; Spd 60 ft.; AC 19, touch 18, flat-footed 18; BAB/Grp: +9/+11; Atk: +11 melee (1d10+2, unarmed) or +10 ranged (1d4+2, sling); Full Atk: +10/+6 melee (1d10+2, unarmed) or +9/+9/+4 melee (1d10+2, unarmed flurry); SA unarmed strike, flurry of blows, *ki* strike (magic), sacred flames (1/day); SQ unarmed damage, rebuke undead, spontaneous casting (inflict), evasion, still mind, slow fall (30 ft), purity of body; AL CE; SV Fort +11, Ref +9, Will +8; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +18, Escape Artist +10, Hide +12, Knowledge – Religion +8, Listen +9, Move Silently +11, Sense Motive +9, Tumble +15; Combat Casting, Combat Reflexes, Deflect Arrows, Eyes in the Back of Your Head, Improved Grapple, Improved Trip, Pain Touch, Snatch Arrows, Stunning Fist, Unarmed Strike.

Unarmed Damage (Ex): Pedrel's sacred fist's class levels stack with his monk levels for the purpose of determining unarmed damage.

Fast Movement (Ex): Pedrel gains an enhancement bonus to his speed while in light or no armor.

Sacred Flames (Su): Pedrel may use a standard action to invoke flames around his hands and feet, which add +9 to his unarmed damage. Half of the damage is fire damage (round up), and the rest is sacred energy. The

sacred flames last 1 minute and can be invoked once per day.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0—*detect magic, guidance* (2), *light, mending*; 1st—*command**, *bless, cure light wounds, divine favor, shield of faith*; 2nd—*detect thoughts**, *bull strength, hold person, wave of grief*; 3rd—*lesser telepathic bond**, *prayer, searing light*.

*Domain spell. *Domains*: [Mind (Gain a +2 bonus on Bluff, Diplomacy and Sense Motive checks); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *bracers of armor +1, wand of hold person*.

Phineas: Male human Clr 10/Thaumaturgist 2 (Iuz); CR 12; Medium humanoid (human); HD 10d8+2d4+24; hp 87; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp: +8/+8; Atk: +9 melee (1d6+1, club +1) or +8 ranged (1d8/19-20, light crossbow); Full Atk: +9/+4 melee (1d6+1, club +1) or +8/+3 ranged (1d8/19-20, light crossbow); SA spontaneously cast *inflict* spells; rebuke undead; SQ improved ally, augment summoning; AL CE; SV Fort +9, Ref +3, Will +14; Str 10, Dex 10, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +6, Knowledge – planes +9, Knowledge – religion +9, Spellcraft +10; Augment Summoning, Divine Vigor, Improved Counterspell, Quicken Spell, Spell Focus (Conjuration), Sudden Silent Spell, Sudden Still Spell.

Improved ally: When Phineas casts a planar ally spell, he makes a Diplomacy check to convince the creature to aid him for a reduced payment.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*create water* (2), *cure minor wounds, detect magic, guidance, light*; 1st—*command**, *divine favor, endure elements, shield of faith, stupor* (3); 2nd—*bear's endurance, hold person* (2), *shatter*(2)*, *sound burst*; 3rd—*magic circle against law**, *cure serious wounds, dispel magic, searing light, summon monster III* (2); 4th—*chaos hammer**, *divine power, tongues (precast), freedom of movement, summon monster IV*; 5th—*greater command**, *flame strike, heartache (quickened), righteous might*; 6th—*blade barrier, geas**, *greater dispel magic*.

*Domain spell. *Domains*: [Chaos (You cast chaos spells at +1 caster level); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *club +1, full plate armor* (+2 with magic vestment), *heavy wood shield +1, light crossbow, 20 quarrels, scroll of morality undone* (2), *boots of striding and springing*.

Encounter Four

Tlalusk: CR 11; Huge magical beast (Cold); HD 16d10+80; hp 168; Init +0; Spd 60 ft.; AC 18, touch 8, flat-footed 18; Base Atk/Grp: +16/+34; Atk +24 melee (2d6+10, hoof); Full Atk +24 melee (2d6+10, 2 hooves) and +22 melee (2d6+5, bite) and +24 melee (2d6+5 gore); Space/Reach: 15ft./15ft.; SA Bellow, trample 2d8+15; SQ Darkvision 60ft., fast healing 5, immunity to cold, low light vision, scent, vulnerability to fire, spell resistance 20; AL N; SV Fort +15, Ref +10, Will +6; Str 30, Dex 11, Con 20, Int 5, Wis 12, Cha 11.

Skills and Feats: Listen +13, Spot +12; Alertness, Improved Bull Rush, Improved Natural Attack (hoof), Improved Overrun, Multiattack, Power Attack.

Bellow (Su): Once per minute, a tlalusk can bellow. This horribly loud blast affects a 30-foot cone, but can be heard for miles. Any creature within the area must make a DC 23 Fortitude save or be stunned and deafened for 1d6 rounds. A successful save indicates the creature is deafened for only one round and is not stunned.

Trample (Ex): As a standard action during its turn each round, a tlalusk can run over Large or smaller opponents. This attack deals 2d8+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at –4 penalty or a DC 28 Reflex save for half damage.

Scent (Ex): A tlalusk can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Encounter Five

Iannek: Male vampire Rgr2/Ftr4/Pious Templar4; CR 12; Medium undead (augmented humanoid [orc]); HD 10d12+10; hp 85; Init +7; Spd 30 ft.; AC 25, touch 14, flat-footed 22; BAB/Grp +10/+18; Atk +20 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*); Full Att +20/+15 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*) or +17/+12 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Favored enemy (elf); wild empathy, combat style (archery); SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, DR 1/-, mettle, smite 3/day; AL CE; SV Fort +14, Ref +10, Will +10; Str 26, Dex 16, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +10, Hide +14, Intimidate +7, Knowledge – Nature +8, Knowledge – religion +6, Listen +13, Move Silently +11, Ride +8, Search +10, Sense Motive +11, Spot +16; Alertness, Blind Fight, Combat Reflexes, Dodge, Extra Smiting, Great Fortitude, Improved Critical (greatsword), Improved

Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Rapid Shot, Track, True Believer (Iuz), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Once per day, Iannek can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Iannek for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must

reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Iannek may attempt to smite with a normal melee attack. He adds +4 to his attack and deals an extra 2 points of damage.

Pious Templar Spells Prepared (2/2; base DC = 13 + spell level): 1st – *cause fear*, *corrupt weapon*, 2nd – *bulls strength*, *inflict moderate wounds*.

Possessions: *chain shirt* +1, *greatsword* +1 *shock*, wood holy symbol – Iuz, *cloak of resistance* +1, *ring of protection* +1.

Zenna: female human Mnk2/Sor10; CR 12; Medium humanoid (human); HD 2d8+10d4+36; hp 79; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 18; BAB/Grp: +6/+6; Atk: +6 melee (1d6, unarmed) or +6 ranged (1d8, light crossbow); Full Atk: +6/+1 melee (1d6, unarmed) or +4/+4/-1 melee (1d6, unarmed flurry) or +6/+1 (1d8, light crossbow); SA unarmed strike, flurry of blows, spells; SQ evasion, still mind, summon familiar, precast *stoneskin*, spell resistance 18; AL LE; SV Fort +13, Ref +12, Will +15; Str 10, Dex 14, Con 14 (16), Int 8, Wis 12, Cha 19.

Skills and Feats: Concentration +17, Diplomacy +13, Knowledge (Arcana) +5, Sense Motive +6, Spellcraft +5, Tumble +7; Combat Casting, Combat Reflexes, Energy Substitution (acid), Improved Grapple, Point Blank Shot, Precise Shot, Rapid Reload, Sudden Silent, Unarmed Strike.

Spells Known (6/7/7/7/6-1/3; base DC = 14 + spell level): 0—*acid splash*, *daze*, *detect magic*, *read magic*, *resistance*, *touch of fatigue*, *light*, *mage hand*, *message*, 1st—*burning hands*, *chill touch*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*, 2nd—*cats grace*, *scorching ray*, *touch of idiocy*, 3rd – *dispel magic*,

lightning bolt, suggestion, 4th – shout, stonewood, 5th – reciprocal gyre.

Possessions: light crossbow, 30 quarrels, robe of the archmagi (black), amulet of health +2

Appendix Three – APL 14

Encounter Three

Cheyanna: Female human Rgr3/Ftr2/Tactical Soldier1/Justiciar8; CR 14; Medium humanoid (human); HD 3d8+2d10+1d10+8d10+28; hp 112; Init +6; Spd 30 ft; AC 17, touch 12, flat-footed 15; BAB/Grp: +14/+17; Atk: +18 melee (1d8+3/X3, battleaxe) or +16 ranged (1d8/X3, longbow); Full Atk: +16/+11/+6 melee (1d8+3/X3, battleaxe) and +15 (1d6+1/19-20, short sword) or +17/+12/+7 ranged (1d8/X3, longbow); SA Flanker, bring 'em back alive, nonlethal strike +3d6, improved grapple, crippling strike, hog-tie, improved hog-tie; SQ Street savvy +4, Favored enemy (human), wild empathy, combat style (melee), exotic weapon proficiency (manacles); AL LE; SV Fort +12, Ref +7, Will +8; Str 17, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Gather Information +11, Hide +16, Intimidate +5, Jump +7, Listen +15, Move Silently +16, Ride +6, Search +9, Sense Motive +14, Spot +16, Survival +13; Cleave, Close Quarters Fighting, Combat Reflexes, Diehard, Endurance, Improved Grapple, Improved Initiative, Power Attack, Skill Focus (Gather Information), Track, Two Weapon Fighting, Weapon Focus (battleaxe).

Flanker (Ex): Cheyanna can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square for flanking remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. She can even choose a square that is impassable or occupied.

Bring 'em back alive (Ex): Cheyanna can deal nonlethal damage with a melee weapon instead of lethal damage with no penalty on the attack roll.

Nonlethal Strike (Ex): When Cheyanna deals nonlethal damage against a foe she is flanking or who would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) Cheyanna's attack deals an extra 2d6 points of nonlethal damage. Only a living creature with discernable anatomy is subject to a subdual strike. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): Cheyanna receives Improved Grapple as a bonus feat even though she does not meet the pre-requisites.

Crippling Strike (Ex): When Cheyanna makes a nonlethal strike, she also deals one point of temporary Strength damage.

Exotic Weapon Proficiency – Manacles: Cheyanna can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): Cheyanna has a +4 circumstance bonus on Gather Information checks she attempts while in pursuit of a criminal.

Improved Hog-Tie (Ex): Whenever Cheyanna deals establishes a grapple against a Large or smaller humanoid-shaped creature, she can use an attack action to make a hog-tie attempt (a grapple check or Use Rope check opposed by the foe's grapple check or Escape Artist check). If she succeeds, the foe is bound and helpless.

Possessions: short sword, battleaxe, +1 mithril chain shirt of moderate fortification, longbow, 20 arrows, boots of the winterlands.

Pedrel: Male human Clr1/Ex-Mnk6/Sacred Fist7 (Iuz); CR 14; Medium humanoid (human); HD 1d8+6d8+7d8+28; hp 101; Init +1; Spd 70 ft; AC 20, touch 19, flat-footed 19; BAB/Grp: +11/+13; Atk: +13 melee (2d6+2, unarmed) or +12 ranged (1d4+2, sling); Full Atk: +12/+8/+3 melee (2d6+2, unarmed) or +11/+11/+6/+1 melee (2d6+2, unarmed flurry); SA unarmed strike, flurry of blows, *ki* strike (magic), sacred flames (1/day); SQ unarmed damage, rebuke undead, spontaneous casting (inflict), evasion, still mind, slow fall (30 ft), purity of body, blindsense 10ft; AL CE; SV Fort +12, Ref +10, Will +9; Str 14, Dex 12, Con 14, Int 10, Wis 19, Cha 8.

Skills and Feats: Concentration +20, Escape Artist +12, Hide +12, Knowledge (Religion) +8, Listen +9, Move Silently +11, Sense Motive +11, Tumble +17; Combat Casting, Combat Reflexes, Deflect Arrows, Eyes in the Back of Your Head, Improved Grapple, Improved Trip, Pain Touch, Snatch Arrows, Stunning Fist, Unarmed Strike.

Unarmed Damage (Ex): Pedrel's sacred fist's class levels stack with his monk levels for the purpose of determining unarmed damage.

Fast Movement (Ex): Pedrel gains an enhancement bonus to his speed while in light or no armor.

Sacred Flames (Su): Pedrel may use a standard action to invoke flames around his hands and feet, which add +11 to his unarmed damage. Half of the damage is fire damage (round up), and the rest is sacred energy. The sacred flames last 1 minute and can be invoked once per day.

Blindsense (Su): Pedrel has blindsense out to 10 feet.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 14 + spell level): 0—*cure minor wounds, detect magic, guidance* (2), *light, mending*; 1st—*command**, *bless, cure light wounds, deathwatch, divine favor, shield of faith*; 2nd—*detect thoughts**, *bull strength, hold person, silence, wave of grief*; 3rd—*lesser telepathic bond**, *invisibility purge, prayer, searing light*; 4th—*fear**, *freedom of movement, spell immunity*.

*Domain spell. *Domains*: [Mind (Gain a +2 bonus on Bluff, Diplomacy and Sense Motive checks); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *bracers of armor +1, wand of hold person*.

Phineas: Male human Clr 10/Thaumaturgist 4 (Iuz); CR 14; Medium humanoid (human); HD 10d8+4d4+28; hp 97; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp: +9/+9; Atk: +10 melee (1d6+1, club +1) or +9 ranged (1d8/19-20, light crossbow); Full Atk: +10/+5 melee (1d6+1, club +1) or +9/+4 ranged (1d8/19-20, light crossbow); SA spontaneously cast *inflict* spells; rebuke undead; SQ improved ally, augment summoning, extended summoning, continent conjuration; AL CE; SV Fort +10, Ref +4, Will +15; Str 10, Dex 10, Con 14, Int 10, Wis 18, Cha 14.

Skills and Feats: Concentration +15, Diplomacy +8, Knowledge (Religion) +9, Knowledge (The Planes) +10, Spellcraft +11; Augment Summoning, Divine Vigor, Improved Counterspell, Quicken Spell, Spell Focus (Conjuration), Sudden Silent Spell, Sudden Still Spell.

Improved ally: When Phineas casts a planar ally spell, he makes a Diplomacy check to convince the creature to aid him for a reduced payment.

Extended summoning: All spells Phineas casts from the summoning subschool have their duration doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spell don't change.

Contingent conjuration: Phineas can prepare a summoning or calling spell ahead of time to be triggered by some other event. The spell is cast instantly when the triggered event occurs.

Spells Prepared (6/6+1/6+1/5+1/5+1/ 3+1/3+1/2+1; base DC = 14 + spell level): 0—*create water* (2), *cure minor wounds, detect magic, guidance, light*; 1st—*command**, *divine favor, endure elements, shield of faith, stupor* (3); 2nd—*bear's endurance, hold person* (2), *shatter*(2)*, *sound burst* (2); 3rd—*magic circle against law**, *cure serious wounds, dispel magic, searing light, summon monster III* (2); 4th—*chaos hammer**, *divine power, dimensional anchor, freedom of movement, tongues* (precast), *summon monster IV*; 5th—*greater command**, *flame strike, heartache* (quickened) *righteous might*; 6th—*blade barrier, geas**, *greater dispel magic,*

summon monster VI; 7—*Bigby's grasping hand**, *dispel magic* (quickened), *summon monster VII*.

*Domain spell. *Domains*: [Chaos (You cast chaos spells at +1 caster level); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *club +1, full plate armor* (+2 with magic vestment), *heavy wood shield +1, light crossbow, 20 quarrels, scroll of morality undone* (2), *boots of striding and springing, pearl of power – fourth level*.

Encounter Four

Frost Giant Warriors: Male Frost Giant Ftr 2; CR 11; Large Giant (cold); HD 14d8+2d10+112; hp 187; Init +0; Spd 40 ft.; AC 22, touch 8, flat-footed 22; BAB/Grp: +12/+28; Atk: +23 melee (3d6+18/X3, greataxe) or +12 ranged (2d6+12, rock); Full Atk: +23/+18/+13 melee (3d6+18/X3, greataxe) or +12 ranged (2d6+12, rock); Space/Reach 10ft./10ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL NE; SV Fort +19, Ref +4, Will +6; Str 34, Dex 10, Con 24, Int 10, Wis 15, Cha 9.

Skills and Feats: Climb +15, Craft (weaponsmith) +8, Intimidate +9, Jump +19, Ride +4, Spot +16; Awesome Blow, Cleave, Combat Brute, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Possessions: Chain shirt, greataxe.

Tlalusk: CR 11; Huge magical beast (Cold); HD 16d10+80; hp 168; Init +0; Spd 60 ft.; AC 18, touch 8, flat-footed 18; Base Atk/Grp: +16/+34; Atk +24 melee (2d6+10, hoof); Full Atk +24 melee (2d6+10, 2 hooves) and +22 melee (2d6+5, bite) and +24 melee (2d6+5 gore); Space/Reach: 15ft./15ft.; SA Bellow, trample 2d8+15; SQ Darkvision 60ft., fast healing 5, immunity to cold, low light vision, scent, vulnerability to fire, spell resistance 20; AL N; SV Fort +15, Ref +10, Will +6; Str 30, Dex 11, Con 20, Int 5, Wis 12, Cha 11.

Skills and Feats: Listen +13, Spot +12; Alertness, Improved Bull Rush, Improved Natural Attack (hoof), Improved Overrun, Multiattack, Power Attack.

Bellow (Su): Once per minute, a tlalusk can bellow. This horribly loud blast affects a 30-foot cone, but can be heard for miles. Any creature within the area must make a DC 23 Fortitude save or be stunned and deafened for 1d6 rounds. A successful save indicates the creature is deafened for only one round and is not stunned.

Trample (Ex): As a standard action during its turn each round, a tlalusk can run over Large or smaller opponents. This attack deals 2d8+15 points of bludgeoning damage. A trampled opponent can attempt

either an attack of opportunity at -4 penalty or a DC 28 Reflex save for half damage.

Scent (Ex): A tlusk can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Encounter Five

Iannek: Male vampire Rgr2/Ftr4/Pious Templar6; CR 14; Medium undead (augmented humanoid [orc]); HD 12d12+12; hp 101; Init +7; Spd 30 ft.; AC 25, touch 14, flat-footed 22; BAB/Grp +12/+20; Atk +22 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*); Full Att +22/+17/+12 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*) or +19/+14/+9 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Favored enemy (elf); wild empathy, combat style (archery); SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10, Electricity Resistance 10, DR 10/silver and magic, DR 1/-, mettle, smite 4/day; AL CE; SV Fort +15, Ref +11, Will +11; Str 26, Dex 17, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Hide +14, Intimidate +7, Knowledge (Nature) +8, Knowledge (Religion) +8, Listen +13, Move Silently +11, Ride +8, Search +10, Sense Motive +11, Spot +16; Alertness, Blind Fight, Combat Reflexes, Dodge, Extra Smiting, Great Fortitude, Improved Critical (*greatsword*), Improved Initiative, Improved Smiting (good), Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Rapid Shot, Track, True Believer (Iuz), Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Once per day, Iannek can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Iannek for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire

instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Iannek may attempt to smite with a normal melee attack. He adds +4 to his attack and deals an extra 2 points of damage.

Pious Templar Spells Prepared (2/2/2; base DC = 13 + spell level): 1st – *cause fear, corrupt weapon*, 2nd – *bulls strength, inflict moderate wounds*, 3rd – *cure serious wounds, summon monster III*.

Possessions: *chain shirt +1, greatsword +1 shock, wood holy symbol – Iuz, cloak of resistance +1, ring of protection +1*.

Zenna: female human Mnk2/Sor12; CR 14; Medium humanoid (human); HD 2d8+12d4+42; hp 93; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 18; BAB/Grp: +7/+7; Atk: +7 melee (1d6, unarmed) or +7 ranged (1d8, light crossbow); Full Atk: +7/+2 melee (1d6, unarmed) or +5/+5/+0 melee (1d6, unarmed flurry) or +7/+2 (1d8, light crossbow); SA unarmed strike, flurry of blows, spells; SQ evasion, still mind, summon familiar, precast **stoneskin**, spell resistance 18; AL LE; SV Fort +14, Ref +13, Will +16; Str 10, Dex 14, Con 14 (16), Int 8, Wis 12, Cha 19.

Skills and Feats: Concentration +17, Diplomacy +15, Knowledge (Arcana) +5, Sense Motive +6, Spellcraft +5, Tumble +8; Combat Casting, Combat Reflexes, Energy Substitution (acid), Improved Grapple, Point Blank Shot, Precise Shot, Sculpt Spell, Sudden Silent, Unarmed Strike.

Spells Known (6/7/7/7-1/5/3; base DC = 14 + spell level): 0—*acid splash, daze, detect magic, read magic, resistance, touch of fatigue, light, mage hand, message*, 1st—*burning hands, chill touch, magic missile, ray of enfeeblement, shield, shocking grasp*, 2nd—*cats grace, scorching ray, see invisibility, touch of idiocy*, 3rd – *dispel magic, fireball, lightning bolt, suggestion*, 4th – *crushing despair, shout, stoneskin*, 5th – *cone of cold, reciprocal gyre*, 6th – *mass suggestion*.

Possessions: light crossbow, 30 quarrels, *robe of the archmagi (black), amulet of health +2, lesser metamagic rod of empower*.

Appendix Four – APL 16

Encounter One

Cheyanna: Female human Rgr3/Ftr4/Tactical Soldier1/Justiciar8; CR 16; Medium humanoid (human); HD 3d8+4d10+1d10+8d10+32; hp 128; Init +6; Spd 30 ft; AC 19, touch 14, flat-footed 17; BAB/Grp: +16/+20; Atk: +21 melee (1d8+4/X3, battleaxe) or +19 ranged (1d8/X3, longbow); Full Atk: +19/+14/+9/+4 melee (1d8+4/X3, battleaxe) and +19 (1d6+2/19-20, short sword) or +19/+14/+9/+4 ranged (1d8/X3, longbow); SA Flanker, bring 'em back alive, nonlethal strike +3d6, improved grapple, crippling strike, hog-tie, improved hog-tie; SQ Street savvy +4, Favored enemy (human), wild empathy, combat style (melee), exotic weapon proficiency (manacles); AL LE; SV Fort +15, Ref +10, Will +11; Str 18, Dex 14, Con 14, Int 14, Wis 12, Cha 12.

Skills and Feats: Bluff +11, Gather Information +11, Hide +16, Intimidate +9, Jump +9, Listen +15, Move Silently +16, Ride +10, Search +9, Sense Motive +14, Spot +16, Survival +13; Cleave, Close Quarters Fighting, Combat Reflexes, Diehard, Endurance, High Sword/Low Axe, Improved Grapple, Improved Initiative, Power Attack, Skill Focus (Gather Information), Track, Two Weapon Fighting, Weapon Focus (battleaxe), Weapon Focus (short sword).

Flanker (Ex): Cheyanna can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square for flanking remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square. She can even choose a square that is impassable or occupied.

Bring 'em back alive (Ex): Cheyanna can deal nonlethal damage with a melee weapon instead of lethal damage with no penalty on the attack roll.

Nonlethal Strike (Ex): When Cheyanna deals nonlethal damage against a foe she is flanking or who would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) Cheyanna's attack deals an extra 2d6 points of nonlethal damage. Only a living creature with discernable anatomy is subject to a subdual strike. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): Cheyanna receives Improved Grapple as a bonus feat even though she does not meet the pre-requisites.

Crippling Strike (Ex): When Cheyanna makes a nonlethal strike, she also deals one point of temporary Strength damage.

Exotic Weapon Proficiency – Manacles: Cheyanna can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): Cheyanna has a +4 circumstance bonus on Gather Information checks she attempts while in pursuit of a criminal.

Improved Hog-Tie (Ex): Whenever Cheyanna deals establishes a grapple against a Large or smaller humanoid-shaped creature, she can use an attack action to make a hog-tie attempt (a grapple check or Use Rope check opposed by the foe's grapple check or Escape Artist check). If she succeeds, the foe is bound and helpless.

Possessions: short sword, battleaxe, +1 *mithril chain shirt of moderate fortification*, longbow, 20 arrows, *boots of the winterlands*, *ring of protection +2*, *cloak of resistance +2*.

Pedrel: Male human Clr1/Mnk6/Sacred Fist9 (Iuz); CR 16; Medium humanoid (human); HD 1d8+6d8+8d8+32; hp 115; Init +1; Spd 80 ft.; AC 21, touch 20, flat-footed 20; BAB/Grp: +13/+15; Atk: +15 melee (2d6+2, unarmed) or +14 ranged (1d4+2, sling); Full Atk: +14/+10/+5 melee (2d6+2, unarmed) or +13/+13/+8/+3 melee (2d6+2, unarmed flurry); SA unarmed strike, flurry of blows, *ki strike (magic)*, *sacred flames (2/day)*; SQ unarmed damage, rebuke undead, spontaneous casting (inflict), evasion, still mind, slow fall (30 ft), purity of body, blindsense 10ft; AL LE; SV Fort +13, Ref +11, Will +11; Str 14, Dex 12, Con 14, Int 10, Wis 20, Cha 8.

Skills and Feats: Concentration +22, Escape Artist +14, Hide +12, Knowledge – Religion +8, Listen +9, Move Silently +12, Sense Motive +13, Tumble +19; Combat Casting, Combat Reflexes, Deflect Arrows, Eyes in the Back of Your Head, Improved Grapple, Improved Trip, Pain Touch, Power Attack, Snatch Arrows, Stunning Fist, Unarmed Strike.

Unarmed Damage (Ex): Pedrel's sacred fist's class levels stack with his monk levels for the purpose of determining unarmed damage.

Fast Movement (Ex): Pedrel gains an enhancement bonus to his speed while in light or no armor.

Sacred Flames (Su): Pedrel may use a standard action to invoke flames around his hands and feet, which add +14 to his unarmed damage. Half of the damage is fire damage (round up), and the rest is sacred energy. The

sacred flames last 1 minute and can be invoked once per day.

Blindsense (Su): Pedrel has blindsense out to 10 feet.

Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0—*cure minor wounds, detect magic, guidance* (2), *light, mending*; 1st—*command**, *bless, cure light wounds, deathwatch, divine favor, shield of faith*; 2nd—*detect thoughts**, *bull strength, hold person, silence, wave of grief*; 3rd—*lesser telepathic bond**, *bestow curse, invisibility purge, prayer, searing light*; 4th—*fear**, *divine power, freedom of movement, spell immunity*.

*Domain spell. *Domains:* [Mind (Gain a +2 bonus on Bluff, Diplomacy and Sense Motive checks); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *bracers of armor +1, wand of hold person.*

Phineas: Male human Clr 11/Thaumaturgist 5 (Iuz); CR 16; Medium humanoid (human); HD 11d8+5d4+32+16; hp 125; Init +0; Spd 30 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp: +10/+10; Atk: +11 melee (1d6+1, club +1) or +10 ranged (1d8/19-20, light crossbow); Full Atk: +11/+6 melee (1d6+1, club +1) or +10/+5 ranged (1d8/19-20, light crossbow); SA spontaneously cast *inflict* spells; rebuke undead; SQ improved ally, augment summoning, extended summoning, continent conjuration, planar cohort; AL CE; SV Fort +12, Ref +6, Will +17; Str 10, Dex 10, Con 14, Int 10, Wis 19, Cha 14.

Skills and Feats: Concentration +17, Diplomacy +10, Knowledge (Religion) +9, Knowledge (The Planes) +10, Spellcraft +13; Augment Summoning, Divine Vigor, Improved Counterspell, Improved Toughness, Quicken Spell, Spell Focus (Conjuration), Sudden Silent Spell, Sudden Still Spell.

Improved ally: When Phineas casts a planar ally spell, he makes a Diplomacy check to convince the creature to aid him for a reduced payment.

Extended summoning: All spells Phineas casts from the summoning subschool have their duration doubled, as if the Extend Spell feat had been applied to them. The levels of the summoning spell don't change.

Contingent conjuration: Phineas can prepare a summoning or calling spell ahead of time to be triggered by some other event. The spell is cast instantly when the triggered event occurs.

Planar cohort: Phineas has used a planar ally spells to call a Nalfeshnee to act as his cohort.

Spells Prepared (6/6+1/6+1/6+1/5+1/4+1/3+1/ 3+1/ 2+1; base DC = 14 + spell level): 0—*create water* (2), *cure minor wounds, detect magic, guidance, light*; 1st—*command**, *divine favor, endure elements, shield of faith,*

stupor (3); 2nd—*bears endurance, hold person* (2), *shatter* (2)*, *sound burst* (2); 3rd—*magic circle against law**, *cure serious wounds, dispel magic, invisibility purge, searing light, summon monster III* (2); 4th—*chaos hammer**, *divine power, dimensional anchor, freedom of movement, tongues* (precast), *summon monster IV*; 5th—*greater command**, *flame strike, heartache* (quicken) (2), *righteous might*; 6th—*blade barrier, geas**, *greater dispel magic, summon monster VI*; 7th—*Bigby's grasping hand**, *blasphemy, dispel magic* (quicken), *summon monster VII*; 8th—*mass charm monster**, *fire storm, summon monster VIII*.

*Domain spell. *Domains:* [Chaos (You cast chaos spells at +1 caster level); Tyranny (Add +1 to the save DC of any compulsion spell you cast)].

Possessions: *club +1, full plate armor* (+2 with magic vestment), *heavy wood shield +1, light crossbow, 20 quarrels, scroll of morality undone* (2), *boots of striding and springing, pearl of power – fourth level, cloak of resistance +2.*

Encounter Four

Advanced Frost Giant Warriors: Male Frost Giant Ftr 2; CR 12; Large Giant (cold); HD 18d8+2d10+140; hp 235; Init +0; Spd 40 ft.; AC 22, touch 8, flat-footed 22; BAB/Grp: +15/+31; Atk: +26 melee (3d6+18/X3, greataxe) or +15 ranged (2d6+12, rock); Full Atk: +26/+21/+16 melee (3d6+18/X3, greataxe) or +15 ranged (2d6+12, rock); Space/Reach 10ft./10ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL NE; SV Fort +21, Ref +6, Will +8; Str 34, Dex 10, Con 24, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +15, Craft (weaponsmith) +8, Intimidate +9, Jump +19, Ride +7, Spot +18; Awesome Blow, Blind Fight, Cleave, Combat Brute, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Possessions: Chain shirt, greataxe.

Advanced Frost Giant Leader: Male Frost Giant Ftr 4; CR 14; Large Giant (cold); HD 18d8+4d10+154; hp 261; Init +0; Spd 40 ft.; AC 22, touch 8, flat-footed 22; BAB/Grp: +17/+33; Atk: +28 melee (4d6+23/X3, *mattock of the titans*) or +17 ranged (2d6+12, rock); Full Atk: +28/+23/+18/+13 melee (4d6+23/X3, *mattock of the titans*) or +29/+24/+19/+14 melee (3d6+20/X3 greataxe) or +17 ranged (2d6+12, rock); Space/Reach 10ft./10ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL NE; SV Fort +22, Ref +7, Will +9; Str 34, Dex 10, Con 24, Int 10, Wis 16, Cha 9.

Skills and Feats: Climb +15, Craft (weaponsmith) +8, Intimidate +9, Jump +19, Ride +11, Spot +18; Awesome Blow, Blind Fight, Cleave, Combat Brute, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Rock Throwing (Ex): The range increment is 120 feet for a frost giant's thrown rocks.

Possessions: Chain shirt, *mattock of the titans*, greataxe.

Tlalusk: CR 11; Huge magical beast (Cold); HD 16d10+80; hp 168; Init +0; Spd 60 ft.; AC 18, touch 8, flat-footed 18; Base Atk/Grp: +16/+34; Atk +24 melee (2d6+10, hoof); Full Atk +24 melee (2d6+10, 2 hooves) and +22 melee (2d6+5, bite) and +24 melee (2d6+5 gore); Space/Reach: 15ft./15ft.; SA Bellow, trample 2d8+15; SQ Darkvision 60ft., fast healing 5, immunity to cold, low light vision, scent, vulnerability to fire, spell resistance 20; AL N; SV Fort +15, Ref +10, Will +6; Str 30, Dex 11, Con 20, Int 5, Wis 12, Cha 11.

Skills and Feats: Listen +13, Spot +12; Alertness, Improved Bull Rush, Improved Natural Attack (hoof), Improved Overrun, Multiattack, Power Attack.

Bellow (Su): Once per minute, a tlalusk can bellow. This horribly loud blast affects a 30-foot cone, but can be heard for miles. Any creature within the area must make a DC 23 Fortitude save or be stunned and deafened for 1d6 rounds. A successful save indicates the creature is deafened for only one round and is not stunned.

Trample (Ex): As a standard action during its turn each round, a tlalusk can run over Large or smaller opponents. This attack deals 2d8+15 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at -4 penalty or a DC 28 Reflex save for half damage.

Scent (Ex): A tlalusk can detect opponents within 30 feet. The exact location is not revealed unless the creature is within 5 feet.

Encounter Five

Iannek: Male vampire Rgr2/Ftr4/Pious Templar8; CR 16; Medium undead (augmented humanoid [orc]); HD 14d12+14; hp 117; Init +7; Spd 30 ft.; AC 26, touch 15, flat-footed 22; BAB/Grp +14/+22; Atk +24 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*); Full Att +24/+19/+14 melee (2d6+15+1d6 electric/17-20, *greatsword +1 shock*) or +21/+16/+11 (1d6+8+energy drain, slam); SA Blood Drain, Children of the Night, Dominate, Create Spawn, Energy Drain, Favored enemy (elf); wild empathy, combat style (archery); SQ Undead traits, Alternate form, Fast Healing, Gaseous Form, Spider Climb, Turn Resistance, Cold Resistance 10,

Electricity Resistance 10, DR 10/silver and magic, DR 2/-, mettle, smite 4/day; AL LE; SV Fort +16, Ref +12, Will +12; Str 26, Dex 18, Con -, Int 10, Wis 16, Cha 14.

Skills and Feats: Bluff +10, Concentration +12, Hide +15, Intimidate +7, Knowledge – Nature +8, Knowledge – religion +8, Listen +13, Move Silently +12, Ride +9, Search +10, Sense Motive +13, Spot +16; Alertness, Blind Fight, Combat Reflexes, Dodge, Extra Smiting, Great Fortitude, Improved Critical (greatsword), Improved Initiative, Improved Smiting (good), Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Prone Attack, Quick Draw, Rapid Shot, Track, True Believer (Iuz), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Once per day, Iannek can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Iannek for up to one hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 14) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn 1d4 days after burial. If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack

and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form.

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a saving throw entry of "Will partial," "Fortitude half" or similar entries can be negated through this ability.

Smite (Su): Iannek may attempt to smite with a normal melee attack. He adds +4 to his attack and deals an extra 2 points of damage.

Pious Templar Spells Prepared (3/2/2/1; base DC = 13 + spell level): 1st – *cause fear* (2), *corrupt weapon*, 2nd – *bulls strength*, *inflict moderate wounds*, 3rd – *inflict serious wounds*, *summon monster III*, 4th – *freedom of movement*.

Possessions: *chain shirt* +1, *greatsword* +1 *shock*, wood holy symbol – Iuz, *cloak of resistance* +1, *ring of protection* +1.

Zenna: female human Mnk2/Sor14; CR 16; Medium humanoid (human); HD 2d8+14d4+48; hp 105; Init +2; Spd 30 ft.; AC 18, touch 13, flat-footed 18; BAB/Grp: +8/+8; Atk: +8 melee (1d6, unarmed) or +8 ranged (1d8, light crossbow); Full Atk: +8/+3 melee (1d6, unarmed) or +6/+6/+1 melee (1d6, unarmed flurry) or +8/+3 (1d8, light crossbow); SA unarmed strike, flurry of blows, spells; SQ evasion, still mind, summon familiar, precast *stoneskin*, spell resistance 18; AL LE; SV Fort +14, Ref

+13, Will +17; Str 10, Dex 14, Con 14 (16), Int 8, Wis 12, Cha 20.

Skills and Feats: Concentration +17, Diplomacy +18, Knowledge (Arcana) +5, Sense Motive +8, Spellcraft +5, Tumble +8; Combat Casting, Combat Reflexes, Energy Substitution (acid), Improved Grapple, Point Blank Shot, Precise Shot, Rapid Reload, Sculpt Spell, Sudden Silent, Unarmed Strike.

Spells Known (6/8/7/7/7-1/7/5/3; base DC = 15 + spell level): 0—*acid splash*, *daze*, *detect magic*, *read magic*, *resistance*, *touch of fatigue*, *light*, *mage hand*, *message*, 1st—*burning hands*, *chill touch*, *magic missile*, *ray of enfeeblement*, *shield*, *shocking grasp*, 2nd—*cats grace*, *scorching ray*, *see invisibility*, *touch of idiocy*, 3rd – *dispel magic*, *fireball*, *lightning bolt*, *suggestion*, 4th – *crushing despair*, *fire shield*, *shout*, *stoneskin*, 5th – *cone of cold*, *reciprocal gyre*, *waves of fatigue*, 6th – *chain lightning*, *mass suggestion*, 7th – *finger of death*.

Possessions: light crossbow, 30 quarrels, *robe of the archmagi* (black), *amulet of health* +2, *lesser metamagic rod empower*.

Appendix Five – All APLs

Encounters Two and Two–B

Kaprilla: CR 11; Medium outsider (native); HD 11d8+44; hp 93; Init +9; Spd 40 ft.; AC 24, touch 15, flat-footed 19; Base Atk/Grp: +11/+13; Atk +17 melee (1d6+2/19-20 short sword) or +16 (1d4+2 claw) or +16 ranged (1d6+2/X3 composite (Str +2) shortbow); Full Atk +15/+15/+10/+5 melee (1d6+2/19-20 short sword) or +16/+16 (1d4+2 2 claws) or +16/+11/+6 ranged (1d6+2/X3 composite (Str +2) shortbow); SA detect thoughts, sneak attack +6d6; SQ change shape, damage reduction 15/good and piercing, darkvision 60 ft., evasion, hide in plain sight, improved evasion, improved uncanny dodge, outsider traits, shadow jump, uncanny dodge, spell resistance 21; AL LE; SV Fort +11, Ref +12, Will +7; Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15.

Skills and Feats: Balance +21, Bluff +20*, Diplomacy +4, Disguise +20* (+22* acting), Escape Artist +19, Hide +19, Intimidate +4, Jump +8, Listen +14, Move Silently +19, Search +16, Spot +14, Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings); Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (short sword).

Detect Thoughts (Su): A naztharune rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 17 negates). It can suppress or resume this ability as a free action. The save DC is Charisma based.

Change Shape (Su): A naztharune rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a naztharune loses its claw attacks (although it usually uses weapons and armor). A naztharune rakshasa typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but a naztharune reverts to its natural form when killed. A true seeing spell reveals its natural form.

Hide in Plain Sight (Su): A naztharune rakshasa can use the Hide skill even when being observed. As long as it is within 10 feet of some sort of shadow, a naztharune rakshasa can hide itself from view in the open without anything to actually hide behind. It cannot, however, hide in its own shadow.

Improved Evasion (Ex): This ability works like evasion, except that while a naztharune rakshasa still takes no damage on a successful Reflex save against spells such as a *fireball* or breath weapon, it now takes only half damage on a failed save.

Improved Uncanny Dodge (Ex): A naztharune rakshasa cannot be flanked except by a rogue of at least 15th level.

Shadow Jump (Su): A naztharune rakshasa has the ability to travel between shadows as if by means of a dimension door spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way; this can be a single jump of 20 feet or two jumps of ten feet each.

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

Skills: A naztharune rakshasa has a +4 racial bonus on Bluff checks and Disguise checks. If it is reading an opponents mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Possessions: ring of mind shielding.

Axzen: Male human Clr 9 (Rao); CR 9; Medium humanoid (human); HD 9d8+18; hp 66; Init +0; Spd 20 ft.; AC 23, touch 10, flat-footed 23; BAB/Grp: +6/+6; Atk: +7 melee (1d6, mw light mace) or +6 ranged (1d8/19-20, light crossbow); Full Atk: +7/+2 melee (1d6, mw light mace) or +6/+1 ranged (1d8/19-20, light crossbow); SA spontaneously cast *cure* spells; turn undead; AL NG; SV Fort +8, Ref +3, Will +9; Str 10, Dex 10, Con 14, Int 10, Wis 16, Cha 16.

Skills and Feats: Concentration +11, Diplomacy +9, Knowledge – planes +9, Knowledge – religion +8, Spellcraft +7; Blind Fight, Divine Vigor, Improved Counterspell, Extra Turning, Sudden Silent Spell.

Spells Prepared (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0—*create water* (2), *cure minor wounds*, *detect magic*, *guidance*, *light*; 1st—*bles**, *divine favor*, *endure elements*, *remove fear*, *sanctuary*, *shield of faith*; 2nd—*bles weapon**, *bears endurance*, *lesser restoration*, *shatter*, *sound burst* (2); 3rd—*searing light**, *dispel magic* (2), *prayer*, *searing light*; 4th—*tongues**, *divine power*, *freedom of movement*; 5th—*holy sword**, *flame strike*.

*Domain spell. *Domains:* [Community (Use calm emotions as a spell like ability once per day. Gain +2

bonus on Diplomacy checks); Glory (Turn undead with a +2 bonus on the turning check and a +1d6 on the turning damage roll)].

Possessions: masterwork light mace, full plate armor (+2 with magic vestment), *heavy wood shield +1*, light crossbow, 20 quarrels, holy symbol – Rao, *wand of bulls strength*.

Judge Aid 1: New Rules Items

Pious Templar

Reference: *Complete Divine*

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their own home ground.

Faithful people of all professions can enter the ranks of the pious templars; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Rangers/pious templars serve in temples of Ehlonna and Obad-Hai, while barbarian/pious templars are not unknown in the temples of Kord or Erythnul. Only monks, with their own specialized combat training are unlikely to adopt the pious templar class.

NPC pious templars usually live cloistered in temple buildings or attached quarters.

Adaptation: This prestige Class functions best when tied to a specific deity. If you want to customize the pious templar further, you can modify the spell list to reflect the proclivities of specific gods or create an order within a religion that all pious templars are members of.

Requirements

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

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer*, Weapon Focus (with her deity's favored weapon).

*New Feat, described elsewhere in the appendices

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are features of the pious templar prestige class.

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

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templars Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day:			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	0	+2	Mettle	0	--	--	--
2 nd	+2	+3	0	+3	Smite 1/day	1	--	--	--
3 rd	+3	+3	+1	+3	Damage Reduction 1/--, Weapon Specialization	1	0	--	--
4 th	+4	+4	+1	+4	Bonus Feat	1	1	--	--
5 th	+5	+4	+1	+4	--	1	1	0	--
6 th	+6	+5	+2	+5	Smite 2/day	1	1	1	--
7 th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8 th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9 th	+9	+6	+3	+6	--	2	2	1	1
10 th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books.

If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

Sacred Fist

Reference: *Complete Divine*

Sacred fists are independent organizations found within many temples. Their ascetic members have turned their divine magic inward, bringing their bodies and wills into harmony.

Sacred fists have forsworn the use of weapons and heavy armor. They consider their bodies and minds gifts

from their deity, and they believe that not developing those gifts to their fullest potential is a sin. Spellcasting does not dishonor them or their deity. Sacred fists are strong in faith, will, and body. Clerics are excellent candidates for sacred fists orders. Paladins may also choose to join them, but are seldom comfortable surrendering the trappings of their calling. Fighters, rogues, bards, and even ex-monks may make good candidates, provided they have enough levels in a class that grants divine spells. Druids occasionally find the class's combat skills useful, but sorcerers and wizards find little to interest them.

NPC sacred fists are as varied as their faiths. In general, they travel the land individually, lending their skills to those who need protection or assistance. While a sacred fist from a temple of Pelor might humbly assist almost anyone who asked, one from Erythnul's faith might help only when it gains him something. Sacred fists from the temple of Kord tend to be genial brawlers, humble in victory and gracious in defeat. All sacred fists seek challenges that allow them to further develop their fighting skills.

Adaptation: This prestige class is designed to emphasize a monk who sacrifices her array of supernatural abilities and cast spells instead. The sacred fist (under that name or another) could be an esoteric order of monks who combine rigorous self-defense training with near-constant prayer. And if you connect them to a specific nonlawful deity, the sacred fists are a good way to create an exception to the "monks must be lawful" rule.

Hit Die: d8

Requirements

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

Base Attack Bonus: +4

Skills: Knowledge (religion) 8 ranks.

Feats: Combat Casting, Combat Reflexes, Improved Unarmed Strike, Stunning Fist.

Spells: Able to cast 1st-level divine spells

Class Skills

The sacred fist's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Escape Artist (Dex), Heal (Wis), Jump (Str), Profession (Wis), Spellcraft (Int), and Tumble (Dex). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the sacred fist prestige class.

Weapon and Armor Proficiency: Sacred fists gain no proficiency with any weapons, armors, or shields.

AC Bonus (Ex): A sacred fist is highly trained at dodging blows, and has a sixth sense that lets him avoid even unanticipated attacks. When unencumbered and wearing light or no armor, a sacred fist gains a +1 bonus to his AC. This bonus increases to +2 at 5th level and to +3 at 10th.

This bonus to AC applies even against touch attacks or when the sacred fist is flat-footed. He loses the bonus when he is immobilized or helpless, when he wears any armor heavier than light armor, when he carries a shield, or when he carries a medium or heavy load.

Spells per Day/Spells Known: When a new sacred fist level is gained, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in whatever spellcasting class in which he could cast divine spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, wild shape ability, and so on). This essentially means that he adds the level of sacred fist to the level of whatever spellcasting class the character has, then determines spells per day accordingly.

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

Unarmed Damage (Ex): A sacred fist's class levels stack with his monk levels (if any) for the purpose of determining his unarmed damage. If a sacred fist doesn't

have monk levels prior to becoming a sacred fist, treat him as a monk of the same class level as his sacred fist class level for determining his unarmed damage.

Fast Movement (Ex): At 3rd level, a sacred fist gains an enhancement bonus to his speed, as shown on the table above. A sacred fist in medium or heavy armor or carrying a medium or heavy load loses this extra speed.

Sacred Flames (Su): At 4th level, a sacred fist may use a standard action to invoke flames around his hands and feet. These flames add to the sacred fist's unarmed damage. The additional damage is equal to the sacred fist's class level plus his Wisdom modifier (if any). Half of the damage is fire damage (round up), and the rest is sacred energy and thus not subject to effects that reduce fire damage. The sacred flames last 1 minute and can be invoked once per day. At 8th level, a sacred fist can invoke sacred flames twice per day.

Blindsight (Su): A 6th level sacred fist gains sensitivity to vibrations, scent, and noise, granting him blindsight out to 10 feet.

Inner Armor (Ex): At 10th level, a sacred fist's inner tranquility protects him from external threats. He may invoke a +4 sacred bonus to AC, a +4 sacred bonus on all saves, and spell resistance 25 for a number of rounds equal to his wisdom modifier. He may use inner armor once per day.

Code of Conduct: A member of a sacred fist order refuses to use any weapon. A sacred fist who knowingly carries or uses a weapon loses all class spells and features and advances no farther as a sacred fist until he atones for his action (see the *atonement* spell, page 201 of the *player's handbook*).

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	AC Bonus	Unarmored Speed Bonus	Spells per Day
1 st	+1	+2	+2	+0	Unarmed Damage	+1	+0 ft.	+1 level of existing divine spellcasting class
2 nd	+2	+3	+3	+0	-	+1	+0 ft.	+1 level of existing divine spellcasting class
3 rd	+3	+3	+3	+1	-	+1	+10 ft.	+1 level of existing divine spellcasting class
4 th	+4	+4	+4	+1	Sacred Flames 1/day	+1	+10 ft.	-
5 th	+5	+4	+4	+1	-	+2	+10 ft.	+1 level of existing divine spellcasting class
6 th	+6	+5	+5	+2	Blindsight 10 ft.	+2	+20 ft.	+1 level of existing divine spellcasting class
7 th	+7	+5	+5	+2	-	+2	+20 ft.	+1 level of existing divine spellcasting class
8 th	+8	+6	+6	+2	Sacred Flames 2/day	+2	+30 ft.	-
9 th	+9	+6	+6	+3	-	+2	+30 ft.	+1 level of existing divine spellcasting class
10 th	+10	+7	+7	+3	Inner Armor	+3	+30 ft.	+1 level of existing divine

Like a member of any other class, a sacred fist may be a multiclass character, but multiclass sacred fists face a special restriction. A sacred fist who gains a level in any class other than sacred fist may never again raise his sacred fist level, though he retains all his sacred fist abilities. The path of the sacred fist requires a constant focus. If a character adopts this class, he must pursue it to the exclusion of all other careers. Once he has turned off the path, he may never return.

Justiciar

Reference: *Complete Warrior*

Where there are laws, there are those who defy them, and where citizens live in fear of these lawbreakers, brave souls hunt them down. These are the justiciars. They don't do it for money; they don't do it for glory. They do it because it's a thankless job that needs to be done. It also happens to be a satisfying vocation to make a living kicking the daylights out of criminals who desperately deserve it.

Justiciars are generally solitary, relying on their own wits and skills. They are fearless and single-minded in pursuit of their prey and ruthlessly effective in combat. Innocence and alibi can be argued in front of a court, but pretty words don't change the facts of the case or absolve a criminal of guilt. A justiciar is not necessarily judge, jury or executioner; often he simply sees to it that those people get the chance to do their jobs. When it is impractical to bring a miscreant to the hands of the law, or if the criminal resists, a justiciar doesn't hesitate to bring final justice to someone who deserves it. Some evil justiciars prefer torturing their prisoners into confessing before turning them in. When faced with a difficult challenge, justiciars may team up with each other or with a posse of other characters to hunt those wanted by the law. The presence of one or more justiciars in a posse might come as a rude surprise to a group of individuals that have been robbing from the rich to give to the poor...

Most justiciars begin as rangers. Some paladins also find being a justiciar in line with their ideology. Fighters often find enough reward in killing, bringing people back alive is typically more effort than they consider worthwhile. Conversely, many clerics are too forgiving to be justiciars; obvious exceptions include clerics of St. Cuthbert, as well as those of Hextor and certain other lawful evil deities. Rogues and bards, with their stealth-oriented skills, can be very effective in this class. Even the occasional druid, sorcerer or wizard (especially diviners) enters the field, wielding spells as their weapons instead of steel.

Hit Die: d10

Requirements

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

Alignment: Any lawful.

Base Attack Bonus: +6

Skills: Gather Information 5 ranks; Search 5 ranks; Survival 5 ranks.

Feats: Skill Focus (Gather Information); Track.

Class Skills

The justiciar's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Int), 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). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the sacred fist prestige class.

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

Bring 'em back alive (Ex): Whenever a justiciar attacks with a melee weapon, he can deal nonlethal damage with the weapon instead of lethal damage with no penalty on the attack roll. Normally, attempting to deal nonlethal damage with a weapon in this way incurs a -4 penalty on the attack roll.

Non-lethal strike (Ex): A Justiciar can make nonlethal strikes. Any time the character uses the bring 'em back alive ability and his target would be denied his dexterity bonus to Armor Class (whether she actually has a dexterity bonus or not) or when the justiciar flanks the target, the justiciar's attack deals an extra 1d6 points of nonlethal damage. This extra damage increases to 2d6 at 4th level, 3d6 at 7th level, and 4d6 at 10th level. Should the justiciar score a critical hit with a nonlethal strike, this extra damage is not multiplied.

A justiciar can use nonlethal strike only on a living creature with discernable anatomy – undead, constructs, oozes, plants and incorporeal creatures are not subject to this extra damage. Also, creatures immune to nonlethal damage are immune to nonlethal strike damage. The justiciar cannot make a nonlethal strike against a creature with concealment.

Improved Grapple (Ex): At 2nd level, a justiciar receives Improved Grapple as a bonus feat even if he does not meet the pre-requisites.

Crippling Strike (Ex): A justiciar of 2nd level or higher can make a nonlethal strike against an opponent with such precision that his blow weakens and hampers the opponent. When a justiciar damages an opponent with a nonlethal strike, that character also takes one point of Strength damage.

Exotic Weapon Proficiency – Manacles: Intimately familiar with the capture of criminals, justiciars have learned to do more with a pair of manacles than restrain a lawbreaker. A justiciar of 3rd level or higher can swing a pair of metal manacles in one hand as if they were a club without taking a penalty for using an improvised weapon. Masterwork manacles can be wielded as if they were a masterwork flail.

Street Savvy (Ex): A justiciar of 3rd level or higher gains a circumstance bonus on Gather Information checks he attempts while in pursuit of a criminal. This bonus is initially +2 at 3rd level, and increases by an extra +2 every third level thereafter.

Hog-Tie (Ex): When a justiciar of 5th level or higher successfully pins an opponent while grappling, he can attempt to hog-tie the opponent (in addition to his other options; see 9. 156 PHB). A justiciar must have a rope, chain or manacles in one hand to use this ability. A justiciar can use this ability on an opponent of up to one size category larger than he is (for example, a halfling justiciar can attempt to hog-tie a Medium or smaller opponent. He can use this ability only against humanoid-shaped creatures (thus, most humanoids, monstrous humanoids, outsiders and giants would qualify).

An attempt to hog tie is resolved with an opposed check. The justiciar can make a Use Rope check instead of a normal grapple check, while the opponent makes either a grapple check or an Escape Artist check. If the justiciar succeeds, the opponent is hog-tied. If the opponent succeeds, the hog-tie fails and the grapple continues.

If a justiciar successfully hog-ties an opponent, that person is considered bound and helpless. A bound opponent can attempt to escape by making an Escape

Artist check opposed by the justiciar's Use Rope check (including his +10 bonus, see Bind a Character on p. 86 of the PHB) or a Strength check (DC 23 for rope, DC 26 for chain or manacles, DC 28 for masterwork manacles) to break free.

Improved Hog-Tie (Ex): A justiciar of 8th level or higher can make a hog-tie attempt without first pinning his opponent. Whenever a grapple is established, the justiciar can use an attack action to make a hog-tie attempt. Also, if the justiciar has the Quick Draw feat, he does not need to be holding the rope, chain or manacles in his hand before making the attempt.

Intuition (Su): When hunting a specific person, a 10th level justiciar can use a Survival check to determine in which direction the culprit might be found if the criminal is within one mile of the justiciar (DC15 + targets HD). A justiciar can use this ability to determine the direction of anyone he has previously faced in combat if he or she is within range.

The DM should make this check secretly for the justiciar, since the character should not know if he failed the check because of the die roll or because the target is too far away. A justiciar can make this check once per day for any single target.

Multiclass Note: A paladin who becomes a justiciar may continue advancing as a paladin.

Tactical Soldier

Reference: *Miniatures Handbook*

The tactical soldier is the master of teamwork in melee. She has trained in cooperative battle tactics and knows how to take advantage of position and timing to make herself and her teammates a deadly, unified force in battle. No other force compares to a group of meele-worthy combatants along with a tactical soldier in the wings, ready to multiply the total deadly effectiveness of the group by far more than their number alone would indicate.

It takes a special kind of person to give up the limelight in favor of teamwork. Those with the necessary

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Bring 'em back alive; nonlethal strike + 1d6
2 nd	+2	+0	+0	+3	Improved grapple; crippling strike
3 rd	+3	+1	+1	+3	Exotic weapon proficiency (manacles); street savvy +2
4 th	+4	+1	+1	+4	Nonlethal strike +2d6
5 th	+5	+1	+1	+4	Hog-tie
6 th	+6	+2	+2	+5	Street savvy +4
7 th	+7	+2	+2	+5	Nonlethal strike +3d6
8 th	+8	+2	+2	+6	Improved hog-tie
9 th	+9	+3	+3	+6	Street savvy +6
10 th	+10	+3	+3	+7	Intuition, nonlethal strike +4d6

ability to think about the objective first and their own glory second make ideal tactical soldiers. Fighters, paladins, and rangers are the most common tactical soldiers, knowing just how to multiply the strengths and eradicate the weakness of battle-hardened combatants.

NPC tactical soldiers make ideal cohorts or hirelings. What fighter wouldn't want a tactical soldier backing him up, ready to step in and fight when the melee begins?

Hit Die: d10.

Requirements

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

Base Attack Bonus: +5.

Skills: Sense Motive 2 ranks.

Feats: Cleave, Combat Reflexes.

Class Skills

The tactical soldiers's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Tactical soldiers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Flanker (Ex): A tactical soldier can flank enemies from seemingly impossible angles. She can designate any adjacent square as the square from which flanking against an ally is determined (including the square where she stands, as normal). She may designate the square at the beginning of her turn or at any time during her turn. The designated square remains her effective square for flanking until she is no longer adjacent to it or until she chooses a different square (at the start of one of her turns). The character can even choose a square that is

impassable or occupied.

Sidestep (Ex): At 2nd level, a tactical soldier gains Sidestep (described later in this chapter) as a bonus feat. If she already has the feat, she can choose another one.

Interpose (Ex): A tactical soldier gains this ability, usable three times per day, at 3rd level. When an enemy threatens her in melee and makes a successful attack against an adjacent ally of hers, the tactical soldier may take the damage (and other effects) of the blow as if she had been hit instead.

Defensive Shield (Ex): Starting at 4th level, whenever a tactical soldier fights defensively, she provides up to two adjacent allies with a +2 dodge bonus to Armor Class, though their attack rolls do not take the normal -4 penalty (but her attack rolls still do).

Offensive Strike (Ex): Starting at 5th level, in times of urgency a tactical soldier can lower all her defense to make a very aggressive attack. When making an offensive strike, the tactical soldier gains a +4 bonus on melee attack rolls and damage rolls for 1 round. Until her next turn, however, she is wide open to physical and magical attacks. All successful attack rolls made against the tactical soldier are automatic threats, and all saving throws the tactical soldier makes against spells automatically fail.

Delayed Cleave (Ex): Starting at 7th level, if the last creature a tactical soldier hit in melee is dropped by someone other than her, and the tactical soldier still threatens that creature's square, she may make a cleave attack as an attack of opportunity. All normal restrictions on cleave attempts and attacks of opportunity apply.

Unbalancing Blow (Ex): Starting at 8th level, a tactical soldier can use a full-round action to make a strategic melee attack against an enemy. If the attack succeeds, in addition to dealing regular damage, the blow unbalances the target so much that it provokes attacks of opportunities from creatures threatening its square. This ability works only on creatures up to one size category larger than the tactical soldier.

Reciprocal Strike (Ex): A 10th level tactical soldier can make an attack of opportunity (subject to normal

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Flanker
2 nd	+2	+3	+0	+0	Sidestep
3 rd	+3	+3	+1	+1	Interpose
4 th	+4	+4	+1	+1	Defensive Shield
5 th	+5	+4	+1	+1	Offensive Strike
6 th	+6	+5	+2	+2	-
7 th	+7	+5	+2	+2	Delayed Cleave
8 th	+8	+6	+2	+2	Unbalancing blow
9 th	+9	+6	+3	+3	-
10 th	+10	+7	+3	+3	Reciprocal Strike

restrictions) against a foe that successfully attacks an ally of the soldier and deals damage. She can use this ability three times per day.

Feats:

Close-Quarters Fighting [General]

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such a special ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Reference: Complete Warrior, page 97.

Combat Brute [Tactical]

You employ strength and leverage to great effect in battle.

Prerequisites: Improved Sunder, Power Attack, base attack bonus +6.

Benefit: The Combat Brute feat enables the use of three tactical maneuvers.

Advancing Blows: To use this maneuver, you must make a successful bull rush attempt against a foe. During the next round, all your attacks against that foe gain a +1 bonus on attack and damage rolls for each square your bull rush moved that foe. For example, if you pushed an orc back 10 feet (2 squares) with a bull rush, you would

gain a +2 bonus on attack and damage rolls against that orc the following round.

Sundering Cleave: To use this maneuver, you must destroy a foe's weapon or shield with a successful sunder attempt (see PHB). If you do so, you gain an immediate melee attack against the foe. The additional attack is with the same weapon and at the same attack bonus as the attack that destroyed the weapon or shield.

Momentum Swing: To use this maneuver, you must charge a foe in the first round, and you must make an attack using your Power Attack feat in the second round. The penalty you take on your attack roll must be –5 or worse. Your attacks during the second round gain a bonus equal to your attack penalty X 1 ½ or X 3 if you're using a two handed weapon or a one-handed weapon wielded in two hands. For instance, if you chose to take a –6 penalty on your attack roll, you deal an extra 9 points of damage or an extra 18 points if you are using a two-handed weapon or a one-handed weapon wielded in two hands.

Special: A fighter may select Combat Brute as one of his fighter bonus feats.

Reference: Complete Warrior, page 110.

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Reference: Complete Warrior, page 108.

Energy Substitution [Metamagic]

You can modify an energy-based spell to use another type of energy instead.

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

Benefit: Chose one type of energy (acid, cold, electricity or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Reference: Complete Arcane, page 79.

Extra Smiting [General]

You can make more smite attacks.

Prerequisites: Smite ability, base attack bonus +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can gain this feat multiple times. Its effects stack.

Reference: Complete Warrior, page 98.

High Sword Low Axe [Style]

You have mastered the style of fighting with sword and axe at the same time, and have learned to use this unusual pairing of weapons to pull your opponents off their feet.

Prerequisites: Improved Trip, Two-Weapon Fighting, Weapon Focus (bastard sword, longsword, scimitar or shortsword), Weapon Focus (battleaxe, handaxe, or dwarven waraxe).

Benefit: If you hit the same creature with both your sword and your axe in the same round, you may make a free trip attempt against that foe. (If you succeed, you may immediately use your Improved Trip feat to gain an additional attack against your foe).

Reference: Complete Warrior, page 113.

Improved Smiting [General]

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if it had an alignment and you deal an extra +1d6 points of damage to targets with a specific alignment. If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets while a blackguards smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets. If the smite attack has no alignment associated with it, you must choose an alignment (chaotic, evil, good, lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment and deal +1d6 points of damage to foes of the opposite alignment.

You can't choose an alignment component that is not part of your alignment and once this choice is made it can never be changed. If you later change alignment so that the chosen alignment is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite

abilities and it is possible to select different alignments for each (as long as the alignments are legal selections).

Reference: Complete Divine, page 82.

Improved Toughness [General]

You are significantly tougher than normal.

Prerequisites: Base Fort save bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain one additional hit point. If you lose a HD (such as by losing a level), you lose one hit point permanently.

Reference: Complete Warrior, page 101.

Pain Touch [General]

You cause intense pain in an opponent with a successful stunning attack.

Prerequisites: Wis 15, Stunning Fist, base attack bonus +2.

Benefit: Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures more than one size category larger than the feat user.

Reference: Complete Warrior, page 103.

Prone Attack [General]

You can attack from a prone position without penalty.

Prerequisites: Dex 15, Lightning Reflexes, base attack bonus +2.

Benefit: You can make an attack from a prone position and take no penalty on your attack roll. If your attack roll is successful, you may regain your feet immediately as a free action. Opponents gain no bonus on melee attacks against you while you are prone.

Special: A fighter may select Prone Attack as one of his fighter bonus feats.

Reference: Complete Warrior, page 103.

Sculpt Spell [Metamagic]

You can alter the area of your spells.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot-radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot radius) or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

Reference: Complete Arcane, page 83.

Sudden Silent [Metamagic]

You can cast a spell silently without special preparation.

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

Reference: Complete Arcane, page 83.

Sudden Still [Metamagic]

You can cast a spell without gestures without special preparation.

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

Reference: Complete Arcane, page 83.

True Believer [General]

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that deity's alignment.

Benefit: Once per day when you are about to make a saving throw, you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

Reference: Complete Divine, page 86.

Spells

Heartache

Enchantment [Evil, Mind-Affecting]

Level: Clr 1, Mortal Hunter 1

Components: V, S, DF

Casting Time: 1 action

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

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

The caster fills the subject with heart-wrenching sorrow that renders it incapacitated for one round. The subject cannot move or take actions and is helpless for one round.

Reference: Book of Vile Darkness, p. 97.

Morality Undone

Enchantment [Evil, Mind-Affecting]

Level: Brd 5, Clr 5, Corruption 4, Mortal Hunter 4

Components: V, S, M/DF

Casting Time: 1 action

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

Target: One non-evil creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

The caster turns one creature evil. The chaotic/neutral/lawful component of the subject's alignment is unchanged. The subject retains whatever outlook, allegiances and outlooks it had before, so long as they do not conflict with the new alignment. Otherwise, it acts with its new selfish, bloodthirsty, cruel outlook on all things.

For example, a wizard might not immediately turn on her fighter companion for no apparent reason, particularly in the middle of a combat when they're fighting on the same side. But she might try to steal the fighter's bag of gems, even using applicable spells (*charm person*, *suggestion* and *invisibility* for instance) against her friend. She might even eventually decide to betray or attack her friend if there is some potential gain involved.

Using this spell in conjunction with a spell such as *dominate person* or *suggestion* is particularly useful, because it changes what acts are against a subject's nature.

Arcane Material Component: A powdered holy symbol.

Reference: Book of Vile Darkness, p. 97.

Reciprocal Gyre

Abjuration

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates (see text)

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level) and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magical items can't

be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Reference: *Complete Arcane*, p. 119-120.

Stupor

Enchantment [Mind-Affecting]

Level: Asn 1, Clr 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 minute

Range: Touch

Target: One helpless creature

Duration: 1 hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster places one creature already helpless in a clouded, confused state that does not allow the subject to think clearly or take actions. The effect is similar to being drugged. The subject can be moved and even forced to walk on her own if dragged along, but she is unaware of what is going on around her.

Material Component: A puffball mushroom.

Reference: *Book of Vile Darkness*, p. 106.

Wave of Grief

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Clr 2

Components: S, M

Casting Time: 1 action

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

Area: Cone

Duration: 1 round/level

Saving Throw: Will negates

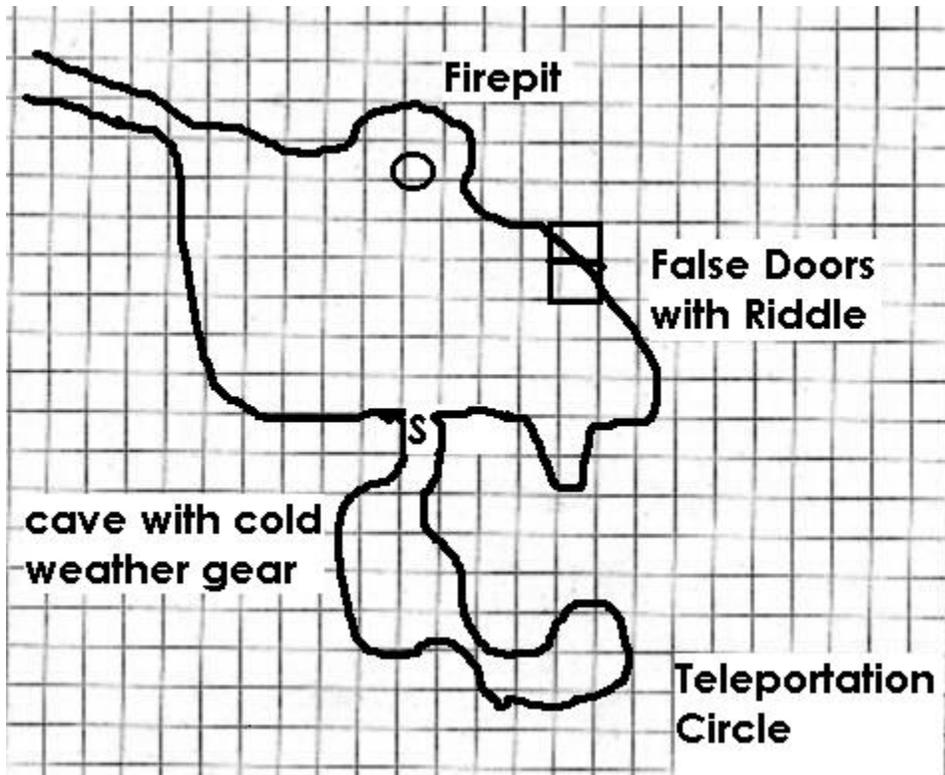
Spell Resistance: Yes

All within the cone when the spell is cast are overcome with sorrow and grief. They take a –3 morale penalty on all attack rolls, saving throws, ability checks and skill checks.

Material Component: Three tears.

Reference: *Book of Vile Darkness*, p. 109.

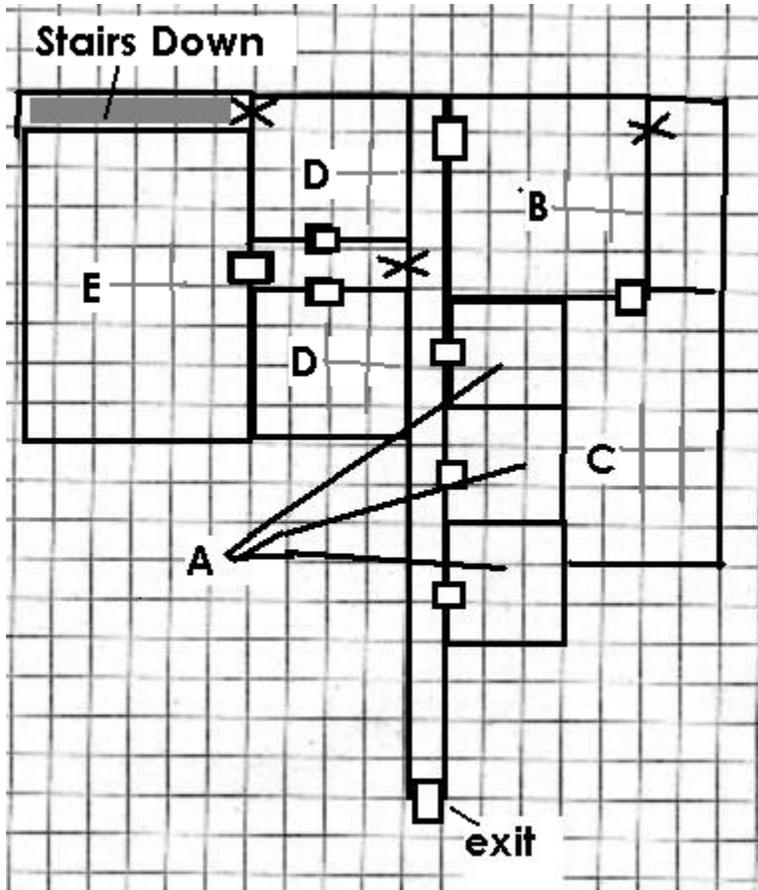
Map of Cave



Each square = 5 feet.

Judge Aid 3

Map of Complex



Each square = 5 feet.

Cold Dangers (*Frostburn*)

Severe cold: Unprotected characters must make a Fortitude save every ten minutes (DC 15 + 1/previous check), taking 1d6 points of nonlethal damage on each failed save. A partially protected character need only check once per hour. For complete protection against severe cold, a character must have a level of protection of 2 or higher (for example, wearing a cold weather outfit and fur clothing). A character whose level of protection is only 1 is considered partially protected.

Extreme cold: Unprotected characters take 1d6 points of cold damage per ten minutes (no save). In addition, an unprotected character must make a Fortitude save (DC 15 + 1/previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as by a *chill metal* spell. A partially protected character takes damage and makes saving throws once per hour instead of once per ten minutes. A character must have a level of protection of 3 or higher to be protected against extreme cold. Level 2 is considered partial protection; level 1 is considered unprotected.

Unearthly cold: Unprotected characters take 1d6 points of cold damage and 1d4 points of nonlethal damage per minute (no save). Partially protected characters take damage once per ten minutes instead of once per minute. For complete protection against the effects of unearthly cold, a character must have a level of protection of 4 or higher. Level 2 or 3 is considered partial protection and level 1 is no protection at all.

Base Levels of Protection:

- 0 Character or creature has no cold adaptations
- 1 Cold Endurance feat, or Nonarctic animal with fur, or Monsters native to cold terrain
- 2 Cold-tolerant character (e.g. glacier dwarf or Neanderthal), or arctic animal with fur, or monsters native to a frostfell terrain
- 3 *Endure elements* spell or effect, or Resistance to Cold 5 or more.

Equipment Modifiers:

- 0 No special clothing
- 1 Armor insulation or cold weather outfit or fur clothing
- 2 Cold weather outfit + fur clothing, or armor insulation + fur clothing
- 3 Improvised shelter

Snow Blindness (*Frostburn*)

Characters must succeed at a Fortitude save (DC 10 + 1/prior attempt) once per hour or become snowblind. Characters affected with snow blindness take a -2 penalty to AC, lose any Dexterity bonus to AC, move at half speed and take a -4 on most Dexterity based skill checks, as well as Search, Spot, and any other checks that rely on vision. All opponents are considered to have concealment (20% miss chance) from a snow-blinded character. Snow blindness lasts 1d4 hours or until 1 hour after the victim enters a shadowed or enclosed area, and it can be cured by a *remove blindness* spell.

Player Handout #1: Riddle One

Hades and the Beastlands make Carceri.
Bytopia and Arcadia make Gehenna.
Pandemonium and Arborea may make me,
But all the spokes of the wheel don't make my opposite.
What am I?