

End of the Line

A Two-Round Dungeons & Dragons® Living Greyhawk™
Iuz's Border States Metaregional Adventure
Version 1.0

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After years of scheming, the chromatic dragon cultists take a daring new step as they move toward the completion of their plans, and you are recruited to thwart them. Meanwhile, the Drinkers of the Midnight Cup want you to help investigate a startling new connection between the cultists and Iuz. Finally, another party wants your assistance, too, for what could be the strangest mission you've ever undertaken. What does all this mean? You're going deep into lands swarming with orcs, demons and undead to find out. A two-round Iuz's Border States metaregional adventure for APLs 10-16. This adventure includes untiered encounters and an extended play opportunity.

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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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 rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session 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). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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 Regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Working on behalf of Gildor Arcanix and his Oathsworn Slayers throughout much of 597 CY, a number of adventurers pieced together a worrisome story from the increased activity of draconic cultists and dragonspawn: The dracolich, Dragotha, former consort of Tiamat, had sent his minions scouring much of the Flanaess in search of... something. However, neither the adventurers nor Gildor have yet managed to guess at Dragotha's ultimate aim.

Meanwhile, Iuz, back from the Abyss, has been combing the Flanaess for the artifacts which once belonged to the Dark God, Tharizdun. When he learned of Dragotha's intent to regain his mortal form and glory and aspirations to once more earn favor as Tiamat's consort, Iuz saw a way to use Dragotha in order to further his objectives. The demigod offered to give Dragotha what he wanted – the knowledge of a ritual that would restore him to his mortal form – in exchange for a few small favors: Iuz wanted to learn what Dragotha knew about the Dark Seed, a phylactery formerly belonging to Tharizdun and rumored to have fallen into the possession of Falazure, the Night Dragon, god of energy draining, undeath, decay and exhaustion. Iuz also hoped to use Dragotha to get rid of a nagging nuisance, Gildor Arcanix, the gold dragon whose good deeds and constant networking continue to snag his plans, and Dragotha's. Ultimately, of course, Iuz plans to betray Dragotha; the ritual he taught Dragotha won't restore the dracolich to life in all his former glory but will instead return him to life as an aged, decrepit dragon and will summon the Night Dragon, to whom Dragotha's rejection of undeath will prove a personal affront.

Furthermore, Iuz is wily enough to know that Dragotha will anticipate betrayal, so he intends to reward the dracolich's suspicions with a second treachery: When the dracolich's forces capture Gildor to drain his essence as part of the ritual, they will be met by forces sent by Iuz to disrupt their efforts... the PCs. To ensure that the adventurers play their part in all these machinations, Iuz has dispatched not just one, but a pair, of his Boneshadows to keep tabs on the adventurers' whereabouts and to steer them toward Old Wicked's interests.

By the beginning of this adventure Dragotha's forces have already taken the first steps to lure Gildor to his doom. The cultists have kidnapped several of Gildor's wyrmlings, forcing Gildor to respond swiftly to the obvious trap. Gildor, however, feels that he has little choice other than to call upon the assistance of several adventuring parties, of which the PCs are one, and also to travel himself, in order to simultaneously confront the cultists at all the sites where his wyrmlings are being held hostage.

Thus begins the adventure, as the PCs each respond to missives delivered to them by Sir Rayvelis Lanistor, asking them to travel to Chendl in Furyondy where they will meet with Gildor Arcanix.

ADVENTURE SUMMARY

The adventure begins with Player Handout 1 which requests that the PCs each meet with Sir Rayvelis Lanistor in Chendl. The PCs attend and are asked to help save one of Gildor's kidnapped wyrmlings.

Encounter 1: The PCs travel to the Tangles where they fight a trio of redspawn arcanisses, who have begun to conduct a ritual that will kill Gildor's wyrmling permanently. The PCs save the wyrmling and defeat the redspawn.

Encounter 2: The PCs travel to Torkeep in the Shield Lands where they are supposed to meet Gildor, but Gildor doesn't show.

Encounter 3: After the PCs have some time to wonder why Gildor has failed to arrive, the PCs are contacted by a high-ranking member of the Drinkers of the Cup of Midnight, Lord Freud Laven, who asks that the PCs investigate a potential tie between the draconic cultists and the minions of Iuz.

Encounter 4: The PCs travel to Molag, in occupied territories, where they encounter a grisly procession and must use their own resources to locate the draconic cult rumored to be in the area.

Encounter 5: Pursuing one of their leads, the PCs travel into the tunnels beneath Molag where they find the cultists' hide-out, except a number of signs – including the massacre of all the cultists – indicate someone else was following the same trail and did so just ahead of the PCs.

Encounter 6: In the cultists' lair, the PCs find a number of envelopes with their names on them. As soon as one of them touches an envelope, the party is "transported" to a meeting with Iuz himself. Iuz demands they disrupt the ritual by which Dragotha hopes to return to mortal form, and he mentions that Gildor's intended to be an unwilling part of the ritual.

Encounter 7: The PCs use their resources to pinpoint the ritual site from among the many possible locations Iuz revealed to them.

Encounter 8: The party travels to Rookroost where they learn other groups were asking similar questions shortly before them. The other groups headed to Old Gulpa's estate, roughly 20 minutes' walk north of town.

Encounter 9: On their way to Old Gulpa's shop, the PCs encounter a caravan of undead citizens concerned with protecting the Bandit Kingdoms from meddling adventurers such as the PCs. The undead begin by acting quite civil but push toward combat.

Encounter 10: After defeating the undead, the party reaches Old Gulpa's estate without incident, where they find the ancient gnome quite irritable and reserved. With enough finesse or gold, they manage to convince him to speak, and he discloses the location of Dragotha's ritual.

Encounter 11: As the party leaves Old Gulpa's shop, they encounter another Drinker contact, Sarian Van Mattiaun, who has come to warn them that their lives are in danger. He offers them a *word of recall* token to use to flee if the fight turns against them.

Encounter 12: The PCs fight a pair of elite wyvernriders and their wyvern mounts outside of the ritual site.

Encounter 13: The party moves into the ritual site, first encountering a trapped door, then an alarm trap, before confronting several cultists intent on getting some of Gildor's essence through a portal to Dragotha. Meanwhile, two Boneshadows slip into the lair after the PCs in order to ensure that the cultists' complete their ritual.

Encounter 14: After 5 rounds of combat with the cultists, the PCs find themselves flanked by a number of demons that have come to capture Gildor's essence.

Encounter 15: This encounter takes place as soon as one of the cultists manages to carry any of the crystal beakers with Gildor's essence through the portal into Dragotha's ritual chamber. The ritual begins, and Iuz's treachery is revealed as the ritual has consequences far different than Dragotha had anticipated.

Encounter 16: Once they break the *word of recall* token, the PCs are transported back to Molag where they prepare to deal with an entire temple full of minor clergy and demons. Instead, every creature in Molag is dead.

Conclusion: The PCs are rewarded for their efforts or are asked to help restore Gildor.

Extended Play Encounter: PCs may choose individually to participate in this extended play encounter. They meet once again with Sarian Van Mattiaun and Lord Laven as the two Drinkers reveal a plan to resurrect Gildor. The PCs are asked to ensure that the plan succeeds. As they sail to meet with the Shade at an appointed rendez-vous, they are confronted by two Boneshadows and a number of succubi. The PCs must ensure that the Shade's contribution to the resurrection effort remains unharmed, or Gildor is lost forever.

PREPARATION FOR PLAY

This adventure uses numerous new feats, classes and items. Please familiarize yourself with them.

ACKNOWLEDGMENTS

Thanks to Gordon Smith for help with New Rules items and to Jolyon Bloomfield for help with maps.

INTRODUCTION

Give a copy of Player Handout 1 to each player at the table.

Allow players to change their PCs, or allow their PCs to take measures to avoid detecting as evil before they travel.

When everyone is able to travel to Chendl, read the following introduction:

You sit at a large oak table in a large dining hall. Tapestries displaying the crests of Furyondy and several noble houses adorn the walls. A few dozen other adventurers occupy seats around the table, talking loudly, rudely propping their feet upon the table, belching, chastising the belchers, and rapidly consuming the ale and wine the servants hasten to resupply. There are dwarves who sit stiffly in their full plate, even at the table; a half-orc scratching his nose and staring at the light sparkling off the chandelier; a pair of gnomes employing prestidigitation to adjust the aromas of their glasses of wine; a halfling standing on his chair, seasoning his mead with spices from his own backpack – altogether the motley sort of crew one might expect when multiple adventurers are united for one common cause.

At length, the master of the estate, Sir Rayvelis Lanistor, enters the hall, followed by the young, straw-haired man most know as Gildor Arcanix. As Sir Lanistor begins to address the assembly, you notice that Gildor scarcely seems to pay attention, preoccupied by something that keeps his features set in a grim scowl. Gildor leans his walking staff against the table and sits silently into his chair.

PCs who have met Gildor a number of times previously or who succeed at a Knowledge (local: Iuz's border states) (DC 20) may find Gildor's behavior odd, as he is typically congenial – if not cheerful – and aloof. Despite the amount of work he's invested in counteracting the efforts of the evil draconic cultists, he has almost never displayed anything other than a casual and breezy front to the PCs.

"I want to thank each of you for coming," says Sir Lanistor. "His Majesty, King Belvor IV, would have liked to conduct this business personally, but the recent events of the wedding, funeral, wedding and honeymoon have otherwise occupied his time. Nevertheless, the King feels that he owes Gildor Arcanix, here, a great debt for the services Master Arcanix provided the realm recently, and the King is concerned that Master Arcanix's personal involvement in the efforts against a number of draconic cultists on Furyondy's behalf may have, in fact, drawn the ire of those cultists and brought us to the situation in which we now find ourselves.

"A number of Master Arcanix's children have been kidnapped and are being held in far-removed locations about the Flanaess. We need you to help recover his children. You may have noticed that we've recruited a large group of adventurers today. That's because we're concerned if a group rescues one of his children, it will only be a short time before the others might suffer some form of retribution. We need to strike at all the locations simultaneously."

Gildor looks up from the table. Dark lines show under his eyes which seem to burn with a great fire. "Of course," he says, grinning wryly, "it's a trap. But," he continues, "it's a trap for me and not for you."

Lanistor nods. "Before we assign you to your individual locations or share further information, we need to ask that you swear an oath to keep several matters secret." With a wave, Lanistor dismisses his servants from the room, and they close the doors behind them.

Quickly, the various adventurers nod their assents, eloquently swear voluminous oaths to uphold the good cause in secrecy, and generally agree – as the halfling says – to: "Keep my mouth shut so long as it ain't evil stuff I'm s'posed to keep secret."

Lanistor waits for the rest of you to swear secrecy.

PCs who refuse to swear secrecy are thanked for their time and asked to leave the estate.

After you take your oaths, Gildor speaks, "Unfortunately, my true identity has become one of the least well-maintained secrets of this part of the Flanaess, and it becomes necessary for me to inform you of it because you'll need to look for the correct species of children, shortly.

"You will want to look for gold wyrmlings. Seven of my wyrmlings were abducted shortly after they were first able to travel on their own. When you find them, they may appear either in draconic or human form, but you won't find anyone resembling a human child. If they appear human, they'll likely look like young men and women.

"I was contacted with a note requesting a ransom. That ransom is due in three days. I traveled here, instead, to request the kingdom's assistance in divining the wyrmlings' locations. We have located all but one. You will recover the six we have already located, and I will deal with whomever has tried to hide my youngest daughter.

"I have business to attend in the Shield Lands, at Torkeep, once this matter is concluded, so I ask that you bring my wyrmlings to meet me there."

Lanistor concludes. "Tomorrow morning, we'll have a few of the King's mages to transport you close to the various sites. Furyondy remembers its allies, and I believe His Majesty was drawing some measure of reward from the coffers. In the

meantime, please make yourself at ease within my home. You will eat and drink well. We have designated a number of teams and will call you aside to inform you of your missions individually."

With that, both Lanistor and Gildor stand, and Lanistor reads off [number of characters at the table] names. As your names are read, you realize there is little to do but follow.

You are led into a smaller, guarded room wherein dozens of maps scroll down along the walls. Another map lies unfurled on a table before you. "Have you ever been to the Tangles?" asks Sir Lanistor, and the long, dreary, detailed mission briefing begins.

PCs are informed they have sworn to keep the following items secret: 1) Gildor's identity as a gold dragon, 2) the kidnapping of his wyrmlings, 3) the location of the site where they are to proceed to rescue a wyrmling, and 4) the identities of the wyrmlings.

PCs may ask any number of questions. The DM should feel free to answer them as best as able.

Essentially, Gildor requested that the King's diviners locate his wyrmlings, and they were able to determine that one, a son, Gemmerung, was being held somewhere in the central Tangles, roughly two days' march north of Splinter Keep by foot.

The diviners confirmed that the kidnappers were members of the evil, chromatic draconic cultists but, otherwise, learned nothing of their identities or numbers.

They confirmed that the wyrmling's life was in danger, and that he would likely die within four days if Gildor failed to arrive at his meeting place with the ransom.

The diviners also confirmed Gildor's suspicions that the ransom – twenty-five thousand gold pieces in diamonds – was a ruse and that he, in fact, was the real target.

Treasure: Upon completion of their mission (at the end of the module), the PCs are awarded 100 x APL gp in coin.

Development:

Two of the assembled adventurers are, in fact, Boneshadows sent to keep tabs on Gildor's activities. The gnome, Gleed, and the Halfling, Griswald Hairhand, have insinuated themselves into Gildor's good graces as the dragon's increased demand for the support of adventurers has limited the amount of effort he could invest in researching their backgrounds. The two have served him successfully in disrupting some draconic cultist activities in the past – which amused Iuz – and have now come to Chendl to learn Gildor's next move, then send the word to Iuz, and Dragotha.

It is highly unlikely that anyone would suspect them at this point or be able to detect them, even if they have their suspicions, but if the PCs somehow manage to corner one or the other, the cornered Boneshadow will teleport to Dorakaa via a contingency.

1: YET MORE EVIL DRACONIC CULTISTS

The mage directed to teleport the party will inform them that he's aiming to land a day and a half's march north of Splinter Keep.

In the morning, you are teleported into a thick, dead forest. Deadened, gnarled trees protrude from a loose, yellowish soil, from which nothing grows. The denuded branches tangle above you where the canopy must have once been a lush green, perhaps shimmering with emerald light when the sun shone through it. Instead, the bare brown branches weave beneath gray, roiling clouds. An eerie silence pervades the entire area.

The mage who teleported you looks about a moment and whistles softly to himself. "Well, right then," he says, "I'm off." And with a short series of arcane syllables, he disappears.

Have the party make a Survival check (DC 15) to discern north. At this point, the PCs have no idea exactly how far they are from the site where Gildor's wyrmling is being held captive.

As in IUZ7-04 Blue with Envy, PCs who succeed at a Knowledge (nature) or Survival check (DC 20) will recognize that the soil is unnaturally tainted and that nothing can grow in it. Druids and other casters capable of casting *entangle* and similar spells will instantly recognize that the ground is too far deadened for the spells to function.

The party is within five hours march of the draconic cultists' lair. The cultists have traveled a number of north-south and east-west paths through the Tangles and have left tracks behind them. The PCs will eventually travel across the tracks no matter in which direction they travel. Allow them a Spot or Survival check (DC 21) to notice the tracks when they first cut across one of the old game trails that cut through the Tangles. A PC with the Track feat may attempt a Survival check (DC 21) to follow the tracks (three medium monstrous humanoids, one weighed under a burden), or the party may simply follow the trail as it leads north into the Tangles (Survival DC 15 to discern north). The tracks are 2 days old.

Movement through the dense wood (even though it's deadened) is severely impeded. Off of a game trail, large or smaller creatures are limited to one-half movement. Game trails are 5-ft. wide, and movement on them is three-quarters base speed (but does allow for 5-ft. adjustments). Huge or larger creatures are limited to one-half movement in all cases.

Read or paraphrase the following text as the PCs first get within sight of the cultists' location:

As you travel through the tangled and deadened woods, you suddenly see a number of lights sparking through the trees in the distance.

The PCs begin 300 feet from a stone ring in the Tangles. Have the players take actions round-by-round, going around the table, starting with the PC in the front of the marching order. Try to give the PCs a sense of urgency at this point; after 5 rounds, the lights are getting faster and begin to coalesce. After 8 rounds, the cultists begin to cut into Gemmerung, each doing 1 point of damage, cutting into him per round (for a total of 3 hit points per round). If the PCs take more than 12 rounds to reach the edge of the cultists' clearing, they find Gemmerung already dead.

Though the Tangles is a deadened forest, it is still extremely dense. Vision through the trees is limited to 80 feet.

The forest canopy is 50 ft. tall and starts at 20 ft. from the ground, meaning that from 20 ft. to 50 ft. above the ground, flight is half-movement, maneuverability is reduced by 2 steps (to a minimum of poor), and large or larger creatures may not Hover. It is easier to see through the canopy than through the forest at ground-level; visibility is reduced to a minimum of 120 ft.

Once they can see into the stone ring, read or paraphrase the following:

As you peer into a clearing circled by stones, you see a drugged, semi-conscious man chained high upon a stone slab. There are barbs on the chain and each time he breaths, one of the barbs cuts into the man's chest. Surrounding the man are three people wearing robes. They form a triangle around the altar, with the man's head positioned as if to indicate a pyramid. The robed individual standing near the man's head has a dragon-tooth dagger with which he is carving into the chained man's chest.

PCs who succeed at a Spot check (DC 20), modified by distance, recognize that the robed individuals aren't human at all, but red-scaled monstrous humanoids.

CREATURES

The creature strapped to the pedestal is Gemmerung, Gildor's wyrmling.

Gemmerung: Wyrmling male gold dragon; hp 16; Monster Manual pg 84.

APL 10 (EL 13)

Redspawn Arcaniss Sorcerer (3): hp 83; Appendix 1.

APL 12 (EL 15)

Redspawn Arcaniss Sorcerer (3): hp 95; Appendix 1.

APL 14 (EL 17)

Redspawn Arcaniss Sorcerer (3): hp 123; Appendix 1.

APL 16 (EL 19)

Redspawn Arcaniss Sorcerer (3): hp 137; Appendix 1.

Tactics:

When the PCs attack, all 3 robed creatures attack Gemmerung to kill him before the PCs can save him. Roll initiative separately for each redspawn sorcerer.

The PCs will likely cast spells such as *delay death* to stop them from actually killing him. Once they've killed him, or believe they have killed him, the redspawn will focus on any PCs who have enmity of dragonkind.

NOTE: Please be conscientious of how *delay death* really works. It can not be cast after damage that would kill the PC/NPC. It has to be active prior to the killing blow is struck, and it is a close-range spell.

Treasure: The PCs can gain the following treasure here:

APL 10: Loot 75 gp; Coin 0 gp; Magic 3600 gp; +1 chain shirt (104 gp each), +1 buckler (97 gp each), amulet of health +2 (333 gp each), cloak of charisma +2 (333 gp), vest of resistance +2 (333 gp each); Total 3675 gp

APL 12: Loot 75 gp; Coin 0 gp; Magic 6600 gp; +1 chain shirt (104 gp each), +1 buckler (97 gp each), amulet of health +2 (333 gp each), cloak of charisma +4 (1333 gp), vest of resistance +2 (333 gp each); Total 6675 gp

APL 14: Loot 75 gp; Coin 0 gp; Magic 10,098 gp; +2 chain shirt (354 gp each), +2 buckler (347 gp each), amulet of health +2 (333 gp each), cloak of charisma +4 (1333 gp), vest of resistance +2 (333 gp each), ring of protection +2 (666 gp each); Total 10,173 gp

APL 16: Loot 75 gp; Coin 0 gp; Magic 19,347 gp; +3 chain shirt (770 gp each), +2 buckler (347 gp each), amulet of health +2 (333 gp each), cloak of charisma +6 (3000 gp), vest of resistance +4 (1333 gp each), ring of protection +2 (666 gp each); Total 19,422 gp

Detect Magic Results: +1 chain shirt (faint abjuration), +2 chain shirt (faint abjuration), +3 chain shirt (moderate abjuration), +1 buckler (faint abjuration), +2 buckler (faint abjuration), +3 buckler (moderate abjuration), amulet of health +2 (faint transmutation), cloak of charisma +2 (faint transmutation), cloak of charisma +4 (faint transmutation), cloak of charisma +6 (faint transmutation), vest of resistance +2 (faint abjuration), vest of resistance +4 (moderate abjuration), ring of protection +2 (faint abjuration)

DEVELOPMENT

Once the PCs rescue Gemmerung, they are free to travel as they wish to Torkeep, in the Shield Lands. Their travel is uneventful if they employ magical means. Otherwise, they fight a few small skirmishes of no significance against roving bands of orcs, swarms of red-eyed ravens, and other lesser monsters – wolves, owlbeats, and lesser undead – that would give no pause to high-level adventurers. Of course, if the PCs intend to travel to Torkeep by foot, the journey will take them just over two weeks, and the DM may need to adjust the following encounters accordingly.

PCs who study the slab of stone and succeed at a Knowledge (arcana) check (DC 20) determine that if the cultists had successfully completed their ritual (or do) Gemmerung would have been permanently killed. Additionally, PCs who succeed at a Knowledge (religion) check (DC 20) determine that the various runes on the altar pay fealty to both the Night Dragon, Falazure – the dragon god of undeath and energy drain - and Tiamat.

2: NO ONE EVER EXPECTS THE HEIRONEAN INQUISITION

PCs unfamiliar with recent developments in the Shield Lands may be surprised by how stringent its security measures have become. The region has appointed a Council of Inquisition to secure the land against the corrupting influence of spies, seditionists, doppelgangers and other treacherous forces.

Meanwhile, the references to Badges of Revelation all stem from events in the Shield Lands. The Badges provide magical proof of identity, nearly impossible to falsify. To get Badges of Revelation, PCs must submit themselves to an arduous – and somewhat demeaning – ritual, and the Badges then allow Inquisitors and members of the Shield Lands' lawful churches to verify their bearers' identities. PCs without Badges will, in all cases, be treated with a measure of reserve and polite suspicion. Inside Shield Lands' cities, like Torkeep, PCs without Badges of Revelation will be asked to purchase (for 20 gp, or as part of Rich or Luxury upkeep) Badges of Visitation and to wear them at all times, identifying them as foreign visitors. Only PCs with Badges of Revelation are able to gain access to various "sensitive" locations, though they don't play into this module except as flavor.

Torkeep is a military outpost. Every aspect of life within the walls of the city serves to reinforce the appearance of order, precision and purpose. Soldiers stand watch about the walls and march through the streets. They associate with clerics of Heironeous and wizards of the Shield Lands' Arcanists' Society. Members of the Standing Army keep their uniforms spotless and polished and snap to attention when ranking officers approach.

Even the commoners in the marketplace seem imbued with an uncanny sense of order. The blacksmith's hammer blows strike his anvil almost perfectly in step with soldiers' footsteps. Cattle and livestock in pens waiting for the butcher seem to stand in tidy lines. Grocers' fruits and vegetables appear almost uniformly free of defect and all roughly the same size and shape. Down to the smallest detail, it appears that in Torkeep, anything worth doing is worth doing correctly.

Armor-clad men, wearing white tabards emblazoned with the standard of the Shield Lands, patrol the grounds, halting individuals from time to time, denying some people entry to various locations.

Those turned aside shrug and turn to the local tavern, hitching their packs up their shoulders.

The PCs are free, at this point, to do as they wish for some time. It's likely they'll head to the tavern to look for Gildor. The local tavern is called the Green Goblin Inn, and there's a sign hanging at the door reading, "Under new ownership!"

They'll recognize some of the other adventurers from Furyondy and, perhaps, even catch sight of some battered, straw-haired young men and women, but they'll see no sign of Gildor.

If the PCs ask about Gildor, allow them a Gather Information check:

- DC 10 (outside the tavern): "Naw, I ain't seen anyone like that. Is he from 'round here? If not, you might wanna check out the tavern over there." (points)
- DC 15 (inside the tavern): "Straw-haired young man? There's a bunch of them here today. Are they related? Maybe you want to talk to one of them. Just came in a couple days ago with some adventurers."
- DC 25 or following lead from DC 15 (inside the tavern): "Hey, didn't I see you back in Chendl? Yeah? We got back a little over a day ago, and we haven't seen sign of old Gil. I figure he'll show up sooner or later. Turns out, though, that our drinks are already paid. That's Gil for you... I just wonder if he's got one of his buddies covering the tab. Hah!"

Gildor's wyrmlings are happy to see each other and greet each other. Their feelings don't really matter for the mod, but the DM may feel free to have the PCs interact with them. Their mother is a silver dragon. They're all between the ages of 20 and 100. They think it will be safest for them to stick together for the foreseeable future but feel that they'll be safe enough if they do. Their names are Glemmerung, Gwendolyn, Garraneth, Gilliana, Grannaruch, Gwyvven, and Gottfried. They have little other information to offer.

The PCs are free to spend some leisure time in Torkeep. PCs without Badges of Revelation will not be permitted to enter any of the military buildings, stables, or any portions of the temples beyond the main sanctums. Additionally, the city enforces a curfew after dusk for all persons without Badges of Revelation.

Any attempts to divine Gildor's location will fail. He is currently under the effect of a *mind blank*.

Eventually, they'll notice other adventuring parties begin to trickle into Torkeep. None will have heard from Gildor. If the PCs do not report their concern to the local authorities, then one of the other groups will.

By evening, the innkeep (the tavern is part of an inn), will inform the PCs that their rooms have been arranged. As the PCs retire for the evening, they'll hear knocks at their doors, and find envelopes slipped under the door. They will not be able to locate the individual who slipped the envelopes under their doors.

Give the players Player Handout 2.

It will not be terribly difficult for the PCs to sneak out of Torkeep. Describe a number of guards marching around on patrol, but all attention is focused outward on threats that might approach. So long as PCs take actions to avoid clanking about in full plate or marching their mounts out the gate, they'll succeed in eluding notice.

3: CARE FOR A DRINK?

PCs who head out of Torkeep for their secret rendez-vous travel a couple miles east to the banks along a tributary of the Veng River.

Read or paraphrase the following text:

A low fog rises off a small river to the east. A gentle breeze rustles through the tall grasses and trees.

The fog is thick enough that you scarcely see the man seated at a small crate along the river bank until you're nearly upon him.

The tall Flan man stands and greets you, indicating the crate, upon which are set several glasses and a bottle of wine. "Come. Sit down. It's a beautiful night for a drink to our health. Then we'll get down to business."

He seems to await your response.

Once the PCs provide the proper counter phrase, the man will relax.

A Knowledge (nobility and royalty) or Bardic knowledge check (DC 20) or a Knowledge (local: Iuz's border states) check (DC 30) will identify the man as Lord Freud Laven, recently appointed to the Council of Lords in the Shield Lands as the Lord of Bright Sentry. PCs who have met Freud before will recognize him instantly.

Lord Laven is a 16th-level cleric of Pelor who eschews the happy-shiny tendencies of many who share his faith in favor of renewal built through strength. As a cleric, he believes that the best way to provide healing is preemptively, by smiting evil before it can inflict suffering on others. As a person, his outlook is similarly stern, sharp and pragmatic.

Allow the PCs to interact with Freud as they wish, then read or paraphrase the following:

"I was in Torkeep while you were waiting for Gildor," says Freud. "Word spread, and I had some pages deliver those notes.

"Gildor's disappearance concerns my associates and me as it seems to reinforce some other information we'd gathered, but first... What can you tell me about your recent mission?"

Note that the PCs previously swore to keep much of their mission secret. Parties which refuse to divulge any of the secret information receive the favor "Good as Your Word" while those who break their oaths receive the disfavor "Oathbreaker."

Freud will listen as the PCs share whatever information they choose; then he will explain:

"Some of my drinking friends planted a little birdie deep inside of a temple near Delcomben. Now, this little birdie had to move when Law's Crusade started pressing upon the temple's doorstep.

"Traveling with the minions of Old Wicked, this little birdie ended up near Molag, or the ruins thereof, where he happened to witness a meeting between the Old One's stooges and a party of robed figures who hid their faces beneath their cowls. But this birdie is particularly keen-eyed, so he noticed that the road-weary travelers were all scaled and lizard-faced, with different chromatic hues to their scales.

"Normally, I don't care about the draconic cultists. I helped Gildor with a task or two, myself, but my friends and I have more important tasks before us. We happen to remember who the real threat is.

"Furthermore, this birdie is also keen-eared and managed to pick up a few references to a 'deal.' I wasn't immediately able to figure out what sort of deal the cultists may have struck with followers of Old Wicked, but when you started poking about Torkeep, I put two and two together. It all seems to add up to Gildor. I don't know where he is, but if these irritating cultists have now started making deals with the Old One, it's worth looking into the matter.

"And, of course, we might find out what's happened to Gildor."

Lord Laven expects the PCs to look into the matter. If they don't volunteer, he'll explain that he expects them to find out what the two sides might have wanted from this "deal." If the PCs expect compensation, Lord Laven will offer to teach them some unique spells after they successfully complete their mission.

Once the PCs accept his mission, Lord Laven explains that they'll need to travel near Molag and investigate any draconic cults in the area.

If PCs ask, he'll explain they don't need to check on the Iuzian forces in that area, since the "birdie" is keeping his drinking friends suitably informed at the moment.

Lord Laven will also give the party a scroll of sending with instructions to contact him if they learn anything important.

Your meeting adjourned, Lord Laven looks at you sharply. "I was never here," he says. He packs the glasses, empty wine bottle, and crate, then mutters several words while fingering his holy symbol before dissolving into a white mist and disappearing into the fog.

4: THE RUINS OF MOLAG

This is primarily a roleplaying encounter. First, allow the PCs a Knowledge (local: Iuz's border states) check (DC 10) to know that Molag was recently taken away from the nation of Furyondy hordes of demons. By all reports, the town was put to ruin.

Additionally, this means that the town is now once again part of the Empire of Iuz.

PCs who fail a Knowledge (local) check will be left to their own devices as they approach the evil lands of Iuz.

NOTE: Because the DC is only 10, PCs may attempt the check untrained.

PCs who fail to disguise or hide themselves will draw all manner of attention, most of it hostile. In order to look about the area surrounding the ruins of Molag for the draconic cultists, the PCs should disguise themselves as somehow evil. When they do, have the players describe how evil they look and interact with the orcs, hobgoblins and other creatures that infest the area.

Any special mounts frequently associated with good characters, such as griffons or unicorns, or any special cohorts, such as pixies or good outsiders, should automatically foil the PCs' Bluff and Disguise attempts unless the PCs come up with an exceptionally clever and interesting plan (DM's discretion).

WELCOME TO MOLAG

Once the PCs come up with a plan, they may proceed to Molag. Read or paraphrase the following text:

Situated beneath perpetually ominous skies of black and grey, the ruins of Molag are not abandoned by any stretch of the imagination. Skeletal riders on skeletal horses with glowing red eyes patrol the region's perimeter, though it's hard to tell what they're meant to stop as they never even look twice at you as you approach. Outside the city's borders, orcs form large camps around roaring fires, roasting meat and spilling into the air a sickeningly sweet aroma. Several of them grunt at you, bristling in their armor and weaponry and laughing as you pass by.

In the city itself, once large enough to house thousands, the buildings are collapsed. The skies teem with large winged shapes that duck below the clouds and fly back into them. Sometimes you pass buildings that still stand, mostly intact, and think you see pairs of glowing red eyes before makeshift shutters slam closed.

A caravan passes. A dozen or so armored orcs escort a man or woman in a terrifying suit of black and red spiked full plate who sits astride a horse plucked right from nightmares, its red eyes filled with a malevolent intelligence and its hooves shrouded in smoke. The rider holds a chain, attached to a beaten man, stripped of arms and armor, but still obviously trying to maintain a sense

of dignity and poise as he is jerked about at the end of the procession. A beautiful, coy woman with bat wings encourages him, from time to time, to take heart; he'll soon have his rest. And at the rear of the procession, a massive demonic creature with a dog-like head and four arms, two ending in pincers and two in hands, chortles as it surveys the surroundings.

"All you have to do, little knight," says the massive demon, "is wish that this were all over... Imagine, you, back in the arms of your beloved... Or better yet, in Elyshra's fond embrace..."

Suddenly, the demon pauses and looks in your direction. "You look lost. Are you headed to the marketplace?"

The demons and blackguard have captured a Knight of the Hart, whom they intend to torture before plucking out his still beating heart as paladin hearts are rare commodities and much in demand. They currently have no interest in the PCs, other than the glabrezu's curiosity. If the PCs indicate that they are, in fact, lost, the glabrezu will point them in the direction of the marketplace. The caravan wishes to arrive to their destination quickly and therefore won't stop to talk with the PCs for any extended period of time unless the PCs succeed at a Diplomacy check (DC 15), in which case the PCs will be able to gather from the caravan most of the information for which they would otherwise have to ask about the town.

The caravan is not initially hostile, actually beginning at Indifferent, but will defend itself if the PCs attack.

CREATURES

For the orc barbarians, use the statistics for the sample 5th-level half-orc barbarian from the DMG (pg. 112).

For the blackguard, use the statistics for the sample 15th-level paladin from the DMG (pg. 120), making a few necessary substitutions – *smite good* for *smite evil*, CE for LG, and so forth.

PCs receive no XP for this encounter as it is immaterial to their mission; however, they may count the treasure among their earnings (provided they are able to take it with them before they flee).

All APLs

Orc barbarian (12): hp 43; DMG pg. 112.

Succubus (Elyshra): hp 33; MM pg. 47.

Human blackguard: hp 102; DMG pg. 120.

Glabrezu (Alazhak'ra): hp 174; MM pg. 43.

Captured paladin (Sir Duberry): hp 17.

DEVELOPMENT

PCs likely pursue one of the following options: 1) diplomacy, 2) leave and gather information, or 3) attack.

Should the PCs attack, they jeopardize their entire mission. As overwhelming numbers of orcs and demons will eventually arrive at the battle, initially out of curiosity, but eventually to battle the forces of good, the PCs will need to escape, but furthermore, their faces will become known. In order to return to the area, they'll each need to succeed at Disguise checks (DC 25), or any force of orcs, hobgoblins and/or demons will sound an alarm and attack them at once. If they are delayed by more than 10 days, Gildor will die (see Encounter 5), and the PCs will fail their mission.

GATHERING INFORMATION

The marketplace in the ruins of Molag is a squalid assortment of small stands of crates and racks, upon which various items rot beneath the stormy skies. Demons stroll about and push goblin merchants aside, taking what they wish; hobgoblins haul dead bodies – animal and human – to stands to be butchered and sold; and a number of Iuzian clerics in black robes stroll between the stands, pausing to look at the displays, escorted by trains of undead servants.

The PCs need to learn the location of the draconic cultists' lair. There are a few, though not many, individuals in Molag who suspect they know where it is.

The PCs may attempt Gather Information checks as often as they like, but they receive only one check per group (meaning: if they wish to split up, they may cover more ground), and each check takes 1d4 hours and 1d4x5 gold pieces. Each retry imposes a cumulative -2 circumstance modifier to the check. For each 25 gp beyond the base cost of the Gather Information check, the PCs gain a cumulative +2 circumstance modifier. As PCs gauge the NPCs' responses, they may continue to spend money to increase their result until they decide they have reached their limit. At that point, the DC is set, and the PCs may not spend money afterward; in order to gain more information, they will have to make another attempt.

PCs who fail to loosen the lips of the NPC contacts may notice (Sense Motive check [DC 20]) that they seem to be reticent to share information and might be trying to milk the PCs for more gold.

PCs may also attempt to use other methods to pry information from the NPCs. For these matters, consider the informants any mixture of orc, half-orc, hobgoblin and human with base Fortitude and Will saves of +10.

Gather Information results:

- DC 30: "Others may talk about strange creatures in the wilds, but if you ask me, I think they're hiding somewhere in Molag itself. There are networks of tunnels beneath the ruins of this city. I don't know where they may be, but for the right price, I can take you to a tunnel entrance."
- DC 35: "I don't know why you're asking, and I don't want to know why, but I can tell you that I've seen some strange-looking figures walking around the streets. They've spent some time near the marketplace, then slipped away. They wore dark brown robes and kept their faces covered. I don't think they were human."
- DC 40: "Yeah, I can tell you they had scaled faces, and no noses. They had little slits in their faces like snakes and narrow, snake-like eyes. Maybe they were yuan-ti. I've heard about them. One of them wanted to buy some rare items from me: ground unicorn horn, metallic dragon scales, and a still-beating paladin heart. I didn't have the paladin heart. They had a peculiar smell about them, like incense mixed with something I'd only smelled once before – a strange smell from a Green Jerkin I'd killed who had been hiding in the tunnels to the southwest of town."

When the PCs attempt their first Gather Information check attempt, they are now "On the Clock" (see Encounter 5) as there is only so much time remaining until the cultists permanently drain all of Gildor's life essence.

5: ON THE CLOCK & UNDER THE GROUND

The PCs are “on the clock” to save Gildor as the cultists holding him intend to proceed with their ritual, rudely neglecting to wait for the PCs to rest and/or locate them. Indeed, it's as though they have their own agenda in a world that doesn't bend itself to the PCs whims! (How rude!) They are slowly extracting Gildor's life essence and refining it for the ritual Dragotha intends to conduct to restore himself to mortal form. Each day the PCs fail to disrupt the ritual is another day the cultists extract part of Gildor's essence. From the point when the PCs first start asking questions in Molag, there are 10 days until all of Gildor's life essence has been drained and altered for the ritual, rendering him permanently and irrevocably dead.

When the PCs learn that the cultists have established themselves in the tunnels beneath Molag, they must still locate the particular stretch of tunnels in which the cultists lair. They may locate the specific location either by:

- succeeding at the initial Diplomacy check with the demonic caravan,
- by succeeding at the initial DC 40 Gather Information check,
- by *charming* or *dominating* an NPC informant,
- by succeeding at a successful Gather Information check (DC 35) after an initial Gather Information check placed the cultists somewhere in the tunnels,
- or by wandering through the extensive network of tunnels (32 miles total, PCs travel at half speed).

If the PCs randomly begin scouring the tunnels it takes them one day to search 12 miles at a 30-foot base move; roll 1d4, and have the PCs locate the cultists' site on that day.

Once the PCs locate the cultists' site, read or paraphrase the following text:

The dark and eerie tunnels beneath Molag form almost an entire subterranean realm. Abundant signs of humanoid, animal... and other... activity pervade the passages.

At length, your journey leads you to a hewn stairwell that spirals downward. A number of scythes protrude from the walls, darts lie scattered about the floor, and a panel lies open where someone must have disabled the strange rune or glyph on the opened door at the bottom of the stairwell.

Even before you have a chance to enter the chamber, you notice that something's wrong, a fresh taint of a coppery odor fills the air, combined with a faint, burnt aroma of incense...

The PCs are free to enter the cultists' lair. All the cultists, twelve of them, lie dead, strewn about the wreckage of their site – overturned tables, papers smeared with blood, scorched books and maps, shattered vials, opened and broken chests and drawers.

A Heal check (DC 20) successfully determines the cultists were massacred roughly 2 days earlier, and all of them died from a number of small piercing wounds.

A Heal check (DC 30) further determines that the cultists also appeared to have been magically weakened, as though through ability damage.

A Track check (DC 30) locates, among the cultists' prints, two sets of small-sized prints left roughly 2 days prior. A subsequent Knowledge (nature) check (DC 21) determines that one set was from a booted gnome and the other set from a booted Halfling.

There is nothing of value left to loot, though as the PCs move about the room (before the players exhaust their curiosity!), they should find the following scene:

Amid all the devastation, perhaps the oddest sight of all is an upright table, upon which have carefully been placed a number of envelopes. Each bears the name of one of your party.

The envelopes are not trapped and do not appear magical (due to a *non-detection* spell at caster level 30; caster level check DC 41 to pierce).

Ask the PCs, individually, whether or not he or she chooses to open the envelope.

As soon as one PC touches an envelope, tell each PC that he/she feels his or her mind being ripped from reality, and ask each PC to make a Will save (DC 40 – against a *programmed image*) if they choose to resist the effect. If any succeed, hand the player(s), a slip of paper indicating that they see through the shadowy forms of an illusion – BUT DON'T TELL THE OTHER PLAYERS!

Proceed to Encounter 6.

6: DEAL WITH THE DEVIL

As soon as the first of you touches one of the envelopes, the world around you explodes in a puff of sulphurous smoke, and you reappear on a plane of blasted lands. You know it's not the Prime just by glancing about the environs in which you find yourselves. The screams, seemingly coming from everywhere and nowhere all at once, are similar to the screeches of nails on a chalkboard. Occasionally the screams grow particularly piercing, as if a child were being tortured.

Around you, the landscape is continuously changing shape. Trees suddenly appear from nowhere, warp and erupt into flame, until they are mere charred remnants of their former beauty. They then become ash in mere seconds.

A DC 20 Knowledge (Planes) check recognizes the place as part of a layer of the Abyss.

Suddenly, appearing out of nowhere, without even a pop or flash of light or puff of smoke, is a bloated, red-skinned figure of some demonic origin.

A DC 25 Knowledge (Religion) check recognizes the creature as one of the two forms Iuz takes, the other being that of a gnarled and old human male.

NOTE: This is a *programmed image* resembling a realm where Iuz has full control. The PCs appear as they normally would, but anything they do, Iuz will merely laugh, ignore the effect, and then – when the PCs tire of being ineffectual – he closes by asking, “You done yet?” After the PCs calm down, read or paraphrase the following:

If the PCs attacked:

“Thank you for your ‘warm’ welcome. It feels good to know that one is as welcome as you have made me feel today. Welcomes like this give me goosebumps all over my body. Thanks.”

If the PCs choose not to attack, or after you read the above:

“Well, let's get down to business, shall we? We have a common enemy. His name is Dragotha, and he is attempting to complete a ritual to return to his former glory. I don't want him mucking about my backyard, and I don't really care what you think. So... here is what you're going to do.” With a simple wave of his hand, a map of the central lands of Iuz's empire appears on the ground in front of you.

“You're going to disrupt Dragotha's ritual. The marks on this map are locations that I can't scry. It's going to be taking place in one of the locations I can't see. Study the map well, because it won't be available when you return to the Prime.”

NOTE: The map contains dozens of locations where Iuz's scrying is blocked. Several are fairly large and remote, and many are smaller. Some are so small as to possibly indicate solitary creatures. (See Encounter 7 for more information about the map.)

The PCs may have some questions. The few that Iuz will answer are detailed below:

Why us?

“Because I don't like you. You've been poking about places you shouldn't, and now it's time to redirect you. If you succeed, you ruin Dragotha's plans, and I'm happy. If you fail, you're all dead, and I'm happy.”

How do we stop the ritual?

“Really? You need to ask? I summoned you here because you've spent years honing your abilities to solve problems through violence, and I expect you'll do more of the same. Go find the ritual site, and kill everyone.”

How are we supposed to find the ritual site if you can't scry it? How do we find the site?

“Normally, when my minions act like simpering, whining fools, I wrack them with great pains and suffering... But for you – you're special – I'll just go after all those you hold dear.

“I don't care how you get the job done. Just do it.”

What's in it for us? Why should we trust you?

“You mean you aren't going to do this out of the kindness of your hearts? I'm soooo disappointed. Well, how about this? I happen to know that your little gold dragon friend is on the bad end of the ritual I want disrupted.”

What happens if we do nothing? What happens if the ritual succeeds?

“Then Dragotha once again becomes a red dragon, eager to wander the Flanaess to wreak havoc in order to impress his old gal, Tiamat. I will kindly steer him to your homes.

“Oh, and I'll make sure to have your loved ones assassinated.”

When he's finished sharing information, Iuz “dismisses the PCs” (ending the *programmed image*):

“Well, I'm about ready to head out. Time's running short. I don't expect it will be long before Dragotha completes his ritual now that he has your golden friend... Happy hunting. You're going to need it.”

With another pulsing red flash of light, the PCs are “dismissed” to the draconic cultists' lair where everything is as it was before, except for a faint, lingering smell of sulphur in the air.

7: FINDING THEIR WAY

The PCs now have before them the somewhat daunting task of locating the ritual site with the limited information they've obtained. Nonetheless, they have several methods available, all of which may provide them with a key lead.

THE MAP

The PCs had an opportunity to study the map Iuz presented them and may use several skills or checks to gain pertinent information from it:

- First, the map indicated dozens of sites, distributed unevenly across all of Iuz's empire and adjacent regions – far too many to investigate individually in a short period of time.
- With an INT check (DC 15), the PCs can “recreate” a reasonable facsimile of the map by circling or otherwise marking most of the indicated locations on a map of the Flanaess (or the Empire of Iuz).
- With an INT check (DC 20), the PCs may recreate a reasonable facsimile of Iuz's map *without* a map of the Flanaess or Empire of Iuz.
- A Knowledge (geography) check (DC 15), Knowledge (local: Iuz's border states) check (DC 20), or Bardic knowledge check (DC 25) identifies many of the sites where Iuz's scrying appears to be blocked (e.g. Flameflower, Ringland, portions of Chendl, portions of Critwall and Bright Sentry, portions of Highfolk Town, etc.).
- PCs who successfully recreate the map to study it or who succeed at an INT check (DC 20) or WIS check (DC 20) note that while many of the locations are widely dispersed (as remote as the Land of Black Ice, the Yatils and the Phostwood), there is a greater concentration of indicated sites in the Bandit Kingdoms than in other areas.

DIVINATIONS

The PCs may attempt to employ a number of divinations, including but not limited to such spells as *divination*, *commune*, *contact other plane* and *discern location*. It is important that the DM understands how such spells work before providing answers to any divination spells.

Most importantly, the following targets are off-limits: Dragotha, Gildor, the Boneshadows Gleed and Griswald Hairhand, Iuz, and the ritual site. The individuals either have active *mind blank* spells or are blocking divination attempts through deific power (Iuz). The site is off-limits via *Mordenkainen's private sanctum*.

Nonetheless, clever PCs may learn to ask indirect questions that provide valuable information. For example, if the PCs attempted a *commune*, while the question “Is Dragotha's ritual site located in the Bandit Kingdoms?” would be met with no answer, the question “Have the chromatic dragon cultists been preparing for a ritual within the Bandit Kingdoms?” would receive the answer, “Yes.” The difference is that the first question

specifically references two off-limits targets, while the second references no off-limits targets and encompasses activities beyond those specifically occurring within the off-limits ritual site.

Questions about the location(s) of the ritual components and/or major draconic cultist activity leading up to the ritual should eventually lead the PCs to the area in the Bandit Kingdoms surrounding Rookroost.

Divination: This spell, which specifically yields an oblique piece of advice, should lead the PCs to follow the trail of the ritual components. Provided the PCs phrase a *divination* question that does not specify any of the off-limits targets (and the percentile roll rewards the PCs with a successful answer), the DM should provide the following reply (or a paraphrased version):

“Goodness crushed, a heart that beats but no longer bleeds, and little sorrows collected – all point to the evil awaiting new form.”

KNOWLEDGE CHECKS

The PCs may wish to attempt a series of Knowledge checks to guess what might be involved in such a ritual as Iuz described:

- Knowledge arcana or Spellcraft (DC 35): While it's difficult to say what, precisely, the ritual might entail – if it's even possible – an educated guess would suggest such a ritual would likely demand the presence of components of vitality, powerful elements of good and life, such as unicorn horns, paladin hearts, and metallic dragon scales.
- Knowledge religion (DC 40): It's possible that a ritual meant to restore a dracolich to mortal form could be considered an offense to Falazure, the Night Dragon, god of undeath, decay, energy drain and undead dragons.

GATHERING INFORMATION

The PCs may also choose to Gather Information, possibly beginning in Molag.

Within Molag, they may inquire among the various people at the marketplace (a series of little stands and tents amidst the city's ruins).

The PCs may ask about any number of items, but only inquiring about one or more of several key topics will provide them with pertinent information.

NOTE: As before, the PCs must spend 1d4 hours and 1d4x5 gps to Gather Information. Also, they may continue to spend gold to increase their results:

Asking about what it would require to restore a dracolich to mortal form:

- DC 30: A bald and tattooed man with glowing blue eyes and wizard's robes stands at a spell component booth, advertising rare spell components. He has a sign that reads, “Discretion is my business,” and as the PCs approach, he waves to call for his “muscle” to support him. (His muscle is a pair of fully-advanced invisible

stalkers.) He doesn't know the answer, but for 500 gp, he'll look into it and provide the PCs with a response the next morning. He is good as his word and after the PCs show him the money, informs them, the next morning, that he suspects such a ritual would require powerful components of uncanny vitality such as crushed unicorn horn, a still-beating paladin's heart, a vial of baby's tears, and/or metallic dragon scales. He informs the PCs that someone else had asked a similar question only a couple days prior.

Asking about if anyone has been looking for ritual components as describe above:

- DC 25: The bald and tattooed man described above indicates that there's been a bit of interest, lately, in crushed unicorn horn, still-beating paladin hearts, and vials of baby's tears. He says two previous groups asked him about the components. He wasn't able to supply the first with the still-beating paladin's heart. The second group wasn't interested in purchasing anything; they seemed more interested in information. If the PCs ask for more information about either group, he points at his sign, "Discretion is my business."
- DC 35: If the PCs adjust his attitude through further expenditure of gold, a higher Gather Information result, or sufficient Diplomacy and/or Intimidate checks (from Unfriendly to Helpful), the bald, tattooed man will reveal that the first group that asked about components was robbed and appeared scaled beneath their cowls. The second group consisted of a gnome and a halfling whom *he has never seen* ... if the PCs catch his drift. A Sense Motive check (DC 20) recognizes the man may know more about the small-sized duo, though he appears reticent as though revealing more would endanger his life.
- DC 40: The bald, tattooed man tells the PCs that, while he was unable to sell the first group the paladin heart they sought, he arranged to have one transported to them in Rookroost, in the Bandit Kingdoms. The deal should have been completed the previous day.

Asking about draconic activity in the area:

- DC 20: The PCs find a quasit who tells them he spied on draconic cultist activity in a number of different areas. He wasn't impressed, as it all seemed a bit haphazard, but they all seemed to be really interested in old draconic lore.
- DC 25: The quasit informs the PCs that all the cults he investigated followed a chain of command that all led back to someone named "Dragotha." The Dragotha fellow gave a bunch of the different groups these giant dragon scales of different colors. One was "this big" (spreading his arms far apart), "bigger than a blue dragon scale should be... or so I was told." The quasit thinks the different scales were supposed to confuse people so they wouldn't recognize this Dragotha person was behind everything, but the quasit was terribly unimpressed as the scheme "obviously didn't work."

- DC 30: The quasit refuses to say exactly where he went to spy on the cultists but that it was generally "all over the place. Well, all over the place within the Empire." He explains that he had to chase dragon cultists and dragon spawn from Furyondy to Perrenland to the Shield Lands to the Rift Barrens. He confides in the PCs that he hopes he never again sees another dragon spawn!

Asking about the pair of small-sized creatures who left their prints in the cultists' lair:

- DC 20: The PCs encounter a number of different creatures – orc, goblin, human, demon – who all immediately hush at the mere mention of the small-sized duo.
- DC 30: A goblin food merchant dressed in a white apron and chef's hat that both look as though they were originally made for a halfling (and are stained with blood) thinks for a moment and says there were a couple of good customers that were both small: a gnome and a halfling. They bought lots of food... As he begins talking about the food the two bought, he suddenly pauses, as though he just realized who they were, and stops talking.
- DC 40: If the PCs manage to adjust the goblin's attitude to Helpful or simply pay him enough money to continue talking (or appear amazingly friendly with their original Gather Information check), the goblin says the gnome and halfling were in the marketplace just a couple days ago and were asking lots of questions from the other merchants. They ate a lot and bought some of the goblin's favorite spices – purple worm juice, wyvern spice, and carrion crawler jelly.

SCROLL OF *SENDING*

The PCs may use their scroll of *sending* to contact Lord Freud Laven. Depending on what information they have at the time, he will tell them either to:

- Continue investigating the tie between the draconic cultists and Iuzian involvement
- Try to find out where the ritual is taking place
- Remember if the Old One can't scry an area, he might be sending agents there. The PCs should stay one step ahead of the Iuzians
- Find the ritual site at once. The PCs may be running out of time
- Head south of Molag, to meet him inside of the Furyondy border, if the PCs can't travel across the border states quickly on their own.

Development:

Again, the PCs are running out of time to save Gildor. Track the amount of time it takes them to follow their leads to the Bandit Kingdoms. It is *important* to roll the 1d4 hours for each Gather Information check and to track travel time, etc.

For more details on the ritual's timeframe, see Encounter 12.

8: ROOKROOST

Eventually, the PCs' investigations should lead them toward Rookroost.

The large, walled city of Rookroost has stood since its foundation in 329 CY. Legends hold that the city on the hill will never be conquered as long as its huge raven population roosts in the city's central square. This prophecy proved true recently when Rhaedrick Avenfear claimed the city from Iuzian forces as the ravens left their roost.

On this overcast day, the streets are filled with merchants hawking their wares, city guards that look obviously new to their jobs and seem to be overlooking some shady individuals that slip through the crowds, then into alleyways with heavier pockets.

By the time the PCs arrive in Rookroost, both the draconic cultists and the Boneshadows will have already passed through the city.

However, while they walk through the streets of Rookroost, they are being observed by a number of agents the Boneshadows recruited to keep them apprised of the PCs' movements. Unless the PCs are actively watching to see if they're being followed, give the NPC agents a +10 circumstance bonus to their Bluff and Hide checks to remain undetected (due to the fact they blend into the crowds). Remember, also, to modify any Listen and/or Spot checks by distance.

CREATURES

Street urchin: Female halfling Expert 6; Bluff +10, Hide +16, Move Silently +14, Spot +11; Will +6.

Sleazy merchant: Male half-fiend Expert 8; Bluff +15, Gather Information +15, Listen +12, Sense Motive +12, Spot +12; Will +8.

Wererat informant (dire rat form): Male wererat Rogue 6; Bluff +10, Hide +17, Listen +13, Move Silently +13, Spot +13; Will +6.

Development:

If the PCs manage to detect the NPC agents, the agents will try to slip away into a crowd, hoping to elude the PCs without causing too much of a fuss. If the PCs manage to catch them, they NPCs will confess that they were paid to watch the PCs ("That's all. I was just supposed to watch you and then send word when you was about to leave town. I swear."). It will take magical compulsion in order to force the agents to confess that they were working for a halfling they've seen before: He's a cook, and word on the street is that he's something else, too, 'cause people fear him. I was just supposed to leave a note for Jonesy at the Dirty Dog Tavern. I don't know his real name, but I'm pretty sure it ain't Jonesy." PCs who investigate the Dirty Dog Tavern will find the only person who might know anything about Jonesy is out of town on a two-week vacation.

GATHERING INFORMATION

PCs who Gather Information in Rookroost will most likely learn that their targets have already passed through the city. PCs may continue to spend gold for circumstance modifiers as in the previous encounters:

Asking about the ritual components:

- DC 15: "I don't know if you could find all that stuff here. Some of it, probably, sure. But that's quite the list.

You might want to check with Old Gulpa at his shop. It's a few hours west, along the edge of the forest, in areas still monitored by the Old One's forces."

- DC 30: "Come to think of it, there were some others who were looking for that same stuff earlier. I didn't have it to sell them, but I heard a shipment passed through the city... Well, all of it, except for a paladin's heart. But if anyone was likely to have one, it would be Old Gulpa. He has the oddest collection."

Asking about the draconic cultists:

- DC 20: "I can't say that I've seen anyone like that. If they're around here, they're not likely in Rookroost."
- DC 35: (an effete book merchant) "Yes, I met with some individuals who bore an undeniable resemblance to such types. They sought a tome I had recently recovered from the ruins of a small temple formerly dedicated to Nerull. It was a dusty old thing, bound in bone and leather, though it had the most remarkably vivid ink. I would have thought it was scribed in blood, except I've certainly never... Oh, sorry. Yes, they sought my tome. They contacted me via a middle man, an old thief of some small reputation for brokering alliances, and we met about a mile northeast of Riftcrag. It was a dreadful long wait, too, as they happened to prove tardy. I think they might have planned to ambush me, but I had enough foresight to recruit the services of a number of thugs such as you. We ended up dealing amicably enough. They were surly lot, though. Given their choice of locale, I wonder if they didn't live in the Rift somewhere..."

Asking about the two small-sized individuals:

- DC 25: "There aren't too many halflings in these parts and even fewer that ask about crushed unicorn horn and vials of baby's tears, but he said he needed to know where he could get them for a special cake. Apparently, he's some kind of famous chef in Greyhawk and needs to make a cake for someone who wants a 'taste of the celestial realms.'"
- DC 40: "I have to be careful how much I say, understand?" At this point, the NPC contact holds out his or her hand as if to indicate he/she needs further payment to continue – no less than 250 gold to endanger his/her life. If the PCs pay, the NPC continues, "Those two are dangerous, dangerous individuals. I've only seen them a couple times throughout the years, but they're always asking very, very careful questions. Very keen. But they make it look loose and easy. And whenever they come around, people eventually go missing. If you're on the same path, or crossing paths, you'd best watch your backs. And I can tell you, I'm no big fan of demons – they give the rest of us no respect – but I know if you see a gnome and a halfling talking to the demons, and the demons seem to nod and do what they're told, those aren't ordinary gnomes and halflings. That's all I'm saying."

9: WANTED!

On their way to Old Gulpa's shop, the PCs encounter a caravan of undead who are outwardly quite civil but nevertheless prove quite eager for a fight.

If any of the PCs are Wanted by the Church of Iuz, allow the undead Spot checks against the PCs' Disguise checks. If none of the PCs are Wanted but would, nonetheless, qualify for the Dissenter or Malcontent tiers based on their race or that of a cohort or mount (Dissenter: non-drow elf or asherati; Malcontent: aasimar, centaur, pixie or unicorn), the undead will happily "mistake" them for someone else. If none of the PCs draw the attention of the undead through these means, they most likely still look like adventurers – the sort who have been harassing the citizens of the Bandit Kingdoms along this stretch of road of late. The undead will demand that the PCs step off the road to make room, they'll inquire about holy symbols – even hidden holy symbols (if someone has tried to hide a holy symbol, have that PC make a Sleight of Hand check opposed by each undead's Spot check), they'll note they still have a coffin yet to fill and demand that the PCs offer a cleric to fill the coffin in order for the undead to leave the others alone... Eventually, the encounter should lead to initiative.

At the beginning of the encounter, read or paraphrase the following text:

As you head westward along the road, it leads into a small, but dense, strand of trees. Before you see the caravan approaching, you can hear its members talking:

"Why, yes, it was a lovely sermon. I would say that if I could be moved, I would have been most deeply and profoundly touched, my dear Mortimer."

"You flatter me, sir. You flatter me greatly."

"Not at all, Mortimer! Your eloquence is unmatched. Never have I heard another provide such... stirring... and concise eulogies. Did you say you had met the individual?"

A low funeral dirge accompanies and underscores the conversation as you see a number of zombie porters carrying valises and marching alongside four skeletal horses that draw forward a long, flat hearse. Upon the hearse, in front of the black, closed caskets, an elf sits with the reins in hand, wearing a long black coat that reaches from its large collar down to the elf's knees. Atop his head sits a tall, flat-topped hat with a brim running all the way around it. Despite the black veil that drapes in front of his face, you make out black scales covering his skin. Next to the elf is a ten-foot tall, emaciated figure wearing black robes like a monk's. He holds his elbows to his sides and waggles his fingers together at shoulder height; his long, slender fingers appear like sharp, bony claws.

APL 10 to 14:

A third figure hovers behind them, above the caskets, seeming to peer into the caskets from moment to moment, and blows upon a flute, creating an eerily beautiful music.

APL 16:

Two other figures hover behind them, above the caskets, seeming to peer into the caskets from moment to moment. Each blows upon a flute, creating an eerily beautiful music.

All APLs:

The tall, emaciated creature looks at your party as the caravan rounds a distant bend. "I say! Who have we here?"

The elf surveys your party. "They look like ruffians, old chap, filthy bandits, perhaps. Do you recognize any of them?"

CREATURES

The caravan consists of the following creatures. The zombies and skeletal horses are non-combatants, but turn attempts will affect them before they affect the other undead.

APL 10 (EL 13)

Mortimer: hp 105; Appendix 1.

Advanced Crypt Chanter: hp 135; Appendix 1.

Advanced Boneclaw: hp 232; Appendix 1.

Skeletal horses (4): 4 HD, 36 hp each.

Zombie porters/Human commoner zombie (2): 2 HD/16 hp; *Monster Manual* pg. 266.

APL 12 (EL 15)

Mortimer: hp 123; Appendix 1.

Advanced Crypt Chanter: hp 175; Appendix 1.

Advanced Boneclaw: hp 309; Appendix 1.

Skeletal horses (4): 4 HD, 36 hp each.

Zombie porters/Human commoner zombie (4): 2 HD/16 hp; *Monster Manual* pg. 266.

APL 14 (EL 17)

Mortimer: hp 141; Appendix 1.

Advanced Crypt Chanter: hp 175; Appendix 1.

Advanced Boneclaw: hp 353; Appendix 1.

Skeletal horses (4): 4 HD, 36 hp each.

Zombie porters/Human commoner zombie (6): 2 HD/16 hp; *Monster Manual* pg. 266.

APL 16 (EL 19)

Mortimer: hp 141; Appendix 1.

Advanced Crypt Chanter (2): hp 199; Appendix 1.

Advanced Boneclaw: hp 375; Appendix 1.

Skeletal horses (4): 4 HD, 36 hp each.

Zombie porters/Human commoner zombie (8): 2 HD/16 hp; *Monster Manual* pg. 266.

Tactics:

At APLs 10 and 12, Mortimer begins the encounter by casting *nerveskitter* to go first, if possible. At APL 14 and 16, he expends his *moment of prescience* for +15 to his initiative modifier and only uses *nerveskitter* if one of the PCs looks like a competent wizard.

At all APLs, Mortimer avoids melee combat and tries to limit the number of opponents capable of retaliating against him and his companions. DMs, please be certain to use Mortimer's move, standard and swift actions every round (unless you have used an immediate action the previous round, removing his ability to use a swift action). At APL 10, Mortimer has little battlefield control other than *wall of force*, so he will begin with his *fell drain cone of cold* or a *fell drain fireball* to damage as many spellcasters as possible and to inflict negative levels. At APL 12, his first action will almost always be to cast his *fell drain acid fog* to catch as many spellcasters as possible, limiting their ability to approach and/or target his party with spells. At APLs 14 and 16, he begins either with his *fell drain acid fog* or, if he won initiative against a party without a wizard, by activating his *vest of the master evoker* and casting his *fell drain radiant assault*.

For the purposes of this combat, a *fell drain magic missile* may give no more than 1 negative level to a single PC, so Mortimer targets as many PCs as possible with his missiles. Additionally, *fell drain acid fog* deals a negative level each time it damages a PC.

DMs should note Mortimer's *contingencies* as they vary by APL and are central to his tactics. DMs should also read *battlemagic perception* in the New Rules Items section as it allows Mortimer to counter a spell cast within 100 feet as a free action outside of his initiative (though not while he is flat-footed).

The advanced boneclaw will move toward the front of the caravan and attack with his reach. Against medium and smaller opponents, he will try to trip PCs after they move within 15 feet of him. He typically uses Power Attack for 2 and only uses Combat Expertise if he is being hit consistently or finds himself threatened by more than one melee combatant.

The crypt chanter moves forward and remains at least 20 feet in the air to sing. If a round begins in which no one is dazed, the crypt chanter will end its song for 1 full round in order to begin again the next round.

Treasure: The PCs can gain the following treasure here:

APL 10: Loot 0 gp; Coin 0 gp; Magic 3039 gp; *ring of silent spells* (166 gp), *headband of intellect* +4 (1333 gp), *lesser metamagic rod of extend* (250 gp), *cloak of charisma* +2 (333 gp), *vest of resistance* +2 (333 gp each), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp); Total 3039 gp

APL 12: Loot 0 gp; Coin 0 gp; Magic 5455 gp; *ring of silent spells* (166 gp), *headband of intellect* +4 (1333 gp), *vest of the master evoker* (833 gp), *gloves of dexterity* +2 (333 gp each), *lesser metamagic rod of extend* (250 gp), *cloak of charisma* +2 (333 gp), *vest of resistance* +2 (333 gp), *vest of resistance* +3 (750 gp), *ring of protection* +1 (166 gp), *brooch of*

shielding (125 gp), *amulet of mighty fists* +1 (500 gp); Total 5455 gp

APL 14: Loot 0 gp; Coin 0 gp; Magic 9087 gp; *ring of silent spells* (166 gp), *headband of intellect* +6 (3000 gp), *vest of the master evoker* (833 gp), *gloves of dexterity* +2 (333 gp each), *lesser metamagic rod of extend* (250 gp), *dusty rose prism ioun stone* (416 gp), *cloak of charisma* +2 (333 gp), *vest of resistance* +2 (333 gp), *vest of resistance* +3 (750 gp), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp), *amulet of mighty fists* +1 (500 gp), *armbands of might* (341 gp), *boots of speed* (1000 gp), *eyes of the eagle* (208 gp); Total 9087 gp

APL 16: Loot 0 gp; Coin 0 gp; Magic 18,560 gp; *ring of silent spells* (166 gp), *headband of intellect* +6 (3000 gp), *vest of the master evoker* (833 gp), *gloves of dexterity* +2 (333 gp each), *lesser metamagic rod of extend* (250 gp), *dusty rose prism ioun stone* (416 gp each), *cloak of charisma* +6 (3000 gp each), *vest of resistance* +2 (333 gp), *vest of resistance* +3 (750 gp each), *hexbands* (258 gp each), *ring of protection* +1 (166 gp), *brooch of shielding* (125 gp each), *amulet of mighty fists* +1 (500 gp), *armbands of might* (341 gp), *boots of speed* (1000 gp), *eyes of the eagle* (208 gp), *cloak of charisma* +2 (333 gp), *belt of giant strength* +4 (1333 gp); Total 18,560 gp

Detect Magic Results: *ring of silent spells* (faint illusion), *headband of intellect* +2 (faint transmutation), *headband of intellect* +6 (moderate transmutation), *vest of the master evoker* (moderate evocation), *gloves of dexterity* +2 (faint transmutation), *lesser metamagic rod of extend* (strong, no school), *dusty rose prism ioun stone* (moderate abjuration), *cloak of charisma* +6 (moderate transmutation), *vest of resistance* +2 (faint abjuration), *vest of resistance* +3 (moderate abjuration), *hexbands* (moderate transmutation), *ring of protection* +1 (faint abjuration), *brooch of shielding* (faint abjuration), *amulet of mighty fists* +1 (faint evocation), *armbands of might* (faint transmutation), *boots of speed* (moderate transmutation), *eyes of the eagle* (faint divination), *cloak of charisma* +2 (faint transmutation), *belt of giant strength* +4 (moderate transmutation)

Development:

If, after the PCs defeat the undead, they search the caskets on the hearse, they'll find one familiar man, recently dead, with a gaping hole in his chest. The PCs need to make an INT or WIS check (DC 10) to recognize the man as the knight the demons were escorting in Molag. Oddly enough, though there is a gaping hole where his heart should be, there is almost no blood staining the area or his clothes.

If the PCs rescued Sir Duberry from the previous encounter, this is a different individual.

10: OLD GULPA CREATURES

In this encounter, the PCs need to use one or another method to extract information from Old Gulpa.

Just off the main road, twenty minutes north of Rookroost, a five-foot wide cobblestone pathway leads to a small stone cottage. Blackened and thorny vines snake up the walls; a light, greenish smoke rises from the chimney; and white shutters match the white picket fence. A bell hangs at the opened gate.

No matter what the PCs do here, they can't win: If they ring the bell, Old Gulpa comes out and chastises them, saying that the gate was already open. If they pass through the gate and approach his building, he'll whip open the front door as they come within knocking distance, and he'll chastise them for failing to ring the bell.

"Old" is an apt moniker for Old Gulpa. An ancient gnome dressed in mismatched garments of purple and orange, Gulpa has gone mostly bald, and his small, circular, black cap sits jauntily atop a broader patch of shiny scalp, the edges of which are ringed by wisps of hair that resemble lazy streams of smoke floating groundward as much as they resemble anything. His face has creased into wrinkles so thick, his eyes look like shadows between two wrinkles. They'd be hard to locate, except they hover darkly beneath the tufted clouds of his white, unruly eyebrows.

As Gulpa decides what to make of your group, he suddenly bursts into a coughing fit, which ends abruptly as he spits out a thick, viscous, greenish blob that lands on the ground with a small sizzle.

His voice rasps as he asks you, "So... What can Old Gulpa do for you youngsters?"

Gulpa knows roughly where the draconic cultists are completing their ritual (in a small group of hills on the east end of the Rift). He has had to arrange two shipments of components to them, though neither courier returned (nor was expected to return). Furthermore, he knows the timing of their most recent request and supplied them with a still-beating paladin's heart. He also knows that the gnome and halfling were following the cultists with some vested interest, and he further knows that the two were Boneshadows. However, getting Gulpa to reveal these matters may prove extremely difficult.

NOTE: The "tactics" below detail Old Gulpa's preferred method for luring the PCs into conducting profitable business, but the DM may feel free to use his or her own discretion to make this an interesting, challenging and rewarding roleplay encounter.

Old Gulpa: NE Male gnome Wizard 6/Rogue 3/Expert 10; Appraise +15, Bluff +29, Craft (alchemy) +20, Knowledge (arcana) +20, Knowledge (local: Iuz's border states) +28, Listen +24, Sense Motive +25, Spellcraft +30, Spot +15; Will +18.

Tactics:

While the PCs offer less than 1,000 gp for his information, Old Gulpa tries to play the part of a doddering old gnome who can scarcely stay focused on the conversation at hand. He'll drift onto topics ranging from the various rare spell components he has available to the weather in Rookroost to asking the PCs to help him look for a pin he's dropped.

A Sense Motive check opposed by his Bluff allows the PCs to recognize that he's purposely avoiding their intended train of conversation.

If the PCs offer 1,000 or more gp, call his Bluff or succeed at a Diplomacy or Intimidate check (DC 40), Old Gulpa will drop his act and tell the PCs that he sees that they mean business.

He will further insist, as a term of business, that the PCs buy something from his store if they wish to ask him a bunch of questions. The primary problem for the PCs, here, is that nearly all of his items are implements for evil: spell components of corrupted good, tomes detailing dark rituals, alchemical substances made from the blood of good creatures, poisons, and a number of cruel, ornamental tools intended for use in foul rituals.

If any of the PCs buy one of the evil items, they get the AR disfavor, "Tainted by Evil." Otherwise, the PCs may give Old Gulpa 500 gp and succeed at a second Diplomacy or Intimidate check (DC 30) in order to get him to ignore the purchase and focus on the information.

Finally, Gulpa will parcel out information, bit by bit, offering only just the amount of information he was asked to give and hinting that if he was paid more, he could say more. In this manner, Gulpa will try to milk the PCs for as much as they'll pay him and is willing, eventually, to tell them all he knows.

Unlike the other NPCs the PCs have encountered who tremble at the premise of revealing the Boneshadows' activities to the PCs, Old Gulpa figures he's going to die shortly enough anyway.

11: SARIAN VAN MATTIAUN

As the PCs exit Old Gulpa's shop, read or paraphrase the following text:

A humanoid figure is bent to the ground just outside the white picket gate to Old Gulpa's estate. Hearing your approach, the figure stands straight. You see an elf, taller than most, with an eye patch covering one of his violet eyes and wearing coarse, brown clerical garb, as well as a holy symbol of Iuz. He quickly raises his hands into the air, and something clatters to the ground.

"Greetings," he says, "I'm your little birdie, Sarian, and it would seem that you're all in quite a good deal of danger."

A Sense Motive check (DC 5) confirms that Sarian Van Mattiaun is here to warn the party of danger rather than to threaten it. Sarian's holy symbol of Iuz radiates a faint evil, but Sarian, himself, does not radiate evil.

If the PCs attack Sarian, he breaks the word of recall token he intended to offer them and immediately teleports to Molag.

Near his feet lies the dead body of an Iuzian wizard he had convinced to teleport him to Rookroost. When the wizard started asking too many questions about why Sarian had brought him to the Bandit Kingdoms, Sarian dispatched him. The object that clattered to the ground was Sarian's bloodied dagger.

Sarian is, in fact, the Drinkers' agent to whom Lord Laven had earlier referred. Stationed previously in Delcomben, Sarian moved with the temple of Iuz when Simen Sharn's Law's Crusade started pressing into the region. He has since been keeping tabs of Iuzian activity from the inside.

After the PCs introduce themselves or Sarian convinces them of his good intentions, read or paraphrase the following (if the PCs interrupt the boxed text, try to roleplay the conversation as fluidly as possible):

Sarian plucks the grinning skull holy symbol from around his neck and pockets it before continuing. "I arranged to find you because you need to know the stakes of your venture. Old Wicked is making a major bid for new power, and I think Dragotha's ritual plays a part. For some time, I've been curious why Old Wicked would continue to allow the draconic cultists to scheme and carry on with their machinations in his backyard. Then, recently, one of my contacts in the church of the Old One mentioned something about the Night Dragon, Falazure, the dragon god of undeath, decay and energy drain.

"It makes sense that if the Old One is striking deals with the cultists of a dracolich, perhaps he's using Dragotha as a bartering chip for a larger deal with the Night Dragon. Whatever the truth is, it's larger than the dracolich. You'll need to be wary.

"Oh... And you may also want to know that your progress has been noted. I wasn't able to learn who it was that passed through the temple, but whoever passed through and was discussing your progress was, to say the least, rather important. They never set foot

near the main chambers, and the church posted demon guards near most of the secret passageways. I was unable to catch sight of these guests. But they knew about you. The church had several laughs at your expense the next day – dead men walking, that sort of thing."

At this point, allow the PCs a chance to respond and/or ask questions.

Who is your contact in the church?

"A succubus in the pleasure chambers. She's not much fonder of Old Wicked and his minions than we are. She thinks they're filthy. Can I trust her? Not entirely. But I have no reason to think she made up her reference to the Night Dragon. She picked that up from one or another privileged visitor to the pleasure chambers."

When did these unnamed visitors pass through the temple?

"About [one day before the PCs left Molag]."

What sort of deal is Iuz making with the Night Dragon?

"I don't know, but I'd wager it's not good."

How did you find us?

"I asked some questions and put coin in the right hands to loosen a few lips. You were frighteningly easy to hunt down. Your group stands out."

What sort of help can you provide?

"I managed to procure a word of recall token. Once you've done whatever it is you need to do, you can break it to get clear to Molag. It will take you to the church just outside the ruins, there, but if all these signs are accurate, it will be easier for you to deal with a few dozen low-ranking priests and minor demons than with whatever you'll find with Dragotha's ritual."

Can you help us quickly travel a great distance to reach Dragotha's ritual?

Sarian points to the bloody robed figure at his feet. "Unfortunately, my transportation picked up a sudden case of death."

How long have you been undercover? Why are you acting as an undercover agent in the church of Iuz?

"Some of us don't get to be the paragon. The world is not a nice place; it is populated by things that are very not nice. Late, when the world is sleeping, content in its own moral superiority, and you see the shadows in the dark playing with each other in your imagination, I have a revelation for you. The shadows are the forces of darkness embroiled with us, a different type of dark, and it is because we do what is necessary in the gloom, you can lie there and think that there is really such a distinction as good and evil."

How are you getting back?

"I'll take a ship. It will give me some time to plan my next move."

Once the PCs exhaust their curiosity, Sarian gives them the word of recall token and wishes them good luck.

12: PERIMETER GUARDS

The ritual site is located roughly 10 miles east of the Rift, in a small group of hills. By foot, the march from Rookroost takes roughly 7 full days at a 30-foot base move.

As the PCs near the cave mouth leading into the ritual site, they encounter a pair of dragonriders atop wyvern mounts:

Thunder rumbles far in the distance as grey clouds loom over loose shale of a similar color along the barren expanse of the Rift Barrens, with the decimated Tangles forest to the northwest.

The light hills fold upon each other in quick succession, like a series of shallow waves.

Just as you think you might have spotted a footpath, a shadow crosses yours. Looking up, you catch the unmistakable glint of light on steel!

Have the PCs make Spot checks, and determine the encounter distance based upon their result. The maximum starting distance is 200 feet. The wyverns and riders start 75 feet in the air and up to 150 feet distant from the party. Neither side gets a surprise round.

CREATURES

APL 10 (EL 12)

Elite wyvernriders (2): hp 76; Appendix 1.
Advanced wyvern (2): hp 96; Appendix 1.

APL 12 (EL 14)

Elite wyvernriders (2): hp 95; Appendix 1.
Advanced wyvern (2): hp 112; Appendix 1.

APL 14 (EL 16)

Elite wyvernriders (2): hp 109; Appendix 1.
Advanced wyvern (2): hp 195; Appendix 1.

APL 16 (EL 18)

Elite wyvernriders (2): hp 127; Appendix 1.
Advanced wyvern (2): hp 259; Appendix 1.

Tactics:

The elite wyvernriders fly for fly-by attacks and spirited charges. They have absolutely no intention of staying within PC reach at the end of a round. At APL 10, the wyverns do not yet have wingover, so the wyvernriders take turns attacking the PCs; one attacks on one round while the other adjusts. At APLs 12 through 16, the wyverns have wingover, so the wyvernriders turn at the end of each charge to set up the next round's charge.

If the wyvernriders die, the wyverns will fight until reduced below one-half hit points, at which point they will attempt to withdraw and retreat. At APLs 10 and 12, the wyverns do not have hover, so they utilize fly-by attacks each round. At APLs 14 and 16, the wyverns will

hover and full attack from higher ground, trying to isolate one PC at a time, if possible.

Treasure: The PCs can gain the following treasure here:

APL 10: Loot 50 gp; Coin 0 gp; Magic 1656 gp; gauntlets of ogre power (333 gp each), full plate +1 (220 gp each), vest of resistance +1 (83 gp each), +1 lance (192 gp); Total 1706 gp

APL 12: Loot 50 gp; Coin 0 gp; Magic 3154 gp; gauntlets of ogre power (333 gp each), full plate +1 (220 gp each), vest of resistance +2 (333 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), +1 lance (192 gp); Total 3204 gp

APL 14: Loot 50 gp; Coin 0 gp; Magic 5974 gp; belt of giant strength +4 (1333 gp each), full plate +1 (220 gp each), +1 heavy steel shield (97 gp each), vest of resistance +2 (333 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), amulet of natural armor +1 (166 gp each), +1 lance (192 gp); Total 5924 gp

APL 16: Loot 50 gp; Coin 0 gp; Magic 8174 gp; belt of giant strength +4 (1333 gp each), full plate +1 (220 gp each), +3 heavy steel shield (764 gp each), vest of resistance +3 (750 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), amulet of natural armor +1 (166 gp each), +1 lance (192 gp), brute gauntlets (41 gp each); Total 8224 gp

Detect Magic Results: gauntlets of ogre power (faint transmutation), belt of giant strength +4 (moderate transmutation), full plate +1 (faint abjuration), +1 heavy steel shield (faint abjuration), +3 heavy steel shield (moderate abjuration), vest of resistance +1 (faint abjuration), vest of resistance +2 (faint abjuration), vest of resistance +3 (moderate abjuration), cloak of charisma +2 (faint transmutation), ring of protection +1 (faint abjuration), amulet of natural armor +1 (faint transmutation), +1 lance (faint evocation), brute gauntlets (faint transmutation)

Development:

If the PCs examine the bodies, they may attempt a Search check (DC 25) to find, on one of the bodies, a hidden pocket stitched to the inside of the rider's shirt. Inside is a note, written in Draconic, that reads: "Fealty to Dragotha."

Once the PCs defeat the wyvernriders, they may follow the footpath until it curves behind one of the hills and reaches a sealed stone and iron door set into the side of the hill.

The door is trapped. See Encounter 12.

13: THE RITUAL TRAP

A narrow footpath traces between the two hills until it curls left behind the taller mound of earth and loose rock. There it winds into shadow and ends at a massive door set into the hill, made from stone and iron.

An eerie fog spills out from the crack beneath the door.

The door is trapped and is triggered if anyone tries to touch it without first uttering the pass phrase in Draconic, “Fealty to Dragotha.”

The door is 20 feet wide. The tunnel immediately behind the door is *unhallowed* with a *dimensional lock* tied into it to prevent teleportation meant to bypass the door (CL 15th each).

The fog is part of a *Mordenkainen’s private sanctum* that protects the complex from scrying. When the PCs open the door, they’ll find a dark, foggy mass immediately behind the door. A Spellcraft check (DC 25) successfully identifies the effect.

TRAPS

APL 10 (EL 12)

Traps: see Appendix 1.

APL 12 (EL 14)

Traps: see Appendix 1.

APL 14 (EL 16)

Traps: see Appendix 1.

APL 16 (EL 18)

Traps: see Appendix 1.

Development:

Once the door’s traps are bypassed, the door is unlocked and swings open with preternatural ease.

The Boneshadows Glead and Griswald Hairhand have already arrived at the cultists’ complex ahead of the PCs. They are hidden in the hills above and behind the stone door. It is unlikely – though possible – that one or more PCs may spot them. Allow them Spot checks against a DC 60 Hide (which takes into consideration distance modifiers and a circumstance bonus). If the PCs notice the Boneshadows, consult Appendix 1 for their statistics. The Boneshadows have been sent to ensure that the PCs convince Dragotha that Iuz meant to betray him by stealing Gildor’s essence, hiding the truth that Iuz wishes for Dragotha’s ritual to succeed. The Boneshadows are meant to enter the complex after the PCs in order to ensure that the ritual “succeeds.”

Immediately beyond the door and veiled by the *Mordenkainen’s private sanctum* is an *alarm* spell that triggers if anyone enters the first 40 feet of the tunnel without once again repeating the pass phrase.

All APLs (EL 1)

Alarm Trap: CR 1; magic device; location trigger; automatic reset; speech bypass (speak in Draconic, “Fealty to Dragotha”); spell effect (*alarm*, 20th level wizard); Search DC 26; Disable Device DC 26.

Development:

If the PCs set off the *alarm*, the half-dragons begin full-buffed as noted in their Power-Up Suites and in tactically advantageous locations. Additionally, one of the lizardfolk sorcerers will have moved to the vials containing Gildor’s essence and will have managed to collect two, planning to dash through the *gate* to Dragotha’s site at the first sign of adventurers.

If the PCs do not set off the *alarm* (or otherwise alert the half-dragons), the half-dragons begin without the buffs noted in their Power-Up Suites and begin in tactically inferior locations.

When the PCs enter the ritual site and first see Gildor and/or the cultists, read or paraphrase the following text:

A faint, greenish glow illuminates the tunnel as it winds down deeper into the hillside until it suddenly reveals a scene of despair. Bound to the floor by massive chains, flayed open but still alive, is Gildor Arcanix. It appears that someone has been keeping Gildor alive while stripping him of all his golden scales. They lie in a distant corner of the room. His wings have been sliced and shredded, ensuring that he can not fly, now, possibly never again.

Perhaps most chilling, though, is the large apparatus of tubes and metal pipes and the strange hum it makes as glowing golden liquid pulses through the tubes away from where they pierce Gildor’s hide in numerous places, touching his skin at points marked by green gems. The strange brass and silver tubes coil around the walls and ceiling and converge on the other side of the room, dripping finally into a massive cauldron that spins with a tremendous force. Several other sets of tubes lead into the cauldron from an array of black, leaden chests. Beneath the spinning cauldron, a series of spigots drain into several crystal beakers. Some of them are filled with murky, vaguely-golden liquids.

As you arrive, several cultists move to block your approach. Three of them throw back their cowls to reveal lizard-like features. The fourth towers above them and unfurls his leathery wings as he hoists a massive greataxe high into the air.

At that, you hear a roar from down another tunnel, “Bring me my prize. Bring me that which will once again make me whole.”

A Knowledge (arcana) check (DC 20) or a Spellcraft check (DC 28) recognizes that the strange device is extracting Gildor’s life essence.

A Knowledge (arcana) check (DC 30) also recognizes that it's being altered.

A Heal check (DC 20) recognizes that Gildor is suspended in a state of torture on the very cusp between life and death. Any disruption of the ritual is likely to kill him.

A Knowledge (arcana) check (DC 25) or a Spellcraft check (DC 25) recognizes that in order to save Gildor, the PCs must either obtain some of his extracted essence or kill him before the remainder of his essence has been extracted and take part of his body in order to *resurrect* him.

CREATURES

APL 10 (EL 13)

Frost giant barbarian: hp 217; Appendix 1.

Lizardfolk sorcerer (2): hp 57; Appendix 1.

Lizardfolk cleric: hp 58; Appendix 1.

APL 12 (EL 15)

Frost giant barbarian: hp 243; Appendix 1.

Lizardfolk sorcerer (2): hp 71; Appendix 1.

Lizardfolk cleric: hp 76; Appendix 1.

APL 14 (EL 17)

Frost giant barbarian: hp 288; Appendix 1.

Lizardfolk sorcerer (2): hp 85; Appendix 1.

Lizardfolk cleric: hp 94; Appendix 1.

APL 16 (EL 19)

Frost giant barbarian: hp 337; Appendix 1.

Lizardfolk sorcerer (2): hp 99; Appendix 1.

Lizardfolk cleric: hp 112; Appendix 1.

Tactics:

The tunnels leading into the chamber where Gildor is trapped are 20 feet tall. The chamber itself is 25 feet tall.

A Spellcraft check (DC 28) recognizes that the greenish glow of the tunnels is almost certainly connected to a *dimensional lock*. A PC who uses *detect magic* confirms this suspicion with a Spellcraft check (DC 23).

The chamber in which Gildor is trapped is *unhallowed* with a *dimensional lock* tied into it (CL 15th each). Only evil creatures may use teleportation magic in the chamber.

If the cultists are already buffed, the lizardfolk focus on splitting up the PCs with *web*, *wall of ice*, and other options in order to allow the giant to focus on one PC at a time.

At APLs 12 through 16, if the cultists did not have an opportunity to cast their buff spells, one sorcerer begins by casting *haste* while the other casts either *heroism* on the giant or *web* or *wall of ice* to split the party. The cleric begins by casting either *prayer* or *recitation*, depending on which he has available.

At all APLs, the giant will activate his *blur* armor before raging. If activating his *anklets of translocation* will provide him a full attack action, he'll do so. He will delay his rage a round or two if activating his items will provide

him better attack sequences. At APLs 10 through 14, he'll use *Improved Sunder* only if he can limit the damage he's taking from a primary melee source. At APL 16, he has *Combat Brute* and will attempt to sunder any hafted weapon, light weapon or non-adamantine weapon; if he attempts to sunder, he typically uses *Power Attack* for 5.

In all cases, the cultists will use their *Quickened Breath* feat to breathe as a swift action as soon as they can affect multiple targets.

After the initial spellcasting, one of the sorcerers attempts to gather the crystal beakers (requiring two move actions) and take them through the portal to Dragotha's lair. If the PCs manage to stop the first sorcerer, the other lizardfolk will attempt the same feat. If all the lizardfolk fail to take the beakers to Dragotha, the giant will disengage to attempt to transport the beakers.

They are required for Dragotha's ritual.

Treasure: Given the chaotic nature of this combat, it is unlikely the PCs will have time to fully strip their opponents of all their wealth. Thus, this treasure summary features none of the NPCs' basic enhancement and resistance items or armor. Instead it details only the items to which the PCs gain access if the PCs take them.

NOTE: It is entirely possible the PCs won't have time to strip the NPCs of any items. DO NOT reward them access to anything they do not specifically take actions to loot.

It takes a standard action to remove an item from an NPC and a move action to store it. It takes the standard amount of time (*Player's Handbook* pg. 123) to remove armor to strip an NPC of its armor.

PCs gain access to any of the following items they take from the NPCs.

As a generic rule, apply 20 x APL gp toward the PCs' total wealth for each item they loot.

APLs 10 and 12: +1 *blurring chain shirt* (354 gp), +1 *berserker great axe* (693 gp), *lesser revelation crystal* (83 gp)

APL 14: Coin 333 gp; +1 *blurring chain shirt* (354 gp), +1 *berserker great axe* (693 gp), *lesser revelation crystal* (83 gp), *anklet of translocation* (116 gp)

APL 16: Coin 333 gp; +1 *blurring chain shirt* (354 gp), +1 *binding berserker great axe* (1526 gp), *lesser revelation crystal* (83 gp), *anklet of translocation* (116 gp)

Detect Magic Results: +1 *blurring chain shirt* (faint abjuration and illusion), +1 *berserker great axe* (moderate enchantment, faint evocation), +1 *binding berserker great axe* (moderate abjuration and enchantment, faint evocation), *lesser revelation crystal* (moderate divination), *anklet of translocation* (moderate conjuration)

Development:

There are 5 crystal beakers. A minimum of 1 is already filled with a murky, vaguely-golden liquid. This liquid is created from Gildor's essence, combined with the other ritual components. As previously mentioned, the PCs

were running out of time to save Gildor. For every two days that have gone by from the point where they first Gathered Information in Molag (or otherwise sought the cultists' lair in that city), another crystal beaker is filled with the murky, golden liquid created from Gildor's essence. If 10 days passed since the PCs started investigating Molag, then all the beakers are filled and the pulsing liquid the PCs see as they arrive is the last of Gildor's life essence being drained from his body.

NOTE: Iuz doesn't actually wish for the PCs to successfully disrupt Dragotha's ritual. The ritual was never constructed to return Dragotha to his mortal form in the first place, so Iuz has sent two of his Boneshadows to ensure that the ritual takes place. It is unnecessary for Dragotha to obtain *all* of Gildor's essence, so while the PCs may succeed in preventing the cultists from taking all of Gildor's essence to Dragotha, the Boneshadows serve as an insurance policy to make sure that some of Gildor's essence (combined with the other ritual components) makes its way to the dracolich.

If the PCs are about to stop the last of the cultists from taking the essence to Dragotha, the Boneshadows will intercede, either casting a *wall of force*, attacking from *superior invisibility*, or dashing out to grab and transport the crystal beakers while disguised via a *veil*. Whatever action they take, the Boneshadows will try not to reveal themselves and will do as little as is necessary to ensure the ritual begins.

The Boneshadows are further expected to eliminate the PCs as soon as Iuz reveals his treachery. (See Encounter 16 for more details.)

As soon as anyone successfully carries any of the crystal beakers to Dragotha's ritual chamber, read the text from Encounter 15.

14: AND NOW THE DEMONS

5 rounds after the PCs begin combat with the draconic cultists, a number of demons arrive, *plane shifting* outside of the cave mouth in the hills, and walking in.

They first come into view from around a corner at the top of the 6th round after the PCs began fighting the cultists.

CREATURES

APL 10 (EL 13)

Retriever: hp 135; *Monster Manual* pg. 46.

Vrock (2): hp 115; *Monster Manual* pg. 48.

APL 12 (EL 15)

Advanced Retriever: hp 195; Appendix 1.

Vrock (3): hp 115; *Monster Manual* pg. 48.

APL 14 (EL 17)

Advanced Retriever: hp 225; Appendix 1.

Glabrezu (2): hp 174; *Monster Manual* pg. 43.

APL 16 (EL 19)

Advanced Retriever: hp 285; Appendix 1.

Nalfeshnee (3): hp 175; *Monster Manual* pg. 45.

Tactics:

The demons immediately move to attack the PCs in order to get the crystal beakers. These demons are unaware of the intricacies of Iuz's betrayals and fight to the death to successfully claim the beakers.

If someone has already brought the beakers to Dragotha's ritual chamber, the demons merely attack the PCs on principle, though, in this case, they attempt to flee if reduced to one-quarter their normal hit points (except for the retriever, which is a construct and, thus, doesn't care).

The demons enter the complex expecting battle. At all APLs, they will have their defensive spells pre-cast (e.g. *mirror image* for the vrocks and glabrezu, *unholy aura* for the nalfeshnee).

They are cunning foes and will target spellcasters first when possible.

Treasure: None.

Development:

As soon as anyone successfully carries any of the crystal beakers to Dragotha's ritual chamber, read the text from Encounter 15.

15: THE TRAP IS SPRUNG

As soon as anyone successfully carries any of the crystal beakers to Dragotha's ritual chamber, read or paraphrase the following:

A loud POP sounds, as though some manner of barrier has been breached. Then, the voice you heard once before roars out again, "At last! Make haste to begin the ritual. Let no more treachery set us back."

A faint purple glow washes into the chamber, and you can scarcely see a circular portal leading... somewhere... into a massive ritual chamber, far larger than this current room, filled with a pulsing purplish light. Situated in the center of the chamber, surrounded by dozens of robed figures, is a gigantic skeletal dragon. This can only be Dragotha.

Candles, arcane runes, intricate silver charms, bloodstains, incense, and symbols of power fill much of the chamber, and one of the robed figures begins pouring the contents of a crystal beaker into a groove in the floor. It quickly begins to flow in an intricate pattern, touching dozens of runes, and commingling with blood and strange vapors.

"Yes!" roars Dragotha. "Yes! I can sense the power!"

Just then, the liquid flows across a rune beneath the dracolich's feet, and the room explodes into a blinding flash of light. The dracolich's cry is one of both pain and shock.

The light dies almost instantly, and two astonishing sights meet your eyes. First, the mighty dracolich is nearly crippled, drooping limply on the floor, and, second, another gate has opened in the vast ritual chamber, through which has appeared a nightmarish, colossal dragon of shadow and terror. The Night Dragon surveys the chamber, its terrified denizens, and exhales a seemingly unending cloud of enervating vapors until all in the room, except Dragotha and the god of decay, lie dead, their lives bleached out. "How dare you attempt this blasphemy, former consort of the Chromatic Dragon!" The Night Dragon's voice is immense, but it leaves the sensation that all air is being ripped out of your lungs. "What would possess you to channel positive energy into my realm?"

Suddenly, another portal gapes open, and an old man in grey robes steps out, holding a massive book and flanked by a pair of large demons with huge wings, flaming whips and great black swords. "Not what," says the old man. "Me." He looks at the runes on the floor and shakes his head. "Oh dear, Falazure, it appears you've stumbled into a trap. You seem to be bound, perhaps just as weakenend as Dragotha, there. Did you enjoy that little blast of positive energy, Dragotha? I thought you might."

The old man swiftly intones several words of power, and great bands of energy materialize to bind

the god, Falazure. The old man then strides forward to the Night Dragon and rips an amulet or phylactery from the chain around the dragon's neck. "First this," says the old man, "then you." He utters another phrase, and the old man and the dragon god disappear in a smoky yellow flash.

Development:

Once Iuz's treachery is complete, the Boneshadows begin to massacre everything in the ritual chamber. As they would have been shadowing the draconic cultists in order to ensure that they successfully transported the crystal beakers to Dragotha, one of them (likely Griswald Hairhand) will end up near the portal, while the other will stand next to one of the draconic cultists.

They begin attacking the closest creatures – which should be the draconic cultists.

If the demons have not yet arrived, allow the PCs to hear their approach in order to bestow a greater sense of urgency to the moment.

See more below.

16: THERE AND BACK AGAIN

After Iuz reveals his treachery and binds and removes Falazure, the PCs find themselves thrown into a massive, chaotic battle with all the remaining cultists, demons and Boneshadows. This is an untiered encounter as the PCs are meant to flee out of the tunnels and use Sarian's word of recall token to escape.

Nonetheless, there may be some PCs brave or foolish enough to try to stand against all the assembled forces. In that case, use the Boneshadows as they are listed in Appendix 2.

Additionally, the cultists are just as likely to attack the demons as the PCs. For each remaining cultist, roll a percentile die: On a roll of 1-50, the cultist attacks the demons. On a roll of 51-100, the cultist attacks the PCs.

The retriever will never stray from its programming and will, therefore, always attack the PCs. The other demons will attack any cultists who attack them and manage to pose a threat; otherwise the demons focus on the PCs.

NOTE: As mentioned before, in the chaos, the PCs are unlikely able to collect any treasure. There is enough treasure elsewhere in the adventure for the PCs to make cap; do not allow them any of the treasure or access from this encounter unless the PCs specifically take actions to collect it.

Finally, in order to save Gildor, the PCs need to collect one or more of the crystal beakers containing his essence, OR they need to kill him before all his essence has been extracted. Killing him will prevent the machinery from distilling his essence, as a Knowledge (arcana) check (DC 28) will reveal.

Development:

The PCs need to make their way to a point not bound by dimensional lock in order to use the word of recall token. Once they do, they escape.

Read or paraphrase the following information:

The token Sarian gave you snaps in twain easily, and the world before you fades quickly like a sun-washed scene... until your eyes adjust to the darkness of the new scene before you. Flickering torches illuminate a long, cold stone hallway. Tapestries bearing the grinning skull of Iuz line the walls. Doors stand slightly ajar at either end of the hallway.

Allow the PCs to use whatever resources they wish to make their approach to one of the ends of the hallway. They will likely take precautionary measures as they are in a temple to Iuz; however, everything in the temple is dead (not undead).

A Listen check reveals absolutely no sound.

Once the PCs choose a direction, read or paraphrase the following:

The door quietly swings open into a massive feast hall. All around the central table, dead bodies slump

into their meals. Servants lie dead near overturned trays mere steps from the table. One grisly figure has fallen so that its face lies up, almost staring at you. Its eyes are sunken to points, and its skin has drawn tight about its face. The thinness of its muscles in its sagging clothes, and the grey hue of its skin suggest an unnatural death.

A Heal check (DC 25) confirms that the dead died from negative levels – all of them.

The PCs may search the rest of the temple if they choose. It is partly collapsed, in the ruins of Molag, but everyone and everything in it is dead, including the rats, birds, dogs, demons, familiars and ... everything.

Treasure:

PCs who loot the Iuzian temple find 50 gp worth of mundane and masterwork loot per hour, up to a maximum of 10 x APL gp worth.

Looting the Iuzian temple

APL 10: Loot up to 100 gp; Total 100 gp

APL 12: Loot up to 120 gp; Total 120 gp

APL 14: Loot up to 140 gp; Total 140 gp

APL 16: Loot up to 160 gp; Total 160 gp

Once the PCs leave the temple, read or paraphrase the following:

All of Molag is dead. Rats lie dead in shadowed corners. Birds lie dead where they landed in the middles of the ruined streets. Amid the collapsed buildings lie the dead bodies of withered demons. The marketplace, once bustling with all manner of humanoids, now reeks with the putrefying smell of decaying flesh. The merchants lie collapsed among their wares. The various trinkets still lie open for display on crates and hanging from cheap racks. Over the ashes of an old fire, a blackened husk of flesh hangs skewered on a spit.

Thunder rumbles in the distance, and a light rain begins to fall. Beads of water roll down the dead faces and drip to the streets.

In the middle of the ruins of a city that once held thousands, you are the only living creatures.

Treasure:

PCs who loot the marketplace find 100 gp worth of loot per ten minutes, up to a maximum of 50 x APL gp worth of loot.

Looting the marketplace

APL 10: Loot up to 500 gp; Total 500 gp

APL 12: Loot up to 600 gp; Total 600 gp

APL 14: Loot up to 700 gp; Total 700 gp

APL 16: Loot up to 800 gp; Total 800 gp

CONCLUSION

If the PCs have failed to recover any of Gildor's essence or to kill the dragon before all his essence was drained, their adventure is over with no opportunity for the extended play encounter. Read or paraphrase the following text:

There's no happy ending to this adventure. Iuz has once again managed, through layers of deceit, to add to his personal power. Gildor Arcanix, the gold dragon who worked so long against the forces of evil, is irrecoverably lost to the world. One of the best spies among the Drinkers has given up his cover in order to save your lives, and it's now impossible to say how many lives are put at risk that Sarian no longer reports from the depths of an Iuzian temple.

Thus, on a drizzly day at home, you are left to consider a future, likely quite different than any you had previously imagined, when a messenger finally manages to locate you. "Package for you, [milord/milady]." And the package, it seems, is all you have left to show for your work, courtesy of King Belvor IV of Furyondy.

The End.

If the PCs managed to recover any of Gildor's essence or to kill the dragon before all his essence was drained, they may choose to participate in the ritual to restore him. Read or paraphrase the following text:

There's hardly a happy ending to this adventure. Iuz has once again managed, through layers of deceit, to add to his personal power. One of the best spies among the Drinkers has given up his cover in order to save your lives, and it's now impossible to say how many lives are put at risk that Sarian no longer reports from the depths of an Iuzian temple. And Gildor Arcanix, the gold dragon who worked so long against the forces of evil, the friend of so many good nations, has disappeared from the world, and it's unclear whether any magic will be able to return him.

Thus, on a drizzly day at home, you are left to consider a future, likely quite different than any you had previously imagined, when a messenger finally manages to locate you. "Missive for you, [milord/milady]."

Give the players Player Handout 3. Let each PC respond, individually.

If any of the PCs decide to help restore Gildor, continue to the Extended Play Encounter.

If the PCs decide not to help restore Gildor, their adventure is over. Read or paraphrase the following text:

The messenger roots through his bag a moment. "Just a moment, [sir/ma'am]. I thought I had something else for... Ah! Here it is. A package for you."

A series of stamps and notes indicate the package was detained numerous times in transit, but now that it has reached you, you find that it contains, in addition to a short declaration of His Majesty's personal thanks, a modest reward for your efforts on this latest adventure, courtesy of King Belvor IV of Furyondy.

The End.

EXTENDED PLAY ENCOUNTER

If any of the PCs decide to help restore Gildor, Sarian Van Mattiaun is willing to transport them aboard his ship to Bright Sentry, where they meet with Lord Freud Laven.

The encounter presumes the PCs did not manage to reclaim Gildor's physical body, so the DM will need to adjust the boxed text if the players came up with a reasonable way to remove it from the cultists' lair.

Read or paraphrase the following text:

You reconvene with Sarian Van Mattiaun and Lord Freud Laven at the docks of Bright Sentry, on Scragholme Isle in the Shield Lands.

The sun sparkles off the white-capped waves, and gulls cry far overhead as Lord Laven motions for you to follow him.

"It may still be possible to save Gildor," he says. "It took a while for all the abjurations to wear off so that I could ask the appropriate questions, but the Sun Father has confirmed that Gildor's demise was not, in fact, permanent.

"Some of you informed me that you found crystal beakers containing a murky, golden liquid. Those containers appeared to contain Gildor's life essence, combined with other materials."

If the PCs recovered some of the crystal beakers, read the following:

"I've had some of my former adventuring partners analyze the materials you gave me, and it may be possible to extract Gildor's essence from all the... detritus.

"Once we have some of Gildor's essence distilled, we should be able to resurrect him."

If the PCs killed Gildor before all his life essence was drained into the beakers, read the following:

"I've consulted with some of my former adventuring partners about the contraption you saw when you found Gildor. It appears you did the right thing by slaying him before his life essence could be fully leached.

"It will be difficult, now, because the ritual drained him of so much of his essence, but it appears it will still be possible to resurrect Gildor."

In either case, continue by reading the following text:

"There are very few left, apart from Sarian and myself, who still truly value a good drink.

"We will sail aboard Sarian's vessel tonight to meet with one of the others. She holds the key to resurrecting Gildor."

Sarian nods. He appears far more comfortable now that he is no longer dressed in Iuzian robes, but

in a loose, white shirt, with a red scarf about his neck, which rises on each stiff breeze. "I'll take us to the rendez-vous point, but the forces that were following you earlier won't have given up. Your job, quite simply, is to make certain that whatever our contact brings us makes it safely to Bright Sentry."

Lord Laven hands you a word of recall token. "If you need to use it," he says, "Don't hesitate. Whatever it was that you saw back in that cavern complex is likely to return. That's why we want you with us.

"Plus, if Gildor has any sense in him, he'll want to thank you when he returns."

Lord Laven points to an estate before you, at the top of a small hill. "This is what they've given me. You'll find yourselves welcome to rest for a few hours. I have a meal fit for heroes already prepared for all of you."

Lord Laven has a heroes' feast prepared for all the PCs, caster level 20th. He got lucky and rolled maximum hit points, too, for 18 temporary hit points.

Allow the PCs to enjoy a luxurious afternoon on the tab of one of the Lords of the Shield Lands. Allow them, also, a chance to interact with Sarian and Freud before they depart just after dusk. By that time, Freud will have donned his full plate and shield, and Sarian will also have geared up for combat, though his appearance will have changed very little.

Additionally, Lord Laven offers to cast the following spells (all at CL 20): two castings of *greater magic weapon*, eight castings of *greater magic vestment*, and up to three castings of *stalwart pact* (PCs must provide their own material cost – 250 gp).

After dusk, you slip surreptitiously to the docks and row out to Sarian's ship, a sleek and immaculate vessel, the Auromvorax, where his crew greets you and helps you aboard.

"Haul anchor," calls Sarian. "Set hard to starboard."

The moon is full and yellow, the stars are glistening lanterns in the sky, and the Nyr Dyv is a sheet of black silk that rolls past the Auromvorax on either side as it slices neatly through the low, rolling waves.

After two hours' travel, the keen-eyed among you spot two spots of light, a lantern and its reflection on the water's surface. Sarian's first mate lights a lantern and signals the distant vessel with a series of flashes – short, short, short, long. The vessel replies in kind, and Sarian sails his ship quickly alongside the smaller craft.

A dozen scruffy, bearded individuals, all dressed as pirates, sit at the oars while a single, beautiful woman in black stands at the bow, her right hand placed just out of sight, behind the back of a small, haggard man bound and gagged in a series of coiled ropes.

The woman looks up to Sarian's crew and calls, "Permission to come aboard, Captain?"

"Of course, my dear," Sarian replies. "It's been a long time since I last saw you. You look somehow lovelier than before."

"That's because I'm holding a dagger to a hostage," the woman says.

"That's it! Of course!" Sarian laughs.

The woman climbs aboard with several of her crew, and Sarian's crew arranges to haul the prisoner aboard.

The woman is the Shade. The hostage is a master alchemist, Jonas Wendt, she kidnapped from his lair on Smuggler's Cove. Two of her crew are the Boneshadows in mundane, masterwork disguises. Four of the other crewmen are demons in disguise. The rest of her makeshift crew are merely pirates she hired to transport her to the rendez-vous point.

If the PCs previously spotted the Boneshadows and manage to see past their disguises OR if the PCs manage to recognize the demons' true forms, its likely combat will begin as soon as the Iuzians get aboard Sarian's vessel.

Otherwise, continue by reading the following:

The woman motions Captain Van Mattiaun, Lord Laven and your party aside for a private conference.

"The prisoner," she confides, "is Jonas Wendt, a master alchemist I found dealing with a shady crowd of pirates and ne'er do-wells. No offense, Sarian, Freud."

"It's not the first time I've worked with pirates," says Lord Laven. "That's true."

If the PCs recovered some of the crystal beakers, read the following:

The woman says, "Wendt believes he can isolate all the components of the murky solution you described. He needs time and a place to work. If he's correct, after he extracts all the other components, we'll have some of Gildor's essence, purified, from which, you said, Lord Laven, we should be able to reincarnate him."

Lord Laven nods.

If the PCs killed Gildor to prevent his essence from being drained into the crystal beakers, read the following:

The woman says, "Wendt believes he can determine the impact of the murky solutions you described upon Gildor's spirit. He's betting his life that he can counteract the weakening effect to some degree, given time and a place to work. I persuaded him to help fortify the resurrection ritual, if possible."

Lord Laven nods.

Continue with the following text:

"Wait," says Sarian, looking about the ship. "Something's not right... You! What are you doing there?"

As Sarian calls out to one of the woman's crew, the man in question suddenly throws one of Sarian's crewmen overboard and changes form. He sprouts wings and a whip-like, pointed tail, and takes on a decidedly more feminine shape, clad in form-fitting black plate. Several other succubi reveal themselves.

The black-clad woman appears as startled as the rest of you. "Save the prisoner," she says and disappears into the nearest shadow...

Roll initiative.

CREATURES

At all APLs, Sarian Van Mattiaun, Lord Freud Laven, the Shade, and the PCs must confront the 4 succubi and 2 Boneshadows. However, the monsters the PCs are responsible to stall, defeat or survive vary by level.

Ultimately, the PCs must help save Jonas Wendt. Their success in this encounter is based strictly upon whether or not he survives.

Jonas Wendt: Human Rogue 4/Expert 10; hp 70; Fort +8, Reflex +11, Will +6.

APL 10 and 12 (EL 18)

Griswald Hairhand, Boneshadow: hp 170; see Appendix 2.

Succubus (2): hp 33; *Monster Manual* pg. 47.

APL 14 (EL 19)

Gleed, Boneshadow: hp 216; see Appendix 2.

Pandorez, succubus: hp 175; see Appendix 2.

APL 16 (EL 21)

Gleed, Boneshadow: hp 216; see Appendix 2.

Griswald Hairhand, Boneshadow: hp 170; see Appendix 2.

Tactics:

Note that Pandorez gives all the Iuzians +13 to their initiative.

On his first action, Gleed will cast *superior invisibility* on Griswald, then hide in plain sight and move.

Sarian, Lord Laven and the Shade will deal with the Iuzians other than those with which the PCs must battle. The DM should describe Sarian's swashbuckling tumbles and feints as he begins to *blink*, Lord Laven's imperious use of *holy word* (CL 17) and *bolt of glory*, and the Shade's sudden appearance and disappearance as she stabs at the demons.

NOTE: Lord Laven will cast a *delay death* on Jonas Wendt at the bottom of the first round, but it is otherwise up to the PCs to save him. If the PCs take no actions to protect the prisoner, the Iuzians will throw him overboard or tear him to shreds or *disintegrate* him, etc.

Don't foil the PCs' efforts if they make an honest effort to save him – especially if it comes at the risk of their own lives – but make it clear that his life is in danger if they don't act.

Especially at the lower APLs, this fight may prove far more than the PCs can handle. In no way should the DM or NPCs suggest the PCs can not run away. Using teleport or a similar method to take Jonas Wendt to safety successfully defeats the encounter; the PCs merely lose the ability to gain treasure from the Iuzians.

As a combatant, Glead prefers to allow others to fight his battles for him. He is, by nature, a coward, and makes certain to hide and move each round. He will focus, as much as possible, on eliminating Jonas Wendt and any hope the PCs have of reviving Gildor, and will only engage the PCs if they can prevent him from his primary objectives. His second action in combat will almost always be to summon an elemental monolith (casting from his scroll) – either air or water, whichever is more advantageous.

Griswald Hairhand, however, delights in melee combat. Using *superior invisibility*, he will happily take full attack actions on flat-footed opponents. If a foe can see him, he'll use his *Invisible Blade* ability to feint as a free action before each attack, hoping to render that foe flat-footed and dispatch with him/her as swiftly as possible. He typically uses his *defending* weapon at full defense whenever a foe is capable of locating his position. If he drops one foe, he'll finish his full-attack and then use his *vanishing* enhancement to teleport next to another foe. If the foe reacts as though it has *anticipate teleportation*, Griswald will not use his *vanishing* enhancement a second time.

Treasure: None. All items *teleport* back to Dorakaa with their owners if the Iuzians are defeated.

Development:

Once the PCs successfully defeat the Iuzians for which they are responsible or extract Wendt and themselves from the fight, Sarian, Lord Laven and the Shade will vanquish their foes or escape from a potential massacre. They will contact the PCs, if need be, to meet them at Lord Laven's estate in Bright Sentry. Once everyone has returned to Bright Sentry, read or paraphrase the following:

Assembled in a secret chamber beneath Lord Laven's estate in Bright Sentry, you stand surrounded by implements of alchemy, armed guards, Lord Laven and the alchemist, Jonas Wendt. Sarian and the Shade are absent, but safe, according to Lord Laven.

Jonas Wendt has worked for days, and dozens of beakers and vials containing liquids of varying hues and viscosity bear witness to the intensity of his labor. He stands at a bench, carefully measuring drops of a black liquid into a vial containing a glowing golden substance. Each drop clouds into the yellow, and then dissolves, leaving the yellow

substance glowing more brightly than before. A pair of solidified masses settle to the bottom of the vial, and Wendt pulls them out with a pair of miniature tongs. "It's done," he says.

Lord Laven thanks the alchemist. "If your efforts prove successful, Jonas, we might consider the severity of your sentence. You might even leave here a free man."

Jonas smiles. "It should work."

Lord Laven motions to the guards to pull Wendt back from a circle in which are scribed a number of sacred symbols – symbols of renewal and strength and life. He then begins to cast resurrection, focusing on the small bit of Gildor you returned to him.

Ten minutes later, his prayer complete, Lord Laven steps aside as Gildor's form begins to materialize in the center of the room. The Gildor who solidifies, however, is not the dapper young straw-haired man you've met before. Nor is he the mighty dragon you saw stripped of his scales and tortured in a massive ritual chamber. The Gildor who forms before you is a haggard old dragon, who totters with his first steps and slowly turns his long neck to survey the room. There's still a sparkle in the old dragon's eye, but his neck droops as he polymorphs into human form and grabs a nearby cloak to cover himself. Gildor's hair has gone white, deep wrinkles crease his face, and his skin sags at his neck and arms. He is an old man, an old dragon. He stumbles and reaches out. Lord Laven catches him and helps hold him upright.

"My adventuring days are done," says Gildor. "I'm lucky to be alive, and I thank you for your assistance. I'll get you a little something for your efforts, but then I'm going to disappear. There will be no more Gildor Arcanix. That individual has created too many enemies. It will be hard for me to watch events unfold, and I expect I'll pass along a message from time to time if I think it will help. But Gildor Arcanix must perish so that I can live... Now, if I could have a minute to sit and collect my thoughts in silence, I'd appreciate it."

The old man leans heavily on Lord Freud Laven as they walk to a far chair where he sits down.

Epilogue:

Both King Belvor IV of Furyondy and Gildor – or the dragon who used to be Gildor – proved good as their word, and two packages eventually found you. King Belvor IV sent a message expressing his personal thanks along with a fair bit of coin. The second package was unsigned, but it was clearly from Gildor: "Here's the title to a bit of property I'll no longer use. Retire to it if you'd like, or sell it for the coin. I regret that I'll likely never have cause to see you again, but I'm sure there may be a time for me to steer events with a word or two. Your friend."

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.

1: YET MORE EVIL DRACONIC CULTISTS

Stop the cultists' evil ritual

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

7: FINDING THEIR WAY

Following the leads to Rookroost

APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

9: WANTED!

Defeat the undead caravan

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

11: PERIMETER GUARDS

Defeat or bypass the perimeter guards

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

13: THE RITUAL

Disarm or bypass the trapped door

APL 10	360 XP
APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

Disarm or bypass the alarm trap

APL 10	30 XP
APL 12	30 XP
APL 14	30 XP
APL 16	30 XP

Rescue some of Gildor's essence

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

14: AND NOW THE DEMONS

Defeat or escape the Iuzian demons

APL 10	390 XP
APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

STORY AWARD

Getting Old Gulpa to disclose the cultists' location:

APL 10	70 XP
APL 12	70 XP
APL 14	70 XP
APL 16	70 XP

ROLEPLAY AWARD

Discretionary roleplay award:

APL 10	30 XP
APL 12	50 XP
APL 14	80 XP
APL 16	110 XP

TOTAL POSSIBLE EXPERIENCE:

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

EXTENDED PLAY ENCOUNTER

EXPERIENCE POINT SUMMARY

Save Jonas Wendt

APL 10	540 XP
APL 12	540 XP
APL 14	570 XP
APL 16	630 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.

Loot = Looted gear from enemy; Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

INTRODUCTION

King Belvor's reward

APL 10: Coin 1000 gp; Total 1000 gp

APL 12: Coin 1200 gp; Total 1200 gp

APL 14: Coin 1400 gp; Total 1400 gp

APL 16: Coin 1600 gp; Total 1600 gp

1: YET MORE EVIL DRACONIC CULTISTS

APL 10: Loot 75 gp; Coin 0 gp; Magic 3600 gp; +1 chain shirt (104 gp each), +1 buckler (97 gp each), amulet of health +2 (333 gp each), cloak of charisma +2 (333 gp), vest of resistance +2 (333 gp each); Total 3675 gp

APL 12: Loot 75 gp; Coin 0 gp; Magic 6600 gp; +1 chain shirt (104 gp each), +1 buckler (97 gp each), amulet of health +2 (333 gp each), cloak of charisma +4 (1333 gp), vest of resistance +2 (333 gp each); Total 6675 gp

APL 14: Loot 75 gp; Coin 0 gp; Magic 10,098 gp; +2 chain shirt (354 gp each), +2 buckler (347 gp each), amulet of health +2 (333 gp each), cloak of charisma +4 (1333 gp), vest of resistance +2 (333 gp each), ring of protection +2 (666 gp each); Total 10,173 gp

APL 16: Loot 75 gp; Coin 0 gp; Magic 19,347 gp; +3 chain shirt (770 gp each), +2 buckler (347 gp each), amulet of health +2 (333 gp each), cloak of charisma +6 (3000 gp), vest of resistance +4 (1333 gp each), ring of protection +2 (666 gp each); Total 19,422 gp

9: WANTED!

APL 10: Loot 0 gp; Coin 0 gp; Magic 3039 gp; ring of silent spells (166 gp), headband of intellect +4 (1333 gp), lesser metamagic rod of extend (250 gp), cloak of charisma +2 (333

gp), vest of resistance +2 (333 gp each), ring of protection +1 (166 gp), brooch of shielding (125 gp); Total 3039 gp

APL 12: Loot 0 gp; Coin 0 gp; Magic 5455 gp; ring of silent spells (166 gp), headband of intellect +4 (1333 gp), vest of the master evoker (833 gp), gloves of dexterity +2 (333 gp each), lesser metamagic rod of extend (250 gp), cloak of charisma +2 (333 gp), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), amulet of mighty fists +1 (500 gp); Total 5455 gp

APL 14: Loot 0 gp; Coin 0 gp; Magic 9087 gp; ring of silent spells (166 gp), headband of intellect +6 (3000 gp), vest of the master evoker (833 gp), gloves of dexterity +2 (333 gp each), lesser metamagic rod of extend (250 gp), dusty rose prism ioun stone (416 gp), cloak of charisma +2 (333 gp), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp), ring of protection +1 (166 gp), brooch of shielding (125 gp), amulet of mighty fists +1 (500 gp), armbands of might (341 gp), boots of speed (1000 gp), eyes of the eagle (208 gp); Total 9087 gp

APL 16: Loot 0 gp; Coin 0 gp; Magic 18,560 gp; ring of silent spells (166 gp), headband of intellect +6 (3000 gp), vest of the master evoker (833 gp), gloves of dexterity +2 (333 gp each), lesser metamagic rod of extend (250 gp), dusty rose prism ioun stone (416 gp each), cloak of charisma +6 (3000 gp each), vest of resistance +2 (333 gp), vest of resistance +3 (750 gp each), hexbands (258 gp each), ring of protection +1 (166 gp), brooch of shielding (125 gp each), amulet of mighty fists +1 (500 gp), armbands of might (341 gp), boots of speed (1000 gp), eyes of the eagle (208 gp), cloak of charisma +2 (333 gp), belt of giant strength +4 (1333 gp); Total 18,560 gp

12: PERIMETER GUARDS

APL 10: Loot 50 gp; Coin 0 gp; Magic 1656 gp; gauntlets of ogre power (333 gp each), full plate +1 (220 gp each), vest of resistance +1 (83 gp each), +1 lance (192 gp); Total 1706 gp

APL 12: Loot 50 gp; Coin 0 gp; Magic 3154 gp; gauntlets of ogre power (333 gp each), full plate +1 (220 gp each), vest of resistance +2 (333 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), +1 lance (192 gp); Total 3204 gp

APL 14: Loot 50 gp; Coin 0 gp; Magic 5974 gp; belt of giant strength +4 (1333 gp each), full plate +1 (220 gp each), +1 heavy steel shield (97 gp each), vest of resistance +2 (333 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), amulet of natural armor +1 (166 gp each), +1 lance (192 gp); Total 5924 gp

APL 16: Loot 50 gp; Coin 0 gp; Magic 8174 gp; belt of giant strength +4 (1333 gp each), full plate +1 (220 gp each), +3 heavy steel shield (764 gp each), vest of resistance +3 (750 gp each), cloak of charisma +2 (333 gp each), ring of protection +1 (166 gp each), amulet of natural armor +1 (166 gp each), +1 lance (192 gp), brute gauntlets (41 gp each); Total 8224 gp

16: THERE AND BACK AGAIN

Looting the Iuzian temple

APL 10: Loot up to 100 gp; Total 100 gp

APL 12: Loot up to 120 gp; Total 120 gp

APL 14: Loot up to 140 gp; Total 140 gp
APL 16: Loot up to 160 gp; Total 160 gp

Looting the marketplace

APL 10: Loot up to 500 gp; Total 500 gp
APL 12: Loot up to 600 gp; Total 600 gp
APL 14: Loot up to 700 gp; Total 700 gp
APL 16: Loot up to 800 gp; Total 800 gp

TOTAL POSSIBLE TREASURE

APL 10: Loot 725 gp; Coin 1000 gp; Magic 8295 gp;
Total 4,600 gp (5420 gp over the cap)
APL 12: Loot 845 gp; Coin 1200 gp; Magic 15,209 gp;
Total 6,600 gp (10,654 gp over the cap)
APL 14: Loot 965 gp; Coin 1400 gp; Magic 25,109 gp;
Total 13,200 gp (14,274 gp over the cap)
APL 16: Loot 1085 gp; Coin 1600 gp; Magic 46,074
gp; Total 19,800 gp (29,041 gp over the cap)

EXTENDED PLAY ENCOUNTER

TREASURE SUMMARY

PCs who successfully defeat the optional encounter do not earn extra treasure during it but are, rather, entitled to more of the total possible treasure from the first part of the adventure. As a result, this reduces the available “over the cap” gold for the adventure.

APL 10: Total 1,150 gp (4,270 gp over the cap)
APL 12: Total 1,650 gp (9,004 gp over the cap)
APL 14: Total 3,300 gp (10,974 gp over the cap)
APL 16: Total 4,950 gp (24,091 gp over the cap)

ADVENTURE RECORD

Good as Your Word: You gain access to the items marked (*) below.

Oathbreaker: For your next 10 adventures, you suffer a -5 circumstance penalty to Diplomacy and Gather Information but gain a +5 profane bonus to Bluff checks.

There's a Place for you in Dorakaa: Your contact with Iuz gives you access to the Contemplative PrC (*Complete Divine*). Of course, to become a contemplative of Iuz, you have to retire from a life of good. Dorakaa welcomes you.

Leave No Loot Behind! Your quick thinking and action in the heat of the moment might have endangered your life, but without doubt, it opened up Adventure access to the following items (DM: cross off all access the PCs did not earn): *anklet of translocation* (1,400 gp; MIC), +1 *blurring chain shirt* (4,250 gp; MIC), +1 *berserker great axe* (8,320 gp; MIC), +1 *binding berserker greataxe* (18,320 gp; MIC), *lesser revelation crystal* (1,000 gp; MIC). Additionally, this access counts for the purpose of magic item creation.

Tainted by Evil: You traded with the evil alchemist, Old Gulpa, and he now has your name in his ledgers. Just who was that gnome, anyway? On the other hand, you gained Adventure access to the following items (all DMG): Poisons (1 dose max.): black lotus extract, dragon bile, shadow essence, wyvern poison, deathblade, purple worm poison. Weapons: *Assassin's Dagger*, *Dagger of Venom*, *Life-Drinker*, *Nine Lives Stealer*, *Rapier of Puncturing*. Additionally, this counts as an evil act. If the

PC has committed 3 evil acts, marked on his or her ARs, it is removed from play.

ITEMS FOUND DURING THE ADVENTURE

APLs 10 and 12:

- *Angelhelm** (Adventure; MIC)
- *Badge of valor** (Adventure; MIC)
- *Brooch of shielding* (Adventure; DMG)
- *Horn of resilience** (Adventure; MIC)
- *Metamagic rod of extend, lesser* (Adventure; DMG)
- *Ring of brief blessing** (Adventure; MIC)
- *Ring of silent spells* (Adventure; MIC)
- *Vest of the master evoker* (Adventure; MIC)

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

- *Armbands of might* (Adventure; MIC)
- *Boots of speed* (Adventure; DMG)
- *Eyes of the eagle* (Adventure; DMG)
- *Ioun stone, dusty rose prism* (Adventure; DMG)

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

- *Brute gauntlets* (Adventure; MIC)
- *Hexbands* (Adventure; MIC)

EXTENDED PLAY ADVENTURE RECORD

Friend of Gildor: Word of your efforts on Gildor's behalf has reached his draconic friends. Because of this, you gain access to one of the following feats (all Draco) or spells (all SpC). Feats: Dragon Cohort, Dragon Steed, Dragon Wild Shape, Dragonfriend, Dragonsong, Overhead Thrust. Spells: *Aura of Evasion*, *Contingent Energy Resistance*, *Draconic Might*, *Dragonsight*, *Find the Gap*, *Shield of Warding*.

Gemstone of Fortification: This gem may be embedded in your flesh with a *limited wish*, *wish*, or *miracle* (cast by your or an NPC). The gemstone imbeds itself into your forehead, granting you a -2 circumstance penalty in most social situations, but granting you a +5 circumstance bonus when dealing with dragons. This item does not occupy a body slot. Price: 3,300 gp (light), 15,000 gp (moderate), 35,000 gp (heavy).

ITEMS FOUND DURING THE ADVENTURE

All APLs:

- *Deathguardian bracers* (Adventure; MIC)
- *Eyes of truth* (Adventure; MIC)
- *Gemstone of light fortification* (Adventure; Dr, see above)
- *Gemstone of moderate fortification* (Adventure; Dr, see above)
- *Gemstone of heavy fortification* (Adventure; Dr, see above)
- *Luckstone* (Adventure; DMG)
- *Metamagic rod of silent spells* (Adventure; DMG)
- *Ring of spell turning* (Metaregional; DMG)
- *Staff of illusion* (Adventure; DMG)
- *Vest of free movement* (Adventure; MIC)
- *Deathward armor or shield enhancement* (Adventure; DMG)
- *Wounding weapon enhancement* (Metaregional; DMG)
- *Vanishing weapon enhancement* (Metaregional; DMG)

1: YET MORE EVIL DRACONIC CULTISTS

REDSPAWN ARCANISS SORCERER CR 10

Redspawn Arcaniss Sorcerer 4

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; Senses darkvision 60 ft., low-light vision;

Listen +0, Spot +0

Languages Common, Draconic

AC 20, touch 11, flat-footed 19, armored mage

(+1 Dex, +5 Armor, +2 shield, +2 Natural)

hp 83 (12 HD); fire spell affinity

Immune fire, paralysis, sleep

Fort +8, Ref +10, Will +12

Weakness vulnerability to cold

Speed 40 ft. in light armor (8 squares)

Masterwork dagger +11/+6 melee (1d4)

Ranged touch +12 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +10

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 8th):

5th (4/day) – *greater fireburst* (DC 20, CL 12th)4th (6/day) – *dimension door*, *wall of fire* (CL 12th)3rd (7/day) – *fireball* (DC 18, CL 12th), *fly*, *slow* (DC 18)2nd (7/day) – *Melf's acid arrow* (+12 ranged touch), *scorching ray* (+12 ranged touch, CL 12th), see *invisibility*, *web* (DC 17)1st (8/day) – *burning hands* (DC 16, CL 12th), *chill touch* (+10 melee touch, DC 16), *magic missile*, *ray of enfeeblement* (+11 ranged touch), *true strike*0 (6/day) – *acid splash* (+12 ranged touch), *detect magic*, *disrupt undead*, *ghost sound* (DC 15), *message*, *prestidigitation*, *ray of frost* (+12 ranged touch), *read magic*, *touch of fatigue* (DC 15)

✂ Already cast

Abilities Str 10, Dex 13, Con 17, Int 10, Wis 10, Cha 20

Feats Point Blank Shot, Precise Shot, Searing Spell, Split Ray, Weapon Focus (ranged touch)

Skills total ranks: Concentration +14, Jump +4, Knowledge (arcana) +11, Listen +0, Spellcraft +10, Spot +0

Possessions combat gear plus +1 *chain shirt*, +1 *buckler*, *amulet of health* +2, *cloak of charisma* +2, *vest of resistance* +2, Masterwork dagger, spell component pouch, sacrificial dagger with the blade shaped like a dragons head with the fangs intertwined

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure change.

Physical Description: A humanoid, covered in red scales with yellow and orange flame like markings all over its body. It appears to be wearing robes and is brandishing a wicked looking dagger as it's empty hand reaches into a spell component pouch.

9: WANTED!

MORTIMER**CR 11**

Male necropolitan grey elf Wizard 10/Paragnostic

Apostle 1

NE Medium undead (augmented humanoid, elf)

Init +3; Senses Low-light vision; Listen +5, Spot +12

Languages Common, Elven, Abyssal, Ancient Suloise, Infernal, Draconic

AC 28, touch 13, flat-footed 25

(+3 Dex, +8 Armor, +7 Natural)

hp 90 plus 15 temporary (11 HD)

Immune Undead immunities

Resist Acid 30, resist control, turn resistance +6

Fort +9, Ref +10, Will +14

Speed 30 ft. (6 squares)

Dagger +5 melee (1d4)

Ranged touch +8 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +5

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)Wizard Spells Prepared (CL 11th)6th – *fell drain cone of cold* (DC 23), *quicken fell drain magic missile*5th – *fell drain fireball* (DC 21), *quicken shield*, *wall of force*4th – *fell drain scorching ray*, *greater mirror image*, *greater resistance*, *Otiluke's resilient sphere* (DC 22)3rd – *blink*, *dispel magic* (1d20+11), *[extended] dragonskin [black]*, *fell drain magic missile*, *greater mage armor*2nd – *alter fortune*, *false life*, *fell drain magic missile*, *glitterdust* (DC 18), *[extended] see invisibility*, *slapping hand*1st – *familiar pocket*, *grease*, *guided shot*, *mage armor*, *nerveskitter*, *protection from good*

0 – Immaterial

✂ Already cast

Abilities Str 10, Dex 16, Con -, Int 23, Wis 13, Cha 10

Feats Alertness, Fell Drain, Greater Spell Focus (evocation), Improved Turn Resistance, Metamagic School Focus (evocation), Quicken Spell, Spell Focus (evocation)

Skills: Concentration +14, Knowledge (arcana) +19, Knowledge (architecture and engineering) +11, Knowledge (nature) +14, Knowledge (planes) +13, Knowledge (religion) +14, Listen +5, Spellcraft +21, Spot +12

Possessions combat gear plus *headband of intellect* +4, *lesser metamagic rod of extend*

Contingency: Mortimer gains *displacement* if he is about to be targeted by a hostile action.

Mind Over Matter (Ex) Whenever you cast a spell that creates a solid object, its hardness and hit points each increase by 2. When you cast a spell that provides an armor bonus, that bonus to AC also increases by 2. (Requires: Knowledge [architecture and engineering] 5 ranks.)

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Summon Familiar (Ex) Mortimer has a rat familiar which he keeps in his *familiar pocket*. This gives him a +2 bonus to his Fortitude save which is already included in the stat block.

Turn Resistance (Ex) A necropolitan has +2 turn resistance. This increases to +6 with Mortimer's Improved Turn Resistance feat.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Physical Description: A gaunt elf, covered in black scales with black raiment, trimmed in orange and gold. He appears to be wearing robes and wears a dagger sheathed at his hip, adjacent to a well-kept spellbook.

ADVANCED CRYPT CHANTER CR 9

Advanced (15 HD) crypt chanter
CE Medium undead (incorporeal)
Init +8; Senses Darkvision 60 ft.; Listen +22, Spot +22
Languages Common, Abyssal (never speaks)

AC 21, touch 21, flat-footed 17
(+4 Dex, +6 deflection)
hp 135 (15 HD); Miss chance 50% Incorporeal
Immune Undead immunities
Resist Turn resistance +6
Fort +7, Ref +11, Will +13

Speed 30 ft. (6 squares)
Incorporeal touch +11 melee (1d8)
Space 5 ft.; Reach 5 ft.
Base Atk +7; Grp -
Special Attacks Draining melody (DC 26), create spawn

Special Qualities Daylight powerlessness, turn resistance +6

Combat Gear brooch of shielding

Abilities Str -, Dex 18, Con -, Int 14, Wis 14, Cha 24
Feats Ability Focus (draining melody), Alertness, Blind-Fight, Ghostly Grasp, Improved Initiative, Improved Turn Resistance

Skills: Hide +22, Intimidate +23, Listen +22, Perform (sing) +24, Search +20, Spot +22

Possessions combat gear plus *cloak of charisma* +2, *vest of resistance* +2

Create Spawn (Su) Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex) A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Draining Melody (Su) A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 26 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to take 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based and includes the crypt chanter's Ability Focus feat.

Turn Resistance (Ex) A crypt chanter has +2 turn resistance, increased to +6 turn resistance with the crypt chanter's Improved Turn Resistance feat.

Physical Description: A lone, wavering figure begins a song. The haunting melody echoes through the air, calling for you to dance. The music makes your soul shrivel, but it also makes you smile. How can something be so awful and so wonderful at the same time?

ADVANCED BONECLAW CR 7

Advanced (18 HD) boneclaw
CE Large undead
Init +8; Senses Darkvision 60 ft.; Listen +23, Spot +23
Languages Common, Abyssal

AC 23, touch 14, flat-footed 19
(-1 Siz, +4 Dex, +6 mage armor, +3 natural, +1 deflection)

hp 252 (18 HD); DR 5/bludgeoning
Immune Cold, undead immunities

Resist Turn resistance +4
Fort +8, Ref +13, Will +15

Speed 40 ft. (8 squares)

2 Piercing claws +14 melee (2d6+6)
 Space 10 ft.; Reach 20 ft.
 Base Atk +9; Grp +19
 Special Attacks Improved Trip (+14 opposed check),
 Power Attack, Reaching Claws
 Special Qualities Turn resistance +6, Unholy
 toughness

Abilities Str 22, Dex 18, Con -, Int 14, Wis 14, Cha 20
 Feats Combat Expertise, Combat Reflexes, Improved
 Initiative, Improved Natural Attack (claw), Improved
 Trip, Improved Turn Resistance, Power Attack
 Skills: Hide +21, Intimidate +26, Listen +23, Move
 Silently +25, Search +23, Spot +23
 Possessions combat gear plus *vest of resistance +2*,
ring of protection +1

Reaching Claws (Ex) A boneclaw can make melee
 attacks with its bone claws, instantly extending
 them as part of an attack to a distance of up to 20
 feet (thereby allowing the boneclaw to threaten
 more squares than even its Large size would
 otherwise indicate).

Turn Resistance (Ex) A boneclaw has +2 turn
 resistance, increased to +6 turn resistance with the
 boneclaw's Improved Turn Resistance feat.

Unholy Toughness (Ex) A boneclaw gains a bonus to
 its hit points equal to its Charisma modifier x its Hit
 Dice.

Physical Description: This large skeletal humanoid's
 claw-like fingers are at least two feet long. Worse,
 the slender, knife-sharp claws contract and extend
 in length from moment to moment, sometimes
 instantly reaching a length of 10 or more feet,
 before slowly contracting.

11: PERIMETER GUARDS

ELITE WYVERN RIDER

CR 9

Male human Fighter 4/Hexblade 3/Dragonrider 2
 LE Medium human (Oeridian)
 Init -1; Senses Low-light vision; Listen +1, Spot +5
 Languages Common, Draconic

AC 18, touch 9, flat-footed 18
 (-1 Dex, +9 armor)

hp 76 (9 HD)

Immune Frightful presence

Fort +11, Ref +2, Will +9 (+2 to saves vs. spells/spell-
 like)

Speed 30 ft. (6 squares)

+1 *lance* +17 melee (1d8+11) OR +1 *lance* +20 melee
 (3d8+33) with Spirited Charge and higher ground
 Masterwork composite [str +4] longbow +9/4 ranged
 (1d8+4)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

Base Atk +9; Grp +13

Special Attacks Hexblade's Curse (DC 13), Ride-by
 Attack, Spirited Charge

Special Qualities Arcane Resistance (+2),
 Dragonriding, Mettle

Combat Gear

Abilities Str 18, Dex 8, Con 14, Int 10, Wis 12, Cha 14

Feats Melee Weapon Mastery (piercing), Mounted
 Combat, Ride-by Attack, Skill Focus (ride), Spirited
 Charge, Weapon Focus (lance), Weapon
 Specialization (lance)

Skills: Diplomacy +8, Handle Animal +6, Intimidate +4,
 Knowledge (arcana) +6, Ride +18 (+20 on wyvern),
 Spot +5

Possessions combat gear plus *gauntlets of ogre
 power*, +1 *full plate armor*, *vest of resistance +1*,
riding boots, masterwork lance, longspear

Dragonriding (Ex) A dragonrider may add his class
 level as a bonus to any Ride checks made in
 conjunction with riding a dragon. In addition, any
 dragon ridden by a dragonrider enjoys
 maneuverability of one grade better than normal
 (maximum perfect maneuverability). For instance,
 an adult green dragon with a dragonrider astride it
 has average maneuverability rather than poor.

Hexblade's Curse (Su): Once per day, as a free
 action, a hexblade can unleash a curse upon a foe.
 The target of the hexblade's curse takes a -2
 penalty on attacks, saves, ability checks, skill
 checks, and weapon damage rolls for 1 hour
 thereafter. A successful Will save (DC 13) negates
 the effect.

Immune to Frightful Presence (Su) While mounted on
 or within 10 feet of his dragon mount, a dragonrider
 is immune to the frightful presence of dragons.

Mettle (Ex): At 3rd level and higher, a hexblade can
 resist magical and unusual attacks with great
 willpower or fortitude. A hexblade who successfully
 saves against an attack that normally would have a
 lesser effect on a successful save (such as any
 spell with a saving throw entry of Will half or
 Fortitude partial), it instead completely negates the
 effect. An unconscious or sleeping hexblade does
 not gain the benefit of mettle.

Physical Description: A stocky man dressed in full
 plate. His cape billows out on the wind as he lowers
 his lance to charge.

ADVANCED (8 HD) WYVERN

CR 7

N Huge dragon

Init +0; Senses Darkvision 60 ft., low-light vision,
 scent

Languages Draconic (usually hisses or growls)

AC 20, touch 8, flat-footed 20

(-2 Siz, +12 natural)

hp 96 (8 HD)

Immune *sleep* and paralysis

Fort +10, Ref +6, Will +7

Speed 20 ft. (4 squares), fly 60 ft. (poor, or average
 with dragonrider)

Sting +15 melee (1d8+9 plus poison) and bite +13
 melee (3d8+9) and 2 wings +13 melee (2d6+4) and
 2 talons +13 melee (3d6+9) OR Sting +18 melee
 (1d8+9) with charge, higher ground and fly-by
 attack

Space 15 ft.; Reach 10 ft.

Base Atk +8; Grp +25

Special Attacks Improved Grab, Poison (DC 20)

Special Qualities

Combat Gear

Abilities Str 28, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Multiattack

Skills: Hide +3, Listen +14, Move Silently +11, Spot +17

Possessions combat gear plus

Poison (Ex) Injury, Fortitude DC 20, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

11: IT'S A TRAP!

Energy Drain Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); Atk +8 ranged touch; spell effect (energy drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 30 Fortitude save negates; Search DC 34; Disable Device DC 34.

12: RITUAL

FROST GIANT BARBARIAN CR 12

Male half-red dragon frost giant Barbarian 1

CE Large dragon (augmented giant)

Init +5; Senses Low-light vision; Listen +15, Spot +13

Languages Common, Draconic, Giant

AC 20, touch 12, flat-footed 19

(-1 Siz, +1 Dex, +5 armor, +13 natural, +2 deflection)

hp 217 (15 HD)

Immune cold, fire

Fort +18, Ref +7, Will +11

Speed 50 ft. (10 squares), fly 100 ft. (average)

+1 *berserker greataxe* +25/20 melee (3d6+23) and bite +19 melee (1d8+7) OR 2 claws +24 melee (1d6+15) and bite +19 melee (1d8+7)

Rock +11 ranged (2d6+15)

Space 10 ft.; Reach 10 ft.

Base Atk +10; Grp +29

Special Attacks Breath Weapon (DC 24), Cleave, Improved Sunder, Power Attack, Rock Throwing

Special Qualities Rock catching

Combat Gear *lesser revelation crystal* (creature hit by axe is surrounded in golden glow, pinpointing its square, and any invisibility suppressed for 1 round, MIC)

Abilities Str 41, Dex 12, Con 25, Int 10, Wis 16, Cha 12

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills: Climb +20, Craft (weapon) +6, Intimidate +7, Jump +28, Listen +15, Spot +13

Possessions combat gear plus +1 *blurring chain shirt*, *ring of protection* +2, *cloak of resistance* +2, +1 *berserker greataxe*

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save

(DC 24) halves the damage. The save DC is Constitution-based.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

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

Power-Up Suite (raging, blurring armor):

AC 18, touch 10, flat-footed 17

(-1 Siz, +1 Dex, +5 armor, +13 natural, +2 deflection, -2 rage)

hp 247 (15 HD)

Miss chance 20% concealment

Immune cold, fire

Fort +20, Ref +7, Will +13

+1 *berserker greataxe* +27/22 melee (4d6+26) and bite +21 melee (1d8+8) OR 2 claws +26 melee (1d6+17) and bite +21 melee (1d8+8)

Rock +11 ranged (2d6+17)

Base Atk +10; Grp +31

Abilities Str 45, Dex 12, Con 29, Int 10, Wis 16, Cha 12

Skills: Climb +22, Craft (weapon) +6, Intimidate +7, Jump +30, Listen +15, Spot +13

Physical Description: A

LIZARDFOLK SORCERER CR 7

Male half-green dragon lizardfolk Sorcerer 4

NE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +2, Spot +5

Languages Common, Draconic

AC 28, touch 11, flat-footed 27

(+1 Dex, +4 armor, +4 shield, +9 natural)

hp 57 (6 HD)

Immune acid

Fort +7, Ref +7, Will +6

Speed 30 ft. (6 squares)

2 claws +8 melee (1d4+5) and bite +6 melee (1d6+2)

Ranged touch +4 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +3; Grp +8

Special Attacks Breath Weapon (DC 15), Draconic Breath (DC 14 + lvl)

Special Qualities

Sorcerer Spells Known (CL 4th):

2nd (4/day) – *web* (DC 16)

1st (3/day) – *mage armor*, *magic missile*, *shield*

0 (6/day) – *detect magic*, *disrupt undead*, *light*, *message*, *prestidigitation*, *read magic*

½ Already cast (*mage armor*, *shield*)

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of

3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 18

Feats Alertness, Draconic Breath, Draconic Heritage, Multiattack

Skills: Balance +10, Concentration +12, Jump +14, Listen +2, Spot +5, Swim +14

Possessions combat gear plus vest of resistance +2

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Summon familiar (Ex) The lizardfolk sorcerer has summoned a toad familiar which hides somewhere far away (but within 1 mile). This gives the sorcerer +3 hit points which are already included in his stat block.

LIZARDFOLK CLERIC

CR 7

Male half-green dragon lizardfolk Cleric 4

LE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +5, Spot +8

Languages Common, Draconic

AC 33, touch 12, flat-footed 32

(+1 Dex, +9 armor, +3 shield, +9 natural, +1 deflection)

hp 58 (6 HD)

Immune acid

Fort +9, Ref +6, Will +10

Speed 20 ft. in full plate (4 squares), 30 ft. base speed

Masterwork morningstar +11 melee (1d8+6) and bite +8 melee (1d6+3) OR Claw +10 melee (1d4+6) and bite +8 melee (1d6+3)

Ranged touch +5 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +10

Special Attacks Breath Weapon (DC 15), Smite 1/day (+4 to hit, +4 damage)

Special Qualities

Cleric Spells Prepared (CL 4th):

2nd – ~~bear's endurance~~, ~~bull's strength~~, calm emotions (DC 15), sound burst (DC 15)

1st – bless, entropic shield, inflict light wounds (DC 14), protection from good, ~~shield of faith~~

0 – detect magic, detect magic, detect magic, detect poison, purify food and drink

✎ Already cast

D: Domain spell. Deity: Tiamat. Domains: Destruction, Law

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 23, Dex 12, Con 18, Int 10, Wis 16, Cha 10

Feats Iron Will, Multiattack, Quicken Breath

Skills: Balance +4, Concentration +12, Jump +8, Listen +5, Spot +8, Swim +2

Possessions combat gear plus +1 full plate, +1 heavy steel shield, ring of protection +1, vest of resistance +1, Masterwork morningstar

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

1: YET MORE EVIL DRACONIC CULTISTS

REDSPAWN ARCANISS SORCERER CR 12

Redspawn Arcaniss Sorcerer 6

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; Senses darkvision 60 ft., low-light vision;

Listen +2, Spot +2

Languages Common, Draconic

AC 20, touch 11, flat-footed 19, armored mage

(+1 Dex, +5 Armor, +2 shield, +2 Natural)

hp 95 (14 HD); fire spell affinity

Immune fire, paralysis, sleep

Fort +11, Ref +13, Will +15

Weakness vulnerability to cold

Speed 40 ft. in light armor (8 squares)

Masterwork dagger +14/8 melee (1d4)

Ranged touch +15 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +11; Grp +11

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 10th):

6th (4/day) – *disintegrate* (+15 ranged touch, DC 22)5th (4/day) – *greater fireburst* (DC 21, CL 12th),*prismatic ray* (+15 ranged touch, DC 21)4th (6/day) – *dimension door*, *Otiluke's resilient**sphere* (DC 20), *wall of fire* (CL 12th)3rd (7/day) – *fireball* (DC 19, CL 12th), *fly*, *heroism*, *slow* (DC 19)2nd (7/day) – *Melf's acid arrow* (+15 ranged touch),*mirror image*, *scorching ray* (+15 ranged touch,CL 12th), *see invisibility*, *web* (DC 17)1st (8/day) – *burning hands* (DC 17, CL 12th), *chill**touch* (+13 melee touch, DC 17), *magic missile*,*ray of enfeeblement* (+13 ranged touch), *true**strike*0 (6/day) – *acid splash* (+15 ranged touch), *detect**magic*, *disrupt undead*, *ghost sound* (DC 16),*message*, *prestidigitation*, *ray of frost* (+15 rangedtouch), *read magic*, *touch of fatigue* (DC 16)✂ Already cast (*heroism* – included in stat block)

Abilities Str 10, Dex 13, Con 17, Int 10, Wis 10, Cha 22

Feats Point Blank Shot, Precise Shot, Searing Spell, Split Ray, Weapon Focus (ranged touch)

Skills total ranks: Concentration +16, Jump +6, Knowledge (arcana) +13, Listen +0, Spellcraft +16, Spot +0

Possessions combat gear plus +1 *chain shirt*, +1 *buckler*, *amulet of health* +2, *cloak of charisma* +4, *vest of resistance* +2, Masterwork dagger, spell component pouch, sacrificial dagger with the blade shaped like a dragons head with the fangs intertwined

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure change.

Physical Description: A humanoid, covered in red scales with yellow and orange flame like markings all over its body. It appears to be wearing robes and is brandishing a wicked looking dagger as it's empty hand reaches into a spell component pouch.

9: WANTED!

MORTIMER**CR 13**

Male necropolitan grey elf Wizard 10/Paragnostic Apostle 3

NE Medium undead (augmented humanoid, elf)

Init +4; Senses Low-light vision; Listen +5, Spot +21

Languages Common, Elven, Abyssal, Ancient

Suloise, Infernal, Draconic

AC 29, touch 14, flat-footed 25

(+4 Dex, +8 Armor, +7 Natural)

hp 108 plus 15 temporary (13 HD)

Immune Undead immunities

Resist Acid 30, resist control, turn resistance +6

Fort +10, Ref +12, Will +15

Speed 30 ft. (6 squares)

Dagger +6 melee (1d4)

Ranged touch +10 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Special Qualities Discern Weakness (humans +1), Penetrating Insight

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC), *vest of the master evoker* (3/day, swift: an evocation spell cast the same round has save DC +2 and does 2 extra damage per spell level, MIC)Wizard Spells Prepared (CL 13th)7th – *fell drain acid fog*, *power word blind*6th – *fell drain cone of cold* (DC 24), *fell drain dragon breath* (DC 23), *quickened fell drain magic missile*5th – *fell drain* [sonic] *fireball* (DC 22), *fell drain* [sonic] *fireball* (DC 22), *quickened shield*, *wall of force*4th – *dimension door*, *fell drain scorching ray*, *greater mirror image*, ~~greater resistance~~, *Otiluke's resilient sphere* (DC 23)3rd – ~~[extended] battle magic perception~~, *blink*, *dispel magic* (1d20+16), ~~[extended] dragonskin~~ [black], *fell drain magic missile*, ~~greater mage armor~~2nd – *alter fortune*, *baleful transposition* (DC 19), *false life*, *glitterdust* (DC 19), ~~[extended] see invisibility~~, *slapping hand*1st – ~~familiar pocket~~, *grease*, *guided shot*, ~~mage armor~~, *nerveskitter*, *protection from good*

0 – Immaterial

✂ Already cast

Abilities Str 10, Dex 18, Con -, Int 24, Wis 13, Cha 10
Feats Alertness, Elven Spell Lore (*fireball*), Fell Drain,
Greater Spell Focus (evocation), Improved Turn
Resistance, Metamagic School Focus (evocation),
Quickened Spell, Spell Focus (evocation)

Skills: Concentration +16, Knowledge (arcana) +20,
Knowledge (architecture and engineering) +12,
Knowledge (nature) +15, Knowledge (nobility and
royalty) +12, Knowledge (planes) +14, Knowledge
(religion) +15, Listen +5, Spellcraft +24, Spot +21
Possessions combat gear plus *headband of intellect*
+4, *lesser metamagic rod of extend*, *gloves of*
dexterity +2

Contingency: Mortimer gains *greater invisibility* if he is
about to be targeted by a hostile action.

Discern Weakness (Ex) Choose one creature type or
subtype from the ranger's favored enemy list (PH
47). If you have 8 ranks in the appropriate
Knowledge skill (such as Knowledge [arcana] for
dragons, or Knowledge [nature] for humanoids),
the save DC of every spell that you target on a
creature of that type increases by 1. You can select
this ability multiple times, choosing a different
creature each time.

Mind Over Matter (Ex) Whenever you cast a spell that
creates a solid object, its hardness and hit points
each increase by 2. When you cast a spell that
provides an armor bonus, that bonus to AC also
increases by 2. (Requires: Knowledge [architecture
and engineering] 5 ranks.)

Penetrating Insight (Ex) You gain a +1 bonus on
caster level checks made to overcome spell
resistance, or to successfully dispel another
caster's spell. (Requires: Knowledge [arcana] 9
ranks).

Resist Control (Ex) Necropolitans have a +2 profane
bonus on their Will saving throws to resist the effect
of a *control undead* spell.

Summon Familiar (Ex) Mortimer has a rat familiar
which he keeps in his *familiar pocket*. This gives
him a +2 bonus to his Fortitude save which is
already included in the stat block.

Turn Resistance (Ex) A necropolitan has +2 turn
resistance. This increases to +6 with Mortimer's
Improved Turn Resistance feat.

Unnatural Resilience (Ex) Necropolitans automatically
heal hit point damage and ability damage at the
same rate as a living creature. The Heal skill has
no effect on necropolitans; however, negative
energy (such as an *inflict* spell) heals them.

Physical Description: A gaunt elf, covered in black
scales with black raiment, trimmed in orange and
gold. He appears to be wearing robes and wears a
dagger sheathed at his hip, adjacent to a well-kept
spellbook.

ADVANCED CRYPT CHANTER CR 11

Advanced (17 HD) crypt chanter Hexblade 3
CE Medium undead (incorporeal)
Init +9; Senses Darkvision 60 ft.; Listen +24, Spot +24
Languages Common, Abyssal (never speaks)

AC 23, touch 25, flat-footed 18
(+5 Dex, +8 deflection)

hp 175 (20 HD); Miss chance 50% Incorporeal

Immune Undead immunities

Resist Turn resistance +6

Fort +9, Ref +13, Will +18 (+8 against spells/spell-like)

Speed 30 ft. (6 squares)

Incorporeal touch +12 melee (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp -

Special Attacks Draining melody (DC 28), create
spawn, Hexblade's Curse (DC 19), Life Drain

Special Qualities Arcane resistance (+8), Daylight
powerlessness, Mettle, turn resistance +6

Combat Gear *brooch of shielding*

Abilities Str -, Dex 20, Con -, Int 14, Wis 14, Cha 26

Feats Ability Focus (draining melody), Alertness,
Blind-Fight, Ghostly Grasp, Improved Initiative,
Improved Turn Resistance, Life Drain

Skills: Bluff +17, Hide +24, Intimidate +29, Listen +24,
Perform (sing) +27, Search +22, Spot +24

Possessions combat gear plus *cloak of charisma* +2,
vest of resistance +3, *gloves of dexterity* +2

Create Spawn (Su) Any humanoid slain by a crypt
chanter through its draining melody (see below)
becomes a crypt chanter 1d4 rounds later. Spawn
are under the command of the crypt chanter that
created them and remain enslaved until its
destruction. They do not possess any of the
abilities they had in life.

Arcane Resistance ()

Daylight Powerlessness (Ex) A crypt chanter is utterly
powerless in natural sunlight (not merely a *daylight*
spell) and flees from it.

Draining Melody (Su) A crypt chanter constantly sings,
creating a magically charged allure. All creatures
within 60 feet of a crypt chanter must make a DC
28 Will save or stand dazed as long as the music
continues. This is a sonic, mind-affecting
compulsion effect.

Beginning on the round after becoming
dazed, creatures that failed the first saving throw
must make a second saving throw (same DC) to
avoid being affected as if by the *enthrall* spell (see
page 227 of the *Player's Handbook*). Enthrall
victims also begin to take 1d2 negative levels per
round while the song continues, as long as they
remain within range. If a creature gains a number
of negative levels at least equal to its Hit Dice, it
dies and becomes a spawn.

When a crypt chanter bestows negative
levels on a victim, it gains 5 temporary hit points for
each negative level bestowed. These temporary hit
points last for up to 1 hour.

Creatures that successfully save upon
hearing a crypt chanter's music cannot be affected
by that crypt chanter's music again unless the
chanter ceases singing for 1 full round (releasing
all those it previously held in thrall) and begins a
new song. The save DC is Charisma-based and
includes the crypt chanter's Ability Focus feat.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 19) negates the effect.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. A hexblade who successfully saves against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), it instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Turn Resistance (Ex) A crypt chanter has +2 turn resistance, increased to +6 turn resistance with the crypt chanter's Improved Turn Resistance feat.

Physical Description: A lone, wavering figure begins a song. The haunting melody echoes through the air, calling for you to dance. The music makes your soul shiver, but it also makes you smile. How can something be so awful and so wonderful at the same time?

ADVANCED BONECLAW

CR 9

Advanced (22 HD) boneclaw Fighter 1

CE Large undead

Init +8; Senses Darkvision 60 ft.; Listen +27, Spot +27

Languages Common, Abyssal

AC 23, touch 14, flat-footed 20

(-1 Siz, +4 Dex, +6 mage armor, +3 natural, +1 deflection)

hp 309 (23 HD); DR 5/bludgeoning

Immune Cold, undead immunities

Resist Turn resistance +4

Fort +11, Ref +14, Will +17

Speed 40 ft. (8 squares)

2 Piercing claws +19 melee (2d6+7)

Space 10 ft.; Reach 20 ft.

Base Atk +12; Grp +22

Special Attacks Improved Trip (+14 opposed check), Power Attack, Reaching Claws

Special Qualities Turn resistance +6, Unholy toughness

Abilities Str 23, Dex 18, Con -, Int 14, Wis 14, Cha 20

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Improved Trip, Improved Turn Resistance, Power Attack, Weapon Focus (claw)

Skills: Climb +9, Hide +25, Intimidate +31, Listen +27, Move Silently +29, Search +27, Spot +27

Possessions combat gear plus *vest of resistance* +2, *ring of protection* +1, *amulet of mighty fists* +1

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten

more squares than even its Large size would otherwise indicate).

Turn Resistance (Ex) A boneclaw has +2 turn resistance, increased to +6 turn resistance with the boneclaw's Improved Turn Resistance feat.

Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

11: PERIMETER GUARDS

ELITE WYVERN RIDER

CR 11

Male human Fighter 4/Hexblade 3/Dragonrider 4

LE Medium human (Oeridian)

Init -1; Senses Low-light vision; Listen +1, Spot +9

Languages Common, Draconic

AC 19, touch 10, flat-footed 19

(-1 Dex, +9 armor, +1 deflection)

hp 95 (11 HD)

Immune Frightful presence

Fort +13, Ref +4, Will +11 (+3 to saves vs. spells/spell-like)

Speed 30 ft. (6 squares)

+1 *lance* +19 melee (1d8+11) OR +1 *lance* +22 melee

(3d8+33) with Spirited Charge and higher ground

Masterwork composite [str +4] longbow +11/6 ranged (1d8+4)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

Base Atk +11; Grp +15

Special Attacks Flyby Attack, Hexblade's Curse (DC 14), Ride-by Attack, Spirited Charge, Trample

Special Qualities Arcane Resistance (+3), Dragonriding, Mettle

Combat Gear

Abilities Str 18, Dex 8, Con 14, Int 10, Wis 12, Cha 16

Feats Flyby Attack, Melee Weapon Mastery (piercing), Mounted Combat, Ride-by Attack, Skill Focus

(ride), Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Skills: Diplomacy +8, Handle Animal +6, Intimidate +4, Knowledge (arcana) +6, Ride +20 (+24 on wyvern), Spot +9

Possessions combat gear plus *gauntlets of ogre power*, +1 *full plate armor*, *vest of resistance* +2, *cloak of charisma* +2, *ring of protection* +1, riding boots, masterwork lance, longspear

Dragonriding (Ex) A dragonrider may add his class level as a bonus to any Ride checks made in conjunction with riding a dragon. In addition, any dragon ridden by a dragonrider enjoys maneuverability of one grade better than normal (maximum perfect maneuverability). For instance, an adult green dragon with a dragonrider astride it has average maneuverability rather than poor.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 14) negates the effect.

Immune to Frightful Presence (Su) While mounted on or within 10 feet of his dragon mount, a dragonrider is immune to the frightful presence of dragons.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. A hexblade who successfully saves against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), it instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Physical Description: A stocky man dressed in full plate. His cape billows out on the wind as he lowers his lance to charge.

ADVANCED (10 HD) WYVERN

CR 9

N Huge dragon

Init +0; Senses Darkvision 60 ft., low-light vision, scent

Languages Draconic (usually hisses or growls)

AC 20, touch 8, flat-footed 20

(-2 Siz, +12 natural)

hp 112 (10 HD)

Immune *sleep* and paralysis

Fort +11, Ref +7, Will +8

Speed 20 ft. (4 squares), fly 60 ft. (poor, or average with dragonrider)

Sting +17 melee (1d8+9 plus poison) and bite +15 melee (3d8+9) and 2 wings +15 melee (2d6+4) and 2 talons +15 melee (3d6+9) OR Sting +20 melee (1d8+9) with charge, higher ground and fly-by attack

Space 15 ft.; Reach 10 ft.

Base Atk +10; Grp +27

Special Attacks Improved Grab, Poison (DC 21)

Special Qualities

Combat Gear

Abilities Str 28, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Multiattack, Wingover

Skills: Hide +5, Listen +16, Move Silently +13, Spot +19

Possessions combat gear plus

Poison (Ex) Injury, Fortitude DC 21, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

11: IT'S A TRAP!

Greater Dispel Magic Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell

effect (targeted greater dispel magic, 20th level wizard); Search DC 31; Disable Device DC 31.

Energy Drain Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); Atk +8 ranged touch; spell effect (energy drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 30 Fortitude save negates); Search DC 34; Disable Device DC 34.

Avasculate Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +6 ranged touch; spell effect (avasculate, 13th level wizard, subject reduced to ½ its current hit points & stunned for 1 round, DC 20 Fortitude save negates stun; Search DC 32; Disable Device DC 32.

Heightened Disintegrate Trap: CR 10; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +8 ranged touch; spell effect (disintegrate, 17th level wizard, 34d6 dmg, DC 24 Fortitude save partial (5d6 dmg); Search DC 32; Disable Device DC 31.

12: RITUAL

FROST GIANT BARBARIAN

CR 14

Male half-red dragon frost giant Barbarian 1/Fighter 2
CE Large dragon (augmented giant)

Init +5; Senses Low-light vision; Listen +15, Spot +13

Languages Common, Draconic, Giant

AC 20, touch 12, flat-footed 19

(-1 Siz, +1 Dex, +5 armor, +13 natural, +2 deflection)

hp 243 (17 HD)

Immune cold, fire

Fort +21, Ref +7, Will +11

Speed 50 ft. (10 squares), fly 100 ft. (average)

+1 *berserker greataxe* +31/26/21 melee (3d6+28) and bite +24 melee (1d8+9) OR 2 claws +29 melee (1d6+18) and bite +24 melee (1d8+9)

Rock +13 ranged (2d6+18)

Space 10 ft.; Reach 10 ft.

Base Atk +12; Grp +34

Special Attacks Breath Weapon (DC 24), Cleave, Improved Sunder, Power Attack, Rock Throwing, Weapon Focus (greataxe)

Special Qualities Rock catching

Combat Gear *lesser revelation crystal* (creature hit by axe is surrounded in golden glow, pinpointing its square, and any invisibility suppressed for 1 round, MIC)

Abilities Str 46, Dex 12, Con 25, Int 10, Wis 16, Cha 12

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills: Climb +23, Craft (weapon) +6, Intimidate +11, Jump +31, Listen +15, Spot +13

Possessions combat gear plus +1 *blurring chain shirt*, ring of protection +2, cloak of resistance +2, +1 *berserker greataxe*, belt of giant strength +4

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save (DC 24) halves the damage. The save DC is Constitution-based.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

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

Power-Up Suite (raging, blurring armor – bear's endurance, haste, prayer):

AC 19, touch 11, flat-footed 17

(-1 Siz, +1 Dex, +5 armor, +13 natural, +1 dodge, +2 deflection, -2 rage)

hp 311 (17 HD)

Miss chance 20% concealment

Immune cold, fire

Fort +26, Ref +9, Will +14

Speed 80 ft. (16 squares), fly 130 ft. (average)

+1 berserker greataxe +35/35/30/25 melee (4d6+32) and bite +28 melee (1d8+11) OR 3 claws +33 melee (1d6+21) and bite +28 melee (1d8+11)

Rock +13 ranged (2d6+21)

Base Atk +12; Grp +36

Abilities Str 50, Dex 12, Con 33, Int 10, Wis 16, Cha 12

Skills: Climb +25, Craft (weapon) +6, Intimidate +7, Jump +45, Listen +15, Spot +13

Physical Description: A

LIZARDFOLK SORCERER CR 9

Male half-green dragon lizardfolk Sorcerer 6

NE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +2, Spot +5

Languages Common, Draconic

AC 28, touch 11, flat-footed 27

(+1 Dex, +4 armor, +4 shield, +9 natural)

hp 71 (8 HD)

Immune acid

Fort +8, Ref +8, Will +7

Speed 30 ft. (6 squares)

2 claws +9 melee (1d4+5) and bite +7 melee (1d6+2)

Ranged touch +5 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +9

Special Attacks Breath Weapon (DC 15), Draconic Breath (DC 15 + lvl)

Special Qualities

Sorcerer Spells Known (CL 6th):

3rd (4/day) – *haste*

2nd (6/day) – *scorching ray*, *web* (DC 17)

1st (5/day) – *grease* (DC 16), *mage armor*, *magic missile*, *shield*

0 (6/day) – *detect magic*, *disrupt undead*, *light*, *message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

✎ Already cast (*mage armor*, *shield*)

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 21

Feats Alertness, Draconic Breath, Draconic Heritage, Multiattack

Skills: Balance +10, Concentration +15, Jump +14, Listen +2, Spellcraft +1, Spot +5, Swim +14

Possessions combat gear plus *vest of resistance* +2, *cloak of charisma* +2

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Summon familiar (Ex) The lizardfolk sorcerer has summoned a toad familiar which hides somewhere far away (but within 1 mile). This gives the sorcerer +3 hit points which are already included in his stat block.

Power-Up Suite (haste, prayer):

AC 29, touch 12, flat-footed 27

(+1 Dex, +4 armor, +4 shield, +1 dodge, +9 natural)

hp 71 (8 HD)

Immune acid

Fort +9, Ref +10, Will +8

Speed 60 ft. (12 squares)

3 claws +11 melee (1d4+6) and bite +9 melee (1d6+3)

Ranged touch +7 ranged (spell)

LIZARDFOLK CLERIC CR 9

Male half-green dragon lizardfolk Cleric 6

LE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +4, Spot +7

Languages Common, Draconic

AC 33, touch 12, flat-footed 32

(+1 Dex, +9 armor, +3 shield, +9 natural, +1 deflection)

hp 76 (8 HD)

Immune acid

Fort +10, Ref +7, Will +11

Speed 20 ft. in full plate (4 squares), 30 ft. base speed

Masterwork morningstar +13 melee (1d8+7) and bite +10 melee (1d6+3) OR Claw +12 melee (1d4+7) and bite +10 melee (1d6+3)

Ranged touch +5 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +12

Special Attacks Breath Weapon (DC 15), Smite 1/day (+4 to hit, +6 damage)

Special Qualities

Cleric Spells Prepared (CL 6th):

3rd – *invisibility purge*, *magic circle against chaos* (D), *prayer*

2nd – ~~*bear's endurance*~~, ~~*bull's strength*~~, *calm emotions* (DC 16), *sound burst* (DC 16), *sound burst* (DC 16)

1st – *bless*, *entropic shield*, *inflict light wounds* (DC 15), *protection from good*, ~~*shield of faith*~~

0 – *detect magic*, *detect magic*, *detect magic*, *detect poison*, *purify food and drink*

✧ Already cast

D: Domain spell. Deity: Tiamat. Domains: Destruction, Law

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 24, Dex 12, Con 18, Int 10, Wis 18, Cha 10

Feats Iron Will, Multiattack, Quicken Breath

Skills: Balance +4, Concentration +15, Jump +8, Listen +4, Spellcraft +1, Spot +7, Swim +2

Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, *ring of protection* +1, *vest of resistance* +1, *periapt of wisdom* +2, Masterwork morningstar

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Power-Up Suite (*bull's strength*, *haste*, *prayer*, *shield of faith*):

AC 36, touch 15, flat-footed 34

(+1 Dex, +9 armor, +3 shield, +9 natural, +1 dodge, +3 deflection)

hp 76 (8 HD)

Immune acid

Fort +11, Ref +9, Will +12

Speed 40 ft. in full plate (4 squares), 60 ft. base speed
Masterwork morningstar +17/17 melee (1d8+10) and bite +14 melee (1d6+5) OR Claw +16/16 melee (1d4+10) and bite +14 melee (1d6+5)

Ranged touch +7 ranged (spell)

Base Atk +5; Grp +14

Abilities Str 28, Dex 12, Con 18, Int 10, Wis 18, Cha 10

13: AND NOW THE DEMONS

ADVANCED RETRIEVER

CR 14

Advanced (18 HD) retriever

CE Gargantuan construct (extraplanar)

Init +4; **Senses** Listen +, Spot +; Darkvision 60 ft., low-light vision

Languages Abyssal

AC 23, touch 10, flat-footed 19

(-4 siz, +4 Dex, +13 natural)

hp 195 (18 HD); DR 10/good; Fast healing 5

Immune Construct immunities

Fort +6 Ref +10 Will +7

Speed 40 ft., base movement 40 ft., climb 20 ft.

Melee 4 claws +23 melee (3d6+14) and bite +18 (2d6+7)

Ranged eye rays +13 ranged

Space 20 ft.; **Reach** 15 ft.

Base Atk +13; **Grp** +40

Atk Options Eye rays

Special Actions Improved Grab

Spell-Like Abilities (CL 12th):

At will – *plane shift* (self and up to 50 pounds of objects only)

Abilities Str 39, Dex 18, Con –, Int –, Wis 12, Cha 1

SQ Eye rays, Find target

Feats –

Skills –

Possessions none

Eye Rays (Su) A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable once every 4 rounds. A retriever can fire an eye ray in the same round it makes physical attacks. The save DC for all rays is 23. The DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): As per the *Monster Manual*.

Improved Grab (Ex): A retriever that hits with its bite attack may attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. (This advanced retriever typically takes the -20 penalty to its grapple check to continue to threaten and avoid being flat-footed.)

1: YET MORE EVIL DRACONIC CULTISTS**REDSPAWN ARCANISS SORCERER CR 14**

Redspawn Arcaniss Sorcerer 8

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; Senses darkvision 60 ft., low-light vision;

Listen +2, Spot +2

Languages Common, Draconic

AC 24, touch 13, flat-footed 23, armored mage

(+1 Dex, +6 Armor, +3 shield, +2 Natural, +2 deflection)

hp 123 (16 HD); fire spell affinity

Immune fire, paralysis, sleep

Fort +13, Ref +14, Will +17

Weakness vulnerability to cold

Speed 40 ft. in light armor (8 squares)

Masterwork dagger +15/10/5 melee (1d4)

Ranged touch +16 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +12; Grp +12

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 12th):

7th (3/day) – *delayed blast fireball* (DC 23, CL 14th)6th (4/day) – *disintegrate* (+16 ranged touch, DC 22), *greater dispel magic*5th (4/day) – *greater fireburst* (DC 21, CL 14th), *prismatic ray* (+16 ranged touch, DC 21), *wall of force*4th (6/day) – *dimension door*, *enervation* (+16 ranged touch), *Otiluke's resilient sphere* (DC 20), *wall of fire* (CL 14th)3rd (7/day) – *fireball* (DC 19, CL 14th), *fly*, *heroism*, *slow* (DC 19)2nd (7/day) – *Melf's acid arrow* (+16 ranged touch), *mirror image*, *scorching ray* (+16 ranged touch, CL 14th), *see invisibility*, *web* (DC 17)1st (8/day) – *burning hands* (DC 17, CL 14th), *chill touch* (+14 melee touch, DC 17), *magic missile*, *ray of enfeeblement* (+13 ranged touch), *true strike*0 (6/day) – *acid splash* (+16 ranged touch), *detect magic*, *disrupt undead*, *ghost sound* (DC 16), *message*, *prestidigitation*, *ray of frost* (+16 ranged touch), *read magic*, *touch of fatigue* (DC 16)✂ Already cast (*heroism* – included in stat block)

Abilities Str 10, Dex 13, Con 18, Int 10, Wis 10, Cha 22

Feats Point Blank Shot, Precise Shot, Rapid Metamagic, Searing Spell, Split Ray, Weapon Focus (ranged touch)

Skills total ranks: Concentration +19, Jump +6, Knowledge (arcana) +13, Listen +2, Spellcraft +18, Spot +2

Possessions combat gear plus +2 *chain shirt*, +2 *buckler*, *ring of protection* +2, *amulet of health* +2, *cloak of charisma* +4, *vest of resistance* +3, Masterwork dagger, spell component pouch,

sacrificial dagger with the blade shaped like a dragons head with the fangs intertwined

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure change.

Physical Description: A humanoid, covered in red scales with yellow and orange flame like markings all over its body. It appears to be wearing robes and is brandishing a wicked looking dagger as it's empty hand reaches into a spell component pouch.

9: WANTED!**MORTIMER****CR 15**

Male necropolitan grey elf Wizard 10/Paragnostic Apostle 5

NE Medium undead (augmented humanoid, elf)

Init +8; Senses Low-light vision; Listen +5, Spot +23

Languages Common, Elven, Abyssal, Ancient Suloise, Infernal, Draconic

AC 30, touch 15, flat-footed 26

(+4 Dex, +8 Armor, +7 Natural, +1 insight)

hp 126 plus 15 temporary (15 HD)

Immune Undead immunities

Resist Acid 30, resist control, turn resistance +6

Fort +10, Ref +12, Will +16

Speed 30 ft. (6 squares)

Dagger +7 melee (1d4)

Ranged touch +11 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +7

Special Qualities Discern Weakness (dwarves +1, humans +1, magical beast +1), Penetrating Insight

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC), *vest of the master evoker* (3/day, swift: an evocation spell cast the same round has save DC +2 and does 2 extra damage per spell level, MIC)Wizard Spells Prepared (CL 15th)8th – *fell drain radiant assault* (DC 27), ~~moment of prescience~~7th – *fell drain acid fog*, *power word blind*, *quicken*, *fell drain magic missile*6th – *disintegrate* (DC 24), *fell drain cone of cold* (DC 25), *fell drain dragon breath* (DC 24), *greater dispel magic* (1d20+18)5th – *fell drain [sonic] fireball* (DC 23), *fell drain [sonic] fireball* (DC 23), *quicken shield*, *wall of force*4th – *dimension door*, *enervation* (+11 ranged touch), *fell drain scorching ray*, *greater mirror image*,

~~greater resistance~~, *Otiluke's resilient sphere* (DC 24)

3rd— ~~[extended] battle magic perception~~, ~~blink~~, ~~[extended] dragonskin [black]~~, ~~fell drain magic missile~~, ~~greater mage armor~~, ~~greater mage armor~~

2nd— ~~alter fortune~~, ~~baleful transposition~~ (DC 20), ~~false life~~, ~~glitterdust~~ (DC 20), ~~[extended] see invisibility~~, ~~slapping hand~~

1st— ~~familiar pocket~~, ~~grease~~, ~~guided shot~~, ~~mage armor~~, ~~nerveskitter~~, ~~protection from good~~

0— Immaterial

✂ Already cast

Abilities Str 10, Dex 18, Con -, Int 26, Wis 13, Cha 10
Feats Alertness, Elven Spell Lore (*fireball*), Fell Drain, Greater Spell Focus (evocation), Improved Initiative, Improved Turn Resistance, Metamagic School Focus (evocation), Quicken Spell, Spell Focus (evocation)

Skills: Concentration +18, Knowledge (arcana) +21, Knowledge (architecture and engineering) +13, Knowledge (nature) +16, Knowledge (local: luz's border states) +20, Knowledge (nobility and royalty) +13, Knowledge (planes) +15, Knowledge (religion) +16, Listen +5, Spellcraft +25, Spot +23, Tumble +5

Possessions combat gear plus *headband of intellect* +6, *lesser metamagic rod of extend*, *gloves of dexterity* +2, *dusty rose prism ioun stone*

Contingency: Mortimer gains *duelward* if a hostile entity begins to cast a spell within his line of effect.

Discern Weakness (Ex) Choose one creature type or subtype from the ranger's favored enemy list (PH 47). If you have 8 ranks in the appropriate Knowledge skill (such as Knowledge [arcana] for dragons, or Knowledge [nature] for humanoids), the save DC of every spell that you target on a creature of that type increases by 1. You can select this ability multiple times, choosing a different creature each time.

Mind Over Matter (Ex) Whenever you cast a spell that creates a solid object, its hardness and hit points each increase by 2. When you cast a spell that provides an armor bonus, that bonus to AC also increases by 2. (Requires: Knowledge [architecture and engineering] 5 ranks.)

Penetrating Insight (Ex) You gain a +1 bonus on caster level checks made to overcome spell resistance, or to successfully dispel another caster's spell. (Requires: Knowledge [arcana] 9 ranks).

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Summon Familiar (Ex) Mortimer has a rat familiar which he keeps in his *familiar pocket*. This gives him a +2 bonus to his Fortitude save which is already included in the stat block.

Turn Resistance (Ex) A necropolitan has +2 turn resistance. This increases to +6 with Mortimer's Improved Turn Resistance feat.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability damage at the

same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Physical Description: A gaunt elf, covered in black scales with black raiment, trimmed in orange and gold. He appears to be wearing robes and wears a dagger sheathed at his hip, adjacent to a well-kept spellbook.

ADVANCED CRYPT CHANTER

CR 11

Advanced (17 HD) crypt chanter Hexblade 3

CE Medium undead (incorporeal)

Init +9; Senses Darkvision 60 ft.; Listen +24, Spot +24

Languages Common, Abyssal (never speaks)

AC 29, touch 23, flat-footed 24

(+5 Dex, +6 mage armor, +8 deflection)

hp 175 (20 HD); Miss chance 50% Incorporeal

Immune Undead immunities

Resist Turn resistance +6

Fort +9, Ref +13, Will +18 (+8 against spells/spell-like)

Speed 30 ft. (6 squares)

Incorporeal touch +16 melee (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +11; Grp -

Special Attacks Draining melody (DC 28), create spawn, Hexblade's Curse (DC 19), Life Drain

Special Qualities Arcane resistance (+8), Daylight powerlessness, Mettle, turn resistance +6

Combat Gear *brooch of shielding*

Abilities Str -, Dex 18, Con -, Int 14, Wis 14, Cha 26

Feats Ability Focus (draining melody), Alertness, Blind-Fight, Ghostly Grasp, Improved Initiative, Improved Turn Resistance, Life Drain

Skills: Bluff +17, Hide +24, Intimidate +29, Listen +24, Perform (sing) +27, Search +22, Spot +24

Possessions combat gear plus *cloak of charisma* +2, *vest of resistance* +3, *gloves of dexterity* +2

Create Spawn (Su) Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

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

Daylight Powerlessness (Ex) A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Draining Melody (Su) A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 28 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to

avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthralled victims also begin to take 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based and includes the crypt chanter's Ability Focus feat.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 19) negates the effect.

Mettle (Ex) At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Turn Resistance (Ex) A crypt chanter has +2 turn resistance, increased to +6 turn resistance with the crypt chanter's Improved Turn Resistance feat.

Physical Description: A lone, wavering figure begins a song. The haunting melody echoes through the air, calling for you to dance. The music makes your soul shrivel, but it also makes you smile. How can something be so awful and so wonderful at the same time?

ADVANCED BONECLAW

CR 13

Advanced (22 HD) boneclaw Fighter 4/Blackguard 1
CE Large undead
Init +8; Senses Darkvision 60 ft.; Listen +27, Spot +32
Languages Common, Abyssal

AC 25, touch 14, flat-footed 22

(-1 Siz, +4 Dex, +8 greater mage armor, +3 natural, +1 deflection)
hp 353 (27 HD); DR 5/bludgeoning
Immune Cold, undead immunities
Resist Turn resistance +4
Fort +15, Ref +15, Will +18

Speed 40 ft. (8 squares)

2 Piercing claws +26 melee (2d6+12)

Space 10 ft.; Reach 20 ft.

Base Atk +16; Grp +27

Special Attacks Improved Trip (+17 opposed check), Power Attack, Reaching Claws

Special Qualities Turn resistance +6, Unholy toughness

Blackguard Spells Prepared (CL 1st):

1st – *blade of blood*

Abilities Str 24, Dex 18, Con -, Int 14, Wis 14, Cha 20
Feats Cleave, Combat Expertise, Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Improved Sunder, Improved Trip, Improved Turn Resistance, Melee Weapon Mastery (slashing), Power Attack, Weapon Focus (claw), Weapon Specialization (claw)

Skills: Climb +14, Hide +26, Intimidate +34, Jump +15, Knowledge (religion) +4, Listen +27, Move Silently +29, Search +27, Spot +32

Possessions combat gear plus *vest of resistance* +2, *ring of protection* +1, *amulet of mighty fists* +1, *boots of speed*, *eyes of the eagle*, *armbands of might*

Aura of Evil (Su) The power of a blackguard's aura of evil is equal to his class level plus his cleric level, if any.

Detect good (Sp) At will, a blackguard can use detect good as a spell-like ability, duplicating the effects of the spell.

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Turn Resistance (Ex) A boneclaw has +2 turn resistance, increased to +6 turn resistance with the boneclaw's Improved Turn Resistance feat.

Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Power-Up Suite (*hasted*)

AC 26, touch 15, flat-footed 22

(-1 Siz, +4 Dex, +8 greater mage armor, +3 natural, +1 dodge, +1 deflection)

Fort +16, Ref +17, Will +19

Speed 70 ft. (14 squares)

3 Piercing claws +27 melee (2d6+12)

Skills: Jump +27

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

11: PERIMETER GUARDS

ELITE WYVERN RIDER

CR 13

Male human Fighter 4/Hexblade 4/Dragonrider 5

LE Medium human (Oeridian)

Init -1; Senses Low-light vision; Listen +1, Spot +11

Languages Common, Draconic

AC 24, touch 14, flat-footed 24

(-1 Dex, +9 armor, +4 shield, +1 natural, +1 deflection)

hp 109 (13 HD)

Immune Frightful presence

Fort +13, Ref +4, Will +12 (+3 to saves vs. spells/spell-like)

Speed 30 ft. (6 squares)

+1 lance +22 melee (1d8+10) OR +1 lance +25 melee (3d8+30) with Spirited Charge and higher ground

Masterwork composite [str +4] longbow +13/8 ranged (1d8+4)

Space 5 ft.; Reach 5 ft. (10 ft. with lance)

Base Atk +13; Grp +18 (+22 to resist grapple)

Special Attacks Flyby Attack, Hexblade's Curse (DC 15), Ride-by Attack, Spirited Charge, Trample

Special Qualities Arcane Resistance (+3), Dragonriding, Mettle

Combat Gear

Hexblade Spells Known (CL 2nd):

1st (1/day) – *entropic shield*, *protection from good*

Abilities Str 21, Dex 8, Con 14, Int 10, Wis 12, Cha 16

Feats Flyby Attack, Melee Weapon Mastery (piercing), Mounted Combat, Ride-by Attack, Shield Specialization, Shield Ward, Skill Focus (ride), Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Skills: Diplomacy +8, Handle Animal +6, Intimidate +4, Knowledge (arcana) +8, Ride +22 (+27 on wyvern), Spot +11

Possessions combat gear plus *belt of giant strength* +4, +1 *full plate armor*, +1 *heavy steel shield*, *vest of resistance* +2, *cloak of charisma* +2, *ring of protection* +1, *amulet of natural armor* +1, riding boots, masterwork lance, longspear

Dragonriding (Ex) A dragonrider may add his class level as a bonus to any Ride checks made in conjunction with riding a dragon. In addition, any dragon ridden by a dragonrider enjoys maneuverability of one grade better than normal (maximum perfect maneuverability). For instance, an adult green dragon with a dragonrider astride it has average maneuverability rather than poor.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 15) negates the effect.

Immune to Frightful Presence (Su) While mounted on or within 10 feet of his dragon mount, a dragonrider is immune to the frightful presence of dragons.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. A hexblade who successfully saves against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), it instead completely negates the

effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Spur Mount (Ex) A 5th-level dragonrider can make a DC 20 Ride check to spur his dragon mount to greater speed. Success on this check increases the dragon's speed (flying and otherwise) by 50% (round down to the nearest 5-foot increment), for 5 rounds.

Physical Description: A stocky man dressed in full plate. His cape billows out on the wind as he lowers his lance to charge.

ADVANCED (12 HD) WYVERN

CR 11

N Gargantuan dragon

Init +0; Senses Darkvision 60 ft., low-light vision, scent

Languages Draconic (usually hisses or growls)

AC 25, touch 6, flat-footed 25

(-4 Siz, +3 armor, +16 natural)

hp 195 (12 HD)

Immune *sleep* and paralysis

Fort +15, Ref +8, Will +9

Speed 20 ft. (4 squares), fly 60 ft. (poor, or average with dragonrider)

Sting +21 melee (2d6+13 plus poison) and bite +19 melee (4d8+13) and 2 wings +19 melee (3d6+6) and 2 talons +19 melee (4d6+13) OR Sting +23 melee (2d6+13) with charge, higher ground and fly-by attack

Space 20 ft.; Reach 15 ft.

Base Atk +12; Grp +37

Special Attacks Improved Grab, Poison (DC 25)

Special Qualities

Combat Gear

Abilities Str 36, Dex 10, Con 24, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack, Wingover

Skills: Hide +3, Listen +18, Move Silently +15, Spot +21

Possessions combat gear plus +1 *leather barding*

Poison (Ex) Injury, Fortitude DC 25, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Physical Description: A

11: IT'S A TRAP!

Greater Dispel Magic Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell effect (targeted greater dispel magic, 20th level wizard); Search DC 31; Disable Device DC 31.

Energy Drain Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); Atk +8 ranged touch; spell effect (energy drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 30 Fortitude

save negates); Search DC 34; Disable Device DC 34.

Avasculate Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +6 ranged touch; spell effect (avasculate, 13th level wizard, subject reduced to ½ it's current hit points & stunned for 1 round, DC 20 Fortitude save negates stun; Search DC 32; Disable Device DC 32.

Heightened Disintegrate Trap: CR 10; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +8 ranged touch; spell effect (disintegrate, 17th level wizard, 34d6 dmg, DC 24 Fortitude save partial (5d6 dmg); Search DC 32; Disable Device DC 31.

Sphere of Ultimate Destruction Trap: CR 14; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +8 ranged touch (multiple targets, one per round); spell effect (sphere of ultimate destruction, 17th level wizard, 34d6 damage, DC 24 fortitude save partial (5d6 dmg); Search DC 34; Disable Device DC 34.

12: RITUAL

FROST GIANT BARBARIAN

CR 16

Male half-red dragon frost giant Barbarian 1/Fighter 4

CE Large dragon (augmented giant)

Init +6; Senses Low-light vision; Listen +15, Spot +13

Languages Common, Draconic, Giant

AC 21, touch 13, flat-footed 19

(-1 Siz, +2 Dex, +5 armor, +13 natural, +2 deflection)

hp 288 (19 HD)

Immune cold, fire

Fort +24, Ref +11, Will +14

Speed 50 ft. (10 squares), fly 100 ft. (average)

+1 *binding berserker greataxe* +34/29/24 melee (3d6+30) and bite +26 melee (1d8+9) OR 2 claws +31 melee (1d6+18) and bite +26 melee (1d8+9)

Rock +15 ranged (2d6+18)

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +36

Special Attacks Breath Weapon (DC 24), Cleave, Improved Sunder, Power Attack, Rock Throwing, Weapon Focus (greataxe)

Special Qualities Rock catching

Combat Gear *lesser revelation crystal* (creature hit by axe is surrounded in golden glow, pinpointing its square, and any invisibility suppressed for 1 round, MIC), *anklet of translocation* (2/day; swift: teleport up to 10 feet, requires line of sight and line of effect, MIC)

Abilities Str 46, Dex 12, Con 27, Int 10, Wis 16, Cha 12

Feats Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Quicken Breath Weapon, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills: Climb +23, Craft (weapon) +6, Intimidate +15, Jump +31, Listen +15, Spot +13

Possessions combat gear plus +1 *blurring chain shirt*, *ring of protection* +2, *gloves of dexterity* +2, *amulet of health* +2, *cloak of resistance* +4, +1 *binding berserker greataxe*, *belt of giant strength* +4, and 2,000 gp in gems

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save (DC 25) halves the damage. The save DC is Constitution-based.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

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

Power-Up Suite (raging, blurring armor – bear's endurance, haste, heroism, recitation):

AC 22, touch 14, flat-footed 20

(-1 Siz, +2 Dex, +5 armor, +13 natural, +2 deflection, +3 luck, -2 rage)

hp 345 (19 HD)

Immune cold, fire

Fort +31, Ref +17, Will +21

Speed 80 ft. (16 squares), fly 130 ft. (average)

+1 *binding berserker greataxe* +42/42/37/32 melee (4d6+33) and bite +34 melee (1d8+10) OR 2 claws +39 melee (1d6+20) and bite +34 melee (1d8+10)

Rock +21 ranged (2d6+20)

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +38

Abilities Str 50, Dex 12, Con 33, Int 10, Wis 16, Cha 12

Skills: Climb +27, Craft (weapon) +8, Intimidate +17, Jump +47, Listen +17, Spot +15

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save (DC 28) halves the damage. The save DC is Constitution-based.

Physical Description: A

LIZARDFOLK SORCERER

CR 11

Male half-green dragon lizardfolk Sorcerer 8

NE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +2, Spot +5

Languages Common, Draconic

AC 28, touch 11, flat-footed 27

(+1 Dex, +4 armor, +4 shield, +9 natural)

hp 85 (10 HD)

Immune acid

Fort +8, Ref +8, Will +8

Speed 30 ft. (6 squares)

2 claws +10 melee (1d4+5) and bite +8 melee (1d6+2)
 Ranged touch +6 ranged (spell)
 Space 5 ft.; Reach 5 ft.
 Base Atk +5; Grp +10
 Special Attacks Breath Weapon (DC 15), Draconic Breath (DC 15 + lvl)
 Special Qualities
 Sorcerer Spells Known (CL 8th):
 4th (4/day) – *wall of ice*
 3rd (6/day) – *haste*, *heroism*
 2nd (7/day) – *bear's endurance*, *scorching ray*, *web* (DC 17)
 1st (6/day) – *grease* (DC 16), *mage armor*, *magic missile*, *ray of enfeeblement* (+6 ranged touch), *shield*
 0 (6/day) – *detect magic*, *disrupt undead*, *light message*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)
 ✎ Already cast (*mage armor*, *shield*)
 Combat Gear *ring of silent spells* (*swift*: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 21
 Feats Alertness, Draconic Breath, Draconic Heritage, Multiattack, Quicken Breath
 Skills: Balance +10, Concentration +17, Jump +14, Listen +2, Spellcraft +3, Spot +5, Swim +14
 Possessions combat gear plus *vest of resistance* +2, *cloak of charisma* +2

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.
 Summon familiar (Ex) The lizardfolk sorcerer has summoned a toad familiar which hides somewhere far away (but within 1 mile). This gives the sorcerer +3 hit points which are already included in his stat block.

Power-Up Suite (*bear's endurance*, *haste*, *heroism*, *recitation*):

AC 32, touch 15, flat-footed 30
 (+1 Dex, +4 armor, +4 shield, +9 natural, +1 dodge, +3 luck)
 hp 105 (10 HD)
 Immune acid
 Fort +15, Ref +14, Will +13

Speed 60 ft. (12 squares)
 3 claws +16 melee (1d4+5) and bite +14 melee (1d6+2)
 Ranged touch +12 ranged (spell)

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 17) halves the damage. The save DC is Constitution-based.

LIZARDFOLK CLERIC

CR 11

Male half-green dragon lizardfolk Cleric 8
 LE Med dragon (augmented monstrous humanoid)
 Init +1; Senses Listen +4, Spot +7
 Languages Common, Draconic

AC 33, touch 12, flat-footed 32
 (+1 Dex, +9 armor, +3 shield, +9 natural, +1 deflection)
 hp 94 (10 HD)
 Immune acid
 Fort +11, Ref +7, Will +12

Speed 20 ft. in full plate (4 squares), 30 ft. base speed
 Masterwork morningstar +15/10 melee (1d8+7) and bite +12 melee (1d6+3) OR Claw +14 melee (1d4+7) and bite +12 melee (1d6+3)
 Ranged touch +7 ranged (spell)
 Space 5 ft.; Reach 5 ft.
 Base Atk +7; Grp +14
 Special Attacks Breath Weapon (DC 15), Smite 3/day (+4 to hit, +8 damage)
 Special Qualities
 Cleric Spells Prepared (CL 8th):
 4th – *divine power*, *order's wrath* (DC 18), *recitation*
 3rd – *invisibility purge*, *magic circle against chaos* (D), ~~*magic vestment*~~, ~~*magic vestment*~~
 2nd – ~~*bear's endurance*~~, ~~*bull's strength*~~, *calm emotions* (DC 16), *sound burst* (DC 16), *sound burst* (DC 16)
 1st – *bless*, *divine favor*, *entropic shield*, *inflict light wounds* (DC 15), *protection from good*, ~~*shield of faith*~~
 0 – *detect magic*, *detect magic*, *detect magic*, *detect poison*, *purify food and drink*
 ✎ Already cast
 D: Domain spell. Deity: Tiamat. Domains: Destruction, Law
 Combat Gear *ring of silent spells* (*swift*: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 24, Dex 12, Con 18, Int 10, Wis 18, Cha 10
 Feats Extra Smiting, Iron Will, Multiattack, Quicken Breath
 Skills: Balance +4, Concentration +15, Jump +8, Listen +4, Spellcraft +1, Spot +7, Swim +2
 Possessions combat gear plus +1 *full plate*, +1 *heavy steel shield*, *ring of protection* +1, *vest of resistance* +1, *periapt of wisdom* +2, Masterwork morningstar

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Power-Up Suite (*bear's endurance*, *bull's strength*, *haste*, *heroism*, *magic vestment*, *magic vestment*, *recitation*, *shield of faith*):

AC 38, touch 15, flat-footed 36
 (+1 Dex, +10 armor, +4 shield, +9 natural, +1 dodge, +3 deflection)

hp 114 (10 HD)

Immune acid

Fort +18, Ref +13, Will +17

Speed 40 ft. in full plate (4 squares), 60 ft. base speed

Masterwork morningstar +23/23/18 melee (1d8+9)

and bite +20 melee (1d6+4) OR Claw +22/22

melee (1d4+9) and bite +20 melee (1d6+4)

Ranged touch +15 ranged (spell)

Abilities Str 28, Dex 12, Con 22, Int 10, Wis 18, Cha 10

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 17) halves the damage. The save DC is Constitution-based.

13: AND NOW THE DEMONS

ADVANCED RETRIEVER

CR 15

Advanced (22 HD) retriever

CE Gargantuan construct (extraplanar)

Init +4; **Senses** Listen +, Spot +; Darkvision 60 ft., low-light vision

Languages Abyssal

AC 23, touch 10, flat-footed 19

(-4 siz, +4 Dex, +13 natural)

hp 225 (22 HD); DR 10/good; Fast healing 5

Immune Construct immunities

Fort +7 **Ref** +11 **Will** +8

Speed 40 ft., base movement 40 ft., climb 20 ft.

Melee 4 claws +27 melee (3d6+15) and bite +22 (2d6+7)

Ranged eye rays +16 ranged

Space 20 ft.; **Reach** 15 ft.

Base Atk +16; **Grp** +44

Atk Options Eye rays

Special Actions Improved Grab

Spell-Like Abilities (CL 12th):

At will – *plane shift* (self and up to 50 pounds of objects only)

Abilities Str 40, Dex 18, Con –, Int –, Wis 12, Cha 1

SQ Eye rays, Find target

Feats –

Skills –

Possessions none

Eye Rays (Su) A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable once every 4 rounds. A retriever can fire an eye ray in the same round it makes physical attacks. The save DC for all rays is 25. The DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): As per the *Monster Manual*.

Improved Grab (Ex): A retriever that hits with its bite attack may attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. (This advanced retriever typically takes the -20 penalty to its grapple check to continue to threaten and avoid being flat-footed.)

1: YET MORE EVIL DRACONIC CULTISTS**REDSPAWN ARCANISS SORCERER CR 16**

Redspawn Arcaniss Sorcerer 10

CE Medium monstrous humanoid (dragonblood, fire)

Init +1; Senses darkvision 60 ft., low-light vision;

Listen +0, Spot +0

Languages Common, Draconic

AC 25, touch 13, flat-footed 24, armored mage

(+1 Dex, +7 Armor, +3 shield, +2 Natural, +2 deflection)

hp 137 (18 HD); fire spell affinity

Immune fire, paralysis, sleep

Fort +15, Ref +16, Will +19

Weakness vulnerability to cold

Speed 40 ft. in light armor (8 squares)

Masterwork dagger +16/11/6 melee (1d4)

Ranged touch +17 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +13

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 18th):

8th (3/day) – *power word stun*7th (6/day) – *delayed blast fireball* (DC 24, CL 20th), *waves of exhaustion*6th (7/day) – *disintegrate* (+17 ranged touch, DC 23), *greater dispel magic* (1d20+18), *true seeing*5th (7/day) – *greater fireburst* (DC 22, CL 14th), *hold monster* (DC 22), *prismatic ray* (+17 ranged touch, DC 22), *wall of force*4th (7/day) – *dimension door*, *enervation* (+17 ranged touch), *Otiluke's resilient sphere* (DC 21), *wall of fire* (CL 14th)3rd (8/day) – *fireball* (DC 20, CL 14th), *fly*, *heroism*, *slow* (DC 20)2nd (8/day) – *Melf's acid arrow* (+17 ranged touch), *mirror image*, *scorching ray* (+17 ranged touch, CL 14th), *see invisibility*, *web* (DC 17)1st (8/day) – *burning hands* (DC 17, CL 14th), *chill touch* (+15 melee touch, DC 17), *magic missile*, *ray of enfeeblement* (+17 ranged touch), *true strike*0 (6/day) – *acid splash* (+17 ranged touch), *detect magic*, *disrupt undead*, *ghost sound* (DC 17), *message*, *prestidigitation*, *ray of frost* (+17 ranged touch), *read magic*, *touch of fatigue* (DC 17)✂ Already cast (*heroism* – included in stat block)

Abilities Str 10, Dex 13, Con 18, Int 10, Wis 10, Cha 24

Feats Point Blank Shot, Practiced Spellcaster (sorcerer), Precise Shot, Rapid Metamagic, Searing Spell, Split Ray, Weapon Focus (ranged touch)

Skills total ranks: Concentration +19, Jump +6, Knowledge (arcana) +13, Listen +0, Spellcraft +18, Spot +0

Possessions combat gear plus +3 *chain shirt*, +2 *buckler*, *ring of protection* +2, *amulet of health* +2,*cloak of charisma* +6, *vest of resistance* +4, Masterwork dagger, spell component pouch, sacrificial dagger with the blade shaped like a dragons head with the fangs intertwined

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure change.

Physical Description: A humanoid, covered in red scales with yellow and orange flame like markings all over its body. It appears to be wearing robes and is brandishing a wicked looking dagger as it's empty hand reaches into a spell component pouch.

9: WANTED!**MORTIMER****CR 15**

Male necropolitan grey elf Wizard 10/Paragnostic Apostle 5

NE Medium undead (augmented humanoid, elf)

Init +8; Senses Low-light vision; Listen +5, Spot +23

Languages Common, Elven, Abyssal, Ancient Suloise, Infernal, Draconic

AC 30, touch 15, flat-footed 26

(+4 Dex, +8 Armor, +7 Natural, +1 insight)

hp 126 plus 15 temporary (15 HD)

Immune Undead immunities

Resist Acid 30, resist control, turn resistance +6

Fort +10, Ref +12, Will +16

Speed 30 ft. (6 squares)

Dagger +7 melee (1d4)

Ranged touch +11 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +7

Special Qualities Discern Weakness (dwarves +1, humans +1, magical beast +1), Penetrating Insight

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC), *vest of the master evoker* (3/day, swift: an evocation spell cast the same round has save DC +2 and does 2 extra damage per spell level, MIC)Wizard Spells Prepared (CL 15th)8th – *fell drain radiant assault* (DC 27), ~~*moment of prescience*~~7th – *fell drain acid fog*, *power word blind*, *quickened fell drain magic missile*6th – *disintegrate* (DC 24), *fell drain cone of cold* (DC 25), *fell drain dragon breath* (DC 24), *greater dispel magic* (1d20+18)5th – *fell drain* [sonic] *fireball* (DC 23), *fell drain* [sonic] *fireball* (DC 23), *quickened shield*, *wall of force*

4th – *dimension door*, *enervation* (+11 ranged touch), *fell drain* *scorching ray*, *greater mirror image*, ~~*greater resistance*~~, *Otiluke's resilient sphere* (DC 24)

3rd – ~~[extended] *battle magic perception*~~, *blink*, ~~[extended] *dragonskin*~~ [black], *fell drain* *magic missile*, ~~*greater mage armor*~~, ~~*greater mage armor*~~

2nd – *alter fortune*, *baleful transposition* (DC 20), *false life*, *glitterdust* (DC 20), ~~[extended] *see invisibility*~~, *slapping hand*

1st – ~~*familiar pocket*~~, *grease*, *guided shot*, ~~*mage armor*~~, *nerveskitter*, *protection from good*

0 – Immaterial

✓ Already cast

Abilities Str 10, Dex 18, Con -, Int 26, Wis 13, Cha 10
Feats Alertness, Elven Spell Lore (*fireball*), *Fell Drain*, *Greater Spell Focus* (evocation), *Improved Initiative*, *Improved Turn Resistance*, *Metamagic School Focus* (evocation), *Quicken Spell*, *Spell Focus* (evocation)

Skills: Concentration +18, Knowledge (arcana) +21, Knowledge (architecture and engineering) +13, Knowledge (nature) +16, Knowledge (local: luz's border states) +20, Knowledge (nobility and royalty) +13, Knowledge (planes) +15, Knowledge (religion) +16, Listen +5, Spellcraft +25, Spot +23, Tumble +5

Possessions combat gear plus *headband of intellect* +6, *lesser metamagic rod of extend*, *gloves of dexterity* +2, *dusty rose prism ioun stone*

Contingency: Mortimer gains *duelward* if a hostile entity begins to cast a spell within his line of effect.

Discern Weakness (Ex) Choose one creature type or subtype from the ranger's favored enemy list (PH 47). If you have 8 ranks in the appropriate Knowledge skill (such as Knowledge [arcana] for dragons, or Knowledge [nature] for humanoids), the save DC of every spell that you target on a creature of that type increases by 1. You can select this ability multiple times, choosing a different creature each time.

Mind Over Matter (Ex) Whenever you cast a spell that creates a solid object, its hardness and hit points each increase by 2. When you cast a spell that provides an armor bonus, that bonus to AC also increases by 2. (Requires: Knowledge [architecture and engineering] 5 ranks.)

Penetrating Insight (Ex) You gain a +1 bonus on caster level checks made to overcome spell resistance, or to successfully dispel another caster's spell. (Requires: Knowledge [arcana] 9 ranks).

Resist Control (Ex) Necropolitans have a +2 profane bonus on their Will saving throws to resist the effect of a *control undead* spell.

Summon Familiar (Ex) Mortimer has a rat familiar which he keeps in his *familiar pocket*. This gives him a +2 bonus to his Fortitude save which is already included in the stat block.

Turn Resistance (Ex) A necropolitan has +2 turn resistance. This increases to +6 with Mortimer's *Improved Turn Resistance* feat.

Unnatural Resilience (Ex) Necropolitans automatically heal hit point damage and ability damage at the same rate as a living creature. The Heal skill has no effect on necropolitans; however, negative energy (such as an *inflict* spell) heals them.

Physical Description: A gaunt elf, covered in black scales with black raiment, trimmed in orange and gold. He appears to be wearing robes and wears a dagger sheathed at his hip, adjacent to a well-kept spellbook.

ADVANCED CRYPT CHANTER

CR 15

Advanced (17 HD) crypt chanter Hexblade 7

CE Medium undead (incorporeal)

Init +9; Senses Darkvision 60 ft.; Listen +24, Spot +24

Languages Common, Abyssal (never speaks)

AC 31, touch 25, flat-footed 26

(+5 Dex, +6 mage armor, +10 deflection)

hp 199 (24 HD); Miss chance 50% Incorporeal

Immune Undead immunities

Resist Turn resistance +6

Fort +10, Ref +14, Will +19 (+10 against spells/spell-like)

Speed 30 ft. (6 squares)

Incorporeal touch +20 melee (1d8)

Space 5 ft.; Reach 5 ft.

Base Atk +15; Grp -

Special Attacks Draining melody (DC 30), create spawn, Greater hexblade's Curse (DC 26) 2/day, Life Drain

Special Qualities Arcane resistance (+8), Daylight powerlessness, Mettle, turn resistance +6

Combat Gear *brooch of shielding*, *hexbands* (5/day, swift: add your CHA modifier to damage against hexed creature for 1 round, MIC)

Hexblade Spells Known (CL 3rd):

1st (3/day) – *entropic shield*, *protection from good*, *Tasha's hideous laughter* (DC 22)

Abilities Str -, Dex 20, Con -, Int 14, Wis 14, Cha 31

Feats Ability Focus (draining melody), Ability Focus (hexblade's curse), Alertness, Blind-Fight, Danger Sense, Ghostly Grasp, Improved Initiative, Improved Turn Resistance, Life Drain, Spell Focus (enchantment)

Skills: Bluff +35, Hide +24, Intimidate +31, Listen +24, Perform (sing) +29, Search +22, Spot +24

Possessions combat gear plus *cloak of charisma* +6, *vest of resistance* +3, *gloves of dexterity* +2

Create Spawn (Su) Any humanoid slain by a crypt chanter through its draining melody (see below) becomes a crypt chanter 1d4 rounds later. Spawn are under the command of the crypt chanter that created them and remain enslaved until its destruction. They do not possess any of the abilities they had in life.

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

Dark Companion (Su)

Daylight Powerlessness (Ex) A crypt chanter is utterly powerless in natural sunlight (not merely a *daylight* spell) and flees from it.

Draining Melody (Su) A crypt chanter constantly sings, creating a magically charged allure. All creatures within 60 feet of a crypt chanter must make a DC 30 Will save or stand dazed as long as the music continues. This is a sonic, mind-affecting compulsion effect.

Beginning on the round after becoming dazed, creatures that failed the first saving throw must make a second saving throw (same DC) to avoid being affected as if by the *enthrall* spell (see page 227 of the *Player's Handbook*). Enthrallled victims also begin to take 1d2 negative levels per round while the song continues, as long as they remain within range. If a creature gains a number of negative levels at least equal to its Hit Dice, it dies and becomes a spawn.

When a crypt chanter bestows negative levels on a victim, it gains 5 temporary hit points for each negative level bestowed. These temporary hit points last for up to 1 hour.

Creatures that successfully save upon hearing a crypt chanter's music cannot be affected by that crypt chanter's music again unless the chanter ceases singing for 1 full round (releasing all those it previously held in thrall) and begins a new song. The save DC is Charisma-based and includes the crypt chanter's Ability Focus feat.

Greater Hexblade's Curse (Su): When a hexblade attains 7th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -4 instead of -2.

Hexblade's Curse (Su): Twice per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 26) negates the effect.

Mettle (Ex) At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Turn Resistance (Ex) A crypt chanter has +2 turn resistance, increased to +6 turn resistance with the crypt chanter's Improved Turn Resistance feat.

Physical Description: A lone, wavering figure begins a song. The haunting melody echoes through the air, calling for you to dance. The music makes your soul shrivel, but it also makes you smile. How can something be so awful and so wonderful at the same time?

ADVANCED BONECLAW

CR 15

Advanced (22 HD) boneclaw Fighter 4/Blackguard 3

CE Large undead

Init +8; Senses Darkvision 60 ft.; Listen +27, Spot +32

Languages Common, Abyssal

AC 26, touch 15, flat-footed 23

(-1 Siz, +4 Dex, +8 greater mage armor, +3 natural, +1 deflection, +1 insight)

hp 375 (29 HD); DR 5/bludgeoning

Immune Cold, undead immunities

Resist Turn resistance +4

Fort +22, Ref +21, Will +24

Speed 40 ft. (8 squares)

2 Piercing claws +30 melee (2d6+14)

Space 10 ft.; Reach 20 ft.

Base Atk +18; Grp +33

Special Attacks Improved Trip (+19 opposed check), Power Attack, Reaching Claws, Smite Good (1/day: +6 atk, +3 dmg)

Special Qualities Turn resistance +6, Unholy toughness

Blackguard Spells Prepared (CL 3rd):

1st – *blade of blood*, *blade of blood*

Abilities Str 29, Dex 18, Con -, Int 14, Wis 14, Cha 22

Feats Cleave, Combat Expertise, Combat Reflexes,

Improved Initiative, Improved Natural Attack (claw),

Improved Sunder, Improved Trip, Improved Turn

Resistance, Melee Weapon Mastery (slashing),

Power Attack, Weapon Focus (claw), Weapon

Specialization (claw)

Skills: Climb +16, Hide +28, Intimidate +37, Jump

+17, Knowledge (religion) +8, Listen +27, Move

Silently +29, Search +27, Spot +32

Possessions combat gear plus *vest of resistance* +2,

ring of protection +1, *amulet of mighty fists* +1,

boots of speed, *eyes of the eagle*, *armbands of*

might, *cloak of charisma* +2, *belt of giant strength*

+4, *dusty rose prism ioun stone*

Aura of despair (Su): A blackguard radiates a malign aura that causes enemies within 10 ft. of him to take a -2 penalty on all saving throws.

Aura of Evil (Su) The power of a blackguard's aura of evil is equal to his class level plus his cleric level, if any.

Command Undead (Su) When a blackguard reaches 3rd level, he gains the supernatural ability to command and rebuke undead. He commands undead as a cleric of two levels lower.

Dark Blessing (Su) A blackguard applies his CHA modifier (if positive) as a bonus on all saving throws (already included in the stat block).

Detect good (Sp) At will, a blackguard can use *detect good* as a spell-like ability, duplicating the effects of the spell.

Reaching Claws (Ex) A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate).

Smite Good (Su) 1/day a blackguard can add his CHA bonus as a bonus to his melee attack and his level as a bonus to damage against a good opponent.
 Turn Resistance (Ex) A boneclaw has +2 turn resistance, increased to +6 turn resistance with the boneclaw's Improved Turn Resistance feat.
 Unholy Toughness (Ex) A boneclaw gains a bonus to its hit points equal to its Charisma modifier x its Hit Dice.

Power-Up Suite (*hasted*)

AC 27, touch 16, flat-footed 23
 (-1 Siz, +4 Dex, +8 greater mage armor, +3 natural, +1 dodge, +1 deflection, +1 insight)
 Fort +22, Ref +21, Will +24
 Speed 70 ft. (14 squares)
 3 Piercing claws +29 melee (2d6+18) includes Power Attack for 2
 Skills: Jump +29

Physical Description: This large skeletal humanoid's claw-like fingers are at least two feet long. Worse, the slender, knife-sharp claws contract and extend in length from moment to moment, sometimes instantly reaching a length of 10 or more feet, before slowly contracting.

11: PERIMETER GUARDS

ELITE WYVERN RIDER

CR 15

Male human Fighter 4/Hexblade 4/Dragonrider 5/Dragon Disciple 2
 LE Medium human (Oeridian)
 Init -1; Senses Low-light vision; Listen +1, Spot +17
 Languages Common, Draconic
 AC 28, touch 17, flat-footed 28
 (-1 Dex, +9 armor, +7 shield, +2 natural, +2 deflection)
 hp 127 (15 HD)
 Immune Frightful presence
 Fort +17, Ref +5, Will +16 (+3 to saves vs. spells/spell-like)
 Speed 30 ft. (6 squares)
 +1 lance +24 melee (1d8+11) OR +1 lance +27 melee (3d8+33) with Spirited Charge and higher ground
 Masterwork composite [str +4] longbow +14/9 ranged (1d8+4)
 Space 5 ft.; Reach 5 ft. (10 ft. with lance)
 Base Atk +14; Grp +20 (+24 to resist grapple)
 Special Attacks Flyby Attack, Hexblade's Curse (DC 15), Ride-by Attack, Spirited Charge, Trample
 Special Qualities Arcane Resistance (+3), Dragonriding, Mettle
 Combat Gear *brute gauntlets*
 Hexblade Spells Known (CL 2nd):
 1st (3/day) – *entropic shield, protection from good*
 Abilities Str 23, Dex 8, Con 14, Int 10, Wis 12, Cha 16
 Feats Flyby Attack, Melee Weapon Mastery (piercing), Mounted Combat, Power Attack, Ride-by Attack, Shield Specialization, Shield Ward, Skill Focus

(ride), Spirited Charge, Trample, Weapon Focus (lance), Weapon Specialization (lance)

Skills: Diplomacy +8, Handle Animal +6, Intimidate +4, Knowledge (arcana) +8, Ride +22 (+27 on wyvern), Spot +17

Possessions combat gear plus *belt of giant strength* +4, +1 *full plate armor*, +3 *heavy steel shield*, *vest of resistance* +3, *cloak of charisma* +2, *ring of protection* +2, *amulet of natural armor* +1, riding boots, masterwork lance, longspear

Dragonriding (Ex) A dragonrider may add his class level as a bonus to any Ride checks made in conjunction with riding a dragon. In addition, any dragon ridden by a dragonrider enjoys maneuverability of one grade better than normal (maximum perfect maneuverability). For instance, an adult green dragon with a dragonrider astride it has average maneuverability rather than poor.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 15) negates the effect.

Immune to Frightful Presence (Su) While mounted on or within 10 feet of his dragon mount, a dragonrider is immune to the frightful presence of dragons.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. A hexblade who successfully saves against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), it instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Spur Mount (Ex) A 5th-level dragonrider can make a DC 20 Ride check to spur his dragon mount to greater speed. Success on this check increases the dragon's speed (flying and otherwise) by 50% (round down to the nearest 5-foot increment), for 5 rounds.

Physical Description: A stocky man dressed in full plate. His cape billows out on the wind as he lowers his lance to charge.

ADVANCED (16 HD) WYVERN

CR 13

N Gargantuan dragon
 Init +0; Senses Darkvision 60 ft., low-light vision, scent; Listen +25, Spot +25
 Languages Draconic (usually hisses or growls)
 AC 25, touch 6, flat-footed 25
 (-4 Siz, +3 armor, +16 natural)
 hp 259 (16 HD)
 Immune *sleep* and paralysis
 Fort +17, Ref +10, Will +11
 Speed 20 ft. (4 squares), fly 60 ft. (poor, or average with dragonrider)

Sting +25 melee (2d6+13 plus poison) and bite +23 melee (4d8+13) and 2 wings +23 melee (3d6+6) and 2 talons +23 melee (4d6+13) OR Sting +28 melee (2d6+13) with charge, higher ground and fly-by attack

Space 20 ft.; Reach 15 ft.

Base Atk +16; Grp +41

Special Attacks Improved Grab, Poison (DC 27)

Special Qualities

Combat Gear

Abilities Str 37, Dex 10, Con 24, Int 6, Wis 12, Cha 9

Feats Ability Focus (poison), Alertness, Flyby Attack, Hover, Multiattack, Snatch, Wingover

Skills: Hide +7, Listen +22, Move Silently +19, Spot +25

Possessions combat gear plus +1 *leather barding*

Poison (Ex) Injury, Fortitude DC 27, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

11: IT'S A TRAP!

Greater Dispel Magic Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell effect (targeted greater dispel magic, 20th level wizard); Search DC 31; Disable Device DC 31.

Energy Drain Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); Atk +8 ranged touch; spell effect (energy drain, 17th level wizard, 2d4 negative levels for 24 hours, DC 30 Fortitude save negates); Search DC 34; Disable Device DC 34.

Avasculate Trap: CR 8; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +6 ranged touch; spell effect (avasculate, 13th level wizard, subject reduced to ½ its current hit points & stunned for 1 round, DC 20 Fortitude save negates stun; Search DC 32; Disable Device DC 32.

Heightened Disintegrate Trap: CR 10; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +8 ranged touch; spell effect (disintegrate, 17th level wizard, 34d6 dmg, DC 24 Fortitude save partial (5d6 dmg); Search DC 32; Disable Device DC 31.

Sphere of Ultimate Destruction Trap: CR 14; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); +8 ranged touch (multiple targets, one per round); spell effect (sphere of ultimate destruction, 17th level wizard, 34d6 damage, DC 24 fortitude partial (5d6 dmg); Search DC 34; Disable Device DC 34.

Meteor Swarm Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell effect (meteor swarm, 17th level wizard, 6d6 damage each, DC 24 saves), +8 ranged touch, all meteors target the person who tripped the trap; Search DC 34; Disable Device DC 34.

Heightened Prismatic Spray Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell effect (empowered prismatic sphere, 17th level wizard, DC 23 saves); Search DC 32; Disable Device DC 32.

Imprisonment Trap: CR 12; magic device; touch trigger; automatic reset; speech bypass (speak in Draconic: "Fealty to Dragotha."); spell effect (imprisonment, 17th level wizard, DC 24 saves); Search DC 34; Disable Device DC 34.

12: RITUAL

FROST GIANT BARBARIAN

CR 16

Male half-red dragon frost giant Barbarian 1/Fighter 6

CE Large dragon (augmented giant)

Init +11; Senses Low-light vision; Listen +15, Spot +13

Languages Common, Draconic, Giant

AC 21, touch 13, flat-footed 19

(-1 Siz, +2 Dex, +5 armor, +13 natural, +2 deflection)

hp 337 (21 HD)

Immune cold, fire

Fort +26, Ref +13, Will +16

Speed 50 ft. (10 squares), fly 100 ft. (average)

+1 *binding warning berserker greataxe* +37/32/27/22 melee (3d6+31) and bite +29 melee (1d8+9) OR 2 claws +34 melee (1d6+19) and bite +29 melee (1d8+9)

Rock +17 ranged (2d6+19)

Space 10 ft.; Reach 10 ft.

Base Atk +17; Grp +39

Special Attacks Breath Weapon (DC 25), Cleave, Combat Brute, Great Cleave, Improved Sunder, Power Attack, Rock Throwing, Weapon Focus (greataxe)

Special Qualities Rock catching

Combat Gear *lesser revelation crystal* (creature hit by axe is surrounded in golden glow, pinpointing its square, and any invisibility suppressed for 1 round, MIC), *anklet of translocation* (2/day; swift: teleport up to 10 feet, requires line of sight and line of effect, MIC)

Abilities Str 48, Dex 12, Con 28, Int 10, Wis 16, Cha 12

Feats Cleave, Combat Brute, Combat Reflexes, Great Cleave, Improved Initiative, Improved Sunder, Iron Will, Power Attack, Quicken Breath Weapon, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills: Climb +26, Craft (weapon) +6, Intimidate +15, Jump +34, Listen +15, Spot +13

Possessions combat gear plus +1 *blurring chain shirt*, *ring of protection* +2, *gloves of dexterity* +2, *amulet of health* +2, *cloak of resistance* +5, +1 *binding berserker greataxe*, *belt of giant strength* +6

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save

(DC 25) halves the damage. The save DC is Constitution-based.

Rock Catching (Ex) A giant of at least Large size can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.) The giant must be ready for and aware of the attack in order to make a rock catching attempt.

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

Power-Up Suite (raging, blurring armor – bear's endurance, greater magic weapon, haste, heroism, recitation, shield of faith):

AC 24, touch 16, flat-footed 22
(-1 Siz, +2 Dex, +5 armor, +13 natural, +4 deflection, +3 luck, -2 rage)
hp 400 (21 HD)
Immune cold, fire
Fort +31, Ref +19, Will +21

Speed 80 ft. (16 squares), fly 130 ft. (average)
+3 *binding* *warning* *berserker* *greataxe*
+47/47/42/37/32 melee (4d6+38) and bite +37
melee (1d8+10) OR 3 claws +42 melee (1d6+21)
and bite +37 melee (1d8+10)
Rock +23 ranged (2d6+21)
Space 10 ft.; Reach 10 ft.
Base Atk +17; Grp +41

Abilities Str 52, Dex 12, Con 34, Int 10, Wis 16, Cha 12
Skills: Climb +30, Intimidate +17, Jump +50, Listen +17, Spot +17

Breath weapon (Ex) Frost giant barbarian may exhale a 30-foot cone breath weapon that does 6d8 fire damage once per day. A successful Reflex save (DC 29) halves the damage. The save DC is Constitution-based.

Physical Description: A

LIZARDFOLK SORCERER CR 13

Male half-green dragon lizardfolk Sorcerer 10
NE Med dragon (augmented monstrous humanoid)
Init +1; Senses Listen +2, Spot +5, *see invisibility*
Languages Common, Draconic

AC 29, touch 12, flat-footed 28
(+1 Dex, +4 armor, +4 shield, +9 natural, +1 deflection)
hp 99 (12 HD)
Immune acid
Fort +11, Ref +11, Will +11

Speed 30 ft. (6 squares)
2 claws +11 melee (1d4+5) and bite +9 melee (1d6+2)
Ranged touch +7 ranged (spell)
Space 5 ft.; Reach 5 ft.
Base Atk +6; Grp +11

Special Attacks Breath Weapon (DC 15), Draconic Breath (DC 16 + lvl)

Special Qualities

Sorcerer Spells Known (CL 10th):

5th (4/day) – *waves of fatigue*
4th (6/day) – *dimensional anchor* (+7 ranged touch),
wall of ice
3rd (7/day) – *fireball* (DC 19), *haste*, *heroism*
2nd (7/day) – *bear's endurance*, *scorching ray*, *see invisibility*, *web* (DC 18)
1st (6/day) – *grease* (DC 17), *mage armor*, *magic missile*, *ray of enfeeblement* (+7 ranged touch),
shield
0 (6/day) – *detect magic*, *disrupt undead*, *light*,
message, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

✎ Already cast (*mage armor*, *see invisibility*, *shield*)

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 20, Dex 13, Con 18, Int 10, Wis 10, Cha 22
Feats Alertness, Draconic Breath, Draconic Heritage, Multiattack, Quicken Breath
Skills: Balance +10, Concentration +19, Jump +14, Listen +2, Spellcraft +5, Spot +5, Swim +14
Possessions combat gear plus *vest of resistance* +4, *cloak of charisma* +2, *ring of protection* +1

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Summon familiar (Ex) The lizardfolk sorcerer has summoned a toad familiar which hides somewhere far away (but within 1 mile). This gives the sorcerer +3 hit points which are already included in his stat block.

Power-Up Suite (bear's endurance, haste, heroism, recitation):

AC 33, touch 16, flat-footed 31
(+1 Dex, +4 armor, +4 shield, +9 natural, +1 dodge, +1 deflection, +3 luck)
hp 123 (12 HD)
Immune acid
Fort +16, Ref +17, Will +16

Speed 60 ft. (12 squares)
3 claws +17 melee (1d4+5) and bite +15 melee (1d6+2)
Ranged touch +13 ranged (spell)

Breath weapon (Ex) Lizardfolk sorcerer may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 17) halves the damage. The save DC is Constitution-based.

LIZARDFOLK CLERIC CR 13

Male half-green dragon lizardfolk Cleric 10
LE Med dragon (augmented monstrous humanoid)

Init +1; Senses Listen +4, Spot +7

Languages Common, Draconic

AC 33, touch 12, flat-footed 32

(+1 Dex, +9 armor, +3 shield, +9 natural, +1 deflection)

hp 112 (12 HD)

Immune acid

Fort +12, Ref +8, Will +13

Speed 20 ft. in full plate (4 squares), 30 ft. base speed
Masterwork morningstar +16/11 melee (1d8+7) and bite +13 melee (1d6+3) OR Claw +15/10 melee (1d4+7) and bite +13 melee (1d6+3)

Ranged touch +8 ranged (spell)

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +15

Special Attacks Breath Weapon (DC 15), Smite 3/day (+4 to hit, +10 damage)

Special Qualities

Cleric Spells Prepared (CL 12th):

5th – *mass inflict light wounds* (DC 20)(D), *mass*

inflict light wounds (DC 20), *righteous might*

4th – *divine power*, ~~*greater magic weapon*~~, *order's wrath* (D)(DC 19), *recitation*

3rd – *invisibility purge*, *magic circle against chaos* (D), ~~*magic vestment*~~, ~~*magic vestment*~~

2nd – ~~*bear's endurance*~~, ~~*bull's strength*~~, *calm emotions* (DC 17), *silence*, *sound burst* (DC 17), *sound burst* (DC 17)

1st – *bless*, *divine favor*, *entropic shield*, *inflict light wounds* (DC 16), *protection from good*, ~~*shield of faith*~~, ~~*shield of faith*~~

0 – *detect magic*, *detect magic*, *detect magic*, *detect poison*, *purify food and drink*

✶ Already cast

D: Domain spell. Deity: Tiamat. Domains: Destruction, Law

Combat Gear *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC)

Abilities Str 24, Dex 12, Con 18, Int 10, Wis 20, Cha 10

Feats Extra Smiting, Iron Will, Multiattack, Quicken Breath, Practiced Spellcaster (cleric)

Skills: Balance +4, Concentration +15, Jump +8, Listen +4, Spellcraft +1, Spot +7, Swim +2

Possessions combat gear plus +1 full plate, +1 heavy steel shield, ring of protection +1, vest of resistance +1, periapt of wisdom +4, Masterwork morningstar

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 15) halves the damage. The save DC is Constitution-based.

Power-Up Suite (*bear's endurance*, *bull's strength*, *haste*, *heroism*, *magic vestment*, *magic vestment*, *recitation*, *shield of faith*):

AC 40, touch 19, flat-footed 38

(+1 Dex, +9 armor, +3 shield, +9 natural, +1 dodge, +4 deflection, +3 luck)

hp 136 (12 HD)

Immune acid

Fort +19, Ref +14, Will +18

Speed 20 ft. in full plate (4 squares), 30 ft. base speed
Masterwork morningstar +24/24/19 melee (1d8+9) and bite +21 melee (1d6+4) OR Claw +23/23/18 melee (1d4+9) and bite +21 melee (1d6+4)

Ranged touch +14 ranged (spell)

Abilities Str 28, Dex 12, Con 22, Int 10, Wis 18, Cha 10

Breath weapon (Ex) Lizardfolk cleric may exhale a 30-foot cone breath weapon that does 6d8 acid damage once per day. A successful Reflex save (DC 17) halves the damage. The save DC is Constitution-based.

13: AND NOW THE DEMONS

ADVANCED RETRIEVER

CR 17

Advanced (30 HD) retriever

CE Gargantuan construct (extraplanar)

Init +4; **Senses** Listen +, Spot +; Darkvision 60 ft., low-light vision

Languages Abyssal

AC 23, touch 10, flat-footed 19

(-4 siz, +4 Dex, +13 natural)

hp 285 (30 HD); DR 10/good; Fast healing 5

Immune Construct immunities

Fort +10 Ref +14 Will +11

Speed 40 ft., base movement 40 ft., climb 20 ft.

Melee 4 claws +34 melee (3d6+16) and bite +29 (2d6+8)

Ranged eye rays +22 ranged

Space 20 ft.; Reach 15 ft.

Base Atk +22; Grp +50

Atk Options Eye rays

Special Actions Improved Grab

Spell-Like Abilities (CL 12th):

At will – *plane shift* (self and up to 50 pounds of objects only)

Abilities Str 42, Dex 18, Con –, Int –, Wis 12, Cha 1

SQ Eye rays, Find target

Feats –

Skills –

Possessions none

Eye Rays (Su) A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable once every 4 rounds. A retriever can fire an eye ray in the same round it makes physical attacks. The save DC for all rays is 29. The DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): As per the *Monster Manual*.

Improved Grab (Ex): A retriever that hits with its bite attack may attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. (This advanced retriever typically takes the -20 penalty to its grapple check to continue to threaten and avoid being flat-footed.)

APPENDIX 2: EXTENDED PLAY ENCOUNTER

EXTENDED PLAY ENCOUNTER

GLEED, BONESHADOW

CR 20

Male gnome Rogue 3/Wizard 5/Arcane Trickster
10/Shadowdancer 1

CE Small humanoid (gnome)

Init +7; Senses Listen +7, Spot +25; Blindsense 135 ft., darkvision 230 ft., *greater arcane sight*, low-light vision, see *invisibility*

Languages Common, Gnome, Abyssal, Ancient Suloise, Flan, Old Oeridian

AC 31, touch 17, flat-footed 25

(+1 Siz, +6 Dex, +9 armor, +6 shield)

hp 216 (19 HD)

Fort +21, Ref +25, Will +20

Speed 20 ft. or Fly 40 ft. (average), base movement 20 ft.

+1 *spellstoring dagger* (touch of idiocy) +14/9 melee (1d3+4) OR +13 melee touch

+16 ranged touch

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +8

Special Attacks Impromptu sneak attack (2/day)

Combat Gear *anklet of translocation* (2/day; swift: teleport up to 10 feet, requires line of sight and line of effect, MIC), *deathguardian bracers* (immediate: sacrifice a prepared spell to gain DR = 2 x spell lvl, MIC), *ring of silent spells* (swift: silence as the spell centered on wearer, plus cast up to 3 spells of 3rd level or lower as though affected by the silent spell feat, MIC), *staff of illusion*, *vest of free movement* (3/day; swift: gain freedom of movement for 3 rounds, MIC)

Wizard Spells Prepared (CL 19th):

8th — ~~mind blank~~, *superior invisibility*

7th — *extended true seeing*, *limited wish*, *solipsism* (DC 29), *stun ray* (+16 ranged touch)

6th — ~~extended dragonsight~~, ~~extended overland flight~~, *greater dispel magic* (1d20+19), *greater heroism*, *veil* (DC 28)

5th — *dimension jumper*, ~~extended deeper darkvision~~, *friend to foe* (DC 27), *telekinesis*, *teleport*, *wall of force*

4th — ~~extended greater mage armor~~, ~~extended greater magic weapon~~, ~~extended greater magic weapon~~, ~~extended greater magic weapon~~, *phantasmal killer* (DC 26), *sensory deprivation* (DC 26)

3rd — *alter fortune*, *blink*, ~~extended false life~~, *fly*, *heroism*, *legion of sentinels*, ~~nondetection~~

2nd — *baleful transposition* (DC 23), *bladeweave* (DC 24), *blinding color surge* (DC 24), *blindness/deafness* (DC 22), *phantasmal assailant* (DC 24), *whirling blade* (+22 atk), *whirling blade* (+22 atk)

1st — *benign transposition*, *distract assailant* (DC 22), ~~familiar pocket~~, *grease*, *guided shot*, *ray of enfeeblement* (+16 ranged touch), *ventriloquism* (DC 23)

0 — *arcane mark*, *light*, *mage hand*, *ray of frost*

Abilities Str 17*, Dex 22, Con 27*, Int 33*, Wis 14, Cha 19*

(*Gleed has a +5 inherent bonus to this ability score)

SQ rat familiar, evasion, hide in plain sight, sneak attack +7d6

Feats Combat Reflexes, Darkstalker, Dodge, Extend Spell, Extraordinary Concentration, Mobility, Practiced Spellcaster (wizard), Scribe Scroll, Spell Focus (illusion)

Skills: Balance +12, Bluff +25, Concentration +31, Decipher Script +19, Disable Device +27, Disguise +10, Escape Artist +14, Gather Information +11, Hide +44, Knowledge (arcana) +17, Knowledge (local: Iuz's Border States) +17, Knowledge (planes) +14, Knowledge (religion) +14, Listen +7, Move Silently +44, Perform (dance) +10, Search +30, Spellcraft +27, Spot +25, Survival +6, Tumble +8

Possessions combat gear plus *belt of magnificence* +6, *vest of resistance* +5, +5 *glamered twilight deathward mithral shirt of greater shadow* and *improved silent moves*, +5 *glamered deathward mithral buckler*, *glove of storing*, *luckstone*, *metamagic rod of silent spells*, *ring of spell turning*, *strand of prayer beads*, *scroll of time stop*, *scroll of summon elemental monolith* (2), *scroll of teleport* (2), contingency focus, and 1,500 gp

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

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

Impromptu Sneak Attack (Ex): Beginning at 3rd level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (the target can be no more than 30 feet distant if the impromptu sneak attack is a ranged attack). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to critical hits take no extra damage (though they still lose any Dexterity bonus to AC against the attack).

At 7th level, an arcane trickster can use this ability twice per day.

Sneak Attack (Ex): If a rogue can catch an opponent when he is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target.

Summon Familiar (Ex): Gleed has rat familiar, granting him a +2 bonus to his Fortitude save. This bonus is already included in his stat block.

Active Spells: *contingency* (CL 23; if Gleed is rendered helpless or reduced below 75 hit points, he and his gear are *teleported* back to his home in Dorakaa), extended *dragonsight** (CL 23), extended *false life* (CL 23), *greater arcane sight* (permanent; CL 23), extended *overland flight* (CL 23), *see invisibility* (CL 23; permanent), *superior resistance** (CL 23; permanent), *undetectable alignment* (CL 23; permanent).

Power-Up Suite (motivate dexterity – heroism [CL 19]; extended dragonsight, extended overland false life, extended overland flight, familiar pocket, greater arcane sight, nondetection, see invisibility and undetectable alignment [CL 23]):

Init +20; Senses Listen +6, Spot +6, low-light vision
Languages Common, Gnome, Abyssal, Ancient Suloise, Flan, Old Oeridian

AC 31, touch 17, flat-footed 25
(+1 Siz, +6 Dex, +9 armor, +6 shield)
hp 216 plus 15 temporary (19 HD)
Fort +23, Ref +27, Will +22

Speed 20 ft. or Fly 40 ft. (average), base movement 20 ft.

+1 *spellstoring dagger* (touch of idiocy) +16/11 melee (1d3+4) OR +15 melee touch
+18 ranged touch

Skills: Balance +27, Bluff +27, Concentration +33, Decipher Script +21, Disable Device +29, Disguise +12, Escape Artist +29, Gather Information +13, Hide +59, Knowledge (arcana) +19, Knowledge (local: luz's Border States) +19, Knowledge (planes) +16, Knowledge (religion) +16, Listen +9, Move Silently +59, Perform (dance) +12, Search +32, Spellcraft +29, Spot +27, Survival +8, Tumble +23

Power-Down Suite:

Init +7; Senses Listen +7, Spot +25; low-light vision
Languages Common, Gnome, Abyssal, Ancient Suloise, Flan, Old Oeridian

AC 31, touch 17, flat-footed 25
(+1 Siz, +6 Dex, +9 armor, +6 shield)
hp 216 (19 HD)
Fort +15, Ref +19, Will +14

Speed 20 ft., base movement 20 ft.

+1 *spellstoring dagger* (touch of idiocy) +14/9 melee (1d3+4) OR +13 melee touch
+16 ranged touch

GRISWALD HAIRHAND, BONESHADOW CR 18

Male halfling Rogue 10/Swasbuckler 2/Invisible Blade 5

CE Small humanoid (halfling)

Init +11; Senses Listen +8, Spot +28, *Deeper darkvision*, *greater arcane sight*, *see invisibility*
Languages Common, Halfling, Elven, Orc

AC 33, touch 27, flat-footed 33

(+1 Siz, +11 Dex, +6 armor, +5 dodge)

hp 170 (16 HD)

Fort +20, Ref +30, Will +14

Speed 20 ft., base movement 20 ft.

+5 *vanishing bane (human) wounding adamantine dagger* +28/23/18 (1d3+9 plus 1 CON) melee and +5 *vanishing defending wounding dagger* +28/23 melee (1d3+6 plus 1 CON)

Throwing dagger +23/18/13 ranged (1d3+4) and +23/18 ranged (1d3+2)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +13

Special Actions Bleeding Wound, Crippling Strike, Sneak Attack +8d6, Uncanny Feint (free action)

Combat Gear *eyes of truth* (1/day; swift: gain true seeing for 1 round, MIC), *vest of free movement* (3/day; swift: gain freedom of movement for 3 rounds, MIC)

Abilities Str 18, Dex 33*, Con 23*, Int 20, Wis 16, Cha 19*

(*Griswald has a +5 inherent bonus to this ability score)

SQ Feint Mastery, Improved Uncanny Dodge, Uncanny Dodge, Unfettered Defense,

Feats Far Shot, Improved Two-weapon Fighting, Point-blank Shot, Quick Draw, Two-weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills: Balance +16, Bluff +29, Climb +6, Craft (alchemy) +10, Diplomacy +13, Disguise +14, Gather Information +14, Hide +35, Jump +6, Knowledge (local: luz's Border States) +6, Knowledge (nobility) +6, Listen +8, Move Silently +33, Perform (sing) +9, Profession (cook) +8, Search +15, Sense Motive +18, Spot +28, Tumble +13, Use Magic Device +24

Possessions combat gear plus *belt of magnificence* +6, +1 *vanishing bane (human) wounding adamantine dagger* (+5 with greater magic weapon)(DMG/MIC), +1 *vanishing defending wounding dagger* (+5 with greater magic weapon)(DMG/MIC), *choker of eloquence* (CV), *boots of speed*, *minor ring of spell storing* (shield of faith CL 18th, shield CL 19th, resurgence CL 18th), *potion of barkskin* +3, *potion of fly*, *potion of remove blindness/deafness*, *potion of remove fear*, *scroll of teleport*, masterwork dagger (2), throwing dagger (12), contingency focus, and 1,000 gp

Bleeding Wound (Ex): An invisible blade of 2nd level or higher who makes a successful dagger sneak attack can choose to deal a bleeding wound, sacrificing 1d6 points of the extra damage from the dagger sneak attack. Such an attack deals damage as normal in the round when the attack hits. Thereafter, the wound caused by the invisible blade's dagger bleeds for 1 point of damage per round. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2 points of damage per round, and so on). The bleeding can only be stopped by a DC 15 Heal check or the

application of any *cure* spell or other healing spell. Creatures immune to critical hits are immune to bleeding wounds as well.

Crippling Strike (Ex): A rogue with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Feint Mastery (Ex): At 4th level, an invisible blade armed with a dagger, kukri or punching dagger becomes so sure of his ability to mislead opponents that he can take 10 on all Bluff checks when feinting in combat, even if stress and distractions would normally prevent him from doing so.

Grace (Ex): A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Improved Uncanny Dodge (Ex): A rogue of 8th level or higher can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does.

Sneak Attack (Ex): If a rogue can catch an opponent when he is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Basically, the rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Uncanny Feint (Ex): At 3rd level, an invisible blade gains the ability to feint in combat as a move action rather than a standard action. At 5th level, the character can feint in combat as a free action. An invisible blade can use uncanny feint only when armed with a dagger, kukri, or punching dagger.

Unfettered Defense (Ex): An invisible blade benefits from an increased survival instinct during combat. Because of this sixth sense, he adds 1 point of INT bonus (if any) per invisible blade class level to his Armor Class in addition to any other modifiers he would normally receive. If the invisible blade is

caught flat-footed or is otherwise his Dexterity modifier to Armor Class, he also loses this bonus. Unfettered defense functions only when an invisible blade is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons.

Active Spells: *contingency* (CL 23; if Griswald is incapacitated or reduced below 75 hit points, he and his gear are *teleported* back to his home in Dorakaa), extended *deeper darkvision** (CL 23), extended *greater mage armor** (CL 23), extended *greater magic weapon* (CL 23), extended *greater magic weapon* (CL 23), *greater arcane sight* (permanent; CL 19), *see invisibility* (CL 19; permanent), *superior resistance** (CL 19; permanent), *undetectable alignment* (CL 19; permanent).

Power-Up Suite (motivate dexterity, *hasted*, *defending weapon* for 5 defense – *barkskin* [CL 6]; *shield of faith* [CL 18]; *greater arcane sight*, *greater heroism*, *see invisibility*, *shield*, *superior invisibility*, *superior resistance* and *undetectable alignment* [CL 19]; *deeper darkvision*, *greater mage armor*, *greater magic weapon x2*, and *mind blank* [CL 23]):

Init +24; Senses Listen +8, Spot +28, *greater arcane sight*, low-light vision

Languages Common, Halfling, Elven, Orc

AC 51, touch 38, flat-footed 51

(+1 Siz, +11 Dex, +6 armor, +4 shield, +6 dodge, +3 natural, +5 deflection, +5 defending)

hp 170 (16 HD)

Immune Fear, Mind-affecting, divination

Fort +24, Ref +35, Will +18

Speed 20 ft., base movement 20 ft.

+5 *vanishing bane (human) wounding adamantite dagger* +33/33/28/23 (1d3+9 plus 1 CON) melee and +5 *vanishing defending wounding dagger* +29/24 melee (1d3+2 plus 1 CON)

Throwing dagger +28/28/23/18 ranged (1d3+4) and +28/23 ranged (1d3+2)

Skills: Balance +20, Bluff +33, Climb +10, Craft (alchemy) +14, Diplomacy +17, Disguise +18, Gather Information +18, Hide +39, Jump +10, Knowledge (local: Iuz's Border States) +10, Knowledge (nobility) +10, Listen +12, Move Silently +37, Perform (sing) +13, Profession (cook) +12, Search +19, Sense Motive +22, Spot +32, Tumble +17, Use Magic Device +28

Power-Down Suite:

Init +11; Senses Listen +8, Spot +28

Languages Common, Halfling, Elven, Orc

AC 27, touch 27, flat-footed 27

(+1 Siz, +11 Dex, +5 dodge)

hp 170 (16 HD)

Fort +14, Ref +24, Will +8

Speed 20 ft., base movement 20 ft.

+1 *vanishing bane (human) wounding adamantine dagger* +24/19/14 (1d3+5 plus 1 CON) melee and +1 *vanishing defending wounding dagger* +24/19 melee (1d3+3 plus 1 CON)
 Throwing dagger +23/18/13 ranged (1d3+4) and +23/18 ranged (1d3+2)

PANDOREZ, SUCCUBUS

CR 15

Female advanced (12 HD) succubus Cleric1/Marshal
 1/Hexblade 3

CE Medium outsider (chaotic, extraplanar, evil, tanar'ri)

Init +14; **Senses** Listen +17, Spot +17, darkvision 60 ft., telepathy 100 ft., *tongues*

Languages Abyssal, Common

AC 35, touch 17, flat-footed 34
 (+1 Dex, +9 armor, +6 shield, +9 natural)

hp 175 (17 HD); DR 10/cold iron or good

Immune electricity and poison

Resist Acid 10, cold 10, and fire 10; **SR** 18

Fort +14, **Ref** +11, **Will** +12 (+13 against spell and spell-like abilities)

Speed 20 ft. in full plate (4 squares), base movement 30 ft.; fly 40 ft. (average)

Melee +1 *wounding longsword* +20/15/10 (1d8+5) OR 2 claws +19 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +15; **Grp** +19 (or +25 to avoid being grappled)

Atk Options Divine Might (free: spend rebuke attempt for +13 to damage for 1 round), Energy Drain (DC 29), Hexbands (5/day, swift: 1 round each use), Spell-like Abilities, Summon *tanar'ri*

Special Actions Divine Shield (standard: spend rebuke attempt for +13 to shield bonus), Goad (DC 31), Hexblade's Curse (1/day, DC 24)

Spell-Like Abilities (CL 12th): At will – *charm monster* (DC 27), *detect good*, *detect thoughts* (DC 25), *ethereal jaunt*, *polymorph*, *suggestion* (DC 26), *greater teleport* (self plus 50 lbs. only)

Cleric Spells Prepared (CL 1st; DC 12 + Int):
 1st— *bless*, *disguise self* (D), *resurgence*

D: Domain spell. Deity: luz. Domains: Evil, Trickery
 † Already cast

Abilities Str 18, Dex 12, Con 14, Int 14, Wis 14, Cha 36

SQ Motivate Dexterity, Mettle

Feats Divine Fortune (immediate: spend rebuke attempt for +4 to next save, *PHBII*), Divine Might, Divine Shield, Goad, Shield Specialization, Shield Ward (*PHBII* pg. 82)

Skills Bluff +33, Concentration +22, Diplomacy +35, Disguise +31, Escape Artist +4, Hide +10, Intimidate +34, Knowledge (arcana) +11, Listen +17, Move Silently +10, Spot +17

Possessions combat gear plus +1 *glamered full plate*, +3 *heavy steel shield*, +1 *wounding longsword*, *amulet of health* +2, *hexbands* (5/day, swift: 1 round each use, +13 to damage vs. anyone successfully cursed; *MIC*), *cloak of charisma* +2,

vest of resistance +2, *gauntlets of ogre power*, *contingency focus*

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target of the hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 24) negates the effect.

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. A hexblade who successfully saves against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), it instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Rebuke Undead (Su): A cleric who channels negative energy gains the supernatural ability to rebuke undead. Pandorez can rebuke undead 16 times per day; she typically uses her rebuke attempts to power her divine feats.

Active Spells: *contingency* (CL 23; if Pansharez is incapacitated or reduced below 50 hit points, she and her gear are *teleported* to Dorakaa)

Power-Up Suite (Divine Might, DivineShield – blessed)

AC 48, touch 30, flat-footed 47
 (+1 Dex, +9 armor, +19 shield, +9 natural)

Melee +1 *wounding longsword* +21/16/11 (1d8+18) OR 2 claws +20 (1d6+17)

Base Atk +15; **Grp** +19 (or +38 to avoid being grappled)

APPENDIX 3: NEW RULES ITEMS

FEATS

DANGER SENSE

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Source: *Complete Adventurer* 106.

DARKSTALKER

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

Benefit: When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

Normal: Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

Source: *Lords of Madness* 179

DIVINE FORTUNE

With a quick prayer, you channel divine energy to help resist a spell, poison, or other deadly effect.

Prerequisite: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As an immediate action, you can expend a turn or rebuke attempt to gain a +4 bonus on your next saving throw. If this benefit is not used immediately, it lasts until the start of your next turn.

Source: *Player's Handbook* II 88

DIVINE MIGHT

You can channel energy to increase the damage you deal in combat.

Prerequisite: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Source: *Complete Warrior* 106

DIVINE SHIELD

You can channel energy to make your shield more effective for either offense or defense.

Prerequisite: Turn or rebuke undead ability, proficiency with a shield.

Benefit: As a standard action, spend one of your turn/rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts for a number of rounds equal to half your character level.

Source: *Complete Warrior* 106

DRACONIC BREATH

You can convert your arcane spells into a breath weapon.

Prerequisite: Draconic Heritage

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your charisma modifier) for half damage. This is a supernatural ability.

Source: *Complete Arcane* 77

DRACONIC HERITAGE

You have greater connection with your distant draconic bloodline.

Prerequisite: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against sleep and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Source: *Complete Arcane* 77

EXTRA SMITING

You can make more smite attacks.

Prerequisite: 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 take this feat multiple times. Its effects stack.

Source: *Complete Warrior* 98

ELVEN SPELL LORE

You have studied the mighty arcane traditions of the elves, granting you insight into the intricate workings of magic and the theoretical structures behind spells.

Prerequisite: Int 17 or elf, Knowledge (arcane) 12 ranks.

Benefit: Your understanding of the elven secrets of magic grants you two benefits. When you cast *dispel magic* or *greater dispel magic*, you gain a +2 bonus on your caster level check. Your understanding of magic allows you to more easily unravel the power that sustains a foe's spells.

In addition, your knowledge of magic grants you rare insight into forgotten spell lore. Choose a single spell in your spellbook when you take this feat. When preparing that spell, you can alter the type of damage it deals to a single type of your choice. You must make this choice when preparing the spell (those who do not prepare spells cannot benefit from this aspect of the feat). You can prepare the spell multiple times, select the same or a different energy type for it with each preparation.

You can gain this feat multiple times. The caster level bonus does not stack, and each time you take the feat, a different spell must be chosen.

Source: *Player's Handbook* II 78

EXTRAORDINARY CONCENTRATION

Your mind is so focused that you can cast spells even while concentrating on another spell.

Prerequisite: Concentration 15 ranks.

Benefit: When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action. Using this ability is a free action, but if you fail the Concentration check, you lose concentration on the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

Normal: Concentrating on a spell is a standard action.

Source: *Complete Adventurer* 109

FELL DRAIN [METAMAGIC]

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your character level (maximum 15). A fell draining spell uses up a slot two levels higher than the spell's actual level.

Source: *Libris Mortis* 27

GHOSTLY GRASP [MONSTROUS]

You can handle corporeal objects even while incorporeal.

Prerequisite: Cha 15, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the ghost touch special ability.

Source: *Libris Mortis* 27

GOAD

You are skilled at inducing opponents to attack you.

Prerequisite: Cha 13, base attack bonus +1.

Benefit: As a move action, you can goad an opponent that threatens you, has line of sight to you, can hear you, and has an Intelligence of 3 or higher. (The goad is a mind-affecting ability.) When the goaded opponent starts its next turn, if it threatens you and has line of sight to you, it must make a Will saving throw (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier). If the opponent fails its save, you are the only creature it can make melee attacks against this turn. (If it kills you, knocks you unconscious, loses sight of you, or otherwise is unable to make melee attacks against you, it make make any remaining melee attacks against other foes, as normal.) A goaded creature can still cast spells, make ranged attacks, move, or perform other actions normally. The use of this feat restricts only melee attacks.

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

Source: *Complete Adventurer* 109

IMPROVED TURN RESISTANCE

You have a better than normal chance to resist turning.

Prerequisite: Undead type.

Benefit: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Source: *Libris Mortis* 27

LIFE DRAIN

You drain additional life energy from your foes.

Prerequisite: Cha 13, energy drain supernatural ability.

Benefit: Whenever you bestow a negative level upon a creature, add your Charisma modifier to the hit points lost by the creature due to that negative level. You then gain temporary hit points equal to the

amount lost by the creature due to the negative level. These temporary hit points last for up to 1 hour.

For example, a creature touched by a spectre (Cha 15) with this feat loses an additional 2 hit points due to each negative level, and the spectre gains an additional 2 temporary hit points from each negative level it bestows.

Special: Without this feat, a target loses 5 hit points each time it gains a negative level, and the creature delivering the negative level gains 5 temporary hit points that last for up to 1 hour.

Source: *Libris Mortis* 28

MELEE WEAPON MASTERY

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

Benefit: When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time, you can select a new damage type. A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

Source: *Players Handbook II* page 81

METAMAGIC SCHOOL FOCUS [METAMAGIC]

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced-cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage* page 45

PRACTICED SPELLCASTER

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't

increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

QUICKEN BREATH [METABREATH]

You can loose your breath weapon with but a thought.

Prerequisite: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

Source: *Draconomicon* 73

RAPID METAMAGIC

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

Source: *Complete Mage* 46

SEARING SPELL [METAMAGIC]

Your fire spells are so hot that they can damage creatures that normally have resistance or immunity to fire.

Prerequisite: Cha 15, incorporeal subtype.

Benefit: A searing spell is so hot that it ignores the resistance to fire of creatures affected by the spell, and affected creatures with immunity to fire still take half damage. This feat can be applied only to spells with the fire descriptor.

Creatures with the cold subtype take double damage from a searing spell. Creatures affected by a searing spell are still entitled to whatever saving throw the spell normally allows. A searing spell uses up a spell slot one level higher than the spell's actual level.

Source: *Sandstorm* 53

SHIELD SPECIALIZATION

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

Prerequisite: Proficiency with shields.

Benefit: Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

Special: You can take this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

Source: *Player's Handbook II* 82

SHIELD WARD

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

Prerequisite: Proficiency with shields, Shield Specialization.

Benefit: You apply your shield bonus to your touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

Special: A fighter can select Shield Ward as one of his fighter bonus feats.

Source: *Player's Handbook II* 82

SPLIT RAY

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray uses a spell slot two levels higher than the spell's actual level.

Source: *Complete Arcane* 83

ITEMS

ANKLET OF TRANSLOCATION

Price: 1,400 gp

Body Slot: Feet

Caster Level: 7th

Aura: Moderate (DC 18) conjuration

Activation: Swift (command)

Weight: --

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activate is wasted. You can bring along objects weighting up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*.

Cost to Create: 700 gp, 56 XP, 2 days.

Source: *Magic Item Compendium* 71

BELT OF MAGNIFICENCE

Price: 25,000 gp (+2), 100,000 gp (+4), or 200,000 gp (+6).

Body Slot: Waist

Caster Level: 18th

Aura: Strong;(DC 21) transmutation

Activation: -

Weight: 3 lb.

This sparkling metal belt projects power and authority. The belt adds a +2, +4 or +6 enhancement bonus to the wearer's Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma scores.

Prerequisites: Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*.

Cost to Create: 12,500 gp; 1,000 xp and 25 days (+2) or 50,000 gp; 4,000 xp and 100 days (+4) or 100,000 gp; 8,000 xp and 200 days (+7).

Source: *Miniatures Handbook* 42.

BRUTE GAUNTLETS

Price (Item Level): 500 gp (3rd)

Body Slot: Hands

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: Swift (command)

Weight: -

Brute Gauntlets allow you to temporarily increase your physical might. These gauntlets have 3 charges, which are renewed each day at dawn. Spending 1 or more charges grants you a morale bonus on Strength checks, Strength based skill checks, and melee weapon damage for 1 round.

1 charge: +2 morale bonus

2 charges: +3 morale bonus

3 charges: +4 morale bonus

Prerequisites: Craft Wondrous Item, *bull's strength*.

Cost to Create: 250 gp, 20 XP, 2 days.

Source: *Magic Item Compendium* 83

CHOKER OF ELOQUENCE

Price: 6,000 gp (lesser) or 24,000 gp (greater)

Body Slot: Throat

Caster Level: 6th

Aura: Moderate;(DC 16) transmutation

Activation: -

Weight: -

Coveted by bards, singers and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Prerequisites: Craft Wondrous Item, creator must be a spellcaster of at least 6th level.

Cost to Create: 3,000 gp, 240 xp and 6 days (lesser) or 12,000 gp, 960 xp and 24 days (greater).

Source: *Complete Adventurer* 132.

DEATHGUARDIAN BRACERS

Price (Item Level): 6,000 gp (10th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate;(DC 18) abjuration

Activation: Immediate (command)

Weight: 3lb.

Deathguardian bracers allow you to trade arcane spells for protection from physical harm. When you activate the bracers, choose a prepared arcane spell or uncast spell slot. You lose that spell or spell slot (as if you had cast the spell) and gain damage reduction equal to twice the level of the spell or spell slot sacrificed. This damage reduction lasts until the start of your next turn and can't be overcome by any type of weapon.

Deathguardian bracers can be activated as long as you have arcane spells remaining to sacrifice.

Prerequisites: Craft Wondrous Item, *stoneskin*.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Source: *Magic Item Compendium* 93

EYES OF TRUTH

Price: 5,500 gp

Body Slot: Face

Caster Level: 9th

Aura: Moderate;(DC 19) divination

Activation: - and swift (command)

Weight: -

Eyes of truth grant you improved visual acuity, and can allow you briefly to see the world as it truly is. While worn, the lenses grant you a +5 competence bonus on Spot checks. This is a continuous effect and requires no activation.

In addition, you can activate the lenses to gain a true seeing effect (as the spell) for 1 round. This ability functions once per day.

Prerequisites: Craft Wondrous Item, *true seeing*.

Cost to Create: 2,750 gp, 220 XP, 6 days.

Source: *Magic Item Compendium* 99.

HEXBANDS

Price: 3,100 gp

Body Slot: Arms

Caster Level: 7th

Aura: Moderate;(DC 18) transmutation

Activation: - and swift (command)

Weight: -

Hexblades (CW 5) rely on these items to enhance their curse power and their combat prowess. While worn, *hexbands* increase the save DC of your hexblade's curse by 1. This is a continuous effect and requires no activation.

In addition, when you activate your *hexbands*, you can add your Charisma bonus (if any) on weapon damage rolls you make against any creature currently affected by your hexblade's curse. This benefit lasts for 1 round, and this ability functions five times per day.

Prerequisites: Craft Wondrous Item, *eagle's splendor*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

Source: *Magic Item Compendium* 112.

REVELATION CRYSTAL

Price: 400 gp (2nd)(least); 1,000 gp (4th)(lesser); 5,000 gp (9th)(greater)

Body Slot: - (weapon crystal)

Caster Level: 9th

Aura: Moderate;(DC 19) divination

Activation: -

Weight: -

A revelation crystal helps you battle foes who rely on invisibility.

Least: When you damage an invisible creature using a weapon with this augment crystal attached, the creature emits a glowing golden aura for 1 round, allowing everyone to know the square or squares it occupies and where it moves during that duration. The aura is bright as a torch. Despite the glow in the square, creatures that attack the invisible foe still suffer a 50% miss chance; the glow merely allows them to determine the appropriate square to attack.

Lesser: As the least crystal, but any active invisibility effects on the damaged creature are also

suppressed for 1 round (even if the invisibility is natural or extraordinary).

Greater: As the lesser crystal, but it also suppresses active effects on the damaged creature that grant concealment or similar effects (such as *blur* or *displacement*) for 1 round. This has no effect on concealment granted by the environment (such as fog or a *darkness* spell).

Prerequisites: Craft Magic Arms and Armor, *true seeing*.

Cost to Create: 200 gp, 16 XP, 1 day (least); 500 gp, 40 XP, 1 day (lesser); 2,500 gp, 200 XP, 5 days (greater).

Source: *Magic Item Compendium* 66.

RING OF SILENT SPELLS

Price: 2,000 gp

Body Slot: Ring

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

Weight: -

Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.

When you activate a *ring of silent spells*, it creates a *silence* effect, centered on you. While this effect lasts, you can cast up to three spells of 3rd level or lower without verbal components (as though using the *Silent Spell* feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

Prerequisites: Forge Ring, *Silent Spell*, *silence*.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 127

VEST OF FREE MOVEMENT

Price: 12,000 gp

Body Slot: Torso

Caster Level: 7th

Aura: Moderate; (DC 18) abjuration

Activation: Swift (command)

Weight: -

When activated, a vest of freedom grants you freedom of movement (as the spell) for 3 rounds. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *freedom of movement*, possession of a piece of the set.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Source: *Magic Item Compendium* 198.

VEST OF THE MASTER EVOKER

Price: 10,000 gp

Body Slot: Torso

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: Swift (command)

Weight: 2 lb.

Crackling with power, a vest of the master evoker intensifies arcane evocation spells you cast. Many an

ambitious evoker sees gaining this vest as a rite of passage, much like casting his first *magic missile* or *fireball*, and among elite warmages (Car 10) it serves as an unparalleled status symbol.

Three times per day, you can activate the vest to enhance the next arcane evocation spell you cast before the end of your turn. That spell deals additional damage equal to twice its spell level, and the save DC of the spell increases by 2. This damage is of the same type as normal for the spell (or if the spell deals more than one type of damage, of any one of those types at your discretion). If the spell doesn't normally deal damage, this use of the vest has no effect.

In addition, you can apply the effect of any sudden metamagic feat (Car 85) you know to any evocation spell you cast from a wand or staff as if you were casting the spell yourself. Doing this requires no activation, but uses up that feat's daily use as normal.

Prerequisites: Craft Wondrous Item, *Spell Focus* (evocation) or evoker, able to cast at least five evocation spells, two of which must be 5th level or higher.

Cost to Create: 5,000 gp, 400 XP, 10 days.

Source: *Magic Item Compendium* 99.

WEAPON ENHANCEMENTS

BERSERKER

Price: +1 bonus

Property: Two-handed melee weapon

Caster Level: 7th

Aura: Moderate; (DC 18) enchantment

Activation: -

In your hands, a berserker weapon deals an extra 1d8 points of damage on any successful attack while you are raging.

Prerequisites: Craft Magic Arms and Armor, *rage*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 29

BINDING

Price: +1 bonus

Property: Weapon

Caster Level: 10th

Aura: Moderate; (DC 20) abjuration

Activation: Swift (command)

When you activate a binding weapon, the next successful attack you make with it before the end of your turn prevents the target from using any form of extradimensional travel, as the *dimensional anchor* spell.

The binding property functions two times per day, and the effect lasts for 10 minutes.

Projectile weapons bestow this property upon their ammunition.

Prerequisites: Craft Magic Arms and Armor, *dimensional anchor*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 29

VANISHING

Price: +8,000 gp

Property: Melee weapon

Caster Level: 10th

Aura: Moderate; (DC 20) conjuration

Activation: Swift (command)

A vanishing weapon allows you to travel short distances instantaneously. Once per day, after a successful melee attack, you can transport yourself and any equipment you are carrying to any spot within 60 feet by activating the weapon. This movement otherwise conforms to the limitations given for the *dimension door* spell (PH 221).

Prerequisites: Craft Magic Arms and Armor, *dimension door*.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Source: *Magic Item Compendium* 45.

ARMOR ENHANCEMENTS

BLURRING

Price: +1 bonus

Property: Armor

Caster Level: 5th

Aura: Faint; (DC 17) illusion

Activation: Swift (command)

When you activate this armor, your appearance becomes distorted and hazy, as if you were affected by a *blur* spell.

The blurring property functions three times per day, and the effect lasts for 5 rounds.

Prerequisites: Craft Magic Arms and Armor, *blur*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 9

DEATH WARD

Price: +1 bonus

Property: Armor or shield

Caster Level: 7th

Aura: Moderate; (DC 18) necromancy

Activation: Immediate (mental)

Armor and shields that have this property are favored by those dedicated to fighting the foul art of necromancy. While wearing or using death ward armor or a death ward shield, you can activate the armor to ignore any death effect (including death spells, magical death effects, and energy drain) or negative energy effect (such as *inflict* spells or *chill touch*).

The death ward property functions once per day.

Prerequisites: Craft Magic Arms and Armor, *death ward*.

Cost to Create: Varies.

Source: *Magic Item Compendium* 10

SPELLS

ALTER FORTUNE

Transmutation

Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3

Components: V, X

Casting Time: 1 immediate action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

XP Cost: 200 XP.

Source: *Player's Handbook II* 101

BALEFUL TRANSPOSITION

Conjuration (Teleportation)

Level: Sorcerer/wizard 2

Components: V

Casting Time: 1 standard action

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

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Two target creatures, of which you can be one, instantly swap positions. A solid object such as the ground, a bridge, or a rope must connect the creatures. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

If either creature succeeds on its Will save, the spell is negated.

Source: *Spell Compendium* 23

BATTLEMAGIC PERCEPTION

Divination

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

You gain a perception of the forces of magic and can sense when magic is being manipulated by a spellcaster. You gain a +5 competence bonus on Spellcraft checks made to identify a spell as it is being cast.

If you have at least 5 ranks in Spellcraft, you are also able to sense the use of any spell or spell-like

ability within 100 feet, so long as you have line of effect to the caster. With a Spellcraft check (DC 15+ spell level) you can even ascertain the spell being cast.

This determination happens quickly enough that you can attempt to counter the spell as a free action. Counterspell attempts are otherwise handled normally, and you can counter the spell even if you do not have line of sight to the spellcaster. If you counter a spell in this manner, the battlemagic perception spell ends immediately.

Source: *Heroes of Battle* 125

BENIGN TRANSPOSITION

Conjuration (Teleportation)

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

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

Targets: Two creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Source: *Spell Compendium* 27

BLADEWEAVE

Illusion [Pattern]

Level: Bard 2, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: See text

Spell Resistance: See text

Once per round, choose one target that you successfully attacked with a melee weapon. That creature must succeed on a Will save or be dazed for 1 round. Spell resistance applies to this effect.

Source: *Spell Compendium* 31

BLADE OF BLOOD

Necromancy

Level: Assassin 1, blackguard 1, cleric 1, duskblade 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharge

Saving Throw: None

Spell Resistance: No

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 hit points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of extra damage).

The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Source: *Player's Handbook II* 103

BLINDING COLOR SURGE

Illusion (Glamer)

Level: Beguiler 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: You and one creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You strip the color from your body and gear, turn it into a lance of energy, and hurl it at a target. When you cast this spell, you target a creature with the colors stripped from your form. The target must make a Will save or be blinded for 1 round.

You also gain the benefit of *invisibility*, for the duration of this spell, even if the target creature succeeds on its save or if its spell resistance protects it.

Focus: A small prism.

Source: *Player's Handbook II* 104

DIMENSION JUMPER

Conjuration (Teleportation)

Level: Bard 5, sorcerer/wizard 5

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You and objects touched

Duration: 1 round/level

For the duration of this spell, you gain the ability to teleport yourself up to 30 feet once per round as a move action. You can bring along held or carried objects, as long as their weight doesn't exceed your maximum load. You can't transport other creatures except for a familiar.

You must be able to see your destination; if you attempt to teleport into a solid object, the action is waste but the spell remains in effect. If you don't end your teleport on a solid surface, you fall immediately.

Source: *Player's Handbook II* 102

DRAGON BREATH

Evocation [Good or Evil]

Level: Cleric 5, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast dragon breath, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then it gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Chromatic Dragons

Black: 30-ft. line of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Blue: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Green: 15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Red: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

White: 15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8); Reflex half.

Metallic Dragons

Brass: 15-ft. cone of sleep, lasts 1d6 rounds; Will negates.

Bronze: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Copper: 15-ft. cone of slow, lasts 1d6 rounds; Will negates.

Gold: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

Silver: 15-ft. cone of paralysis, lasts 1d6 rounds; Fort negates.

Source: *Spell Compendium* 73

DRAGONSIGHT

Transmutation

Level: Bard 5, sorcerer/wizard 5

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

You gain the visual acuity of a dragon, including low-light vision, darkvision and blindsense.

You can see four times as well as a normal human in low-light conditions and twice as well in normal light. Your darkvision is effective out to 10 feet per caster level. You take half the normal penalties for distance on Spot checks.

Your blindsense has a range of 5 feet per caster level.

None of these effects stack with any low-light vision, darkvision or blindsense you might already have.

Focus: A dragon's eye.

Source: *Spell Compendium* 73

DRAGONSKIN

Transmutation

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of 5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color that you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Source: *Spell Compendium* 73

DUELWARD

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

While a duelward spell is in effect, counterspelling is an immediate action for you, allowing you to counterspell even when it is not your turn without having previously readied an action. You also gain a +4 competence bonus on Spellcraft checks made to identify spells being cast.

The first time you successfully counterspell while the spell is in effect (whether you counterspell as an immediate action or not), duelward is discharged.

Material Component: A miniature silk glove.

Source: *Spell Compendium* 75

FAMILIAR POCKET

Universal

Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One container or garment with a pocket touched
Duration: 1 hour/level (D)
Saving Throw: None
Spell Resistance: No

When you cast this spell, a garment or container becomes a safe haven for a Tiny or smaller familiar. The spell turns the target pocket into a comfortable extradimensional space (about 1 cubic foot). The familiar can fit inside the space without creating any noticeable bulge in the item. Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast. If the familiar can speak, it can command itself inside. As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover and total concealment, and as a free action, you or the familiar can further seal the space to make it airtight and waterproof. The air supply inside the sealed space lasts for 1 hour, but with the pocket unsealed, the familiar can remain inside indefinitely. The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks). You continue to gain the special ability granted by your familiar. While inside the pocket, the familiar continues to benefit from the share spells ability as if it were adjacent to you.

The spell ends if the familiar pocket is placed within or taken into another extradimensional space (such as a portable hole). If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), the familiar appears in your space unharmed.

Material Component: A tiny golden needle and a strip of fine cloth given a half twist and fastened at the ends.

Source: *Spell Compendium* 88

FRIEND TO FOE

Illusion (Phantasm)[Mind-Affecting]
Level: Bard 5, beguiler 5, sorcerer/wizard 5
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One living creature/level, none of which are more than 30 ft. apart
Duration: 1 round/level (D); see text
Saving Throw: Will negates
Spell Resistance: Yes

You overlay phantasmal images over your enemies, making them appear to each other as loathsome and

despicable, implanting an urge to kill and destroy the object of their ire. Orcs might see each other as elves or dwarves, demons might see angels, and so on. All subjects receive a Will save to see through the phantasm. Each individual failing its save turns on the closest ally and attacks until the first time it deals damage, which causes the spell to end for that attacker.

Material Component: A swatch of white silk.

Source: *Player's Handbook II* 114

GUIDED SHOT

Divination
Level: Ranger 1, sorcerer/wizard 1
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Source: *Spell Compendium* 108

INVISIBILITY, SUPERIOR

Illusion (Glamer)
Level: Sorcerer/wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Personal or touch
Targets: You or a creature or object weighing no more than 100 lb./level
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This powerful glamer functions like invisibility (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with greater invisibility, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by see invisibility, faerie fire, glitterdust, invisibility purge, and dust of appearance, although creatures under the effect of the spell can be detected by true seeing. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Source: *Spell Compendium* 125

LEGION OF SENTINELS

Illusion (Shadow)

Level: Beguiler 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

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

Area: 10-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A ghostly, incorporeal swordfighter appears in each square covered by this spell's area. A swordfighter can share a space with another creature or object. Each swordfighter threatens the squares adjacent to it and can make one attack of opportunity per round. The swordfighters do not hinder movement, block terrain, or block line of effect. They can flank an opponent with each other and with your allies.

Each swordfighter has hit points equal to twice your caster level and an Armor Class of 25. It makes saving throws or checks with a bonus equal to your caster level.

Material Component: A pewter sword-fighter miniature figure.

Source: *Player's Handbook II* 117

MIRROR IMAGE, GREATER

Illusion (Figment)

Level: Bard 4, beguiler 4, sorcerer/wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal; see text for *mirror image* (PH 254)

Target: You

Duration: 1 minute/level (D)

This spell functions like *mirror image*, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all images are destroyed, the spell ends.

This spell also differs from *mirror image* in that you can cast this spell even when it's not your turn.

Source: *Player's Handbook II* 120

NERVESKITTER

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You cast this spell when you and your party roll for initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Source: *Spell Compendium* 146

PHANTASMAL ASSAILANTS

Illusion (Phantasm) [Fear, Mind-Affecting]

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will disbelief (if interacted with), then Fortitude half; see text

Spell Resistance: Yes

You create phantasmal images of nightmare creatures in the target's mind, visible only as shadowy shapes to you and unseen by all others. If the target succeeds on an initial Will save, it recognizes that the images are not real, and the spell fails. If not, the phantasms strike the target, dealing 8 points of Wisdom damage and 8 points of Dexterity damage (4 points each on a successful Fortitude save). If the subject of a *phantasmal assailant* succeeds in disbelieving and is wearing a *helm of telepathy*, the spell can be turned back upon you with the same effect.

PRISMATIC RAY

Evocation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the prismatic ray in addition to suffering a randomly determined effect (roll 1d8 and consult the chart for prismatic spray, PHB 264).

Source: *Spell Compendium* 162

RADIANT ASSAULT

Evocation [Light]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead.

Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

Source: *Spell Compendium* 164

RECITATION

Conjuration (Creation)
Level: Cleric 4, Purification 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: All allies and foes within a 60-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170.

RESISTANCE, SUPERIOR

Abjuration
Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6
Duration: 24 hours

This spell functions like resistance (PH 272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Source: *Spell Compendium* 174

RESURGENCE

Abjuration
Level: Blackguard 1, cleric 1, paladin 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched

Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word, stun*), then *resurgence* won't help the subject recover.

SENSORY DEPRIVATION

Illusion (Phantasm)[Mind-Affecting]
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature
Duration: 1 round/level
Saving Throw: Will disbelief
Spell Resistance: Yes

Rather than creating an illusion of something, this spell creates an illusion of absolute nothingness. The spell effect surrounds the subject in a dark, clinging shadow that only it perceives, which blocks all auditory, olfactory, taste, and visual sensations. In addition, it blocks finely tuned senses of touch such as those that provide a creature with tremorsense. A subject that fails its save is blinded and deafened, and it gains no benefit from blindsense, blindsight, scent or tremorsense.

The subject retains any telepathic or empathic links it might possess with other creatures while affected by the spell.

Material Component: Black silk cloth tied like a blindfold.

Source: *Spell Compendium* 182

SLAPPING HAND

Evocation [Force]
Level: Sorcerer/wizard 2
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One Tiny hand
Duration: Instantaneous
Saving Throw: None; see text
Spell Resistance: Yes

This spell distracts the subject, causing it to immediately provoke attacks of opportunity from creatures threatening its space. The spell allows no saving throw, but a slapped creature can negate the effect with a DC 20 Concentration check.

Focus: A leather glove.

Source: *Spell Compendium* 191

SOLIPSISM

Illusion (Phantasm)[Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion.

If the target fails its save, it is convinced of the unreality of every situation it might encounter. It takes no actions, and instead watches the world around it with bemusement. The subject becomes effectively helpless and takes no steps to defend itself from any threat, since it considers any hostile action merely another illusion.

Source: *Spell Compendium* 195

STUN RAY

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 7

Components: V,S,M

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1d4+1 rounds; see text

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

You blast an enemy with a scintillating ray of electricity. You must succeed on a ranged touch attack with the ray to strike a target. The target is stunned for 1d4+1 rounds by the ray of electricity. If the subject makes a successful Fortitude save, it is stunned for only 1 round. Creatures that have immunity to electricity are not affected by this spell.

Material Component: A coiled copper wire.

SUMMON ELEMENTAL MONOLITH

Conjuration (Summoning)[see text]

Level: Cleric 9, druid 9, sorcerer/wizard 9

Components: V, S, M

Casting Time: 1 round

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

Effect: One summoned elemental monolith

Duration: Concentration, up to 1 round/level

Saving Throw: None

Spell Resistance: No

You conjure a tremendously powerful creature known as an elemental monolith (*Complete Arcane* 156). It appears at the spot you designate and acts immediately on your turn, attacking your opponents to the best of its ability. You must concentrate to maintain the spell's effect, but commanding the creature is a free action.

If you speak the elemental monolith's language and are close enough to communicate with it, you can direct it not to attack, to attack particular enemies, or to perform other actions. A monolith can't be summoned into an environment hostile to it any way (for example, you couldn't summon a fire monolith underwater or an earth monolith high in midair).

When you use a summoning spell to summon an air, earth, fire or water creature, it becomes a spell of that type.

Material Component: A gem worth 100 gp—aquamarine for air, tourmaline for earth, garnet for fire, or pearl for water.

Source: *Spell Compendium* 214

WHIRLING BLADE

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With weapon in hand, you finish the last of the arcane gestures and words that activate the power of the spell. As you cast the spell, you hurl a single slashing weapon at your foes. The blade, carried along both by your might and your magical prowess, slashes at your foes while whirling forward.

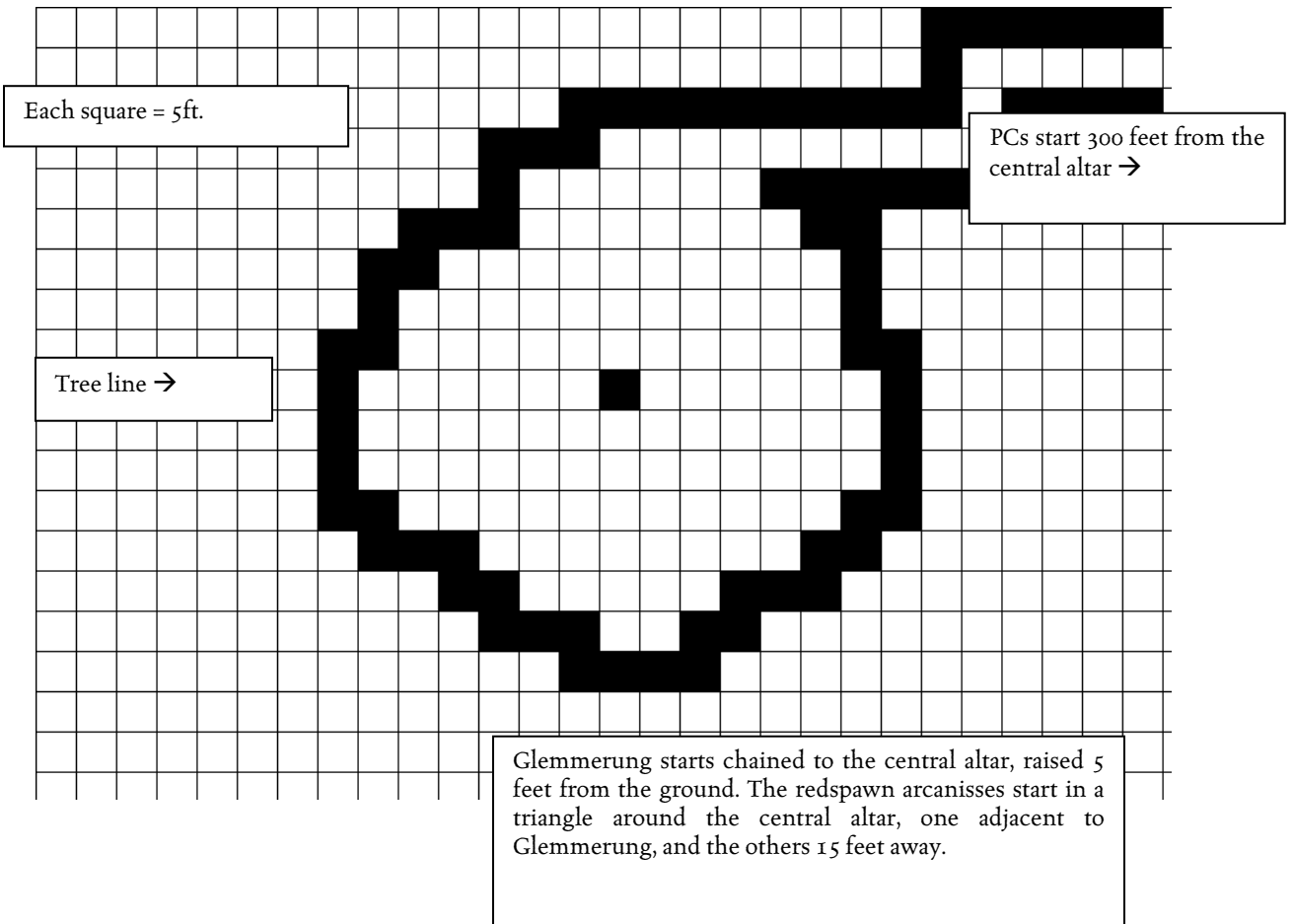
You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

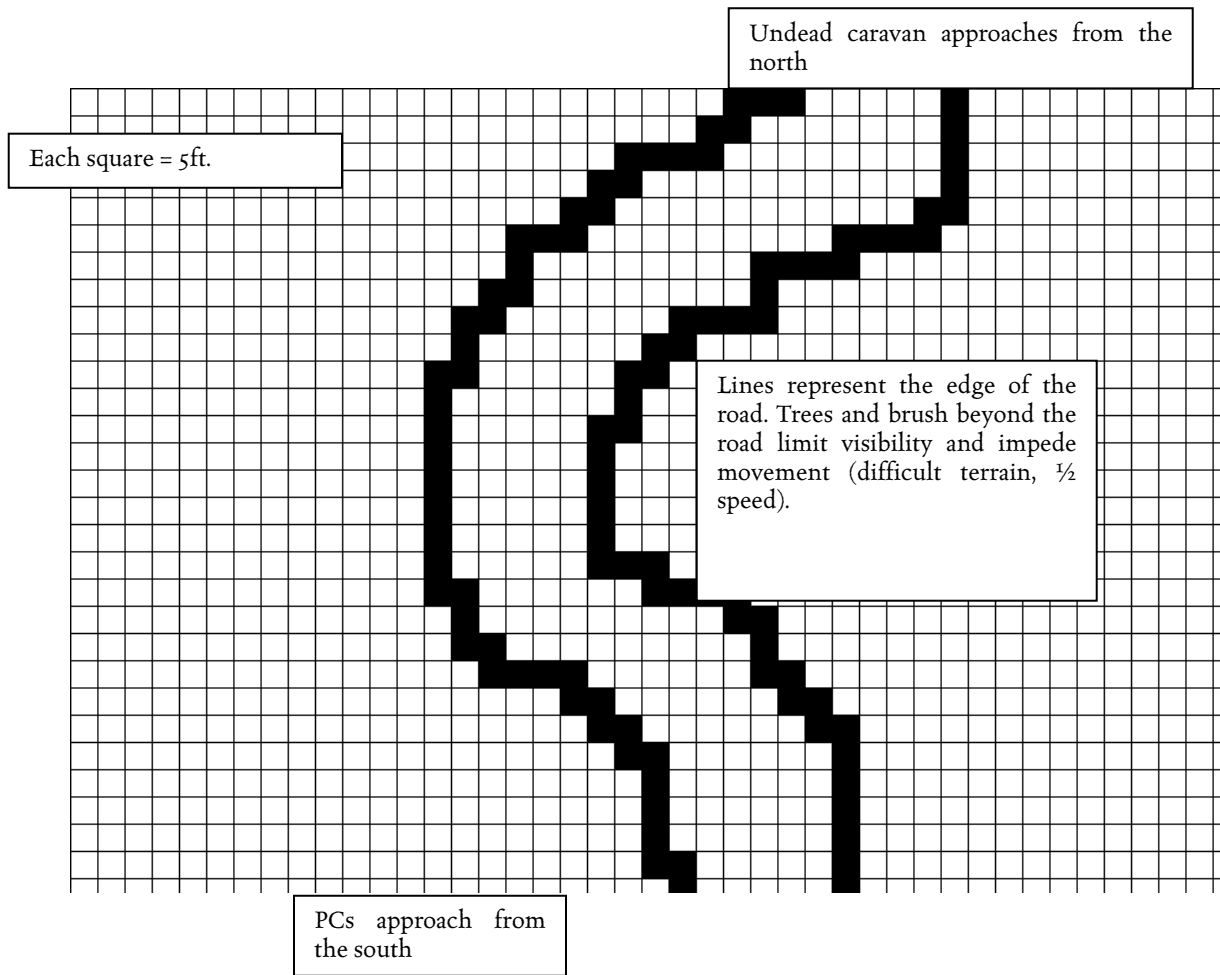
No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

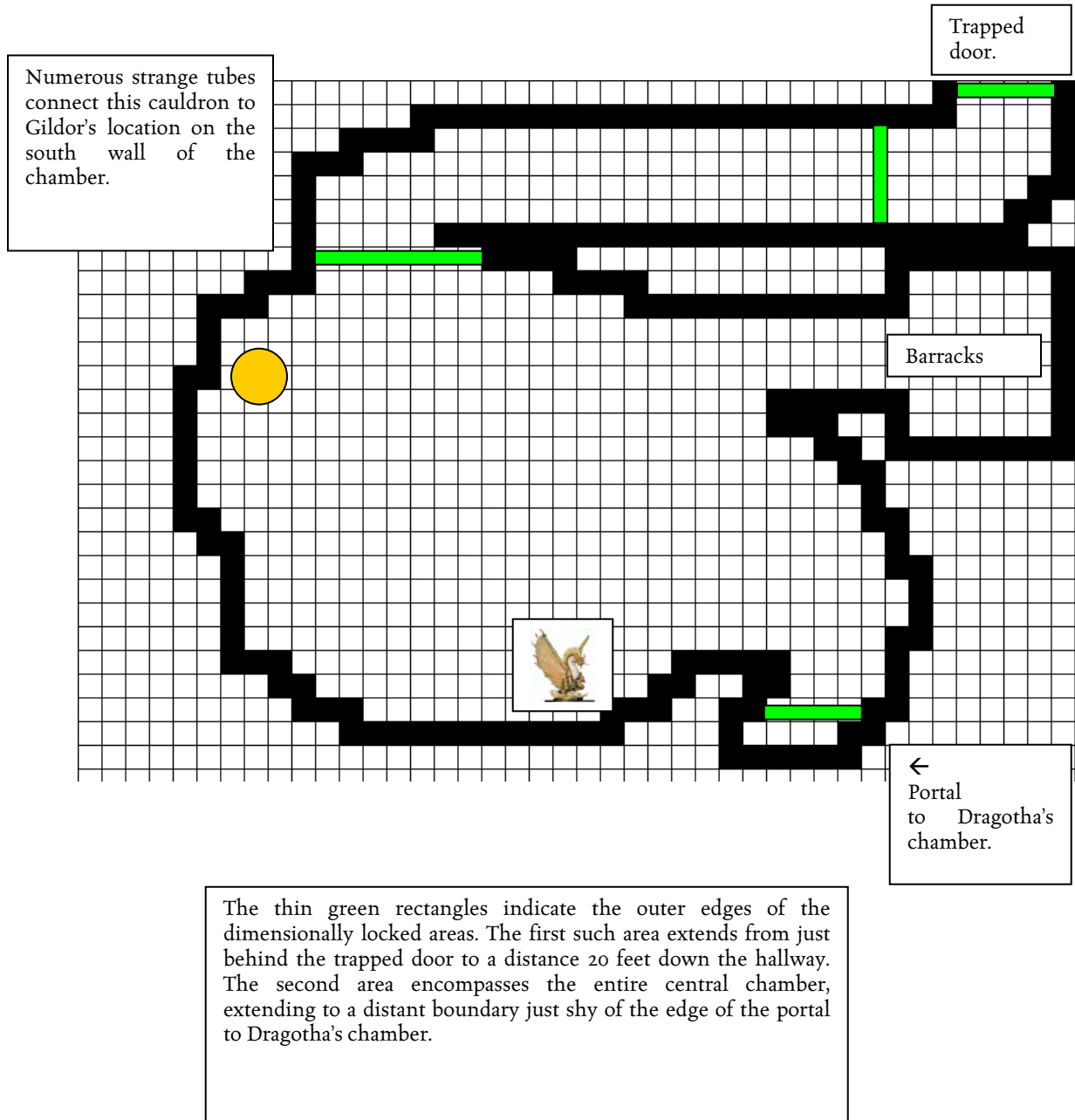
Focus: A slashing melee weapon that you hurl.

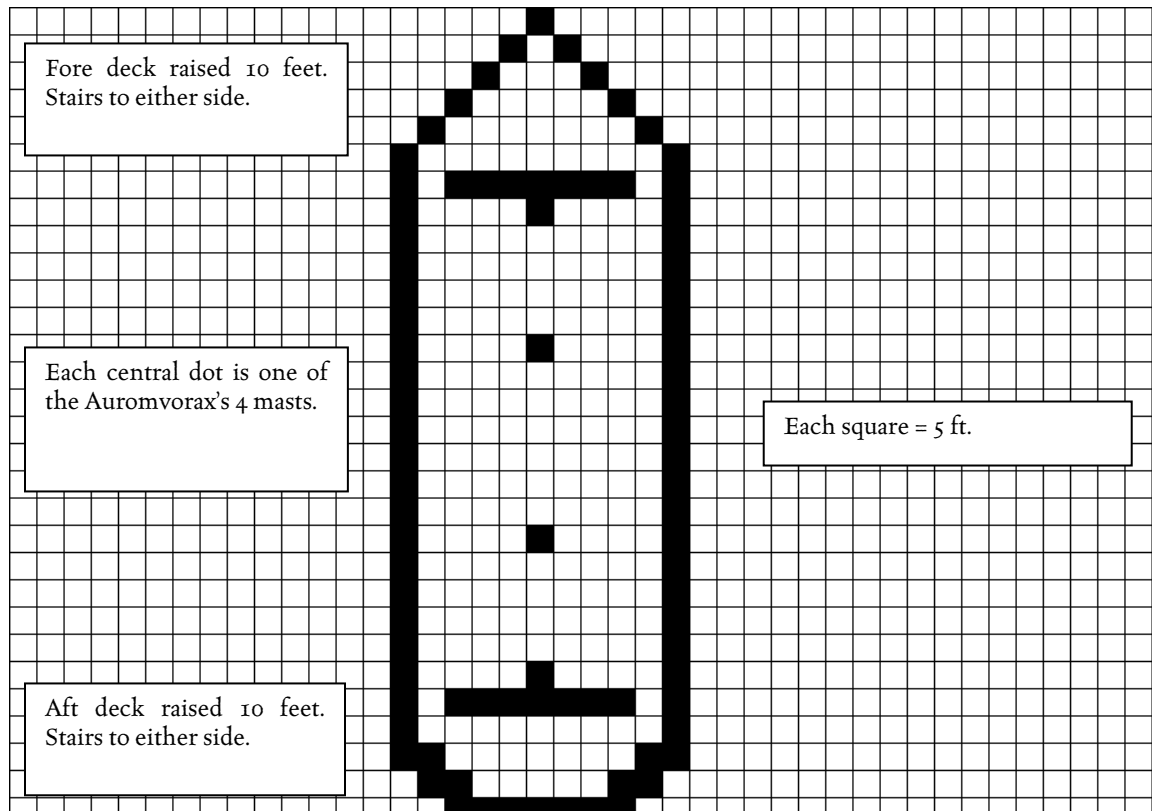
Source: *Spell Compendium* 238.

DM Aid 1: RESCUE GLEMMERUNG









Hero,

Your deeds have earned you a reputation of one capable of success in even the most trying times, and His Majesty, King Belvor IV of Faryondy, wishes to enlist your aid on behalf of one of his friends. His Majesty understands the many demands upon an experienced adventurer's time and will compensate you for your efforts.

Please come at once to my estate in Chendl. As your host, it is my duty to remind you of Chendl's longstanding precautions against permitting evil into the city and also to inform you of the newer measures which have outlawed teleportation magic meant to transport individuals into the city proper.

I have informed the guards to expect you and a number of other adventurers. If you need to stable any animals or beasts not permitted into the city, feel free to mention my name, and they will be shown only the most excellent care.

Bring whatever items you need to engage an important adventure, and bring a healthy appetite! We'll discuss the business after dinner.

Respectfully,

Sir Rayvelis Lanistor

It's a beautiful night for a drink to our health. And you say: Midnight has always been my favorite hour. I'll bring a 547 CY vintage from Highfolk's finest stock. You bring your things and be prepared to travel.

Two miles east, by the river, after dusk. Try to avoid drawing attention to yourselves. Be careful to keep Torkeep's Inquisition out of this one.

[The note is not signed.]

Friend,

You've done well. Perhaps better than you know. Now it's time for another drink if you wish it, though I *must* warn you that this drink is likely to be the messiest, riskiest drink you've had since the Cup Ran Dry. Perhaps even worse.

If you think you're up to the task, meet me at the docks in Bright Sentry. Captain Van Mattiaun has offered to provide transportation from your nearest port, if necessary. No need to write back, just look up and raise two fingers if you need the ride.

Okay, now... one finger if you accept the mission or two if you decline.

-F.L.