

GRM7-03

Who Sleeps Upon Your Bed?

A One-Round D&D[®] LIVING GREYHAWK[™]

Gran March Regional Adventure

Version 0.9

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A year and a day have passed since Watcher Corum Valstier, Most Gallant Hippogriff was abducted by the mysterious creature calling itself Maimbua. The days have passed with breathtaking excitement, the days have passed with anxious anticipation, the days have passed with quiet dread. In all the days come and gone nothing has been heard from Maimbua, but on a day of renewed hope everything changes. Watch your step, as you never know what might lie beyond the next door. A Gran March Regional adventure for APLs 6-12, and Part Five of the *Outsiders In* series.

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

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For questions specific to this document and your region please e-mail your triad point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpqahq@wizards.com.

Note: This module will be of significant interest to members of the Knights of the Watch, Church of Heironeous, worshippers of lawful good deities, and those who have participated in the other elements of the *Outsiders In* story arc (*GRM5-01 The Commandant's Parlor*, *GRM5-04IN The Lich Queen's Vengeance*, *GRM5-08 Up a Winding Stair*, *GRM6-04 Curtains Drawn Around*).

Resources: *Arms and Equipment Guide* [by Eric Cagle, Jesse Decker, Jeff Quick, and James Wyatt], *Book of Exalted Deeds* [by James Wyatt, Christopher Perkins, and Darrin Drader], *Complete Adventurer* [by Jesse Decker], *Complete Arcane* [by Richard Baker], *Complete Warrior* [by Andy Collins, David Noonan, and Ed Stark], *Dungeon Master's Guide II* [by Jesse Decker, David Noonan, Chris Thomasson, James Jacobs, and Robin D. Laws], *Fiend Folio* [by Eric Cagle, Jesse Decker, James Jacobs, Erik Mona, Matt Sernett, Chris Thomasson, and James Wyatt], *Fiendish Codex I: Hordes of the Abyss* [by Ed Stark, James Jacobs and Erik Mona], *Heroes of Battle* [by David Noonan, Will McDermott, and Stephen Schubert], *Libris Mortis* [by Andy Collins and Bruce R. Cordell], *Lords of Madness* [by Richard Baker, James Jacobs, and Steve Winter], *Manual of the Planes* [by Jeff Grubb, Bruce R. Cordell, and David Noonan], *Monster Manual II* [by Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, and Steve Winter], *Monster Manual III* [by Andy Collins, Andrew J. Finch, and Ed Stark], *Planar Handbook* [by Bruce R. Cordell and Gwendolyn F.M. Kestrel], *Planescape Campaign Setting* [by David "Zeb" Cook], *Races of Stone* [by David Noonan, Jesse Decker, and Michelle Lyons], *Spell Compendium* [by Matthew Sernett, Jeff Grubb, and Mike McArtor], *Stormwrack* [by Richard Baker, Joseph D. Carriker, Jr., and Jennifer Clarke Wilkes].

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in the Gran March. Characters native to the

Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The *Outsiders In* series began with *GRM5-01 The Commandant's Parlor* in which heroes of Gran March discover yet another plot to assassinate the Commandant. This time the assassins attempted to capture the Commandant, not just kill him (a fate from which he had proven to be easily resurrected). The source of the plot was revealed by a githzerai prisoner as a shadowy figure known as Maimbua. PCs thwarted the plan to hold the Commandant a prisoner on the Astral Plane with assistance of elite members of the 1st Battle and the Commandant himself.

In the process, numerous citizens of Gran March took possession of githyanki silver swords and in an effort to reclaim these, the githyanki Lich Queen launches a counter assault on Gran March, which was the battle interactive *GRM5-IN04 The Lich Queen's Vengeance*. Knight Colonel Thero'kay's 34th Provisional Battle drove off the incursion at Haradaragh with considerable assistance from the adventuring populace gathered there. Rumors surfaced that one of the

commanding generals of the incursion was also the mysterious Maimbua.

A few months later, a wave of plagues swept across the northwestern portions of Gran March in *GRM5-08 Up a Winding Stair*. The source of these plagues was eventually identified as an undead creature hidden deep within the ruins thought to be Haradaragh, a minion of this same Maimbua. Upon the creature's destruction, an image of Maimbua appeared to its killers, threatening even more dire retribution and punishment for Gran March and Magnus Vrianian personally.

Maimbua returned to Gran March once again in *GRM6-04 Curtains Drawn Around*, however this time it was to inflict personal pain upon both the Commandant and the Knights of the Watch. Maimbua kidnapped Watcher Corum Valstier, Most Gallant Hippogriff and simultaneously murdered and coerced a sordid confession of misdeeds from Dispatcher Erik Thunder. Maimbua then led the heroes on a chase across Gran March while distributing cursed magic items. Maimbua's cursed magic items sparked a series of events which mirrored six cryptic passages left at the scene of the kidnapping. Finally the heroes confronted Maimbua at the feet of a statue of Commandant Treyn, however the villain escaped once again with an injured (perhaps dead) Watcher Valstier in tow.

ADVENTURE SUMMARY

After his successful kidnapping (or murder) of Watcher Corum Valstier a year ago, the next step of Maimbua's vendetta against Commandant Vrianian and Gran March has begun. Maimbua has planned an excursion for the PCs to the otherworldly tavern where Magnus Vrianian cut his teeth as an extraplanar adventurer. During their sojourn Maimbua plans to reveal to the PCs the exact nature of (in Maimbua's mind at least) Commandant Vrianian's sins.

Introduction 1A:

The *Invitation to Another World* Maimbua extended to the PCs at the end of *GRM6-04 Curtains Drawn Around* activates, instructing the PCs to proceed to the Seedy Wench tavern in Hookhill by sunset.

Introduction 1B:

PCs who have participated in previous *Outsiders-In* scenarios but who did not receive the *invitation to another world* (and who are not acquainted with any PCs at the table who did) as well as those who have not participated in the *Outsiders In* series are delivered a challenge by Maimbua and directions to be at the Seedy Wench tavern in Hookhill by sunset.

Encounter One:

The PCs converge on the Seedy Wench tavern. The PCs acquaint themselves with one another. The PCs proceed to the jakes of the tavern and are transported to the Bar None.

Encounter 2A:

The PCs take in the ambiance of the Bar None, and are hailed by Tiny who tells them he has a message for them from Maimbua.

Encounter 2B:

A (group of) rakshasa(s) intercept the PCs on their way to visit Tiny. They proclaim themselves enemies of Maimbua, and fanatically attack the PCs.

Encounter 2C:

After the conflict a group of dabus enter the Bar None and clean up the mess. The PCs converse with Tiny for a while, receiving Maimbua's riddle. One PC finds himself sitting in a seat often occupied by Magnus Vrianian in days gone by. If the PCs are lucky they receive a set of portal keys from Tiny.

Encounter 2D:

The PCs must solve Maimbua's riddle by locating the portals and portal keys that activate them. The PCs can also gather information from the patrons of the Bar None.

Encounter Three:

PCs foolhardy or stubborn enough to venture out into Sigil may do so. Whether they are able to return is another matter.

Encounter Four:

The PCs locate an ancient Suel archmage who tutored Magnus Vrianian twenty years ago. The PCs can find out from him about the aspect of Heironeous, and some bits of information about Maimbua as well. PCs who are disrespectful may feel the archmage's wrath, while those who are respectful will receive his reward.

Encounter Five:

The PCs locate an aspect of Heironeous engaged in a game of Texas Hold 'Em with a collection of other aspects (including Murlynd). The PCs are offered a cleansing of evil by the aspect of Heironeous. PCs who honestly accept are cleansed of evil, while PCs who accept with deceit in their hearts will be branded. Branded PCs and PCs who refuse the purification are thrust back to the Bar None. Afterwards the PCs converse with the aspect of Heironeous and can learn about the Suel archmage, the beings of law (see Encounter 5) and Magnus Vrianian's trips to the Abyss (see Encounter 6)

Optional Encounter:

This Encounter only takes place if one or more PCs possess githyanki silver swords. If such is the case those PCs will be attack by a party of githyanki before departing the Astral Plane.

Encounter Six:

The PCs locate a realm of absolute law located outside the traditionally understood multiverse. The beings of law tell the PCs about their dealings with Magnus Vrianian, and how some of their number left their strange plane and never returned. The beings wish to accompany the PCs back to the Bar None to search for their missing comrades, but if they do they will be transmogrified in the same manner as their fellows were before.

Encounter Seven:

The PCs locate a portal to the Abyss and confront the portal's guardian demons. After a short while the true guardian (a balor) arrives and interacts with the PCs for a time before sending them packing back to the Bar None.

Encounter Eight:

The PCs locate Mar'dian's home in exile on the Astral Plane. The PCs converse with her and learn about her relationship with Magnus Vrianian in varying degrees of detail. The PCs will most likely be unable to convince her to return to Oerth with them, but she will gladly *plane shift* them home.

Conclusion A:

The PCs return to Oerth without Mar'dian and make a report about their journey. The PCs are told that Corum Valstier is declared officially dead, and reprimanded by the Commandant for delving into his personal life.

Conclusion B:

The PCs return to Oerth with Mar'dian and make a report about their journey. Mar'dian is taken into custody by the Commandant. The PCs are told that Corum Valstier is declared officially dead, and reprimanded by the Commandant for delving into his personal life.

Epilogue:

The PCs are left with lingering doubts about their recent experience, but they are thanked for their efforts by Brother Drakon, who explains a bit why he thinks the Commandant reacted to their news the way he did.

PREPARATION FOR PLAY

Determine which of the PCs participating in this adventure have participated in previous adventures in the *Outsiders In* story arc, specifically *GRM6-04 Curtains Drawn Around*. If any PCs participated in *GRM6-04 Curtains Drawn Around* check their ARs for that module to see if they possess the *Invitation to Another World*.

PCs who possess the *Invitation to Another World* receive Introduction 1A. All other PCs receive Introduction 1B.

INTRODUCTION 1A: OLD ENEMIES

Run this encounter for PCs who possess the *Invitation to Another World* on the AR for *GRM6-04 Curtains Drawn Around*.

A warm, late spring morning in Hookhill finds you in the city's main market. While you review the wares of merchants from as far away as Thornward you hear a muffled voice emanate from somewhere on your person. It seems to say "Enonrab, enonrab."

This is a *magic mouth* spell programmed to speak after 365 days are seen to pass. The word is the deactivation command for the *secret page* spell cast upon the *Invitation*. Once the PC digs the *Invitation* out of its storage place give the PC Player Handout #1 as the secret message is revealed.

PCs have plenty of time to gather information if they wish (see DM Aid #1) as well as to go shopping or file a report to whomever they wish about their mission or whereabouts (military, church, Knights of the Watch, etc.) Regardless of who they report to they will receive no special instructions.

After the shopping and information gathering are complete proceed to Encounter 1.

INTRODUCTION 1B: ENMITY RENEWED

Run this encounter for PCs who do not possess the *Invitation to Another World* on the AR for GRM6-04 *Curtains Drawn Around* (either because they did not play the module, or for some reason did not gain that item).

A warm, late spring morning in Hookhill finds you in the city's main market. While you review the wares of merchants from as far away as Thornward a young boy in ragged clothing approaches. "Excuse me, sir [or madam] that man asked me to find you and give you this." So saying the boy hands you a letter and turns to point at someone. He cocks his head curiously and says, "Well, he was right there a minute ago. I hope the silver eh gave me doesn't disappear."

Players of characters who have played other modules in the *Outsiders In* series should be given Player Handout #2. Players of characters who have **not** played other modules in the *Outsiders In* series should be given Player Handout #3.

The boy does not know anything about the contents of the letter. He will describe the stranger as a human man with a scruffy beard and fine clothes. If the PCs ask to see the silver, the boy will become suspicious of their motives. If they push the issue he will attempt to run off. If he is caught and/or forced to show the coin, it is indeed a strange silver piece stamped with the words, "By Vlaakith's Might." A DC 20 Knowledge (the planes) check tells the PC that Vlaakith is the Lich Queen that rules over the githyanki race with an iron hand. If the PC has played GRM5-01 *The Commandant's Parlor* or GRM5-04IN *The Lich Queen's Vengeance*, they will receive a +5 circumstance bonus to this roll.

PCs have plenty of time to gather information if they wish (see DM Aid #1) as well as to go shopping or file a report to whomever they wish about their mission or whereabouts (military, church, Knights of the Watch, etc.)

After the shopping and information gathering are complete proceed to Encounter 1.

ENCOUNTER 1: DOWN THE RABBIT HOLE

Conditions: The portal to the Bar None located in the Seedy Wench is not stable. It is always in Hookhill, but never in the same place for more than a day, and it will move again at sunset. Maimbua was able to anticipate its movement on this particular day, and so was able to direct the PCs here. PCs who return to the Seedy Wench later will find that the portal is no longer there.

Read the following for the players:

You have made your way to the Seedy Wench tavern, quite possibly the most spectacular dive in the city of Hookhill. A number of other adventurers seem to have arrived at roughly the same time.

Let the PCs introduce themselves, then ask them what they are doing. After an appropriate amount of time nudge the party into going to the jakes by informing them that it is almost sunset. Read PCs going to the jakes the box text below.

You make your way to the indoor waste relief facility, or as it is called by non-military personnel, the jakes. The smell is not nearly as wretched as you might have expected it to be, however in the time required to take a step forward into the tiny room you find yourself surrounded by a faint shimmer of opalescent light. When your foot makes contact with the ground once again, you realize that you are not standing in the jakes of the Seedy Wench tavern in the city of Hookhill in the barony Dragus in the country of Gran March as common sense would usually have dictated. Instead you are someplace wholly unfamiliar to you.

The PCs who step through the portal proceed to Encounter 2A. Determine the disposition of every PC before proceeding to the next Encounter.

If any PCs do not enter the jakes read them the below box text (with appropriate modifications for PC actions).

Your fellow adventurers make their way to what appear to be the jakes of this seedy establishment. In what can only be described as either a feat of magic or of extraordinarily skilled mundane prestidigitation, file one after the other apparently unhindered into the tiny room.

Assuming the PCs move to investigate...

Moving to get a closer look, you find that they have disappeared, leaving behind a barely discernable shimmering opalescent portal in the doorway. The portal is rapidly dissipating.

Development: PCs who step through the portal proceed to Encounter 2A. PCs who do not step through the portal before sunset should be given their ARs as their adventure ends here.

ENCOUNTER 2A: WE'RE NOT IN DRAGUS ANYMORE

DM Note: During the PCs' time at the Bar None give the players Player Handouts #5, #6 and #7 when they venture onto the relevant floors. This will speed up play, as the players can just point to where on the map they want to go, rather than you having to draw out the map as they go or give them boring verbal descriptions of the relatively featureless second floor. Refer to DM Aids #3, #4, and #5.

The establishment you have arrived in is sprawling, with 20' wide hallways and 30' high ceilings. It is occupied mostly by booths of various sizes, from those suitable to medium and small size creatures to those capable of comfortably holding large and huge creatures. The booths themselves appear to be prison cells from a variety of different planes of existence, but they all share one common trait: all of their bars have been rent asunder.

You currently occupy a large booth near a bar of titanic proportions, and behind it stands a man of equal stature.

Creatures: Antaeus or 'Tiny': CN Male Titan see *Monster Manual* page 242.

The proprietor is a chaotic neutral Titan named Antaeus (AKA Tiny) who keeps his own brand of order in the place. He doesn't mind a bit of roughhousing (of course the titan's sense of 'a bit' is probably far from what a normal person's might be). He is in general good natured and has a fondness for the naiveté of primes. He also likes to watch the ebb and flow of traffic through his bar, and won't let things get too out of hand. Tiny is sensitive to the dangers of Sigil to newcomers, and will attempt to dissuade any PCs from venturing outside the Bar None. The second floor of the Bar None consists of meeting rooms that are empty at the moment. If Tiny's attitude is adjusted to Friendly he will allow the PCs to rent

one to rest in at the cost of APL x 50gp. If Tiny's attitude is adjusted to Helpful the price drops to APL x 30gp.

Maimbua has engaged his services to deliver a letter to them.

As soon as the every member of the party who will be participating in the adventure has entered the Bar None, Antaeus calls out to them from behind his massive bar.

The titanic man behind the bar notes your presence and calls you to you. "Hoi, berks! Yeah, you primes that just came in, I've got a message for you from Maimbua!"

ENCOUNTER 2B: THE FRIEND OF MY ENEMY IS MY ENEMY

Conditions: There is sufficient shadow in this area for creatures to freely use hide in plain sight, shadow jump, or other abilities requiring the presence of shadows. See DM Aid #2: Rules of the Planes for the game mechanic aspects of adventuring in Sigil.

Creatures: The rakshasa(s) in this encounter possess the attitude of Fanatic (they hate Maimbua that much). This means that their attitude can't be further adjusted by the use of skills. Note that the other adjustments for the fanatic attitude (+2 Str, +2 Con, +1 morale on Will saves, -1 AC) are not used here.

If captured the rakshasa(s) demand to be put to an honorable death by the sword and reveal only that their clan has a feud with Maimbua. The rakshasa(s) do not know why, but their clan elders have declared *gakmarrja* (blood feud) against Maimbua. The rakshasa(s) know that he frequents the Bar None, and so have stationed themselves here in the hopes of killing him. In the absence of the actual article, they are more than happy to eliminate any of Maimbua's cat's-paws. The rakshasa(s) know nothing else about Maimbua.

APL 6 (EL 9)

Rakshasa (1): hp 52; *eyes of the eagle*, *oil of align weapon [evil]*, *oil of align weapon [good]*; see *Monster Manual* page 211.

As you exit the booth to make your way to the bar, a strange furred humanoid steps out from the booth next to yours. It is dressed in

brightly colored silk clothing, bears a tiger-like head, and perhaps most disturbing of all its palms are where the backs of its hands should be. "I couldn't help overhearing that you work for Maimbua. That is the last mistake you will ever make, Clueless."

Before the PCs can respond, the rakshasa attacks.

APL 8 (EL 10)

Rakshasa (1): hp 52; *eyes of the eagle, mantle of second chances, oil of align weapon [evil], oil of align weapon [good]*; see *Monster Manual* page 211.

As you exit the booth to make your way to the bar, a strange furred humanoid steps out from the booth next to yours. It is dressed in brightly colored silk clothing, bears a tiger-like head, and perhaps most disturbing of all its palms are where the backs of its hands should be. "I couldn't help overhearing that you work for Maimbua. That is the last mistake you will ever make, Clueless."

Before the PCs can respond, the rakshasa attacks.

APL 10 (EL 13)

Naztharune Rakshasas (2): hp 93 each; see Appendix 4.

As you exit the booth to make your way to the bar, a pair of strange darkly-furred humanoids step out from the booth next to yours. They are dressed in dark clothing, bear a tiger-like head, and perhaps most disturbing of all their palms are where the backs of their hands should be. "We couldn't help overhearing that you work for Maimbua. That is the last mistake you will ever make, Clueless."

Before the PCs can respond, the rakshasas attack.

APL 12 (EL 15)

Naztharune Rakshasas (4): hp 93 each; see Appendix 5.

As you exit the booth to make your way to the bar, a group of four strange darkly-furred humanoids step out from the booth next to yours. They are dressed in dark clothing, bear a tiger-like head, and perhaps most disturbing of all their palms are where the back of their hands should be. "We couldn't help

overhearing that you work for Maimbua. That is the last mistake you will ever make, Clueless."

Before the PCs can respond, the rakshasas attack.

Tactics:

APL 6: The strictures of the *gjakmarrja* require that the rakshasa challenge his foe openly (which they have done in the box text). The rakshasa does not begin this encounter with any of its spells precast. The rakshasa will play with the PCs like a cat plays with its food. It does not consider them a threat and will not cast any of its spells unless it feels its life is in immediate danger. Then it will most likely begin casting *magic missile* at the PC it deems as the biggest threat. At this APL if the PCs are in danger of a TPK Tiny will step in and save them if necessary.

APL 8: The strictures of the *gjakmarrja* require that the rakshasa challenge his foe openly (which they have done in the box text). At this APL the rakshasa has precast its *mage armor* spell. The rakshasa will treat the fight seriously, but attack only with its natural weapons. On the first round of combat the rakshasa will cast *bear's endurance* on itself. The rakshasa does not consider the PCs to be a serious threat and will not cast any offensive spells unless he feels that his life is in immediate danger. Then he will most likely begin casting *suggestion* on the most dissolute looking PCs, suggesting that they give up the fight and instead go have a drink at the bar on the rakshasa's tab.

APL 10: The strictures of the *gjakmarrja* require that the rakshasas challenge their foes openly (which they have done in the box text), however after the initial challenge they are permitted to use stealth if they wish. The rakshasas will attempt to flank and take down the most available opponent. If they get in too much trouble with a heavy melee fighter they will use their *brutal surge* to attempt to bull rush him away and deny him his next full attack, and if that doesn't work they will attempt to hide in plain sight using an available shadow.

APL 12: The strictures of the *gjakmarrja* require that the rakshasas challenge their foes openly (which they have done in the box text), however after the initial challenge they are permitted to use stealth if they wish. The rakshasas will attempt to flank and take down the most available opponent. If they get in too much trouble with a heavy melee fighter they will use

their *brutal surge* to attempt to bull rush him away and deny him his next full attack, and if that doesn't work they will attempt to hide in plain sight using an available shadow. Their leader will use his *hide in plain sight* ability during the first round to observe the PCs and pick out the spot where he will be most effective. The leader's primary targets are incorporeal enemies (especially shadow companions of PC Shadowdancers) on which he will use his *ghost strike short sword*, and if any PC has *displacement* or a similar defensive illusion he will attempt to dispel it with his *illusion bane short sword*.

Treasure:

APL 6: L: 0 gp, C: 800 gp, M: *eyes of the eagle* (208 gp), 2 *oil of align weapon [evil]* (25 gp each), 2 *oil of align weapon [good]* (25 gp each).

APL 8: L: 0 gp, C: 800 gp, M: *eyes of the eagle* (208 gp), *mantle of second chances* (500 gp), 2 *oil of align weapon [evil]* (25 gp each), 2 *oil of align weapon [good]* (25 gp each).

APL 10: L: 37 gp, C: 800 gp, M: 2 *eyes of the eagle* (208 gp each), 2 *mantle of second chances* (500 gp each), 4 *oil of align weapon [evil]* (25 gp each), 4 *oil of align weapon [good]* (25 gp each), 2 +1 *brutal surge feycraft cold iron longsword* (652 gp each), 2 +1 *deflecting flaming surge short sword* (859 gp each), 2 +1 *easy traveling feycraft mithral chain shirt* (342 gp each),

APL 12: L: 75 gp, C: 800 gp, M: 4 *eyes of the eagle* (208 gp each), 4 *mantle of second chances* (500 gp each), 8 *oil of align weapon [evil]* (25 gp each), 8 *oil of align weapon [good]* (25 gp each), 3 +1 *brutal surge feycraft cold iron longsword* (652 gp each), 3 +1 *deflecting flaming surge short sword* (859 gp each), 3 +1 *easy traveling feycraft mithral chain shirt* (342 gp each), +1 *ghost strike hellforged short sword* (1,651 gp), +1 *illusion bane short sword* (776 gp), +1 *anti-impact fireshaped mithral chain shirt* (367 gp).

ENCOUNTER 2C: GETTING YOUR BEARINGS

Creatures: Among the patrons of the Bar None is the following:

Brightstar: LG Male Trumpet Archon see *Monster Manual* page 18.

A DC 15 Diplomacy check will convince Brightstar to stop his off-duty drinking and cast spells for the PCs. He charges normal PHB prices

for any spell he casts, and will only cast spells for the PCs out of combat (from those listed in the *Monster Manual*).

After the PCs have finished looting the corpses of their foes six dabus (see DM Aid #10) arrive.

Several humanoid creatures with gray skin, goat like horns, flowing robes and a shock of white hair enter the room from a set of large double doors to your left. They float a few inches above the ground and are surrounded by strange symbols which constantly shift, move, disappear and reappear. The humanoids slowly and deliberately pick up the bodies of your fallen foes, and then float back out through the door.

Allow the PCs to interact with the dabus if they wish. After the PCs have had their fill of the mysterious creatures, they should continue to move toward the bar. If the PCs do not, Antaeus will beckon them again.

Making your way, perhaps now a bit more cautiously, to the bar you note the odd assortment of creatures who occupy the booths you pass. In one you see a group of eladrin drinking with a group of demons. In the next you see some tieflings sharing a meal with an angel and some sort of elemental creature. Continuing onward you finally reach the bar to discover that it is 12' high. Stairs are carved into the sides of some of the massive 12' high 'barstools' which lead upward to the top of the stools, placing you on a level with the bar. At the top of stool you find a five-foot diameter platform with an appropriately sized chair and a small table.

"Please, have a seat! I apologize for the trouble, berks. I'm glad you weren't killed during your first visit to the Bar None!" He laughs so loudly your ears ring afterwards. "My name is Antaeus, but you can call me Tiny just like everybody else does. I run this ramshackle collection of former prison cells. Here, I've been paid to deliver this to you upon your arrival." He seems to concentrate for a second and then a piece of parchment levitates from a fold of his clothing and deposits itself in front of you. He pats the huge mummified elf hand which hangs around his neck. "This thing makes my life so much easier!"

Give the players Player Handout #4.

One of the PCs has unknowingly sat in a chair often occupied by Magnus Vrianian when he frequented the Bar None. Choose the PC most likely to appreciate the coolness of sitting in a chair once occupied by Magnus Vrianian. Here are a set of descending guidelines for you to use.

1. High ranking officers or NCOs in the Gran March army / Knights of the Watch.
2. Corporals or Soldiers in the Gran March army / Squires of the Watch.
3. PCs with appropriate Knowledge skills or Bardic Knowledge.
4. Gran March regional PCs.
5. Everybody else.

For the selected PC read the following:

As you settle into your chair you find it to be more comfortable that it has a right to be. You notice the scoring left by countless beings in a variety of languages. The wood of the chair is worn smooth, varnished by time and the sweat of innumerable creatures. Your eyes are drawn to a single word which causes them to stop. You see carved into the arm of the chair 'Vrianian'.

Antaeus is more than willing to answer the PCs' questions.

If PCs remark on the strange chair-stair-stools:

"Oh, I got the idea for those from my friend Grunab. He runs an inn called the Whistling Fish on the Prime. Gods, I haven't seen him in ages!"

What is a berk (or prime, or Clueless)?

"Why, you are!" he laughs. "Anybody who's not from Sigil and who obviously doesn't know his way around is a berk. We also call ya primes, 'cause that's where your from. Or Clueless, from back when the factions had a lot more pull in the Cage."

What is a basher?

"Just a regular body around the Cage."

Factions?

"Yeah. They used to pretty much run the Cage, but they got out of hand so about six years ago the Lady banned 'em all. Some of them left completely, and others stuck around but didn't keep any sort of formal association. Things have been kind of strange since then. I

guess change has a way of making you feel that way.

What is Sigil (or the Cage, or where are we)?

"The City of Doors you primes call it. We just call it the Cage. Sigil's got tons of portals that can get you pretty much anywhere in the multiverse, if you know where the portals are and know the right portal keys. And don't think you can use any of that fancy magic to get into and out of Sigil, 'cause it won't work. That's why they call it the Cage. The only ways in and out are the portals."

What are portal keys?

"Portal keys are what you've got to have to activate a portal, and its how a body gets in and out of the Cage. They're not magic or anything, just something specific to the portal you're trying to get through. A lot of times they have an affinity for what's on the other side of the portal. The same key won't get you back to where you came from."

Where are the portals (how many of them are there, etc.)?

"Pretty much any opening you could walk, crawl or squeeze through could be a portal in the Cage. Not all of them are though, and those that are don't always stay in one place or work all the time."

Why doesn't somebody conquer the city if there are all these portals leading into it?

"Well, I could go into how the Cage is a useful place to have around so that the celestials and tanar'ri and baatezu and whatnot can get along at least somewhere without having to worry about their eternal wars. Or I could tell you how it's the one place in the multiverse that you can get pretty much anything you ever heard of. But the real reason is that the Lady doesn't allow it."

Who is the Lady?

"The Lady of Pain. She runs the Cage and keeps things from falling apart for the most part. The Dabus work for her and generally keep up maintenance on the city. She makes sure no gods or demon lords come mucking about the place."

Dabus?

"Those fellas that came and took care of those rakshasa bodies. Nobody knows what

goes on in those heads of theirs, but you could always go and ask Fell. He fell in with some god or another a few years back, and the Lady destroyed the god and his temple but let Fell live. He runs a tattoo parlor in the Grand Bazaar, but most folks steer clear of him in case the Lady decides to wipe him and his customers out one day."

Who is Maimbua / What do you know about Maimbua?

"I don't exactly know. Every time he comes through here he looks like a different basher. He seems keen on asking about Vrianian though."

When was the last time Maimbua came through here?

"A couple of days ago. He paid me with gith silver to hail you when you arrived and give you that note."

Why are you working for Maimbua?

"Eh, why not? It's a laugh, innit?" Tiny chuckles. "Besides, I can always use a bit of spare coin."

But Maimbua's evil...

"You've got a lot to learn about the multiverse, berk."

Do you know anything about Corum Valstier?

"I don't know who that is."

What do you know about Magnus Vrianian?

"Oh, that Maimbua character always asks about him. He used to come around here a lot about a couple decades or so ago. I remember he got to feel like a basher pretty fast for a berk. He got to know his way around a few of the portals around the Bar None and spent some time about the Cage too."

Was Magnus Vrianian ever in here with anybody particular that you remember?

"Now that you mention it, he did come through here with some mercanes one time. I remember thinking it was odd, them not being the sort to spend time outside their shops with a body who isn't a mercane too. They're a strange lot. They'll sell you anything quick-as-you-like, but try to cozy up to one and its like you just started conversing with a statue. Only I've met statues that were friendlier!" Tiny chuckles.

A Knowledge (the planes) check will reveal the following information about mercanes:

- 17 – Mercanes are a race of extraplanar merchants. They are approximately twelve feet tall and are hairless with blue skin and an extra joint in each digit.
- 22 – Mercanes are an *extremely* insular society when not conducting business. They only have truck with other races during business transactions, at all other times they seclude themselves in their enclaves. Vrianian must have gone to considerable lengths to keep their company.
- 27 – Mercanes can be powerful wizards, but even a mercane with no wizard training can *dimension door*, *plane shift*, and summon a *Leomund's secret chest*.
- 32 – Mercanes can communicate via telepathy, and have a natural resistance to magic.

What clan did Magnus deal with?

"I can't remember their name. I think they moved on from the mercane about a year after Magnus stopped coming by."

When the PCs start asking Tiny questions about Vrianian have them make a Diplomacy check in order to move Tiny's attitude to Helpful. Tiny's initial attitude is equivalent to how the PCs have behaved toward him.

- If the PCs have been Hostile the DC is 50.
- If the PCs have been Unfriendly the DC is 40.
- If the PCs have been Indifferent the DC is 30.
- If the PCs have been Friendly the DC is 20.

If the PCs can prove that they know Vrianian (this is up to the judge's discretion) then Tiny's attitude will adjust one step toward Helpful. For example if the PCs prove they know Vrianian and they had been Friendly to Tiny then they would automatically succeed on the Diplomacy check, and if they had been Indifferent to Tiny then the DC of their Diplomacy check would only be 20.

If the PCs succeed in adjusting Tiny's attitude to Friendly read the following box text.

"You berks strike me as decent folk. Magnus asked me to hold this stuff for him when he was coming through here regular-like, and he never came and picked it up. I figure

he might want it back, and was wondering if you could get it back to him for me? Who knows, maybe it will help you out while you're here too." A belt with many pouches attached floats from behind the counter.

The belt has five pouches attached.

Ask if the PCs open the pouches (they are not trapped or locked in any way). If they do, read the following:

Opening each pouch carefully you find that the first is filled with sand. The second contains a wooden disk with a carving of a gauntleted hand grasping six arrows. The third contains a stone of some kind. The fourth contains a small bone. The fifth contains a small fish hook.

These are the keys for the portals Magnus used most often from here. He left them with Tiny as a contingency plan in case his own keys were lost somehow. Note which character takes possession of this, as he will be able to activate most of the portals in the module from now on (even if he doesn't know he can).

Treasure: All APLs: If the PCs successfully adjust Tiny's attitude to Helpful he will also offer to sell them an Official Bar None *everfull mug*.

Development: If the PCs stay in the Bar None and go on the scavenger hunt, proceed to Encounter 2D. If the PCs insist on venturing out into Sigil itself proceed to Encounter 3. If the PCs return to the portal where they entered the Bar None with the proper portal key they will be returned to Hookhill at a random location within the city (DM's choice).

ENCOUNTER 2D: A HUNTING WE WILL GO

Notes about Gather Information:

While in the Bar None the PCs may wish to make several Gather Information checks.

- Spending some coin (5gp) will add a +2 circumstance bonus to the check.
- If the PC wishes to avoid interacting with a particular class of creature (like evil outsiders or good outsiders) this will add a -2 circumstance penalty to the check.

Refer to DM Aid #7 for the results of Gather Information checks.

Refer to DM Aid #6 Maimbua's Riddle. The important thing to note about this section is that it might drag. It is your job as the judge to nudge the players in the right direction if they get too bogged down or hung up on a particular clue. You might suggest to them that they don't necessarily have to solve the riddles in order. The riddle encounters are set up in a matrix fashion, though proceeding in order is the most advantageous path. This should be fun, not like pulling teeth. Also, once they solve one riddle the others should follow rather quickly.

If the PCs do not already possess the appropriate portal keys they will have to gather them from around the Bar None. They can make Search or Gather Information checks for each item (once they figure out what it is). Give the PCs circumstance bonuses to these checks if they specifically state they are searching for the correct item.

- DC 5 – Handful of dust gathered from any corner of the Bar None.
- DC 10 – Bone, taken from a dish yet to be cleared away from a booth.
- DC 15 – Symbol of Hextor, from a huge pegboard near the door with wooden holy symbols of every deity from every plane in existence. There are five symbols for each deity, and Tiny sells them for 1gp each. He conducts a brisk trade, he says, since losing your holy symbol will quickly get you killed in a place as dangerous as the Cage. Of course once the PCs figure this out they can most likely make their own
- DC 20 – Lodestone, from a metal plaque near the bar engraved with the weekly specials. The lodestone is currently positioned next to Catch of the Day: Acheron puffer fish.

Refer to the maps for the location of each of the portals. If you are running low on time (or think it might be too tedious to have the PCs search for the portals) you can have the PCs make Spot or Gather Information checks to locate each of the portals (whichever they prefer). The DC of either check is 20.

Development: Here is a quick summary of the riddle's stanzas, the doors and Encounter numbers they correspond to.

- Stanza 2 – Silver door, Encounter 4.
- Stanza 3 – Golden door, Encounter 5.

- Stanza 4 – Cherry lintel door, Encounter 6.
- Stanza 5 – Bone door, Encounter 7.
- Stanza 6 – Silver door again, Encounter 8.

If they so wish, the PCs can revisit any of the Encounters at any time, except Encounter 4. After completing all of the Encounters it will be impossible to access Encounter 4 (PCs using that portal will be routed to Encounter 8).

ENCOUNTER 3: THE MADDING CROWD

If the PCs insist on venturing out into the Cage, Tiny won't physically stop them, though he does suggest that it's not a good idea to venture out on your first visit. They can try to hire a guide. Kylie the Tout can be had for a price of APL * 50gp (PCs can only hire her if they learned of her through Gather Information in the Bar None, or if they choose to make a DC 25 Gather Information check outside the Bar None). Other guides can be had for a price of APL * 30gp. Their most likely course of action is to try to make for the Market Ward. The Bar None is located in the Hive, which means the most direct rout is through the Lower Ward.

- PCs who do not hire a guide become lost in Sigil unless they can use *find the path*, *teleport* or similar magic to make their way back to the Bar None. *Find the path* will allow the PCs to find the mercane enclave in the Market Ward without incident.
- PCs who hire a regular guide get led around the long end of the ring of the Cage, and won't reach the Market Ward before having to rest for the day. Their guide will demand another day's worth of payment, and if not paid will abandon them. The PCs become lost in Sigil unless they can use *find the path*, *teleport* or similar magic to make their way back to the Bar None. If the PCs pay the second day of the guide's wages, their guide locates the mercane enclave for the PCs. Any PC who mentions the name Mar'dian at the enclave will be given a stony glare and told to leave immediately. There is no other information to be had here, their guide can take the PCs back Bar None, or continue bilking them at the PCs option.
- PCs able to hire Kylie the Tout are led directly to the Market Ward. Kylie locates the mercane enclave for the PCs. Any PC

who mentions the name Mar'dian at the enclave will be given a stony glare and told to leave immediately. There is no other information to be had here, Kylie can guide them wherever else in Sigil the PCs like, but recommends that they return to the Bar None while they still can. If so directed, Kylie will lead the PCs back to the Bar None without incident.

Development: If the PCs successfully return to the Bar None proceed with Encounter 2D. PCs that become lost in Sigil wander about until they either stumble through a portal to Oerth or convince somebody to *plane shift* them home. Give these PCs their ARs as their adventure ends here (but they do manage to make their way back to Oerth).

ENCOUNTER 4: RIME OF THE ANCIENT ARCHMAGE

DM Note: Please see DM Aid #2 Rules of the Planes for rules peculiar to the Astral Plane.

Creatures: This man is a survivor of the last days of the Suel Imperium and the Rain of Colorless Fire. He resides here on the Astral Plane out of his own fear of death and a particular dislike of necromantic magic (which is why he has not become a lich). The fact that time does not pass in the Astral Plane has allowed him to exist mere moments away from death for nearly a millennium.

For the purposes of this Encounter, the archmage will generally overlook any one or two PCs if the majority of the PCs are willing to cooperate. Only proceed to the Unfriendly and Hostile sections if the majority of PCs are disrespectful or rude.

When the archmage initially addresses the PCs he will do so in Ancient Suloise. Any PCs who respond in the same language receive a +2 circumstance bonus to all Diplomacy checks with him during this Encounter. If asked politely (or none of the PCs seem to understand him) he will speak in Common.

You manage to locate a small door in the southwest corner of the second floor of the Bar None. The door is ordinary enough, but out of the corner of your eye you catch the faintest shimmer of silver in the material. Opening the door you see what appears to be

a private room built to fit creatures the size of a halfling that is currently unoccupied.

If the PCs do not have the correct portal key they are free to explore the room beyond, but will find nothing of interest.

If the PCs have the correct portal key (the handful of sand) and step through the door:

Once again you find yourself surrounded by a faint shimmer of opalescent light. Instead of standing in the room your senses told you would be your destination, you now float in the infinite silver light of the Astral Plane. Behind you stands a floating vertical pool of violet. Before you a wizened old Suloise man sits at a massive desk seemingly suspended in midair. Your brain struggles to cope with the image, for both he and his desk seem to be upside down (or maybe YOU are the one you is upside down). There are innumerable small objects floating in a massive cloud around him as well (a collection of books, alchemical equipment, potion vials, scroll tubes and an amazing amount of bric-a-brac. The old man looks up from his study and snaps "Make it fast, you insignificant mote. Time waits for none save me."

If the PCs show disrespect or rudeness he will respond with anger and scorn (his attitude becomes Unfriendly).

Unfriendly

The ancient man scowls at you. "Insignificant worm! Do not try the patience of wizards, for we are subtle and quick to anger. I have studied here for longer than you can possibly fathom. Apologize for your insolence immediately, else I find some interesting diversion to occupy you."

The PCs need to make a Diplomacy check and adjust his attitude to at least Indifferent (DC 15). Give up to a +5 circumstance bonus for good role-playing. If they succeed continue with the Indifferent section. If they fail run the Hostile section.

Hostile

"Enough! Your lying tongues shall serve as components in my research."

At this point the archmage casts a *quickened time stop*. While in the effect of the *time stop* he casts *quickened superior invisibility* and a *summon monster* spell appropriate to the APL. If

at any point any PC is in danger of dying, he will command his summoned monsters to stop their attack (proceed to the end of the Hostile section).

APL 6 (Summon Monster VI)

Hound Archon (1): hp 33; see *Monster Manual* page 17.

APL 8 (Summon Monster VII)

Invisible Stalker (1): hp 52; see *Monster Manual* page 160.

APL 10 (Summon Monster VIII)

Vrock (1): hp 115; see *Monster Manual* page 48.

APL 12 (Summon Monster IX)

Hezrou (1): hp 138; see *Monster Manual* page 44.

At the conclusion of the conflict the archmage will speak from the cover of *superior invisibility*:

"I hope you children have had fun flexing your muscles. Now, if you are done playing, apologize for your behavior."

If the PCs are suitably contrite (DM discretion) the archmage will reappear. Proceed to the Indifferent section.

If the PCs do not apologize:

"Very well, persist in your folly. Know that my powers are limitless, and one day you will pay for your hubris. Begone!"

With that he casts a *heightened mass suggestion* (heightened to 11th level) save DC 36 and suggests that the PCs return to the Bar None and not return to bother him, followed by a *quickened Bigby's crushing hand* to knock (or grab and drag) anybody who saves back through the portal.

The PCs earn the Enmity of the Nameless Archmage.

Indifferent

If the PCs are properly deferential and respectful the archmage will respond in a positive manner (his initial attitude remains Indifferent).

"Wait a moment," he holds up his hand and both he and the desk rotate so that all present share the same orientation. "I have no problem the other way, but I understand that for those unaccustomed to this plane it can be

disconcerting. What brings you young people into my august presence, and from where?"

If the PCs mention Maimbua or ask the archmage about him:

"I have heard tell among the githyanki of such a one who has dealings with their Lich Queen. His nature I have not cared to fathom, but I do know he is a powerful arcane spellcaster. This much I can tell you: however much Maimbua may work with the Lich Queen be assured that he has his own agenda."

If the PCs mention Sigil:

"Tell me how things pass in the Cage these days. It has been... I do not know how long since my last visitor from there."

He is eager for news of Sigil and if the PCs tell him about the Faction War and how things pass there now they will receive his Tutelage in gratitude.

If the PCs ask him about Maimbua's riddles:

The nameless archmage ponders for a moment, then says grumpily "You cannot expect to learn anything if the answers are spoon-fed to you, can you? What do you think the riddles mean? What do they have in common?"

If the PCs are insistent enough the archmage is willing to admit that each stanza is obviously referring to a portal key, but will try to lead the PCs to that answer rather than saying it outright.

If the PCs mention Vrianian:

"Ah, Magnus. One of my brightest pupils. How fares he?"

If the PCs ask for more information (or you feel like volunteering it):

The archmage consults a strange hourglass on his desk. It seems to consist of two hourglasses – one large, one small – mounted end to end. The sand in the smaller hourglass does not move, but the sand in the larger hourglass falls at what seems to be a normal rate. "It has been nearly twenty years since I have seen him. Because of certain... limitations I am forced to remain in the Astral Plane. Magnus learned of my existence and sought me out. We struck a deal of mutual satisfaction. I tutored him in my arcane lore and directed him in the direction of certain information he was seeking. In return he

performed tasks for me that even I am incapable of performing."

What sort of tasks?

"As I said, I am unable to leave the Astral Plane. There is an infinite multiverse out there, filled with things that need fetching for my research. He reported happenings on Oerth and in Sigil, and developed a relationship with a mercane trading house in Sigil for me."

When pressed for more information about the mercanes:

"All I know is that he developed a relationship with the patriarch of one of their major families. I think his name was Kal'dian. It became more efficient for him to deal with the mercanes rather than trek about the multiverse finding the things I needed."

How do we find the mercanes?

"I'm sure they still have a presence in the Market Ward of Sigil."

Why did Vrianian seek you out?

"Magnus was concerned with some looming threat to his country. What did he call it? Oh yes, Gran March. A country in what was once the Whispered One's empire. After a suitable period, when I had extracted all I needed from him, I informed him of how to reach an aspect of his deity who could help answer his questions. I remembered he was very concerned about some kind of conflict coming to the Flanaess."

How do you reach the aspect?

"In that tavern you came from there is a door with a golden cast to it. Get your hands on an image of the symbol of Hextor and the portal to the aspect will open."

Why an image of Hextor's symbol?

"If you were an aspect of Heironeous, would you want every lay-about who happened to have your master's holy symbol wander into your home? On the other hand, if those people who worship your master's rival stumble through then you can try to set them straight (if you are feeling generous) or simply destroy them. Then of course you might be somebody like Vrianian who knows exactly what he is doing, in which case you need some kind of test in order to sort the wheat from the chaff so to speak."

What is the test?

“I’m afraid I have no idea, nor do I want to know. I try to stay out of divine matters as much as possible. I find that an overabundance of faith tends to overly-complicate matters.”

When the conversation is winding down, have every PC make either a Spellcraft or Knowledge (any) check DC 14+APL.

Any PC who succeeds in this check has managed to in the course of the conversation impress the archmage with some bit of information they happen to know. They (as well as any PC who in the judge’s discretion has sufficiently impressed the archmage through role-play) receive the Tutelage of the Nameless Archmage.

What do you know of Corum Valstier?

“I have no idea who that person is. He can’t be very important then, can he? Why are you looking for him?”

Treasure: Enmity of the Nameless Archmage, Tutelage of the Nameless Archmage.

OPTIONAL ENCOUNTER: TAKING BACK WHAT’S OURS

Should any of the PCs possess a githyanki silver sword this optional Encounter will take place before the PCs return to the Bar None. The PC in possession of the sword will be attacked by a hit team appropriate to the PC’s CR. A nearby githyanki citadel has detected the presence of the silver sword(s) and dispatched a team to recover them. The archmage will take no part in this Encounter.

The goal of the githyanki in this Encounter is to retrieve as many lost githyanki swords and other equipment and then return to their queen with something that might dissuade her from consuming their life essence.

This Encounter provides no rewards in experience, gold or item access. The APL of the Encounter used should be based on the level of the PC with the silver sword. In addition to the corpses of the outsiders, all equipment recovered from any fallen githyanki is confiscated by the military as part of its continuing investigation of the incursion upon the PCs’ return to Hookhill. The Encounter is intended to be a quick, violent and

challenging attack on a single PC with the audacity to possess a silver sword after the events on Mount Furgona two years ago.

Since the githyanki are unable to make use of their *dimension* door ability while on the Astral Plane, they approach from the only place offering concealment: the other side of the color pool the PCs used to enter the Astral Plane. Their goal is to retrieve the sword and retreat to the safety of their citadel. The easiest way to accomplish this is to kill the possessor, but should the PC opt to drop the sword, cast it aside or otherwise get rid of the weapon the githyanki will break off their attack, retrieve the weapon and depart.

In the event that this Encounter is triggered by there being a PC in possession of a silver sword and that or other PCs possess the Undying Hatred of the Lich Queen from *GRM5-IN4 The Lich Queen’s Vengeance*, the team’s tactics will change. Because these particular githyanki are veterans of the battle at Mount Furgona, they will automatically recognize PCs with the “hatred” and focus their attacks on those PCs after the PC possessing the silver sword in accordance with the terms of the hatred.

As you are about to step through the color pool that will return you to the Bar None, without warning creatures move around the color pool to engage one of your number. The intruders are heavily armed and armored humanoids with elongated otherworldly features and serrated ears.

The PCs are not surprised because it takes the githyanki their entire ‘surprise’ round to move around the color pool. Initiative should be rolled and treated as normal.

APL 2 (EL 5)

Githyanki Warriors (2): hp 22 each; see Appendix 6.

APL 4 (EL 7)

Githyanki Warrior (1): hp 31; see Appendix 6.

Githyanki Rogue (1): hp 23; see Appendix 6.

APL 6 (EL 9)

Githyanki Warrior (1): hp 58; see Appendix 6.

Githyanki Rogue (1): hp 44; see Appendix 6.

APL 8 (EL 11)

Githyanki Warrior (1): hp 74; see Appendix 6.

Githyanki Rogue (1): hp 58; see Appendix 6.

APL 10 (EL 13)

Githyanki Warrior (1): hp 98; see Appendix 6.

Githyanki Rogue (1): hp 91; see Appendix 6.

APL 12 (EL 15)

Half-Red Dragon Githyanki (1): hp 116; see Appendix 6.

Githyanki Rogue (1): hp 100; see Appendix 6.

APL 14 (EL 17)

Half-Red Dragon Githyanki (1): hp 136; see Appendix 6.

Githyanki Rogue (1): hp 118; see Appendix 6.

APL 16 (EL 19)

Half-Red Dragon Githyanki (3): hp 149 each; see Appendix 6.

ENCOUNTER 5: ONLY THE PENITENT MAN MAY PASS

Creatures: The aspects of the deities represented here are generally genial, but will brook no insolence from mere mortals. They show a certain amount of leeway for professed followers of their gods. The aspects know the true name of any PC who has ever been a professed worshiper of the deity they represent and will address the PCs as such (unless doing so would incite violent action, in which case the aspects will choose the most appropriate name).

You manage to locate a door of moderate size on the west wall of the second floor of the Bar None. The door is ordinary enough, but out of the corner of your eye you catch the faintest shimmer of gold in the material. Opening the door you see what appears to be a private room built to fit creatures of human size that is currently unoccupied.

If the PCs do not have the correct portal key they are free to explore the room beyond, but will find nothing of interest.

If the PCs have the correct portal key (an image of the symbol of Hextor) and step through the door:

Stepping through the portal you find yourself in a rather close room, whose salient feature is a table about which are gathered a motley collection of what appear to be clergy of various deities. Behind you is a simple wooden door. You attempt to move, but find yourselves held in some sort of stasis.

PCs will recognize aspects of their own deities, and Knowledge (religion) checks DC 15 will reveal which deities the others represent. A Knowledge (religion) check DC 25 will reveal that these are in fact aspects of their respective deities.

The first man you notice is a tall, slender man in a white robe with fair skin and hair.

Next is a dour looking old man with a great white beard and mustache.

One man is Baklunish with a great black beard and mustache. He is clothed in the exotic fabric and flowing style of the West.

Next is a stern-faced male dwarf with a powerful build clad in full plate.

The next man is of Oeridian descent, however his skin bears a faint golden hue to accompany his Oerid coloring. He is clad in a suit of fine chainmail over which is worn a tabard with the symbol of a hand grasping a lightning bolt.

The last man is a handsome Oeridian with weathered features. He wears an oddly shaped white hat with a large and bowed brim.

The men seem to be engaged in some sort of game of chance involving cards and betting large numbers of golden coins of an unknown mint.

A successful spot check DC 15 will reveal that the bust of an unknown crowned woman and an heraldic eagle (on the obverse and reverse respectively) adorns each of the coins.

Each player has large stacks of coins by his side, and the object of the game seems to be to contend for the collection of coins each player has pushed from his side to the center of the table. Each player has two cards face down in front of him. The dour looking old man says "Why are we playing this game? I would much prefer some Three Dragon Ante." The man with the strange hat frowns, "On our

last meeting you all agreed to give this game a try. It hails from my homeland, and since I can never return there this is the next best thing." He glances at the man with the tabard, who nods. "Yes, we have made a pledge and will abide by it, however I will say I find this game exceeding strange." The man with the hat smiles and nods, "All bets are called, time for the flop gentlemen." He then discards the top two cards and deals three cards face up in the center of the table.

The dour man calls out and points at the slender white-robed man. "Hold it Pholtan, I saw that!"

The white-robed man accused smiles slightly and calmly holds a third card in his hand which he was apparently about to switch with one of the two in front of him already. "I apologize, was I supposed to discard all of the cards from the previous hand? My dear Cuthbertine, I assure you that no where in the rules our friendly follower of Murlynd explained does it state that such is prohibited. I should know, I have an excellent memory"

The man with the hat chimes in, "If you pulled that stunt in my home town you'd be shot dead quicker than a rattler gets it's blood up."

The Cuthbertine's face grows red with anger and the Baklunish man speaks, "Perhaps not my good colleague, however it seems to me that a representative of both GOOD and LAW should abide by both principles as closely as possible. It would seem implied, if not explicitly stated, that each hand is a discrete entity and that transferring cards would be in implicit bad faith. I would wager that it is perhaps this overly legalistic attitude which alienates so many mortals who would otherwise embrace your master's message."

"Ach, I think," says the dwarf, "that you 'umans'd cause a lot more trouble if you stopped fightin' amongst yerselves!" He laughs and produces a tankard of ale from thin air, then drains it in one long gulp. "You Bakluni do cause a lot o' trouble, though."

The Baklun smiles wryly, "On that I think we can both agree. Unfortunately the split between the Exalted Faith and the True Faith has made things difficult for my master during

the last millennium or so. Suffice to say He does the best He can."

The Pholtan's smile has turned into a smirk at the Cuthbertine's continued sputtering, "Alas, it is not my place to create policy, I merely implement the policies that He of the Blinding Light decrees. I do agree however that many of His followers, much like the followers of the Cup and Talisman in the West, seem to get the message somewhat garbled."

"At least we can agree on something," says the Cuthbertine, having composed himself once again. "Nothing gets me riled up more than a lack of good old-fashioned common sense!"

"Gentlemen," says the man clad in chain and the only one who has not spoken, "I would suggest that we return to our game..."

"I agree," says the man with the white hat.

"However," the first man continues as though he had not been interrupted, "it appears that we have guests." So saying, he turns his gaze from the center of the table to your group. His eyes are amber and possess a disturbing quality of agelessness and of power.

This is a collection of the aspects of several lawful good deities (Pholtus, St. Cuthbert, Al'Akbar, Moradin, Heironeous and Murlynd) relaxing on their day off. Normally only Heironeous' aspect or one of his other servants would be found here, but this is an extraordinary circumstance.

"Step forward. Please, array yourselves in a line before us." He smiles slightly. With that, the stasis which bound you is released.

He specifically addresses anybody displaying a holy symbol of Heironeous.

The man clad in chainmail smiles. "I am pleased. Please allow me to introduce my companions and myself." He gestures to each in turn. "These are aspects of Pholtus, St. Cuthbert, Al'Akbar, Moradin, Murlynd, and of course I am an aspect of Heironeous."

The aspect of Heironeous looks each of you over and nods gravely. "Before we converse I offer to you the gift of purification." So saying he produces a small flask from somewhere. "Or perhaps you would be more comfortable with one of my fellows?" He

gestures with the flask of oil to the other aspects present.

A DC 25 Bardic Knowledge check, a DC 30 Knowledge (arcana) check or a DC 30 Knowledge (religion) check identifies the substance as *meersalm*, a highly magical oil which reputedly has great protective powers. Worshipers of Heironeous receive a +5 circumstance bonus on this check.

The appropriate aspect (Pholtus, St. Cuthbert, Al'Akbar, Moradin, Heironeous or Murlynd) will address each PC in turn.

“Do you wish to be cleansed of evil? Do you hereby renounce the evils of your past, and pledge to resist corruption in the future?”

If the PC answers yes, ask the PC's player if the PC is being absolutely truthful (without equivocation or sophistry). If the PC is being absolutely truthful he is Marked by the Gods. The PC may automatically convert to the worship of the deity whose aspect anoints him if he so chooses. Read the following:

The aspect of [insert aspect name] anoints your forehead with the strange liquid, his finger tracing the outline of [insert deity's name] holy symbol. The liquid is cool to the touch, and the sensation lingers after his finger has withdrawn.

If the PC answers yes ask the PC's player if the PC is being absolutely truthful (without equivocation or sophistry). If the PC is being untruthful, he is Branded by the Gods. Read the following:

The aspect of [insert aspect name] anoints your forehead with the strange liquid, his finger tracing the outline of [insert deity's name] holy symbol. The oil inflicts intense pain as it sizzles and pops on your naked flesh. The pain quickly recedes to a dull ache and you are left with an uneasy feeling.

If the PC refuses the oath of purification, read the following.

The aspect of [insert aspect name] frowns, but says nothing. He does not anoint you.

See the AR for the effects of Marked by the Gods and Branded by the Gods.

Any PC who refuses the oath of purification, or who is Branded by the Gods has failed the test of piety. Read those PCs the following:

The man clad in chainmail frowns as he addresses you once more, “You disappoint me.” He waves his hand, and you are thrust back through the portal to land in a heap in the Bar None.

After resolving the oaths.

Apparently satisfied, the aspect of Heironeous seats himself and leans back in his chair. “Now, what can I do for you?”

Who is Maimbua?

“He is an inscrutable creature of great evil and great power. His machinations are hidden by a power greater than our own, but I have seen that one with whom he has congress bears Magnus Vrianian great malice. More I do not know.”

What can you tell us about Magnus Vrianian?

“Magnus is a most favored servant of Heironeous. He sought me out nearly twenty years ago. He had grown fearful of growing conflicts in the Flanaess and first sought knowledge at the feet of an ancient Suel archmage who resides on the Astral Plane. In return for his service to Heironeous he was given forewarning of disastrous events about to befall his home. He carried that information home with him but I fear it fell on deaf ears. When certain of his predictions came true the Knights of the Watch began listening to him. It is because of this influence with the Knights of the Watch that he was named Commandant as a replacement for Petros Gwalchen. However I fear that however favored he is, he will never escape some of his mortal flaws.”

What flaws are you talking about?

“Magnus has always had a fierce rivalry with his foster brother Petros. I fear that he has let that rivalry color his perceptions and make some choices that were more for his personal benefit rather than for the greater good. Also, his journeys on behalf of my master and other beings have left him somewhat removed from the rest of humanity. Despite his inevitable mortal flaws, however, he is a powerful force for law and good on the Flanaess.”

What services did Magnus perform for Heironeous?

“Magnus ventured thrice onto the Abyss. The first time was to free the soul of a man

named Eddard. Eddard's soul was held in the slave pits of Samora, but thanks to Magnus he was able to be resurrected by another of His servants. I do not know what this man's role is, but Heironeous obviously considered his presence on Oerth to be of great importance. The second time was to retrieve an artifact of power that had fallen on the fields of the Blood Wars. The third time was to gather information about the state of the Blood Wars themselves."

Where are the slave pits of Samora?

"Samora itself is a pleasure city. Its gaudy parlors and perfumed spires attract merchants and dilettantes from all planes of existence. Mortals come to spend coin and spiritual capital and the demons are mostly hiding out from the Blood War. The city is ruled by a succubus named Maretta, who in addition to administering the affairs of Samora keeps track of a multitude of pacts and agreements with mortals and even rival demon lords. Samora is located in the tri-fold realm of Azzagrat, which is the domain of the demon lord Graz'zt."

How long has that Suel archmage been on the Astral Plane?

"He has abided there since the time of the Rain of Colorless Fire."

Why are you playing cards?

The aspect of Moradin speaks. "Funny, eh? The real kicker is that the chaotic gods play chess!" The dwarf laughs raucously.

What other beings did Vrianian work for?

"He served an ancient Suel archmage. On behalf of my master he journeyed into the Abyss on three separate occasions. He also contacted strange beings from a plane of pure Law, and had dealings with a family of mercanes in Sigil."

If asked how to activate any of the portals in this module, the aspect of Heironeous will answer truthfully and completely.

What did the beings of Law want?

"They sought aid in their perpetual struggle against Chaos. Some of their number accompanied Magnus to Sigil, however upon arriving several of them were forced by the laws of the planes to adopt a Good or Evil alignment. There was much confusion and an immediate confrontation between the newly

good and evil beings. The rest slowly forgot their origins and were assimilated into their respective new planes."

If asked the aspect of Heironeous will tell the PCs how to get to the Suel archmage, the beings of Law and/or the Abyss.

What do you know of Corum Valstier?

"He is a most favored servant of Heironeous, and was taken by Maimbua. His location is obscured by the intervention of another deity for rather obscure reasons. For all I know he could be dead."

At this point, each aspect present will request that any of their worshipers step forward and recount a deed they have performed that has furthered the cause of their god. If they are pleased (judge's discretion, but be generous) then the PCs will earn the Exalted of the Gods reward.

Treasure: Branded by the Gods, Exalted by the Gods, Marked by the Gods, Touched by the Gods.

ENCOUNTER 6: WHERE EVERY STREET HAS A NAME

Conditions: Please see DM Aid #2 Rules for the Planes for the conditions affecting the PCs.

You manage to locate a door of moderate size in the eastern side of the second floor of the Bar None. The door is ordinary enough, but you note that the lintel is made from cherry wood. Opening the door you see what appears to be a private room built to fit creatures of human size that is currently unoccupied.

If the PCs do not have the correct portal key they are free to explore the room beyond, but will find nothing of interest.

If the PCs have the correct portal key (a lodestone) and step through the door:

Stepping through the portal you find that your physical bodies have been altered somewhat, and appear either more jagged and sharp, blurry and indistinct, or more fluid and curved [for Lawful, Neutral or Chaotic PCs respectively]. In the near distance are a group of humanoid creatures which look to be a collection of multicolored boxes ambulate toward you. Behind you stands a perfect

square large enough for a man to walk through.

Give the PCs time to react. A Knowledge (the planes) check DC 30 will reveal that they are currently on a plane outside of the conventionally accepted multiverse cosmology.

When they approach they call out in an unfamiliar language. [Assuming nobody in the party can translate with a *tongues* spell or similar magic, the creatures switch to Common. They speak in a stilted, mechanical sounding voice like K-9 from Doctor Who.]

If the PCs have chaotic characters in the party:

“Danger, agents of Chaos detected. Desist unlawful activities at once. You have ten seconds to comply.”

PCs can make a Diplomacy check to alter the attitude of the Law beings (Lawful PCs receive a +2 circumstance bonus). Their attitude begins at Hostile. If the PCs adjust the attitude of the Law beings to Unfriendly or higher the Law beings will not attack. Similarly, if the Chaotic PCs withdraw through the portal the Law beings will not attack. Skip to the question and answer section below. If the PCs fail to adjust the attitude of the Law beings from Hostile they attack. Use the stats from the appropriate APL to simulate the creatures.

The beings of Law twist at impossible angles and merge into two vaguely humanoid shaped collections of cubes.

APL 6 (EL 7)

Visilight (2): hp 32 each; see Appendix 2.

APL 8 (EL 10)

Lumi Crusader (2): hp 87 each; see Appendix 3.

APL 10 (EL 11)

Zeলেখut (2): hp 74 each; see *Monster Manual* page 160.

APL 12 (EL 14)

Kolyarut (2): hp 91 each; see *Monster Manual* page 158.

If the PCs have no Chaotic characters in the party (or the Chaotic characters have withdrawn to the Bar None):

“Greetings, beings from the realm of the Other. It has been many cycles since one of your kind has visited our place of living. Do you know what has become of the Vrianian?”

What do you know about Magnus Vrianian?

“The Vrianian came to us eighteen cycles ago. He sought information, we sought allies. We came to a mutual agreement to aid each other. He attempted to explain the Other to us, but we did not understand. Good and Evil have no meaning, but from his description we concluded that Law must be Good and Chaos must be Evil. The Vrianian was combating Evil, therefore he was combating Chaos and we formed an alliance. He departed here with our companions and has not returned. We wish to know where our companions are. We would like to accompany you to the Other.”

If the PCs explain what will happen to them if they use the portal, and tell them what has already happened to their friends (information that can be gleaned from the aspect of Heironeous) they will be satisfied and have no further desire to explore other planes.

If the PCs agree, when the beings of Law enter the Bar None they will manifest as lawful good, lawful neutral and lawful evil creatures respectively (as shown for each APL). The lawful evil creatures attack immediately, the lawful good creatures defend themselves, and the lawful neutral creatures attempt to remind the lawful good and lawful evil creatures that they are all friends out to defeat Chaos. The beings of Law behave this way because the concepts of Good and Evil are such totally alien concepts to them that they are unprepared to deal with the passions those moral alignments create.

APL 6 (EL 8)

Lupinal (1): hp 44; see Appendix 2.

Visilight (1): hp 32; see Appendix 2.

Chain Devil (2): hp 52 each; see *Monster Manual* page 53.

APL 8 (EL 10)

Warden Archon (1): hp 60; see Appendix 3.

Lumi Crusader (1): hp 87; see Appendix 3.

Erinyes (2): hp 85 each; see *Monster Manual* page 187.

APL 10 (EL 11)

Movanic Deva (1): hp 39; see Appendix 4.

Zelekhut (2): hp 74 each; see *Monster Manual* page 160.

Bone Devil (2): hp 95 each; see *Monster Manual* page 52.

APL 12 (EL 13)

Monadic Deva (1): hp 95; see Appendix 5.

Kolyarut (2): hp 91 each; see *Monster Manual* page 158.

Barbed Devil (2): hp 126 each; see *Monster Manual* page 51.

Tactics: Because of the uncontrolled passions of their new moral alignments, the Diplomacy skill will not work on the lawful good or lawful evil beings. The first round of combat is a surprise round. The lawful good and lawful evil creatures are dazed and unable to act. The lawful neutral creatures spend their first round assessing the situation. The second round the lawful evil creatures attack the lawful good creatures, while the lawful good creatures defend themselves (unless the lawful evil creatures have been attacked by the PCs, in which case the lawful evil creatures attack the PCs who attacked them). The lawful neutral creatures attempt rushed Diplomacy checks to stop the combat (and fail). On the third round the lawful good and lawful evil creatures continue to act as before, but the lawful neutral creatures attempt to stop their lawful evil friends with spells, spell-like abilities, or attacks designed to incapacitate them.

This Encounter can easily devolve into the DM rolling out a combat between the monsters he controls. If it comes to that, just decide what happens and move on.

Development: If any of the beings of law survive their trip to the Bar None they wish to return to their home plane immediately with the bodies of any of their fallen comrades. They bear no ill will towards any PCs who slew their companions, but wish nothing more to do with Sigil.

ENCOUNTER 7: WHERE ANGELS FEAR TO TREAD

Arriving at the bottom of the stair you are greeted by a chilling sight. A massive set of double doors constructed of the bones of various beings stands before you. Opening

the door you see what appears to be a private room built to fit creatures of Large size that is currently unoccupied.

If the PCs do not have the correct portal key they are free to explore the room beyond, but will find nothing of interest.

If the PCs have the correct portal key (a bone) and step through the door:

Stepping through the portal you find yourself standing in the middle of a 50-foot radius clearing within a strange forest. The trees surrounding the clearing resemble a colorless white beech tree with leafless branches. Looking more closely you realize that the trees' fleshy trunk supports a tangle of serpentine boughs that end in ophidian mouths. The branches writhe and hiss at your presence, occasionally lashing down to the ground to strike at empty air in frustration. Everything is somehow doused or subdued, taking on an equally gray pallor. A large bone arch stands behind you.

Conditions: Please see DM Aid #2 Rules for the Planes for the conditions affecting the PCs.

A Knowledge (the planes) check reveals the following information:

- DC 15 – The PCs have been transported to Zrintor, the Forest of Vipers.
- DC 20 – Zrintor is located on the 45th layer of the Abyss.
- DC 25 – Zrintor is the topmost layer of the realm of Azzagrat (which consists of the 45th, 46th, and 47th layers). Azzagrat is ruled by Graz'zt.

Creatures: The demons encountered here are guardians of the portal from the cellar of the Bar None to the Abyss. They will not attack the PCs unless provoked (either by PC spellcasting, offensive action, or one of the PCs attempting to get past them further into the Abyss) as their job is to simply make sure nobody of good alignment ventures onto the plane, and they really just want to go back to being lazy. The clearing is surrounded by a forest of viper trees.

Viper Trees (a lot): hp 300 each; see DM Aid #9

Any creature moving adjacent to the viper trees will be attacked by as many as can reach it.

The balor who appears partway through the Encounter should be played with an underscored menace. The balor knows he is a badass, and has no desire to prove it to a group of lowly primes. If provoked he will generally threaten the offending PC, although if the party insists on fighting him they are more than welcome. The key insight to the balor's personality is the way in which he relates his past encounters with Vrianian, playing up his victories while subtly glossing over the fact that Vrianian defeated him once.

APL 6 (EL 8)

Bar-Igura (3): hp 51 each; see Appendix 2

The bar-Igura constantly use their see-invisibility spell-like ability.

Lounging about the portal are three hulking monsters that look at first like powerfully muscled orangutans, yet the cruelty that burns in their rheumy red eyes signals a hateful intelligence. Their savage visages are dominated by a pair of oversized fangs that jut from their lower jaw. Their fur is rusty red and matted with filth. The demons quickly rouse and take formation in front of the portal. The words "Who seeks passage to the infinite layers of the Abyss?!" appear in your mind.

A Knowledge (the planes) check will reveal the following information about bar-Iguras:

- DC 15 – Bar-Iguras often serve as scouts for other demonic forces.
- DC 20 – A bar-Igura can pounce on foes with great ferocity, clawing and biting before its victim can even react.
- DC 25 – Bar-Iguras can see invisible foes.
- DC 30 – Unlike most tanar'ri, a bar-Igura can transport other creatures with its *abduction* ability, even if those creatures are unwilling.

The PCs can choose to enter combat, or converse with the demons.

APL 8 (EL 10)

Armanite (3): hp 85 each; see Appendix 3

Lounging about the portal are three creatures with the lower body of a muscular horse and the torso, arms, and head of a sickly human. Their flesh is pale and festers with sores. Heavy horns protrude from their brows, and they wear an intricate suit of full plate armor. Patches of bristly hair protrude from

chinks in their armor. The demons quickly rouse and take formation in front of the portal. The words "Who wishes passage to the infinite layers of the Abyss?!" appear in your mind.

A Knowledge (the planes) check will reveal the following information about armanites:

- DC 17 – Armanites are tanar'ri that serve their masters as cavalry. They resemble demonic centaurs.
- DC 22 – Armanites are heavily armored but not particularly agile.
- DC 27 – An armanite's charge is its deadliest attack, and it will use it whenever possible.

APL 10 (EL 12)

Bulezau (3): hp 115 each; see Appendix 4

Lounging about the portal are three creatures whose flesh festers with open sores. They have the heads of large, sickly rams with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Their snakelike tails writhe, and their tips are a twisted tangle of metallic spines. Despite their emaciated form, the beasts wield great ranseurs far too large for their size, and with unnerving grace. The demons quickly rouse and take formation in front of the portal. They call out in a harsh tongue.

They speak Abyssal, but if nobody seems to understand they will repeat the challenge in Common.

"Who seeks passage to the infinite layers of the Abyss?!"

A Knowledge (the planes) check will reveal the following information about bulezaus:

- DC 15 – Bulezaus serve as the heavy infantry of the Abyss and are notoriously difficult to control.
- DC 20 – A bulezau can wield oversized weapons. Its weapon of choice is the ranseur.
- DC 25 – Bulezaus enjoy charging and using their horns to gore their opponents.
- DC 30 – A wounded bulezau is a terror to behold. It can fly into a berserk frenzy and become much stronger and harder to slay.

APL12 (EL 14)

Chasme (4): hp 76 each; see Appendix 5

Lounging about the portal are three large, flylike demons with buzzing wings and six limbs, two of which end in long, thin-fingered hands. Their heads are vaguely humanoid, with large hooked horns where their noses should be. Tufts of wiry hair sprout between the black plates covering their insect flesh. The demons quickly rouse and take formation in front of the portal. The words "Who seeks passage to the infinite layers of the Abyss?!" appear in your mind.

A Knowledge (the planes) check will reveal the following information about chasme:

- DC 20 – Chasmes are skilled at bluffing and sensing true motives. In the Abyss, they serve more powerful demons as torturers and taskmasters.
- DC 25 – A chasme can generate a five-foot aura of fear around itself, shrugging off damage from weapons that haven't been infused with purity and goodness.
- DC 30 – The droning sound of a chasme's wings can lull the unwary to sleep.
- DC 35 – Wounds caused by a chasme's attack continue to bleed until the victim dies of blood loss. These horrific wounds can be tended and closed by a skilled healer or by magical healing.

After five rounds have passed a Balor greater teleports into the battle and calls for an end to the combat.

A towering humanoid with huge bat wings appears next to the portal. Lurid flames dance over its skin. In one of its massive clawed hands, this creature holds a flaming sword, and in the other it bears a whip licked by tongues of fire. "ENOUGH!!!" a voice booms in your head. The demon's minions cower at the command. Its baleful gaze then swivels to you. "What do you here, primes? By what right do you disturb the post I have been set to guard?"

A Knowledge (the planes) check DC 30 reveals that this is a Balor.

If you are supposed to be guarding this gate, then where were you a moment ago?

"I would find it surpassing dull to pass my endless days here, which is why I tasked these useless maggot-breeders here. They have served their purpose of delaying you so that I might arrive. No one may use this gate without my knowing, as my master has decreed."

Who is your master?

The demon snorts and fire erupts from his nostrils in jets four feet long. "Foolish berk, do you think my master would have a name, simply so some pitiful creature such as you could bind him with it? He has no name."

A successful Sense Motive check verses the balor's Bluff check will reveal that he is lying. If the PCs confront him with his lie:

The demon growls, "You presume to challenge me? Think carefully on that before you answer, for your life hangs in the balance."

If the offending PC continues in his challenge of the balor, the balor will use his *power word stun* spell-like ability on the offending PC. If the PC relents:

The demon licks his lips. "Your submission is sweet."

If the PC still does not yield, he will use his *implosion* spell-like ability on the PC. If the PC survives the *implosion*:

The demon grunts, "Perhaps you have some small right to exist."

If the PCs mention Maimbua:

"Yes, he came here asking questions about Magnus Vrianian. He has some small skill, and it amused me to answer his questions."

What did he ask?

"Maimbua asked about my dealings with Vrianian. He had discovered that we had battled here and wished to know why Vrianian had come here. I told him he had come here on behest of his deity. On his first incursion I was not stationed here, and he managed to free a powerful Heironean soul being tortured by my master."

What about the second and third times?

"My patience grows short, primes. Do not try my patience, as I assure you it is the only thing standing between you and eternal torment."

If the PCs mention Vrianian, or ask for more information about him (try to work the below text into the conversation even if the PCs do not specifically ask about it):

“Yes, I recall Magnus Vrianian. We have met twice, and once he has been defeated. It is because of his incursions into the Abyss that I have been set to guard this portal. I have been awaiting his return for twenty years so that I might defeat him a second time. Leave this place while my lust for killing is still sated, and bear this message to Vrianian. Tell him that the Guardian of the Gate still awaits his return, and that he should not send minions for me to destroy instead of facing me himself.” He turns to the demons guarding the portal, “Allow these primes to return from whence they came. I have charged them to deliver a message, and any of you who interfere with that will feel the sting of my whip as I flay you for a full fortnight before I take what is left of your hide and make a mask of it. Then I will set you loose on the Prime where you will be easy prey for the mortals.” He turns back to you, “Leave now, and do not return this way unless you accompany Vrianian. If you return alone the tortures of the flesh will seem as sweet nectar compared to the pain your soul will suffer at my hands.” With that, the creature disappears in a cloud of brimstone.

ENCOUNTER 8: YOU CAN'T GO HOME AGAIN

Now that the PCs have all of the information Maimbua wants them to gather at the Bar None it is time for them to make their final departure from the Bar None.

Entering the silver door once again, instead of finding yourself confronted with a crotchety old wizard, you are instead standing upon a rock in the depths of the Astral Plane. The façade of a building carved into the stone stands before you, however the door appears to be cosmetic only.

PCs may make a DC 10 Bardic Knowledge check, a DC 15 Knowledge (architecture and engineering) check, or a DC 20 Knowledge (local – Sheldomar Valley MR) check to recognize the façade as a duplicate of a the manor where Magnus Vrianian and Petros Gwalchen grew up. The check also reveals that it was constructed by somebody without any formal training in architecture, as well as somebody who had never laid eyes on the actual structure depicted.

A *detect magic* will reveal the presence of strong magic on the ‘door’ of the façade (a DC 22 Spellcraft check in conjunction with the *detect magic* will reveal it to be of the conjuration school).

A DC 32 Search check will reveal the presence of the portal to a *Mordenkainen’s magnificent mansion* keyed to open to anybody speaking the correct pass phrase. A DC 32 Disable Device will also allow entrance into the *mansion*.

If the PCs are stumbling give them an Intelligence check DC 5 to remind them of the riddle poem. Pay attention, if one of the players reads Mar’idian’s name out loud assume that his character does as well, which activates the *magnificent mansion’s* door

Hopefully the PCs have figured out that they need to speak Mar’idian’s name here, even if they don’t know what will happen when they do.

Speaking the word you enter the magic portal and arrive in an otherworldly paradise. You are standing in a courtyard with a beautiful fountain sculpture of three dolphins shooting water in an impossible arc to splash in the basin below, which is decorated with a tile mosaic of other sea creatures at play.

The smell of fresh air and growing things surrounds you, and your ears pick up the sound of singing before your eyes pinpoint the source. A very tall, slender and beautiful blue woman sits on a bench opposite the fountain while she sings a lonely song.

A pair of marble stairs curve up to a second floor. To your right lies the entrance to a workshop of some kind. Alchemical equipment of all description is arrayed therein, much of it boiling and popping through some process or another.

A DC 5 Bardic Knowledge, Knowledge (local Sheldomar Valley MR) or Profession (soldier) identifies it as an old tune called My Dearest Dear sung by the husbands and wives of Gran March soldiers on deployment.

Give the players Player Handout #8.

Mar’idian’s Background: Mar’idian is the daughter of the patriarch of one of the mercane trading houses in Sigil. She had heard of Magnus Vrianian through his dealings with her father, and a desire grew within her to meet him personally. When her father hosted a banquet and invited Vrianian she saw her chance. She used her magical training to learn both the *polymorph* and

veil spells, and used her *veil* spell to appear human (her father saw through the illusion, but Magnus did not). She and Magnus talked all through the banquet and as they talked she became even more enamored of him. Excusing herself she cast her *polymorph* spell (extended with a metamagic rod). Having done this Mar'dian returned and surreptitiously left with Magnus. She led him through a portal which brought them to this rock in the Astral Plane. Here they lay together and for the briefest of moments they were happy. While they cradled each other in their arms Magnus told Mar'dian of his home, and sang her a song she has not forgotten all these long years. Their time together now ended they returned to the banquet.

The next day Vrianian returned to Oerth, his business in Sigil and the Outer Planes concluded.

Unbeknownst to Vrianian, his union with the *polymorphed* Mar'dian had born bastard fruit. Mar'dian discovered she was with child, and when she could conceal it from her father no longer confessed the affair to him. He was furious, and ordered her confined to her room and *dimension locked*. After a time Mar'dian's son was born, but she had scarcely held him in her arms for a moment when her father snatched the infant and whisked it away to be disposed of elsewhere. Mar'dian was cast out of her father's house, and Kal'dian used his influence with the other mercane clans to assure she would not be taken in by any of them. Destitute and desperate Mar'dian wandered the streets of Sigil wailing, gnashing her teeth, and beating her breast until one day she stumbled blindly through a portal. As chance (or perhaps some higher power) would have it, the portal she stumbled through brought her to the very site of her shame. Considering it a sign she resolved to reside here until Magnus returned to find her.

Role-Playing Mar'dian: Mar'dian has abided here for the last twenty years and is not used to dealing with people. She has grown introspective these long years while she has pined for Magnus Vrianian to come to her and mourned the loss of her child. She waits for Magnus to come to her as proof of his love for her, for if he does not love her she does not think her heart can bear seeing him. She bears a deep sadness, and spoken words do not come easily to her. Her initial attitude is Indifferent, however the PCs can make a DC 15 Diplomacy check to shift her attitude to Friendly and DC 30 to shift her attitude to Helpful.

If the PCs shift her attitude to Friendly (and inquire about her alchemical laboratory) she will offer to sell them the fruits of her alchemical research (granting access to the alchemical items on the AR). If the PCs shift her attitude to Helpful she will allow wizard PCs full access to her spellbooks (see her statblock in Appendix 1 for what spells she has in her spellbook). If the PCs can prove they know Magnus Vrianian (judge's discretion) they receive a +5 circumstance bonus to this check.

If the PCs offer to take her back to Oerth to see Magnus, she will only accompany them if they are able to convince her that he sent them to fetch her (requiring a successful Bluff check versus her Sense Motive check). Otherwise she will remain as she is. Regardless, she will offer to use her spell-like ability to *plane shift* once per day to send the PCs back to Oerth at the conclusion of the Encounter (this will work since the PCs are no longer in Sigil).

She looks up from her song, startled by your sudden appearance and perhaps a bit embarrassed that she did not notice you sooner. She gracefully stands and you appreciate just how tall she is as she rises to a height of nearly twelve feet. "Pardon me, it has been many years since I have entertained guests." She looks at you hopefully. "Did Magnus send you to find me?"

Mar'dian, Mercane Wiz18: see Appendix 1.

There is no question and answer section, just a list of things she knows and doesn't know. Use your discretion as judge as to how much information she will part with and adjust the tone of the answers to reflect her attitude. As a general guide, if she is Indifferent she will play her cards very close to her chest and reveal as little personal information and background as she can. If she is Friendly she will open up a bit more, revealing more of her history. If she is Helpful she feels she can completely trust the PCs and will relate the entire tale to them and answer any question they put to her to the best of her ability.

- She doesn't know who Maimbua is, why he is doing what he is doing, or how he seems to know so much about Magnus' activities of twenty years ago.
- Magnus taught her the song she was singing.
- She created the façade in the Astral Plane based on stories Magnus told her of his home.

- She misses Magnus and wants to see him again, but only if he has sent the PCs to come get her.
- She wants to know why Magnus didn't send for her sooner.
- She doesn't know what became of her son, or if he is even still alive.
- She named her son Sal'idian before he was taken from her.
- She does not think Magnus knows who or what she really is.
- She can relate any part of her background to the PCs she feels comfortable revealing.

Treasure: access to Mar'idian's spellbook, blend cream, capsule retainer, focusing candle, healer's balm, hearthfire, hearthfire lantern, ironman capsule, leap capsule, stability capsule, softfoot, spiderlily essence, suregrip

CONCLUSION A: ALONE AND PALELY LOITERING

The PCs are unable to convince Mar'idian to return with them to Oerth. She will remain where she is, waiting for Magnus to find her.

The PCs may report the findings of their extraplanar adventure to whomever they wish. The most likely candidates are:

1. The Knights of the Watch – The PCs may submit their reports to their sponsoring Knight or any other appropriate Knight. The PCs are politely told that the past should be left alone, and that Corum Valstier is considered beyond recovery.
2. The Corporation – The Corporation is very interested to hear about what has transpired. Please tell the PC to submit an IC report to the Corporation POC via e-mail.
3. The Military – If the PCs wish to make a general report, read them the first set of box text below. If the PCs wish to expend sufficient influence (both in quantity and quality) to secure a private audience with the Commandant, read the second set of box text below.

If the PCs make a general report:

Upon your return to Hookhill you made your way to the offices of the 1st Battle's HQ. Staff Sergeant Hingus Teliz had you fill out your reports in triplicate, then quickly glanced

over them. Staff Sergeant Teliz looked up at you and quickly walked out of the room. After a few moments he returned with Captain Watcher Previs Hamistim, Cautious Eagle. "In the name of the Commandant you are ordered to remain here until further notice," said the Captain. Captain Hamistim then turned to Staff Sergeant Teliz, "See that they are fed." Staff Sergeant Teliz snapped to attention, "Yes, SIR!" You were given a standard issue military meal from the general mess and proceeded to wait.

After an hour Captain Hamistim returned to the room, "Atten-SHUN!" and snapped a salute as Commandant Magnus Vrianian entered the room two paces behind him.

"At ease," said the Commandant. He turned to regard you, his face an unreadable mask. "I know what you have reported," he began. "Your services are no longer required in the retrieval of Sir Corum Valstier. As of now I am declaring him officially lost, dead, or worse." Having said that the Commandant turned and walked to the door, but paused as he reached the exit. Without turning to face you he spoke once more, "On a personal note, I am extremely disappointed that you used this mission to pry into my personal life. Any impact of my personal history on our nation is my responsibility alone, and will be dealt with accordingly. Your publication of these facts plays into the hands of our enemies by diverting our attention and resources to frivolous matters." Despite the contents of his statement, his voice maintained the same matter-of-fact and commanding tone it held throughout your encounter. The Commandant exited the room without giving you a chance to respond.

If the PCs make a report directly to the Commandant:

Upon your return to Hookhill you made your way to the offices of the 1st Battle's HQ. You were able to impress upon Staff Sergeant Hingus Teliz both the delicacy and the urgency of your report, and that such required a personal delivery to the Commandant himself. While leery at first, the weight of your influence soon brought him over to your side. The Staff Sergeant went to fetch Captain Watcher Previs Hamistim, Cautious Eagle. The Captain looked your group up and down, and listened to the Staff Sergeant's summary of

your case. "It is not my custom to disturb the Commandant with matters which do not flow through the chain of command, as they should." At that Captain Hamistim coughed. "However it seems that you are well enough connected to circumvent those channels. Very well, follow me." Thus saying, Captain Watcher Previs Hamistim led you to a private audience chamber deep in the building. "Wait here, the Commandant will be with you shortly." So saying the Captain stood at attention beside one of the room's two visible exits (the one you did not arrive through).

Roughly a half hour passed before Commandant Magnus Vrianian arrived, flanked by two men bearing the stripes of Senior Staff Sergeants.

PCs who participated in GRM5-01 *The Commandant's Parlor* will instantly recognize Senior Staff Sergeant Ivar Trask and Senior Staff Sergeant Drakon of Pholtus (AKA Brother Drakon). PCs who did not participate in that scenario may recognize them with a DC 10 Profession (soldier) check, a DC 15 Knowledge (local-Sheldomar Valley Metaregion) check, or a DC 20 Bardic Knowledge check.

"You have important news to report. Very well, do so. Be concise, however leave out nothing of import."

At this point the PCs are free to make their report. If they ask that the Commandant speak to them privately:

"Anything said to me may be said in front of these men. I do not need to remind you that my life has been threatened on multiple occasions. I do not foolishly abandon my bodyguards."

The Commandant will not respond to any other questions, except to urge them to continue to their reports conclusion. When the PCs have finished making their report.

"Your services are no longer required in the retrieval of Sir Corum Valstier. As of now I am declaring him officially lost, dead, or worse." Having said that the Commandant turned and walked to the door, but paused as he reached the exit. Without turning to face you he spoke once more, "On a personal note, I am extremely disappointed that you used this mission to pry into my personal life. Any impact of my personal history on our nation is my responsibility alone, and will be dealt with

accordingly. I appreciate you candor in this matter, as the publication of these facts would play into the hands of our enemies by diverting our attention and resources to frivolous matters." Despite the contents of his statement, his voice maintained the same matter-of-fact and commanding tone it held throughout your encounter. The Commandant exited the room without giving you a chance to respond. His two bodyguards exited with him, and Captain Hamistim escorted you out of the building.

CONCLUSION B: WHO SLEEPS UPON YOUR BED?

The PCs are able to convince Mar'dian to return with them to Gran March to see Commandant Magnus Vrianian. If the PCs wish to make a general report, read them the first set of box text below. *If the PCs wish to expend sufficient influence (both in quantity and quality) to secure a private audience with the Commandant, read the second set of box text below.*

Upon your return to Hookhill you made your way to the offices of the 1st Battle's HQ. Staff Sergeant Hingus Teliz had you fill out your reports in triplicate, then quickly glanced over them. Staff Sergeant Teliz looked up at both you and the strange creature that accompanied you and quickly walked out of the room. After a few moments he returned with Captain Watcher Previs Hamistim, Cautious Eagle. "In the name of the Commandant, you are ordered to remain here until further notice," said the Captain. Captain Hamistim then turned to Staff Sergeant Teliz, "See that they are fed." Staff Sergeant Teliz snapped to attention, "Yes, SIR!" You were given a standard issue military meal from the general mess and proceeded to wait.

After an hour Captain Hamistim returned to the room, "Atten-SHUN!" and snapped a salute as Commandant Magnus Vrianian entered the room two paces behind him.

"At ease," said the Commandant. He turned to regard you, his face an unreadable mask. "I know what you have reported," He turned to Captain Hamistim. "Take that woman into custody." The Captain barked an order and a file entered the room and surrounded Mar'dian. The Commandant then turned to you once again, "Your services are

no longer required in the retrieval of Sir Corum Valstier. As of now I am declaring him officially lost, dead, or worse.” Having said that the Commandant turned and walked to the door, but paused as he reached the exit. Without turning to face you he spoke once more, “On a personal note, I am extremely disappointed that you used this mission as an excuse to pry into my personal life. Any impact of my personal history on our nation is my responsibility alone, and will be dealt with accordingly. Your publication of these facts plays into the hands of our enemies by diverting our attention and resources to frivolous matters.” Despite the contents of his statement, his voice maintained the same matter-of-fact and commanding tone it held throughout your encounter. The Commandant exited the room without giving you a chance to respond. He was followed by the file escorting Mar’idian. She went without trouble, but looked over her shoulder as she was being escorted out. The heart wrenching look of anguish and sorrow on her face was as plain as day.

If the PCs make a report directly to the Commandant:

Upon your return to Hookhill you made your way to the offices of the 1st Battle’s HQ. You were able to impress upon Staff Sergeant Hingus Teliz both the delicacy and the urgency of your report, and that such required a personal delivery to the Commandant himself. While leery at first (and after glancing innumerable times at the strange creature that accompanied you) the weight of your influence soon brought him over to your side. The Staff Sergeant went to fetch Captain Watcher Previs Hamistim, Cautious Eagle. The Captain looked your group up and down, with particular focus on Mar’idian, and listened to the Staff Sergeant’s summary of your case. “It is not my custom to disturb the Commandant with matters which do not flow through the chain of command, as they should.” At that Captain Hamistim coughed. “However it seems that you are well enough connected to circumvent those channels. Very well, follow me.” Thus saying, Captain Watcher Previs Hamistim led you to a private audience chamber deep in the building. “Wait here, the Commandant will be with you shortly.” So saying the Captain stood at attention beside one of the room’s two

visible exits (the one you did not arrive through).

Roughly five minutes passed before Commandant Magnus Vrianian arrived, flanked by two men bearing the stripes of Senior Staff Sergeants.

PCs who participated in GRM5-01 *The Commandant’s Parlor* will instantly recognize Senior Staff Sergeant Ivar Trask and Senior Staff Sergeant Drakon of Pholtus (AKA Brother Drakon). PCs who did not participate in that scenario may recognize them with a DC 10 Profession (soldier) check, a DC 15 Knowledge (local-Sheldomar Valley Metaregion) check, or a DC 20 Bardic Knowledge check.

As the Commandant enters the room allow the PCs to make DC 14 Sense Motive checks. PCs who succeed in the check sense that the Commandant is disturbed about something.

“You have important news to report. Very well, do so. Be concise, however leave out nothing of import.”

At this point the PCs are free to make their report. If they ask that the Commandant speak to them privately:

“Anything said to me may be said in front of these men. I do not need to remind you that my life has been threatened on multiple occasions. I do not foolishly abandon my bodyguards.”

The Commandant will not respond to any other questions, except to urge the PCs to continue to their report’s conclusion. When the PCs have finished making their report:

“Take that woman into custody,” said the Commandant, indicating Mar’idian. At his command a file entered the room and surrounded Mar’idian.

“Your services are no longer required in the retrieval of Sir Corum Valstier. As of now I am declaring him officially lost, dead, or worse.” Having said that the Commandant turned and walked to the door, but paused as he reached the exit. Without turning to face you he spoke once more, “On a personal note, I am extremely disappointed that you used this mission to pry into my personal life. Any impact of my personal history on our nation is my responsibility alone, and will be dealt with accordingly. I appreciate your candor in this matter, as the publication of these facts would

play into the hands of our enemies by diverting our attention and resources to frivolous matters.” Despite the contents of his statement, his voice maintained the same matter-of-fact and commanding tone it held throughout your encounter. The Commandant exited the room without giving you a chance to respond, his two bodyguards with him. He was followed by the file escorting Mar’idian. She went without trouble, but looked over her shoulder as she was being escorted out. The heart wrenching look of anguish and sorrow on her face was as plain as day. Captain Hamistim then escorted you out of the building.

EPILOGUE

This scene assumes that the PCs separate after the module ends, and that Brother Drakon visits each PC independently. If the PCs congregate in groups, handle his visits in that fashion (with one visit per group or individual).

After the most powerful man in Gran March departed you were left to ponder the events of the last few days. The Commandant obviously considers the matter closed, but is it? Is Corum Valstier as surely lost as Magnus Vrianian claims? Will you be able to resist Maimbua’s machinations when he inevitably taunts you again? Where does your duty lie?

As you pondered these questions, or others like them, your reverie was interrupted. A solidly built man of about 5’6” with a shaved head and bright blue eyes approached you.

This is Brother Drakon. Make a note to the PCs that if they participated in GRM5-01 *The Commandant’s Parlor* Brother Drakon addresses them by name.

“You might not remember me, but my name is Brother Drakon, Senior Staff Sergeant of the 1st Battle. You look troubled, may I join you?

Assuming the PCs acquiesce.

Brother Drakon takes a seat across from you, leans over, and stares a bit uncomfortably close into your eyes. “I appreciate your efforts on behalf of Commandant and Country. Let me apologize for the Commandant’s response to your actions, but please understand that recent events have opened old wounds. The Commandant may not show it, however I know

he feels responsible for many of the ills that have befallen our country of late. He seems to think it a design of cosmic symmetry that while he was able to serve his beloved country many years ago his presence should now endanger it. I fear he has resigned himself to whatever fate he sees before him and will not act to change the future or to save himself. Know that you have my thanks at the least.” With that, he rose from his seat and departed.

Treasure: PCs who were not rude to the Commandant or Brother Drakon receive his favorable attention. PCs who were rude to the Commandant or Brother Drakon receive his unfavorable attention. Circle whichever applies.

CAMPAIGN CONSEQUENCES

Please see the Critical Events Summary at the end of this scenario. Fill it out with the requested information and either hand it in to the Senior Judge (at the scenario premiere) or e-mail the requested information to the indicated e-mail address.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 2B

Defeat the rakshasa(s).

APL 6: 270 xp.
APL 8: 300 xp.
APL 10: 390 xp.
APL 12: 450 xp.

Encounter 6

Defeat the beings of law on their own plane, OR do not bring the beings of law to the Bar None, OR defeat the transmogrified beings of law.

APL 6: 210 xp.
APL 8: 300 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 7

Successfully return to the Bar None.

APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Discretionary Roleplaying Award

APL 6: 180 xp.
APL 8: 225 xp.
APL 10: 270 xp.
APL 12: 315 xp.

Total possible experience

APL 6: 900 xp.
APL 8: 1,125 xp.
APL 10: 1,350 xp.
APL 12: 1,575 xp.

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the

item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional adventure, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 2B:

APL 6: L: 0 gp, C: 800 gp, M: *eyes of the eagle* (208 gp), 2 *oil of align weapon [evil]* (25 gp each), 2 *oil of align weapon [good]* (25 gp each).

APL 8: L: 0 gp, C: 800 gp, M: *eyes of the eagle* (208 gp), *mantle of second chances* (500 gp), 2 *oil of align weapon [evil]* (25 gp each), 2 *oil of align weapon [good]* (25 gp each).

APL 10: L: 37 gp, C: 800 gp, M: 2 *eyes of the eagle* (208 gp each), 2 *mantle of second chances* (500 gp each), 4 *oil of align weapon [evil]* (25 gp each), 4 *oil of align weapon [good]* (25 gp each), 2 +1 *brutal surge feycraft cold iron longsword* (652 gp each), 2 +1 *deflecting flaming surge short sword* (859 gp each), 2 +1 *easy traveling feycraft mithral chain shirt* (342 gp each),

APL 12: L: 75 gp, C: 800 gp, M: 4 *eyes of the eagle* (208 gp each), 4 *mantle of second chances* (500 gp each), 8 *oil of align weapon [evil]* (25 gp each), 8 *oil of align weapon [good]* (25 gp each), 3 +1 *brutal surge feycraft cold iron longsword* (652 gp each), 3 +1 *deflecting flaming surge short sword* (859 gp each), 3 +1 *easy traveling feycraft mithral chain shirt* (342 gp each), +1 *ghost strike hellforged short sword* (1,651 gp), +1 *illusion bane short sword* (776 gp), +1 *anti-impact fireshaped mithral chain shirt* (367 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 0 gp, C: 800 gp, M: 308 gp – Total: 1,008 gp (900 gp).

APL 8: L: 0 gp, C: 800 gp, M: 808 gp – Total: 1,608 gp (1,300 gp).

APL 10: L: 37 gp, C: 800 gp, M: 5,322 gp –
Total: 6,159 gp (2,300 gp).

APL 12: L: 75 gp, C: 800 gp, M: 11,585 gp –
Total: 12,460 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

Tutelage of the Nameless Archmage: You gain access to one arcane spell from the APL you played, and one arcane spell from each lower APL. **APL 6** *avoid planar effects* (SpC) or *shadow phase* (SpC) **APL 8** *false gravity* (SpC) or *perinarch* (SpC) **APL 10** *dimension door, greater* (SpC) or *planar tolerance* (SpC) **APL 12** *extract water elemental* (SpC) or *ruby ray of reversal* (SpC).

Enmity of the Nameless Archmage: Whenever you adventure on the Astral Plane you will be attacked by an Astral Stalker engaged to torment you. Once per such an adventure it uses stealth to approach, attack, and escape. Every subsequent time you encounter it there is a cumulative 5% chance (tracked in the play notes section of your ARs) that it has tired of its hunt and will decide to end your life. It will hunt you until either you or it has been slain. There is no reasoning with it. Additionally every time you are affected by a *[Teleportation]* effect there is a flat 5% chance that the Astral Stalker has anticipated your movement and makes one attack against you while you briefly occupy the Astral Plane. You must show this to your judge at the beginning of every adventure.

Touched by the Gods: You have fulfilled the special prerequisite of the Contemplative prestige class for Al'Akbar, Heironeous, Moradin, Murlynd, Pholtus, and St. Cuthbert.

Marked by the Gods: You have been anointed with *meersalm*, leaving the golden holy symbol of _____ on your forehead. When you received it this mark immediately affected you as the *atonement*, *miracle* and *remove curse* spells at 21st caster level. The mark also grants you permanent SR ____ (11+APL played) against spells with the evil descriptor. You chose to convert to the worship of _____.

Branded by the Gods: You have been anointed with *meersalm*, and your false oath caused it to burn a silver lightning bolt into your forehead. This brand acts as a *mark of justice* at 20th caster level.

If you break another oath the *mark of justice* will activate, imposing a -4 penalty on attack rolls, saves, ability checks and skill checks. If the *mark* activates note this in the Play Notes section of your AR. The brand will fade after a period of one year (tracked from the date of this AR) if it has not been activated, otherwise the *mark of justice* must be removed through normal means (see the *mark of justice* spell description). This brand cannot be hidden by magical or mundane means. You must show this to your judge at the beginning of every adventure.

Exalted by the Gods: Worshipers of Al'Akbar, Heironeous, Moradin, Murlynd, Pholtus, and St. Cuthbert may choose **one** of the following: access to the feats Parrying Shield (LoM) and Sanctify Water (Sto) plus two divine spells from the following list **OR** access to all divine spells on the following list: *battlefield illumination* (HB), *battlemagic perception* (HB), *checkmate's light* (SpC), *consecrate battlefield* (HB), *earthen grace* (SpC), *eye of the hurricane* (SpC), *find the gap* (SpC), *fireward* (SpC), *hunter's mercy* (SpC), *knight's move* (SpC), *lightfoot* (SpC), *owl's insight* (SpC), *spiritual cavalry* (HB), *towering oak* (SpC), *wall of good* (SpC), *warning shout* (SpC).

Attention of Brother Drakon: You have gained the favorable/unfavorable attention of Senior Staff Sergeant Drakon of Pholtus.

Item Access

APL 6

- blend cream (*Adventure*; CAAd; 50 gp)
- candle, focusing (*Adventure*; CAAd; 100 gp)
- capsule retainer (*Adventure*; CAAd; 100 gp)
- *eyes of the eagle* (*Adventure*; DMG; 2,500 gp)
- healer's balm (*Adventure*; CAAd; 10 gp)
- hearthfire (*Adventure*; RS; 10 gp)
- hearthfire lantern (*Adventure*; RS; 7 gp)
- ironman capsule (*Adventure*; CAAd; 15 gp)
- leap capsule (*Adventure*; CAAd; 15 gp)
- Official Bar None *everfull mug* (*Adventure*; AE; 800 gp)
- *oil of align weapon [evil]* (CL 3^d; *Adventure*; DMG; 300 gp)
- *oil of align weapon [good]* (CL 3^d; *Adventure*; DMG; 300 gp)
- stability capsule (*Adventure*; CAAd; 15 gp)
- softfoot (*Adventure*; CAAd; 50 gp)
- spiderlily essence (*Adventure*; RS; 75 gp)
- suregrip (*Adventure*; CAAd; 20 gp)

APL 8 (all of APL 6 plus the following)

- *mantle of second chances* (Adventure; DMG2; 6,000 gp)

APL 10 (all of APL 6 and 8 plus the following)

- +1 *brutal surge feycraft cold iron longsword* (Adventure; DMG2; 7,830 gp)
- +1 *deflecting flaming surge short sword* (Adventure; CW, DMG2; 10,310 gp)
- +1 *easy traveling feycraft mithral chain shirt* (Adventure; DMG2, HB; 4,100 gp)

APL 12 (all of APL 6, 8 and 10 plus the following)

- +1 *ghost strike hellforged short sword* (Adventure; DMG2, Libris Mortis; 19,810 gp)
- +1 *illusion bane short sword* (Adventure; DMG2; 9,310 gp)
- +1 *anti-impact fireshaped mithral chain shirt* (Adventure; CW, DMG2; 4,400 gp)

APPENDIX 1 – NPCS

ENCOUNTER 7

MAR'IDIAN

CR 23

Female mercane wizard 18

LN Large outsider

Init +2; **Senses** darkvision 60 ft., scent; Listen +16, Spot +15

Languages Abyssal, Celestial, Common, Draconic, Infernal, Undercommon; telepathy 100 ft.

AC 15, touch 11, flat-footed 14;

(-1 size, +2 Dex, +4 natural); Combat Expertise

hp 171 (25 HD)

Fort +14, **Ref** +13, **Will** +20

Speed 30 ft. (6 squares)

Melee mwk falchion +18 (2d4+3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +16; **Grp** +22

Atk Options Improved Disarm, Improved Feint

Wizard Spells Prepared (CL 22nd):

9th—*mass hold monster* (DC 29), *reaving dispel*, *quickened wall of force*

8th—*quickened Evard's black tentacles*, *protection from spells*, *shield of law*^D (DC 24)

7th—*greater arcane sight*, *forcecage*, *prismatic spray* (DC 27), *reverse gravity*

6th—*analyze dweomer*, *greater anticipate teleportation*, *quickened calm emotions*^D (DC 18), *greater heroism*, *legend lore*, *true seeing*

5th—*arc of lightning* (DC 25), *fabricate*, *quickened magic missile*, *major creation*, *quickened shield*, *telekinesis*

4th—*detect scrying*, *dimension door*, *divination*^D, *fire shield*, *lesser globe of invulnerability*, *stone shape*

3rd—*daylight*, *gaseous form*, *halt undead*, *magic circle against chaos*, *magic circle against evil*, *servant horde*

2nd—*alter self*, *glitterdust* (DC 22), *gust of wind* (DC 22), *knock*, *locate object*, *see invisibility*, *shatter* (DC 22)

1st—*animate rope*, *comprehend languages*, *detect undead*, *endure elements*, *scholar's touch*, *Tenser's floating disk*, *unseen servant*

0—*arcane mark*, *detect magic*, *open/close*, *prestidigitation*

D: Domain spell. Deity: Zilchus. Domains: City, Law, Pact

Spell-Like Abilities (CL 14th):

3/day — *dimension door*, *invisibility*

1/day — *Leomund's secret chest*, *plane shift*

† Already cast

Abilities Str 15, Dex 15, Con 16, Int 25 (31), Wis 17 (23), Cha 15

Feats Arcane Disciple (city), Arcane Disciple (law), Arcane Disciple (pact), Arcane Mastery, Combat Expertise, Craft Wondrous Item, Extend Spell,

Improved Disarm, Improved Feint, Scribe Scroll, Steady Caster, Practiced Spellcaster, Quicken Spell.

Skills Appraise +24, Bluff +12, Concentration +24, Craft (alchemy) +38, Diplomacy +12, Gather Information +12, Intimidate +12, Knowledge (arcana) +23, Knowledge (local – Sigil) +27, Knowledge (religion) +14, Knowledge (the planes) +23, Listen +16, Perform (sing) +16, Profession (bookkeeper) +16, Sense Motive +34, Sleight of Hand +14, Spellcraft +20, Spot +15

Possessions combat gear plus *Boccob's blessed book* x3, *headband of intellect* +6, *periapt of wisdom* +6

Spellbook spells prepared plus 0—*acid splash*, *dancing lights*, *daze*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *ray of frost*, *read magic*, *repair minor damage*, *resistance*, *touch of fatigue*; 1st—*accelerated movement*, *alarm*, *arrow mind*, *backbiter*, *blades of fire*, *burning hands*, *cause fear*, *charm person*, *chill touch*, *color spray*, *command*^D, *critical strike*, *detect secret doors*, *discern bloodline*, *disguise self*, *distract assailant*, *enlarge person*, *erase*, *expeditious retreat*, *swift expeditious retreat*, *familiar pocket*, *feather fall*, *fist of stone*, *friendly face*, *golem strike*, *guided shot*, *hail of stone*, *hold portal*, *hypnotism*, *identify*, *insightful feint*, *instant locksmith*, *instant search*, *jump*, *locate city*, *low-light vision*, *mage armor*, *magic weapon*, *master's touch*, *mount*, *Nystul's magic aura*, *obscuring mist*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of electricity*, *lesser orb of fire*, *lesser orb of sound*, *protection from chaos*, *protection from chaos*^D, *protection from evil*, *protection from good*, *protection from law*, *ray of enfeeblement*, *reduce person*, *repair light damage*, *rooftop strider*^D, *shocking grasp*, *silent image*, *sleep*, *sniper's shot*, *summon monster I*, *true strike*, *ventriloquism*; 2nd—*aiming at the target*, *arcane lock*, *augment familiar*, *balancing lorecall*, *bear's endurance*, *bladeweave*, *blast of force*, *blindness/deafness*, *blur*, *body of the sun*, *bull's strength*^D, *cat's grace*, *chain of eyes*, *city lights*, *city lights*^D, *command undead*, *continual flame*, *daze monster*, *darkness*, *darkvision*, *detect thoughts*, *discern shapechanger*, *eagle's splendor*, *earthen grasp*, *false life*, *fireburst*, *flaming sphere*, *swift fly*, *fog cloud*, *fox's cunning*, *ghoul touch*, *hypnotic pattern*, *ice knife*, *invisibility*, *Leomund's trap*, *levitate*, *magic mouth*, *Melf's acid arrow*, *mindless rage*, *minor image*, *misdirection*, *obscure object*, *owl's wisdom*, *phantasmal assailants*, *protection from arrows*, *proud arrogance*, *pyrotechnics*, *repair moderate damage*, *resist energy*, *returning weapon*, *rope trick*, *scare*, *scorching ray*, *shield other*^D, *sonic weapon*, *spectral hand*, *spider climb*, *summon monster II*, *summon swarm*, *swim*, *Tasha's hideous laughter*, *touch of idiocy*, *wall of gloom*, *web*, *whirling blade*, *whispering wind*, *wracking touch*; 3rd—*anticipate teleportation*, *arcane*

sight, bands of steel, blink, clairaudience/clairvoyance, corpse candle, deep slumber, dispel magic, displacement, enhance familiar, explosive runes, fireball, flame arrow, fly, fortify familiar, gentle repose, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, Leomund's tiny hut, lighting bolt, greater mage armor, magic circle against chaos^D, magic circle against good, magic circle against law, greater magic weapon, major image, nondetection, phantom guardians, phantom steed, protection from energy, rage, ray of exhaustion, repair serious damage, resonating bolt, secret page, sepia snake sigil, shadow binding, shrink item, sign of sealing, sleet storm, slow, stinking cloud, speak with dead^D, spectral weapon, stony grasp, suggestion, summon monster III, lesser telepathic bond, tongues, unluck, vampiric touch, walk the mountain's path, water breathing, wind wall, winding alleys^D; 4th—aerial alacrity, animate dead, arcane eye, bestow curse, blast of flame, blistering radiance, burning blood, charm monster, commune with city^D, confusion, contagion, crushing despair, mass darkvision, defenestrating sphere, dimensional anchor, dispelling screen, dragon breath, enduring flight, enervation, mass enlarge person, entangling staff, fire trap, lesser geas, hallucinatory terrain, ice storm, illusory wall, greater invisibility, Leomund's secure shelter, locate creature, minor creation, orb of acid, orb of cold, orb of electricity, orb of fire, orb of force, orb of sound, Otiluke's resilient sphere, phantasmal killer, polymorph, rainbow pattern, Rary's mnemonic enhancer, mass reduce person, remove curse, repair critical damage, scrying, shadow conjuration, shout, solid fog, stoneskin, summon monster IV, sword of deception, mass unseen servant, wall of fire, wall of ice; 5th—animal growth, baleful polymorph, Bigby's interposing hand, blight, greater blink, break enchantment, cacophonous shield, mass charm person, cloudkill, cone of cold, contact other plane, dismissal, dispel chaos^D, dominate person, dream, duelward, false vision, feeblemind, greater fireburst, mass fly, hidden lodge, hold monster, Leomund's secret chest, magic jar, mind fog, mirage arcana, Mordenkainen's faithful hound, Mordenkainen's private sanctum, nightmare, nightstalker's transformation, overland flight, passwall, persistent image, prismatic ray, prying eyes, Rary's telepathic bond, reciprocal gyre, refusal, seeming, sending, shadow evocation, shadow form, shadow guardians, skyline runner^D, spiritwall, stalwart pact^D, summon monster V, symbol of pain, symbol of sleep, teleport, transmute mud to rock, transmute rock to mud, vitriolic sphere, wall of stone, waves of fatigue, wrack; 6th—acid fog, antimagic field, mass bear's endurance, Bigby's forceful hand, brilliant blade, mass bull's strength, mass cat's grace, chain lighting, circle of death, city stride^D, cloak of the sea, contingency, control water, create undead, disintegrate, greater dispel magic, mass eagle's splendor, eyebite, flesh to stone, fires of purity, mass fox's cunning, freezing fog, geas/quest, globe of invulnerability, guards and

wards, hold monster^D, mislead, Mordenkainen's lucubration, move earth, Otiluke's freezing sphere, mass owl's wisdom, permanent image, probe thoughts, programmed image, repulsion, greater sign of sealing, shadow walk, stone to flesh, subvert planar essence, mass suggestion, summon monster VI, symbol of fear, symbol of persuasion, Tenser's transformation, undeath to death, veil, wall of iron, zealot pact^D; 7th—arrow of bone, banishment, Bigby's grasping hand, brilliant aura, control undead, control weather, delayed blast fireball, dictum^D, Drawmij's instant summons, greater dispelling screen, emerald flame fist, energy immunity, ethereal jaunt, finger of death, mass hold person, insanity, mass invisibility, limited wish, Mordenkainen's magnificent mansion, Mordenkainen's sword, phase door, plane shift, power word blind, project image, renewal pact^D, greater scrying, sequester, greater shadow conjuration, spell turning, statue, summon monster VII, sword of darkness, symbol of stunning, symbol of weakness, greater teleport, teleport object, transfix, urban shield^D, vision, waves of exhaustion; 8th—antipathy, greater bestow curse, Bigby's clenched fist, binding, blackfire, mass charm monster, city's might^D, clone, create greater undead, death pact^D, demand, discern location, dimensional lock, earth glide, flensing, ghostform, heart of stone, horrid wilting, incendiary cloud, superior invisibility, iron body, maze, mind blank, moment of prescience, Otiluke's telekinetic sphere, Otto's irresistible dance, polar ray, polymorph any object, power word stun, prismatic wall, greater prying eyes, scintillating pattern, screen, greater shadow evocation, greater shout, summon monster VIII, sunburst, symbol of death, symbol of insanity, sympathy, temporal stasis, trap the soul; 9th—absorption, animate city^D, astral projection, Bigby's crushing hand, dominate monster, energy drain, etherealness, freedom, foresight, gate, gate^D, hindsight, imprisonment, meteor swarm, obedient avalanche, power word kill, prismatic sphere, programmed amnesia, refuge, shades, shapechange, soul bind, summon elemental monolith, summon monster IX, summon monster IX^D, teleportation circle, time stop, transmute rock to lava, unbinding, wail of the banshee, weird, wish

Skills Mercanes receive a +4 racial bonus on Appraise checks.

Description Mercanes are extraplanar merchants, selling weapons, magic, and other treasures from plane to plane.

They profess neutrality in the conflicts and rivalries of the planes, preferring to do their business and move on. But beneath the mercanes' veneer of impartiality are motives of their own, and they often hire adventurers to set their plans in motion.

A mercane stands out in the most crowded bazaar. A 12-toot tall, blue-skinned creature dressed in voluminous robes, it moves with a slow, languid grace. Its hands are spidery and delicate, with an extra joint on each finger.

Nomadic by nature, mercanes travel widely, buying and selling their wares. They favor opulence, so they

often rent or borrow villas or palaces when they'll be settling down for a while. Because they're known as rich merchants, mercanes always have a squad of bodyguards nearby. They attract bandits and thieves, so mercanes tend to be cautious about any strangers they come into contact with.

Mercanes present a demeanor of patience and elegance as they ply their trade. They never quarrel among themselves, and a rival who insults one mercane often finds that others also bear a grudge. Their family structure and mating habits are unknown, since juveniles and the elderly are never seen by those not of their race.

Sources arcane disciple (Complete Divine), arcane mastery (Complete Arcane), core spells (PH & LGCS), mercane (SRD 3.5 & Manual of the Planes), practiced spellcaster (Complete Divine), steady concentration (Races of Stone)

APPENDIX 2 – APL 6

ENCOUNTER 5

LUPINAL

CR 5

LG Medium outsider (good, guardinal)

Init +5; **Senses** darkvision 60 ft., scent; Listen +17, Spot +17

Aura fear aura

Languages Celestial, Infernal, Draconic

AC 20, touch 15, flat-footed 15

(+5 Dex, +2 armor, +3 natural); dodge missiles

hp 44 (8 HD); DR 5/evil

Fort +7, **Ref** +11, **Will** +10

Speed 50 ft. (10 squares)

Melee 2 claws +14 (1d4+6) and

Bite +9 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +14

Atk Options Power Attack, improved grab, trip

Spell-Like Abilities (CL 8th):

At will — *blink*, *blur*, *darkness*, *disguise self* (DC 13), *ethereal jaunt*

3/day — *cone of cold* (DC 17), *cure light wounds*, *fly*, *magic missile*

† Already cast

Abilities Str 23, Dex 20, Con 13, Int 16, Wis 18, Cha 13

Feats Alertness, Power Attack, Track

Skills Balance +18, Climb +17, Concentration +12, Diplomacy +13, Hide +16, Jump +13, Listen +17, Move Silently +16, Sport +17, Survival +15, Tumble +13

Dodge Missiles (Ex) This ability operates like the Deflect Arrows feat, except that the lupinal can dodge any missile and it need not have its hands free. (The creature is dodging, not deflecting.) This ability is usable three times per round.

Empathy (Ex) This power works exactly like the druid's wild empathy class feature.

Fear Aura (Ex) When a lupinal howls, every creature within 600 feet (except other celestials) who can hear it must make a Will saving throw (DC 16). On a failure, each creature with 7 or fewer Hit Dice becomes panicked for 4d6 rounds, one with 8 or more Hit Dice becomes shaken for 4d6 rounds. Success leaves the creature unaffected. Once a creature has either been affected by this ability or made a successful save, it cannot be affected by that lupinal's howl again for 24 hours.

Improved Grab (Ex) If a lupinal hits an opponent that is at least one size category smaller than itself with a bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The creature has the option to conduct the grapple normally, or simply use its jaws to hold the opponent (-20 penalty on grapple check, but the lupinal is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Trip (Ex) A lupinal that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lupinal.

Description As the name implies, lupinals are half-human, half-wolf creatures. They are constantly on the prowl for evil intrusions into their territory, be it Elysium or a piece of the Material Plane that they have made their own. Lupinals are more likely than cervids to make their homes outside Elysium and assist other beings in repelling evil incursions.

Perhaps because of their pack-based society, lupinals are more lawful than other natives of Elysium. In group activities, they operate in close cooperation and perfect harmony. Even solitary lupinals are rarely more than an hour away from allies (or even closer, via *ethereal jaunt*).

At first glance, a lupinal might be mistaken for a werewolf, with its long muzzle, fur, and backward bending canine legs. But where lycanthropes are savage and animal-like, lupinals are intelligent, regal, and poised – though they are quick to anger and ferocious when aroused.

Sources Lupinal (Monster Manual II)

VISILIGHT

CR 5

LN Medium outsider (lawful)

Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10

Languages telepathic link 100 ft. with other visilights, cannot communicate with other creatures.

AC 19, touch 12, flat-footed 17

(+2 Dex, +7 natural)

hp 32 (5 HD); DR 5/chaotic

Fort +6, **Ref** +6, **Will** +6

Speed 30 ft. (8 squares), fly 30 ft. (perfect)

Melee 2 claws +6 (1d6+1)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +10

Atk Options Improved Grapple, Improved Sunder, Power Attack

Special Actions Charisma drain, gaze

Abilities Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15

Feats Improved Grapple^B, Improved Sunder, Power Attack

Skills Hide +10, Intimidate +10, Knowledge (arcana) +10, Knowledge (architecture and engineering) +10, Knowledge (the planes) +10, Listen +10, Move Silently +18, Search +10, Spot +10, Survival +10

Charisma Drain (Su) A visilight feeds on great beauty and presence, and it is irresistibly drawn to exceptionally charismatic humanoids. When confronted by a humanoid with a Charisma score higher than its own, a visilight attempts to grapple and pin it. Any living creature pinned by a visilight takes 1d6 points of Charisma drain each round on the visilight's turn. As the visilight begins absorbing its victim's personality, its mask begins to reshape itself

to more closely resemble the visage of the individual being drained. For every point of Charisma it drains, a visilight's Charisma score temporarily increases by 1. A visilight loses these gained points of Charisma at a rate of 1 point per hour, as this occurs, its porcelain mask gradually reverts to its original shape.

Gaze (Su) Paralysis for 1d4 rounds, 30 feet, Fortitude DC 14 negates. A paralyzed opponent cannot resist a visilight's grapple or pin attempt. As the visilight's Charisma score improves (see Charisma Drain, above), the save DC against its gaze attack increases. The save DC is 10 + ½ the visilight's Hit Dice + the visilight's Charisma modifier.

Telepathic Link (Ex) Visilights share a communal consciousness, enabling them to communicate telepathically with other visilights. A group of visilights within 100 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one of the group is not flat-footed, none of them are. No visilight in the group is considered flanked unless all are.

Skills A visilight's ability to float in near silence gives it a +8 racial bonus on Move Silently checks.

Description A floating humanoid wearing a tight-fitting, floor-length black dress drifts toward you. The creature's black garb contrasts sharply with the chalky whiteness of its skin. Its face is a hollow porcelain mask, and the back of its steel-haired head is missing. However, in the hollow of its head is a pale ball of light that shines through the mask's eyes and mouth.

Sources Visilight (Monster Manual III)

ENCOUNTER 6

BAR-LGURA CR 5

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 23, touch 14, flat-footed 17; Dodge Mobility (+4 Dex, +1 armor, +8 natural)

hp 51 (6HD) DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 16

Fort +9, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.; Run

Melee 2 claws +12 (1d6+6) and bite +7 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +12

Atk Options pounce

Combat Gear *bracers of armor* +1

Special Actions abduction, *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will — *darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day — *disguise self* (DC 12), *invisibility*, *major image* [DC 14]

† Already cast

Abilities Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

Feats Dodge, Mobility, Run

Skills Balance +15, Climb +23, Hide +17, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

Pounce (Ex) If a bar-lgura charges a foe, it can make a full attack.

Abduction (Su) Unlike most tanar'ri, a bar-lgura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport unwilling targets as well, although an unwilling victim can attempt a DC 18 Will save to resist being transported. The save DC is Charisma-based.

Summon Tanar'ri (Sp) Once per day, a bar-lgura can attempt to summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

Skills A bar-lgura gains a +4 racial bonus on Hide checks and a +10 racial bonus on jump checks.

Description This hulking monster looks at first like a powerfully muscled orangutan, yet the cruelty that burns in its rheumy red eyes signals a hateful intelligence. Its visage is dominated by a pair of oversized fangs that jut from its lower jaw. Its fur is rusty red and matted with filth.

Sources bar-lgura (Fiendish Codex I)

APPENDIX 3 – APL 8

ENCOUNTER 5

WARDEN ARCHON

CR 8

LG Large outsider (archon, extraplanar, good, lawful)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent, unerring assay; **Listen** +22, **Spot** +22

Aura aura of menace

Languages telepathy 100 ft.

AC 30, touch 9, flat-footed 30

(-1 size, +9 armor, +12 natural); improved uncanny dodge, magic circle against evil, uncanny dodge

hp 60 (8HD); **DR** 10/evil

Immune electricity, petrification

SR 25

Fort +9 (+4 against poison), **Ref** +6, **Will** +7

Speed 30 ft. in full plate (6 squares), base movement 40 ft.

Melee 2 claws +15 (1d8+8) and
Bite +10 (2d6+4)

Base Atk +8; **Grp** +20

Atk Options Power Attack, rend 2d8+12

Combat Gear +1 *light fortification full plate*

Spell-Like Abilities (CL 11th):

At will — *aid*, *continual flame*, *detect scrying*, *detect thoughts* (DC 13), *locate creature*, *scrying*, (DC 16),
see invisibility, *true strike*

3/day — *shield of the archons*, *true seeing*

† Already cast

Abilities Str 27, Dex 11, Con 17, Int 16, Wis 12, Cha 12

Feats Alertness, Improved Initiative, Power Attack

Skills Climb +14, Concentration +14, Diplomacy +14, Jump +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +22, Search +14, Sense Motive +12, Spot +22, Survival +1 (+3 following tracks or on other planes), Swim +9, Tumble -3

Aura of Menace (Su) A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-foot radius of an archon must succeed on a DC 13 Will save to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Improved Uncanny Dodge (Ex) A warden archon cannot be flanked except by a 12th-level or higher rogue.

Rend (Ex) If a warden archon hits a single target with both claws, it latches onto the opponent's body and tears the flesh. This attack deals 2d8+12 points of damage.

Uncanny Dodge (Ex) A warden archon retains its Dexterity bonus to AC even when flat-footed.

Unerring Assay (Su) A warden archon instinctively knows the alignment of any creature within 60 feet. Typical methods of masking alignment, such as

misdirection or nondetection, have no effect upon a warden archon's unerring assay.

Skills A warden archon's keen senses give it a +8 bonus on Listen and Spot checks.

Description Standing as tall as an ogre, this hulking creature has white fur, a bear-like head, and eyes like gleaming black opals. Its broad white paws end in razor-sharp, jet-black claws. The creature is clad in fearsome full plate engraved with faintly glowing symbols of holiness and virtue.

Sources warden archon (Book of Exalted Deeds), *shield of the archons* (Book of Exalted Deeds).

LUMI CRUSADER

CR 8

Male lumi fighter 2/cleric 6

LN Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft.; **Listen** +8, **Spot** +9

Languages Lumi, Common

AC 21 touch 9 flat-footed 21

(-1 Dex, +10 armor, +2 natural)

hp 87 (10HD)

Immune body of light, clear vision, floating head

Fort +15, **Ref** +4, **Will** +13

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

Melee +1 *greatsword* +13/+8 (2d6+5/17-20)

Base Atk +8; **Grp** +11

Atk Options Improved Sunder, Power Attack

Special Actions greater turn 1/day, spontaneous casting, turn undead 8/day (+1, 2d6+7, 6th)

Combat Gear *amulet of natural armor* +2, +2 *full plate armor*, *wand of cure light wounds*

Cleric Spells Prepared (CL 6th):

3rd — *dispel magic*, *prayer*, *protection from energy*,
searing light^D

2nd — *align weapon*, *bull's strength* (2), *heat metal*^D,
(DC 17), *silence* (DC 17)

1st — *bless*, *divine favor* (2), *protection from chaos*^D,
remove fear, *shield of faith*

0 — *cure minor wounds* (2), *detect magic*, *guidance*,
resistance

D: Domain spell. Deity: Light. Domains: Law, Sun

Spell-Like Abilities (CL 3rd):

At will — *disrupt undead*, *light*

3/day — *cure light wounds*, *glitterdust* [DC 12]

† Already cast

Abilities Str 16, Dex 8, Con 18, Int 8, Wis 20, Cha 12

Feats Combat Casting, Extra Turning, Improved Critical (greatsword), Improved Initiative^B, Improved Sunder, Power Attack^B, Weapon Focus (greatsword)^B

Skills Concentration +11 (+15 when casting defensively or in a grapple), Diplomacy +6, Heal +10, Knowledge (religion) +3, Knowledge (the planes) +4, Listen +8, Search +6, Sense Motive +11, Spot +9

Body of Light (Su) A lumi's body is infused with softly glowing positive energy. It is immune to all death spells, magical death effects, energy drain, and any

negative energy effects (such as from inflict spells or chill touch). Lumi are adapted to live on the Positive Energy Plane. They never gain additional temporary hit points as a result of being on a plane with the major positive-dominant energy trait (see Manual of the Planes, page 12), and thus are never in danger of exploding when on the Positive Energy Plane. They still gain full benefit from the fast healing ability of planes with any positive-energy trait. A lumi sheds white light in a 5-foot radius at all times. It cannot voluntarily suppress this ability, though the light can be concealed by spells that create darkness.

Clear Vision (Ex) A lumi cannot be blinded or dazzled by any effect. It can still be effectively blind due to concealment, such as by darkness or fog. It is specifically immune to color spray, rainbow pattern, searing light, sunbeam, sunburst, or other effects that use direct light as an attack form (such as a ghaele's light ray attack). Sun blades deal only nonlethal damage to a lumi.

Floating Head (Ex) A lumi's head naturally floats a few inches above its shoulders. The creature can rotate its head in any direction but cannot raise, lower, or otherwise move its head away from where it floats; an unseen force prevents others from moving its head as well. Opponents who flank a lumi do not gain the normal +2 bonus on attack rolls. Lumi are immune to the decapitation power of a vorpal weapon. They may not be strangled and are immune to suffocation.

Skills A lumi has a +2 racial bonus on Search, Sense Motive, and Spot checks.

Description A solemn and dignified head floats about six inches above the shoulders of the otherwise headless body of this stocky humanoid creature. The being's skin softly glows, and white light peeks between the cracks of its armor.

Sources Lumi Crusader (Monster Manual III).

Base Atk +9; **Grp** +18

Atk Options Improved Bull Rush, Power Attack, cavalry charge, sparkbolt

Special Actions summon tanar'ri

Combat Gear masterwork full plate, 20 arrows

Abilities Str 20, Dex 11, Con 20, Int 8, Wis 12, Cha 13

Feats Improved Bull Rush, Power Attack, Run, Track

Skills Intimidate +13, Jump +17, Listen +13, Search +11, Spot +13, Survival +13, Tumble +8

Air Walk (Su) An armanite can use air walk, as the spell of the same name, for up to 1 hour per day. This time need not be consecutive.

Cavalry Charge (Ex) An armanite is considered to be mounted for determining the effects of charge attacks with lances. An armanite gains a +4 bonus on attack rolls when charging with a lance and does not take a penalty to its Armor Class as a result of its charge.

Sparkbolt (Su) An armanite can charge arrows it shoots from any bow with electrical energy at will. Arrows fired by an armanite gain a +1 enhancement bonus and the shocking burst weapon quality.

Summon Tanar'ri (Sp) Once per day, an armanite can attempt to summon 1d0 dretches or another armanite with a 30% chance of success. This ability is the equivalent of a 3rd-level spell (CL 9th).

Description This creature has the lower body of a muscular horse and the torso, arms, and head of a sickly human. Its flesh is pale and festers with sores. Heavy horns protrude from its brow, and it wears an intricate suit of full plate armor. Patches of bristly hair protrude from chinks in its armor.

Sources armanite (Fiendish Codex I)

ENCOUNTER 6

ARMANITE

CR 7

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +0; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal; telepathy 100 ft.

AC 23, touch 9, flat-footed 23

(-1 size, +8 armor, +6 natural)

hp 85 (9HD) DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 18

Fort +11, **Ref** +6, **Will** +7

Speed 40 ft. in full plate (8 squares), base movement 60 ft.; Run, air walk

Melee mwk lance +14/+9 (2d6+7/x3) and hooves +8 (1d6+2) or

Melee mwk heavy flail +14/+9 (2d8+9/19-20) and hooves +8 (1d6+2) or

Ranged composite longbow +9/+4 (1d8+6/x3 plus 1d6 electricity [plus 2d10 electricity on a critical hit])

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

APPENDIX 4 – APL 10

ENCOUNTER 2B

NAZTHARUNE RAKSHASA CR 11

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +19

Languages Common, Infernal, Undercommon

AC 25, touch 15, flat-footed 20

(+5 Dex, +5 armor, +5 natural); deflect 1/round, improved uncanny dodge, uncanny dodge

Miss Chance

hp 93 (11 HD); **DR** 15/good and piercing

Resist evasion, improved evasion; **SR** 21

Fort +11, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *brutal surge feycraft cold iron longsword* +15/+10/+5 (1d6+3/19-20) and

+1 *deflecting flaming surge short sword* +16 (1d6+2/19-20) or

Melee 2 claws +16 (1d4+2) or

Ranged comp. shortbow [+2] +16/+11/+6 (1d6+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options brutal surge 1/day, flaming surge 4/day, sneak attack +6d6

Special Actions hide in plain sight, shadow jump

Combat Gear +1 *easy traveling feycraft mithral chain shirt, mantle of second chances, 2 oil of align weapon (evil), 2 oil of align weapon (good)*

Abilities Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15

SQ detect thoughts, change shape

Feats Improved Initiative, Two-Weapon fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +21, Bluff +20, Diplomacy +4, Disguise +20 (+22 acting), Escape Artist +19, Hide +19, Intimidate +4, Jump +8, Listen +14, Move Silently +19, Search +16, Spot +19, Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings)

Possessions combat gear plus *eyes of the eagle*

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

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

Evasion (Ex) If a naztharune rakshasa is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

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

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

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

Shadow Jump (Su) A naztharune rakshasa has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way, this can be a single jump of 20 feet or two jumps of 10 feet each.

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

Uncanny Dodge (Ex) A naztharune rakshasa can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed.

Skills A naztharune rakshasa has a +4 racial bonus on Bluff checks and Disguise checks. When using change shape, a naztharune rakshasa gains an additional +10 circumstance bonus on Disguise checks. If it is reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increase by a further +4. The delicate beauty of a feycraft shield or suit of armor makes the wearer feel more confident, granting her a +1 bonus on Bluff checks made to deceive another creature with words. This bonus does not apply to any other use of the Bluff skill, such as for feinting.

Description This being is garbed in dark clothing. Its body seems mostly human except for a luxurious coat of black fur and its black, tigerlike head.

Sources *brutal surge* (Dungeon Master's Guide II), *deflecting* (Complete Warrior), *easy traveling* (Heroes of Battle), *feycraft* (Dungeon Master's Guide II), *flaming surge* (Dungeon Master's Guide II), *mantle of second chances* (Dungeon Master's Guide II), naztharune rakshasa (Monster Manual III)

ENCOUNTER 5

MOVANIC DEVA

CR 9

LG Medium outsider (extraplanar, good)

Init +8; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

Aura protective aura

Languages Celestial, Infernal, Draconic; can speak with any creature that has a language as with *tongues* (CL 14th, always active)

AC 22, touch 14, flat-footed 18

(+4 Dex, +8 natural); heavenly deflection, soothing presence of nature

hp 39 (6 HD); DR 10/evil

Immune acid, cold, electricity, divine equilibrium, petrification

Resist fire 20; **SR** 19

Fort +7 (+11 against poison), **Ref** +9, **Will** +10

Speed 40 ft. (8 squares), fly 90 ft. (perfect)

Melee +1 *flaming greatsword* +11/+6 (2d6+5/19-20 plus 1d6 fire)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Power Attack

Spell-Like Abilities (CL 9th):

At will — *aid*, *consecrate*, *continual flame*, *create food and water*, *death ward*, *detect evil*, *discern lies*, *polymorph self*, *prayer*, *protection from arrows*

3/day — *atonement*, *bless weapon*, *cure serious wounds*, *daylight*, *divination*, *ethereal jaunt*, *hallow*, *holy smite* (DC 18), *neutralize poison*, *plane shift*, *remove curse*, *remove disease*, *remove fear*

1/day — *commune*, *raise dead*

‡ Already cast

Abilities Str 17, Dex 18, Con 15, Int 17, Wis 16, Cha 18

Feats Improved Initiative, Iron Will, Weapon Focus (greatsword)

Skills Balance +13, Concentration +11, Diplomacy +15, Intimidate +13, Knowledge (arcana) +12, Knowledge (architecture and engineering) +12, Knowledge (the planes) +12, Listen +12, Sense Motive +12, Spellcraft +12, Spot +12

Divine Equilibrium (Ex) Movanic devas are immune to the effects of negative-dominant or positive-dominant planar energy traits (see Chapter 1 in *Manual of the Planes*).

Heavenly Deflection (Su) Once per round as a free action, a movanic deva can deflect ranged attacks and certain spells by batting them away with its +1 *flaming greatsword*. When a ranged attack, ray, or single-target spell would ordinarily hit or affect the deva, the deva can make a Reflex saving throw against a base DC of 20. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the attack is from a spell, the spell level is added to the base DC. If the deva succeeds, it deflects the attack. Deflected spells are negated as if counterspelled. The deva must be aware of an attack in order to have a chance to deflect it.

Protective Aura (Su) As a free action, a deva can surround itself with a nimbus of light that has a radius

of 20 feet. This aura acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a 6th level sorcerer.

The aura can be dispelled, but the deva can create it again as a free action on its next turn.

Soothing Presence of Nature (Ex) Movanic devas have a calm spirit that is pleasing to inhabitants of the natural world. Unless magically compelled to do so, no plant or animal will attack a movanic deva.

Description As the most numerous and weakest of their kind, movanic devas serve proudly as infantry against the hordes of evil. Tasked with serving the needs of the Positive Energy Plane, the Negative Energy Plane, and the Material Plane, some movanic devas consider themselves more worldly than their astral and monadic counterparts, since their travels grant them a better grasp of mortal affairs.

Slender and exceedingly agile, movanic devas have milky white skin and silvery hair and eyes. When at peace among mortals, they prefer to take the form of a humanoid or animal.

Sources movanic deva (Fiend Folio)

ENCOUNTER 6

BULEZAU

CR 9

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Abyssal, Common; telepathy 30 ft.

AC 21, touch 11, flat-footed 19

(-1 size, +2 Dex, +10 natural)

hp 115 (10 HD); DR 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 20

Fort +14, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)

Melee* huge +1 *ranseur* +12/+7 (3d6+2/19-20/x3) and Tail +9 (1d8+7) or

Melee* gore +11 (2d6+10) and 2 claws +9 (1d6+7) and tail +9 (1d8 +7)

*Attacks include the Power Attack feat

Space 10 ft.; **Reach** 10 ft. (20 ft. with ranseur)

Base Atk +10; **Grp** +20

Atk Options Power Attack, blood frenzy

Special Actions powerful charge, *summon tanar'ri*

Spell-Like Abilities (CL 10th):

At will — *command* (DC 11), *greater teleport* (self plus 50 pounds of objects only), *see invisibility*, *solid fog*, *telekinesis* (DC 15)

3/day — *fear* (DC 15)

1/day — *shout* (DC 14)

‡ Already cast

Abilities Str 22, Dex 14, Con 24, Int 6, Wis 12, Cha 10

SQ wield oversize weapon

Feats Improved Critical (ranseur), Multiattack, Power Attack, Weapon Focus (ranseur)

Skills Climb +19, Intimidate +13, Jump +19, Listen +14, Spot +14, Swim +19

Blood Frenzy (Ex) A bulezau that takes damage in combat can fly into a frenzy in the following round,

attacking madly until either it or its opponent is dead. It gains +2 Strength and Constitution, and it takes a -2 penalty to Armor Class. A bulezau cannot end its frenzy voluntarily.

Powerful Charge (Ex) A bulezau typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows a bulezau to make a single gore attack with a +2 attack bonus that deals 4d6+9 points of damage.

Wield Oversize Weapon (Ex) A bulezau is skilled at wielding weapons one size category larger than itself and does not take any penalties when fighting with such weapons.

Summon Tanar'ri (Sp) Once per day, a bulezau can attempt to summon 1d6 dretches or 1d4 rutterkin with a 50% chance of success. This ability is the equivalent of a 3rd level spell (CL 10th).

Skills

Description The demon's flesh festers with open sores. Its tall, gaunt frame is festooned with patches of short bristles. It has the head of a large, sickly ram with massive curved horns, rheumy eyes, and froth-caked lips stretched over thin, needlelike fangs. Its snakelike tail writhes, the tip a twisted tangle of metallic spines. Despite its emaciated form, the beast wields a great ranseur far too large for its size, and with unnerving grace.

Sources bulezau (Fiendish Codex I), rutterkin (Fiendish Codex 1)

RUTTERKIN

CR 3

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal; telepathy 100 ft.

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 37 (5 HD); **DR** 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk snap-tong +8 (1d10+3) or

Melee 2 claws +7 (1d6+2)

Ranged tri-blade +7 (2d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options snap-tong grapple

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will — *darkness*, *cause fear* (DC 11)

1/day — *desecrate*

† Already cast

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

Feats Exotic Weapon Proficiency (nap-tong), Exotic Weapon Proficiency (tri-blade)

Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

Summon Tanar'ri (Sp) Once per day, a rutterkin can attempt to summon 1 rutterkin or 1d6 dretch with a

35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Skills

Description This hunched and misshapen figure stands 6 feet tall. Its features are asymmetrical and deformed, and its mottled green and violet skin is hairless except for one or two uncomfortable looking patches of wiry bristles. The fiend has an elongated head with tiny red eyes that swell with hate.

Sources rutterkin (Fiendish Codex I), snap-tong (Fiendish Codex I), tri-blade (Fiendish Codex I)

APPENDIX 5 – APL 12

ENCOUNTER 2B

NAZTHARUNE RAKSHASA CR 11

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +19

Languages Common, Infernal, Undercommon

AC 25, touch 15, flat-footed 20

(+5 Dex, +5 armor, +5 natural); deflect 1/round, improved uncanny dodge, uncanny dodge

Miss Chance

hp 93 (11 HD); **DR** 15/good and piercing

Resist evasion, improved evasion; **SR** 21

Fort +11, **Ref** +12, **Will** +7

Speed 40 ft. (8 squares)

Melee +1 *brutal surge feycraft cold iron longsword* +15/+10/+5 (1d6+3/19-20) and

+1 *deflecting flaming surge short sword* +16 (1d6+2/19-20) or

Melee 2 claws +16 (1d4+2) or

Ranged comp. shortbow [+2] +16/+11/+6 (1d6+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options brutal surge 1/day, flaming surge 4/day, sneak attack +6d6

Special Actions hide in plain sight, shadow jump

Combat Gear +1 *easy traveling feycraft mithral chain shirt, mantle of second chances, 2 oil of align weapon (evil), 2 oil of align weapon (good)*

Abilities Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15

SQ detect thoughts, change shape

Feats Improved Initiative, Two-Weapon fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +21, Bluff +20, Diplomacy +4, Disguise +20 (+22 acting), Escape Artist +19, Hide +19, Intimidate +4, Jump +8, Listen +14, Move Silently +19, Search +16, Spot +19, Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings)

Possessions combat gear plus *eyes of the eagle*

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

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

Evasion (Ex) If a naztharune rakshasa is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage on a successful saving throw.

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

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

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

Shadow Jump (Su) A naztharune rakshasa has the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A naztharune can jump up to 20 feet each day in this way, this can be a single jump of 20 feet or two jumps of 10 feet each.

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

Uncanny Dodge (Ex) A naztharune rakshasa can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed.

Skills A naztharune rakshasa has a +4 racial bonus on Bluff checks and Disguise checks. When using change shape, a naztharune rakshasa gains an additional +10 circumstance bonus on Disguise checks. If it is reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increase by a further +4. The delicate beauty of a feycraft shield or suit of armor makes the wearer feel more confident, granting her a +1 bonus on Bluff checks made to deceive another creature with words. This bonus does not apply to any other use of the Bluff skill, such as for feinting.

Description This being is garbed in dark clothing. Its body seems mostly human except for a luxurious coat of black fur and its black, tigerlike head.

Sources *brutal surge* (Dungeon Master's Guide II), *deflecting* (Complete Warrior), *easy traveling* (Heroes of Battle), *feycraft* (Dungeon Master's Guide II), *flaming surge* (Dungeon Master's Guide II), *mantle of second chances* (Dungeon Master's Guide II), naztharune rakshasa (Monster Manual III)

NAZTHARUNE RAKSHASA LEADER CR 11

LE Medium outsider (native)

Init +9; **Senses** darkvision 60 ft.; Listen +14, Spot +19

Languages Common, Infernal, Undercommon

AC 25, touch 15, flat-footed 20

(+5 Dex, +5 armor, +5 natural); deflect 1/round, improved uncanny dodge, uncanny dodge

Miss Chance

hp 93 (11 HD); DR 15/good and piercing. ½ damage from constriction and falling damage

Resist evasion, improved evasion; **SR** 21

Fort +11, **Ref** +12, **Will** +7; +2 against fire and heat

Speed 40 ft. (8 squares)

Melee +1 *ghost strike hellforged short sword* +16/+11/+6 (1d6+3/19-20) and

+1 *illusion bane short sword* +16 (1d6+2/19-20) or

Melee 2 claws +16 (1d4+2)

Ranged comp. shortbow [+2] +16/+11/+6 (1d6+2/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +13

Atk Options +1 damage to flanked opponent, dispel illusion 1/day, sneak attack incorporeal undead with main hand weapon, no miss chance due to illusion magic with off-hand weapon, sneak attack +6d6

Special Actions hide in plain sight, shadow jump

Combat Gear +1 *anti-impact fire shaped mithral chain shirt*, *mantle of second chances*, 2 *oil of align weapon (evil)*, 2 *oil of align weapon (good)*

Abilities Str 14, Dex 20, Con 18, Int 15, Wis 11, Cha 15

SQ detect thoughts, change shape

Feats Improved Initiative, Two-Weapon fighting, Weapon Finesse, Weapon Focus (short sword)

Skills Balance +21, Bluff +20, Diplomacy +4, Disguise +20 (+22 acting), Escape Artist +19, Hide +19, Intimidate +4, Jump +8, Listen +14, Move Silently +19, Search +16, Spot +19, Survival +0 (+2 following tracks), Tumble +21, Use Rope +5 (+7 bindings)

Possessions combat gear plus *eyes of the eagle*

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

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Uncanny Dodge (Ex) A naztharune rakshasa can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed.

Skills A naztharune rakshasa has a +4 racial bonus on Bluff checks and Disguise checks. When using change shape, a naztharune rakshasa gains an additional +10 circumstance bonus on Disguise checks. If it is reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increase by a further +4.

Description This being is garbed in dark clothing. Its body seems mostly human except for a luxurious coat of black fur and its black, tigerlike head.

Sources *anti-impact* (Complete Warrior), *fireshaped* (Dungeon Master's Guide II), *ghost strike* (Libris Mortis), *hellforged* (Dungeon Master's Guide II), *illusion bane* (Dungeon Master's Guide II), *mantle of second chances* (Dungeon Master's Guide II), naztharune rakshasa (Monster Manual III)

ENCOUNTER 5

MONADIC DEVA

CR 12

LG Medium outsider (extraplanar, good)

Init +7; **Senses** darkvision 60 ft., low-light vision; Listen +16, Spot +16

Aura protective aura

Languages Celestial, Infernal, Draconic; can speak with any creature that has a language as with *tongues* (CL 14th, always active)

AC 25, touch 13, flat-footed 22

(+3 Dex, +12 natural); improved uncanny dodge, uncanny dodge

hp 95 (10 HD); DR 10/evil

Immune acid, cold, electricity, deliverance from death, elemental ease, petrification

SR 22

Fort +12 (+16 against poison), **Ref** +10, **Will** +10

Speed 40 ft. (8 squares), fly 90 ft. (good)

Melee *mace of smiting* +15/+10 (1d8+7)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +15

Atk Options Cleave, Great Cleave, Power Attack

Spell-Like Abilities (CL 11th):

At will — *aid*, *charm monster* (elementals only) (DC 18), *consecrate*, *continual flame*, *create food and water*, *death ward*, *detect evil*, *discern lies*, *hold monster* (DC 19), *mirror image*, *polymorph self*, *protection from arrows*

3/day — *atonement*, *cure serious wounds*, *daylight*, *dispel magic*, *divination*, *ethereal jaunt*, *hallow*, *holy aura* (DC 22), *holy smite* (DC 18), *neutralize poison*, *plane shift*, *remove curse*, *remove disease*, *remove fear*

1/day — *commune*, *dispel evil*, *raise dead*

† Already cast

Abilities Str 20, Dex 16, Con 20, Int 17, Wis 17, Cha 19

Feats Cleave, Great Cleave, Improved Initiative, Power Attack

Skills Balance +16, Concentration +18, Diplomacy +19, Intimidate +13, Knowledge (arcana) +16, Knowledge (architecture and engineering) +16, Knowledge (the planes) +16, Listen +16, Sense Motive +16, Spellcraft +16, Spot +16

Deliverance From Death (Ex) Monadic devas are immune to all death spells and magical death effects. They are likewise immune to ability damage, ability drain, and energy drain.

Elemental Ease (Ex) Monadic devas are immune to the deleterious effects of elemental traits of air-dominant, earth-dominant, fire-dominant, and water-dominate planes (see Chapter 1 of *Manual of the Planes*). They can breathe in any environment as if wearing a *necklace of adaptation*.

Improved Uncanny Dodge (Ex) A monadic deva cannot be flanked except by a rogue of at least 14th level.

Protective Aura (Su) As a free action, a deva can surround itself with a nimbus of light that has a radius of 20 feet.. This aura acts as a double-strength *magic circle against evil* and as a *lesser globe of invulnerability*, both as cast by a 10th level sorcerer. The aura can be dispelled, but the deva can create it again as a free action on its next turn.

Uncanny Dodge (Ex) A monadic deva can react to danger before its senses would normally allow it to do so. It retains its Dexterity bonus to AC even when caught flat-footed.

Description By far the most stoic of their kind, monadic devas keep an eye on the Ethereal Plane and the Elemental Planes at the request of their heavenly masters. This assignment has granted them heroic patience and a greater appreciation for balance than found among their counterparts. The bulk of neutral good devas come from the ranks of the monadics.

Monadic devas have dark brown skin, jet hair, and piercing green eyes.

Sources monadic deva (Fiend Folio)

ENCOUNTER 6

CHASME

CR 10

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Aura fear (5-ft. radius, Will DC 16)

Languages Abyssal, Celestial, Common; telepathy 100 ft.

AC 26, touch 12, flat-footed 23

(-1 size, +3 Dex, +14 natural)

hp 76 (9 HD); **DR** 10/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 21

Fort +10, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares), climb 30 ft., fly 50 ft. (perfect); Flyby Attack

Melee 2 claws +17 (1d6+4 plus wounding) and bite +15 (1d8+2 plus wounding) and gore +15 (1d8+2 plus wounding)

Space 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +17

Atk Options Flyby Attack, Power Attack

Special Actions drone, *summon tanar'ri*

Spell-Like Abilities (CL 9th):

At will — *contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport* (self only plus 50 pounds of objects only), *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day — quickened *ray of enfeeblement* (+11 ranged touch)

1/day — *unholy aura* (DC 20)

† Already cast

Abilities Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

Feats Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

Skills Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

Drone (Su) As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds. Creatures immune to sleep effects are immune to this effect. The save DC is Charisma-based.

Fear Aura (Su) As a swift action, a chasme can create an aura of fear in a 5-foot radius around it. This effect is otherwise identical to the *fear* spell (CL 12th, Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours. The save DC is Charisma-based.

Summon Tanar'ri (Sp) Once per day, a chasme can attempt to summon 1d4 rutterkins or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

Wounding (Ex) A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

Skills

Description This large, flylike demon has buzzing wings and six limbs, two of which end in long, thin-fingered hands. Its head is vaguely humanoid, with a large hooked horn where its nose should be. Tufts of hair sprout between the black plates covering its insect flesh.

Sources chasme (Fiendish Codex I), rutterkin (Fiendish Codex 1)

RUTTERKIN

CR 3

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +2; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Abyssal; telepathy 100 ft.

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 37 (5 HD); DR 5/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 14

Fort +7, **Ref** +6, **Will** +5

Speed 20 ft. (4 squares)

Melee mwk snap-tong +8 (1d10+3) or

Melee 2 claws +7 (1d6+2)

Ranged tri-blade +7 (2d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +5; **Grp** +7

Atk Options snap-tong grapple

Special Actions *summon tanar'ri*

Spell-Like Abilities (CL 6th):

At will — *darkness*, *cause fear* (DC 11)

1/day — *desecrate*

† Already cast

Abilities Str 14, Dex 15, Con 17, Int 9, Wis 12, Cha 10

Feats Exotic Weapon Proficiency (nap-tong), Exotic Weapon Proficiency (tri-blade)

Skills Balance +4, Climb +10, Intimidate +8, Jump +12, Listen +9, Move Silently +10, Spot +9, Tumble +12

Summon Tanar'ri (Sp) Once per day, a rutterkin can attempt to summon 1 rutterkin or 1d6 dretch with a 35% chance of success. This ability is the equivalent of a 3rd-level spell (CL 5th).

Skills

Description This hunched and misshapen figure stands 6 feet tall. Its features are asymmetrical and deformed, and its mottled green and violet skin is hairless except for one or two uncomfortable looking patches of wiry bristles. The fiend has an elongated head with tiny red eyes that swell with hate.

Sources rutterkin (Fiendish Codex I), snap-tong (Fiendish Codex I), tri-blade (Fiendish Codex I)

APPENDIX 6 – OPTIONAL ENCOUNTER

APL 2

GITHYANKI WARRIOR **CR 3**
Male githyanki fighter 2
LE Medium humanoid (extraplanar)
Init +2; **Senses** darkvision 60 ft.; Listen +0, Spot +2
Languages Common, Gith

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor); Dodge
hp 22 (2 HD)
SR 7
Fort +6, **Ref** +2, **Will** +0

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.
Melee +1 *greatsword* +6 (2d6+4/19-20) or
Melee longsword +4 (1d8+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options Power Attack
Combat Gear breastplate, heavy wooden shield, dagger.
Spell-Like Abilities (CL 2nd):
3/day — *daze* (DC 9), *mage hand*
‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 8
Feats Dodge, Power Attack, Weapon Focus (greatsword)
Skills Ride +7, Spot +2

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

APL 4

GITHYANKI WARRIOR **CR 4**
Male githyanki fighter 3
LE Medium humanoid (extraplanar)
Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +2
Languages Common, Gith

AC 18, touch 12, flat-footed 15
(+2 Dex, +6 armor); Dodge, Mobility
hp 31 (3 HD)
SR 8
Fort +6, **Ref** +3, **Will** +1

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.
Melee +1 *greatsword* +7 (2d6+4/19-20) or
Melee mwk longsword +6 (1d8+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +5
Atk Options Power Attack

Combat Gear +1 *breastplate*, heavy wooden shield, dagger, *ring of protection* +1.

Spell-Like Abilities (CL 3rd):
3/day — *daze* (DC 9), *mage hand*
‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 8
Feats Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (greatsword)
Skills Ride +9, Spot +2

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

GITHYANKI ROGUE **CR 4**
Male githyanki rogue 3
LE Medium humanoid (extraplanar)
Init +6; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Common, Gith

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)
hp 23 (3 HD)
Resist evasion, trap sense +1; **SR** 7
Fort +4, **Ref** +5, **Will** +1

Speed 30 ft.
Melee +1 *greatsword* +5 (2d6+4/19-20) or
Melee mwk short sword +5 (1d6+2/19-20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +4
Atk Options sneak attack +2d6
Combat Gear +1 *chain shirt*, dagger
Spell-Like Abilities (CL 3rd):
3/day — *daze* (DC 9), *mage hand*
‡ Already cast

Abilities Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 8
Feats Improved Initiative, Martial Weapon Proficiency (greatsword)
Skills Balance +9, Escape Artist +7, Hide +7, Jump +9, Listen +6, Move Silently +7, Spot +6, Tumble +9

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

Sneak Attack (Ex) If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex) Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +1 (Ex) A rogue gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

APL 6

GITHYANKI WARRIOR

CR 7

Male githyanki fighter 6

LE Medium humanoid (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +4

Languages Common, Gith

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection); Dodge, Mobility

hp 58 (6 HD)

SR 11

Fort +7, **Ref** +4, **Will** +2

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *greatsword* +11 (2d6+7/19-20) or

Melee mwk longsword +10 (1d8+3/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +9

Atk Options Cleave, Power Attack, Spring Attack

Combat Gear +1 *breastplate*, dagger, heavy wooden shield, *ring of protection* +1.

Spell-Like Abilities (CL 6th):

3/day — *daze* (DC 9), *mage hand*

‡ Already cast

Abilities Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 8

Feats Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Handle Animal +0, Ride +9, Spot +4

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed.

Githyanki favor ornate and complex clothing and weapons.

GITHYANKI ROGUE

CR 7

Male githyanki rogue 6

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +9, Spot +9

Languages Common, Gith

AC 19, touch 14, flat-footed 16

(+3 Dex, +5 armor, +1 deflection); Uncanny Dodge

hp 44 (6 HD)

Resist evasion, trap sense +2; **SR** 11

Fort +4, **Ref** +5, **Will** +1

Speed 30 ft.

Melee +1 *greatsword* +8 (2d6+4/19-20) or

Melee mwk short sword +7 (1d6+2/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +6

Atk Options sneak attack +3d6

Combat Gear +1 *chain shirt*, dagger, *ring of protection* +1.

Spell-Like Abilities (CL 6th):

3/day — *daze* (DC 9), *mage hand*

‡ Already cast

Abilities Str 15, Dex 16, Con 16, Int 10, Wis 10, Cha 8

Feats Improved Initiative, Martial Weapon Proficiency (greatsword), Weapon Focus (greatsword)

Skills Balance +13, Escape Artist +11, Hide +11, Jump +12, Listen +9, Move Silently +11, Spot +9, Tumble +13

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

Sneak Attack (Ex) If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex) Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +2 (Ex) A rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) A rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

APL 8

GITHYANKI WARRIOR CR 9

Male githyanki fighter 4/barbarian 1/exotic weapon master 1/occult slayer 2

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gith

AC 21, touch 14, flat-footed 18
(+3 Dex, +7 armor, +1 deflection)

hp 74 (8 HD)

Resist mind over magic; **SR** 13

Fort +11, **Ref** +4, **Will** +3; magical defense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *bastard sword* +13/+8 (1d10+9/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +11

Atk Options Cleave, Power Attack, rage, vicious strike, weapon bond

Combat Gear +2 *breastplate*, dagger, heavy wooden shield, *ring of protection* +1.

Spell-Like Abilities (CL 8th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*

‡ Already cast

Abilities Str 16, Dex 16, Con 16, Int 12, Wis 8, Cha 8

Feats Cleave, Exotic Weapon Proficiency (*bastard sword*), Improved Initiative, Power Attack, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*)

Skills Knowledge (arcana) +5, Spellcraft +4, Craft (weaponsmithing) +4

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1.

Mind over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (CL 7th). An occult slayer can use this ability once per day.

Rage (Ex) 1/day – Str 20, Con 20, 90 hp, AC 19, melee +1 *bastard sword* +15/+10 (d10+13/19-20), Fort +13, Will +5.

Uncanny Blow (Ex) When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x 1½. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Vicious Strike (Ex) An occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

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

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

Sources exotic weapon master (Complete Warrior), occult slayer (Complete Warrior)

GITHYANKI ROGUE CR 9

Male githyanki rogue 8

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +11, Spot +11

Languages Common, Gith

AC 19, touch 14, flat-footed 16
(+3 Dex, +6 armor, +1 deflection); Improved Uncanny Dodge, Uncanny Dodge

hp 58 (8 HD)

Resist evasion, trap sense +2; **SR** 13

Fort +5, **Ref** +9, **Will** +2

Speed 30 ft.

Melee +1 *bastard sword* +11/+6 (1d10+7/19-20) or

Melee mwk short sword +10 (1d6+4/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +10

Atk Options sneak attack +4d6

Combat Gear +2 *chain shirt*, dagger, *gauntlets of ogre power*, *ring of protection* +1.

Spell-Like Abilities (CL 8th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*

‡ Already cast

Abilities Str 16 (18), Dex 16, Con 16, Int 10, Wis 10, Cha 8

Feats Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)

Skills Balance +15, Escape Artist +13, Hide +13, Jump +16, Listen +11, Move Silently +13, Spot +11, Tumble +15

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex) A rogue can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker is at least a 12th level rogue.

Sneak Attack (Ex) If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex) Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +2 (Ex) A rogue gains a +2 bonus on Reflex saves made to avoid traps and a +2 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) A rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

APL 10

GITHYANKI WARRIOR

CR 11

Male githyanki fighter 4/barbarian 1/exotic weapon master 1/occult slayer 4
LE Medium humanoid (extraplanar)

Init +7; **Senses** auravision, darkvision 60 ft.; Listen -1, Spot -1

Languages Common, Draconic, Gith

AC 21, touch 14, flat-footed 18

(+3 Dex, +7 armor, +1 deflection)

hp 98 (10 HD)

Resist mind over magic, nondetection cloak; **SR** 15

Fort +13, **Ref** +5, **Will** +4; magical defense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *bastard sword* +16/+11 (1d10+11/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +10; **Grp** +14

Atk Options Cleave, Improved Bull Rush, Power Attack, rage, vicious strike, weapon bond

Combat Gear *amulet of health* +2, +2 *breastplate*, dagger, *gauntlets of ogre power*, heavy wooden shield, *ring of protection* +1.

Spell-Like Abilities (CL 10th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)

1/day — *plane shift*

‡ Already cast

Abilities Str 16 (18), Dex 16, Con 16 (18), Int 12, Wis 8, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Knowledge (arcana) +7, Spellcraft +6, Craft (weaponsmithing) +4

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

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +2.

Mind over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (CL 9th). An occult slayer can use this ability once per day.

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

Rage (Ex) 1/day — Str 22, Con 22, 118 hp, AC 19, melee +1 *bastard sword* +18/+11 (d10+15/19-20), Fort +15, Will +6.

Uncanny Blow (Ex) When wielding a one-handed exotic melee weapon in two hands, the character can

focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x 1½. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Vicious Strike (Ex) An occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

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

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

Sources exotic weapon master (Complete Warrior), occult slayer (Complete Warrior)

GITHYANKI ROGUE

CR 11

Male githyanki rogue 10

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Common, Gith

AC 19, touch 14, flat-footed 16

(+3 Dex, +6 armor, +1 deflection); Dodge, Improved Uncanny Dodge, Uncanny Dodge

hp 91 (10 HD)

Resist evasion, trap sense +3; **SR** 15

Fort +10, **Ref** +12, **Will** +5; slippery mind

Speed 30 ft.

Melee +2 *bastard sword* +15/+10 (1d10+9/19-20) or

Melee mwk short sword +13/+8 (1d6+5/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +10

Atk Options sneak attack +5d6

Combat Gear *amulet of health* +4, *belt of giant strength* +4, +2 *chain shirt*, *cloak of resistance* +2, *dagger*, *ring of protection* +1.

Spell-Like Abilities (CL 10th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)

1/day — *plane shift*

‡ Already cast

Abilities Str 16 (20), Dex 16, Con 16 (20), Int 10, Wis 10, Cha 8

Feats Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)

Skills Balance +17, Escape Artist +15, Hide +15, Jump +19, Listen +13, Move Silently +15, Spot +13, Tumble +17

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex) A rogue can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker is at least a 14th level rogue.

Slippery Mind (Ex) This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with a slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Sneak Attack (Ex) If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex) Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +3 (Ex) A rogue gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) A rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed.

Githyanki favor ornate and complex clothing and weapons.

APL 12

HALF-RED DRAGON GITHYANKI CR 14

Male githyanki fighter 4/barbarian 1/exotic weapon master 1/occult slayer 5

LE Medium dragon (extraplanar)

Init +7; **Senses** auravision, darkvision 60 ft., low-light vision; Listen -1, Spot -1

Languages Common, Draconic, Gith

AC 25, touch 14, flat-footed 22

(+3 Dex, +7 armor, +1 deflection, +4 natural)

hp 116 (11 HD)

Immune fire, blank thoughts, paralysis, *sleep*.

Resist mind over magic, nondetection cloak; **SR** 16

Fort +15, **Ref** +7, **Will** +7; magical defense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 *vicious bastard sword* +17/+12/+7 (1d10+11 plus 2d6/19-20) or

Melee 2 claws +15 (1d6+4) and bite +10 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +11; **Grp** +15

Atk Options Cleave, Improved Bull Rush, Power Attack, breath weapon, rage, vicious strike, weapon bond

Combat Gear *amulet of health* +2, +2 *breastplate*, dagger, *cloak of resistance* +2, *gauntlets of ogre power*, heavy wooden shield, *ring of protection* +1.

Spell-Like Abilities (CL 11th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)

1/day — *plane shift*

† Already cast

Abilities Str 16 (18), Dex 16, Con 16 (18), Int 12, Wis 8, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Knowledge (arcana) +8, Spellcraft +8, Craft (weaponsmithing) +4

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

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

Breath Weapon (Su) 1/day 30-foot cone of fire, 6d8 damage, Reflex save DC 12 for half.

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests

itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +3.

Mind over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (CL 10th). An occult slayer can use this ability twice per day.

Nondetection Cloak (Su) An occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (CL 5th), except that it affects only the occult slayer and her possessions.

Rage (Ex) 1/day — Str 22, Con 22, 138 hp, AC 23, melee +1 *vicious bastard sword* +19/+14/+9 (d10+15 plus 2d6/19-20), or 2 claws +17 (1d6+6) and bite +12 (1d4+3), Fort +17, Will +9, breath weapon DC 14.

Uncanny Blow (Ex) When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x 1½. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Vicious Strike (Ex) An occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

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

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

Sources exotic weapon master (Complete Warrior, occult slayer (Complete Warrior)

GITHYANKI ROGUE

CR 12

Male githyanki rogue 11

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Common, Gith

AC 19, touch 14, flat-footed 16

(+3 Dex, +6 armor, +1 deflection); Dodge, Improved Uncanny Dodge, Uncanny Dodge

hp 100 (11 HD)**Resist** evasion, trap sense +3; **SR** 16**Fort** +10, **Ref** +12, **Will** +5; slippery mind

Speed 30 ft.**Melee** +2 *bastard sword* +16/+11 (1d10+9/19-20) or**Melee** mwk short sword +14/+9 (1d6+5/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +11**Atk Options** sneak attack +6d6**Combat Gear** *amulet of health* +4, *belt of giant strength* +4, +2 *chain shirt*, *cloak of resistance* +2, dagger, *ring of protection* +1.**Spell-Like Abilities** (CL 11th):3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)1/day — *plane shift*‡ Already cast

Abilities Str 16 (20), Dex 16, Con 16 (20), Int 10, Wis 10, Cha 8**Feats** Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Weapon Focus (bastard sword)**Skills** Balance +18, Escape Artist +16, Hide +16, Jump +20, Listen +14, Move Silently +16, Spot +14, Tumble +18

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.**Improved Uncanny Dodge (Ex)** A rogue can no longer be flanked. This defense denies another rogue the ability to sneak attack the character by flanking her, unless the attacker is at least a 14th level rogue.**Slippery Mind (Ex)** This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with a slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.**Sneak Attack (Ex)** If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.**Trapfinding (Ex)** Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only

rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +3 (Ex) A rogue gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.**Uncanny Dodge (Ex)** A rogue can react to danger before her senses would normally allow her to do so.

She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

APL 14

HALF-RED DRAGON GITHYANKI **CR 16**

Male githyanki fighter 6/barbarian 1/exotic weapon master 1/occult slayer 5

LE Medium dragon (extraplanar)

Init +7; **Senses** auravision, darkvision 60 ft., low-light vision; Listen -1, Spot -1**Languages** Common, Draconic, Gith

AC 26, touch 14, flat-footed 23

(+3 Dex, +8 armor, +1 deflection, +4 natural)

hp 136 (13 HD)**Immune** fire, blank thoughts, paralysis, *sleep*.**Resist** mind over magic, nondetection cloak; **SR** 18**Fort** +17, **Ref** +9, **Will** +9; magical defense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.**Melee** +1 *vicious bastard sword* +19/+14/+9 (1d10+11 plus 2d6/17-20) or**Melee** 2 claws +17 (1d6+4) and bite +12 (1d4+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +17**Atk Options** Cleave, Improved Bull Rush, Power Attack, Shock Trooper, breath weapon, rage, vicious strike, weapon bond**Combat Gear** *amulet of health* +2, +3 *breastplate*, dagger, *cloak of resistance* +3, *gauntlets of ogre power*, heavy wooden shield, *ring of protection* +1.**Spell-Like Abilities** (CL 13th):3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)1/day — *plane shift*‡ Already cast

Abilities Str 17 (19), Dex 16, Con 16 (18), Int 12, Wis 8, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Critical (bastard sword), Improved Initiative, Power Attack, Shock Trooper, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Jump +1, Knowledge (arcana) +8, Spellcraft +8, Craft (weaponsmithing) +4

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

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

Breath Weapon (Su) 1/day 30-foot cone of fire, 6d8 damage, Reflex save DC 12 for half.

Magical Defense (Ex) An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +3.

Mind over Magic (Su) An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (CL 10th). An occult slayer can use this ability twice per day.

Nondetection Cloak (Su) An occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (CL 5th), except that it affects only the occult slayer and her possessions.

Rage (Ex) 1/day – Str 23, Con 22, 162 hp, AC 24, melee +1 vicious bastard sword +21/+16/+11 (d10+15 plus 2d6/17-20), or 2 claws +19 (1d6+6) and bite +14 (1d4+3), Fort +19, Will +11, Jump +3, breath weapon DC 14.

Uncanny Blow (Ex) When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x 1½. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Vicious Strike (Ex) An occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

Weapon Bond (Su) An occult slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spellcaster or a

creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else – no adventuring) to create a new weapon bond).

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Sources exotic weapon master (Complete Warrior), occult slayer (Complete Warrior), shock trooper (Complete Warrior)

GITHYANKI ROGUE

CR 14

Male githyanki rogue 13

LE Medium humanoid (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Common, Gith

AC 23, touch 14, flat-footed 20

(+3 Dex, +9 armor, +1 deflection); Dodge, Improved Uncanny Dodge, Mobility, Uncanny Dodge

hp 118 (11 HD)

Resist evasion, trap sense +4; **SR** 18

Fort +11, **Ref** +13, **Will** +6; slippery mind

Speed 30 ft.

Melee +3 bastard sword +18/+13 (1d10+9/19-20) or

Melee mwk short sword +15/+10 (1d6+5/19-20)

Space 5 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +13

Atk Options sneak attack +7d6

Combat Gear *amulet of health* +4, *belt of giant strength* +4, +5 *chain shirt*, *cloak of resistance* +2, dagger, *ring of protection* +1.

Spell-Like Abilities (CL 11th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)

1/day — *plane shift*

† Already cast

Abilities Str 16 (20), Dex 16, Con 16 (20), Int 10, Wis 10, Cha 8

Feats Dodge, Elusive Target, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Mobility, Weapon Focus (bastard sword)

Skills Balance +20, Escape Artist +18, Hide +18, Jump +22, Listen +16, Move Silently +18, Spot +16, Tumble +20

Evasion (Ex) If a rogue is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage on a successful saving throw.

Improved Uncanny Dodge (Ex) A rogue can no longer be flanked. This defense denies another rogue the

ability to sneak attack the character by flanking her, unless the attacker is at least a 14th level rogue.

Slippery Mind (Ex) This ability represents the rogue's ability to wriggle free from magical effects that would otherwise control or compel her. If a rogue with a slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Sneak Attack (Ex) If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. 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. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Trapfinding (Ex) Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 10. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense +4 (Ex) A rogue gains a +3 bonus on Reflex saves made to avoid traps and a +3 dodge bonus to AC against attacks made by traps.

Uncanny Dodge (Ex) A rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

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Sources elusive target (Complete Warrior)

APL 16

HALF-RED DRAGON GITHYANKI CR 16

Male githyanki fighter 6/barbarian 1/exotic weapon master 1/occult slayer 5

LE Medium dragon (extraplanar)

Init +7; **Senses** auravision, darkvision 60 ft., low-light vision; Listen -1, Spot -1

Languages Common, Draconic, Gith

AC 29, touch 14, flat-footed 26

(+3 Dex, +8 armor, +3 shield, +1 deflection, +4 natural)

hp 149 (13 HD)

Immune fire, blank thoughts, paralysis, *sleep*.

Resist mind over magic, nondetection cloak; **SR** 18

Fort +17, **Ref** +9, **Will** +9; magical defense

Speed 20 ft. in breastplate (4 squares), base movement 30 ft.

Melee +1 vicious bastard sword +20/+15/+10 (1d10+13 plus 2d6/17-20) or

Melee 2 claws +18 (1d6+5) and bite +13 (1d4+2)

Space 5 ft.; **Reach** 5 ft.

Base Atk +13; **Grp** +17

Atk Options Cleave, Improved Bull Rush, Power Attack, Shock Trooper, breath weapon, rage, vicious strike, weapon bond

Combat Gear *amulet of health* +4, +1 *animated heavy steel shield*, *belt of giant strength* +4, +3 *breastplate*, dagger, *cloak of resistance* +3, *gauntlets of ogre power*, heavy wooden shield, *ring of protection* +1.

Spell-Like Abilities (CL 13th):

3/day — *blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14)

1/day — *plane shift*

† Already cast

Abilities Str 17 (21), Dex 16, Con 16 (20), Int 12, Wis 8, Cha 8

Feats Cleave, Exotic Weapon Proficiency (bastard sword), Improved Bull Rush, Improved Critical (bastard sword), Improved Initiative, Power Attack, Shock Trooper, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Jump +2, Knowledge (arcana) +8, Spellcraft +8, Craft (weaponsmithing) +4

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

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Breath Weapon (Su) 1/day 30-foot cone of fire, 6d8 damage, Reflex save DC 12 for half.

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Nondetection Cloak (Su) An occult slayer (and any gear she wears or carries) becomes more difficult to

locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a *nondetection* spell (CL 5th), except that it affects only the occult slayer and her possessions.

Rage (Ex) 1/day – Str 25, Con 24, 175 hp, AC 27, melee +1 *vicious bastard sword* +22/+17/+12 (d10+17 plus 2d6/17-20), or 2 claws +20 (1d6+7) and bite +15 (1d4+3), Fort +19, Will +11, Jump +3, breath weapon DC 14.

Uncanny Blow (Ex) When wielding a one-handed exotic melee weapon in two hands, the character can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 instead of his Strength bonus x 1½. If he has the Power Attack feat, he treats the weapon as two-handed for purposes of determining his bonus on damage rolls.

Vicious Strike (Ex) An occult slayer who readies an attack action to disrupt a spellcaster deals double damage if the attack hits.

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

Description Githyanki are tall, gaunt humanoids averaging a little over 6 feet tall and typically weighing around 170 pounds. They have rough, yellow skin and russet hair, which they often pull back into a pair of topknots. Their noses are almost flat, their eyes have a sinister gleam, and their ears are sharply pointed. Githyanki favor ornate and complex clothing and weapons.

Sources exotic weapon master (Complete Warrior, occult slayer (Complete Warrior), shock trooper (Complete Warrior)

DM AID #1: RUMORS OF HOOKHILL

PCs wishing to make Gather Information checks about Hookhill, the Seedy Wench or current happenings thereabout may do so. A DC10 check will reveal one of the following pieces of information (roll randomly or choose one you think is appropriate). If the same PC wishes to gather information more than once, the DC to gather a second rumor increases by 5 with each successive check (though a given PC should never receive the same rumor twice).

1. There is discussion about exploring the sinkhole in Shibolet. No one seems to want to be the one to step up and do it. The weather has been wet and nasty, making the sinkhole even more treacherous, and Knight Field Marshal Envian already has his hands full with rebuilding and keeping the peace, chasing down stragglers from the giant invasion, etc. The mages of Syrloch have been stymied somehow as well, but who knows about wizards anyway?
2. A powerful gnome priest of Garl Glittergold moved out of his longtime home in Hookhill. Some say he left because the church would not ordain him a high priest despite his ability to entreat *miracles* from Garl Glittergold.
3. A sage by the name of Ulstra Starsifter has been making inquiries about an ancient treasure map and signet ring. The name of Elector Xanthmar Wyrmslayer is on the lips of treasure hunters throughout Hookhill, but the sage is being close-mouthed about who her employer is or exactly what she may have discovered.
4. A letter supposedly penned by Trilesimain himself has been stolen from the collection of the sage known as Plajin the Elder. He is offering the sum of 100 golden lions for its safe return. Plajin the Elder is a well-known friend of the Knights of the Watch.
5. The Herdmasters guild continues to rebuild the old keep that lies eight miles northwest of Hookhill. The guild only has two more years to successfully complete the project before the deadline set by the Commandant in 599 CY. If the Herdmaster's can't do it, some other guild will get the charter for the land.
6. People are buzzing about an otherworldly market that has been seen throughout the Flanaess. Sightings have been reported as close as the Wild Coast.

DM AID #2: RULES OF THE PLANES

Sigil

The most famous planar metropolis of all is the city of Sigil. Located at the center of the Outer Planes and built on the inner surface of an enormous ring, Sigil claims to be the true crossroads of the multiverse. The city is ruled by the dreaded Lady of Pain, an enigma credited with enormous power – including the ability to bat divine beings from her realm. Sigil is in the center an infinite plane (the Concordant Domain of the Outlands), floating above an infinitely tall spire and built on the inside of a gigantic hollow ring of unknown material. The place has no sun or moon, and no real “horizon”, and only naïve visitors wonder aloud about what’s on the other side of the ground. A DC 25 Knowledge (the planes) check will reveal this information.

- **Limited Access:** The only way in or out of Sigil is through the city's portals. You can't call or summon creatures into or out of Sigil (even with a *gate* spell), nor can you use *plane shift* to get in or out. You can't use *astral projection*, though, strangely enough, the various teleportation spells work just fine within Sigil itself. Since the city resides on the Outer Planes, no connection to the Ethereal Plane exists. Even the deities themselves can't (or don't want to) overcome these restrictions.
- **Illumination:** Despite the lack of a sun or moon, Sigil enjoys days and nights much like any terrestrial city. In the early hours of the morning, the sky slowly brightens, reaching a peak of illumination as bright as the noonday sun in a mid-latitude city (tempered somewhat by the near-perpetual haze). After peak, the illumination fades over the next several hours until darkness reigns, and then the whole cycle starts over. Over the course of 24 hours, Sigil has about 6 hours of bright light and the same amount of darkness. The rest of the day resembles twilight, allowing beings sensitive or vulnerable to bright light or sunlight the freedom to go about their business with relative ease.

The Astral Plane

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil in the distance, some appearing like thunderheads and others look like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. There are occasional bits of solid matter here, but most of the Astral Plane is an endless, open domain.

The plane has the following traits:

- **Subjective Directional Gravity:** Those traveling through it move by thought. Most of the plane's inhabitants move by merely thinking themselves in a particular direction. This is akin to flight with perfect maneuverability and a maximum speed of 10 feet per point of intelligence. When one is maneuvering through astral space, “up” and “down” are determined solely by the traveler's orientation. Unlike normal flying, climbs and dives on the Astral Plane don't change a character's speed, and there is no minimum speed to avoid a stall. It is possible to double move, but maneuverability drops to average. Four-times movement is possible but drops maneuverability to clumsy. Since there is no gravity combat may occur on all sides. Without gravity to affect it, ranged weapons effectively go on forever. The penalty for each range increment beyond the first is -1 instead of -2. There is no maximum except for the attacker's vision. Travelers on the Astral Plane suffer no penalties to speed for armor or encumbrance, but armor check penalties and arcane spell failure chances still apply.
- **Timeless:** Age, hunger, thirst, poison, and natural healing don't function on the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- **Mildly Neutral-Aligned:** Lawful neutral, chaotic neutral, neutral good and neutral evil characters take a -2 penalty on Charisma-based checks. Lawful good, chaotic good, lawful evil and chaotic evil characters take a -4 penalty on Charisma-based checks.
- **Enhanced Magic:** All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared

and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

Notes: All of the PCs and NPCs in this module are on the Astral Plane in their own physical forms, rather than being in astral form. They can be killed as normal and there is no silver cord. All creatures on the Astral Plane lose their extraplanar subtype, if any. Since spells of the *[Teleportation]* subschool make use of the Astral Plane as a shortcut to simulate instantaneous travel, those spells do not function while on the Astral Plane itself.

The Plane of Law

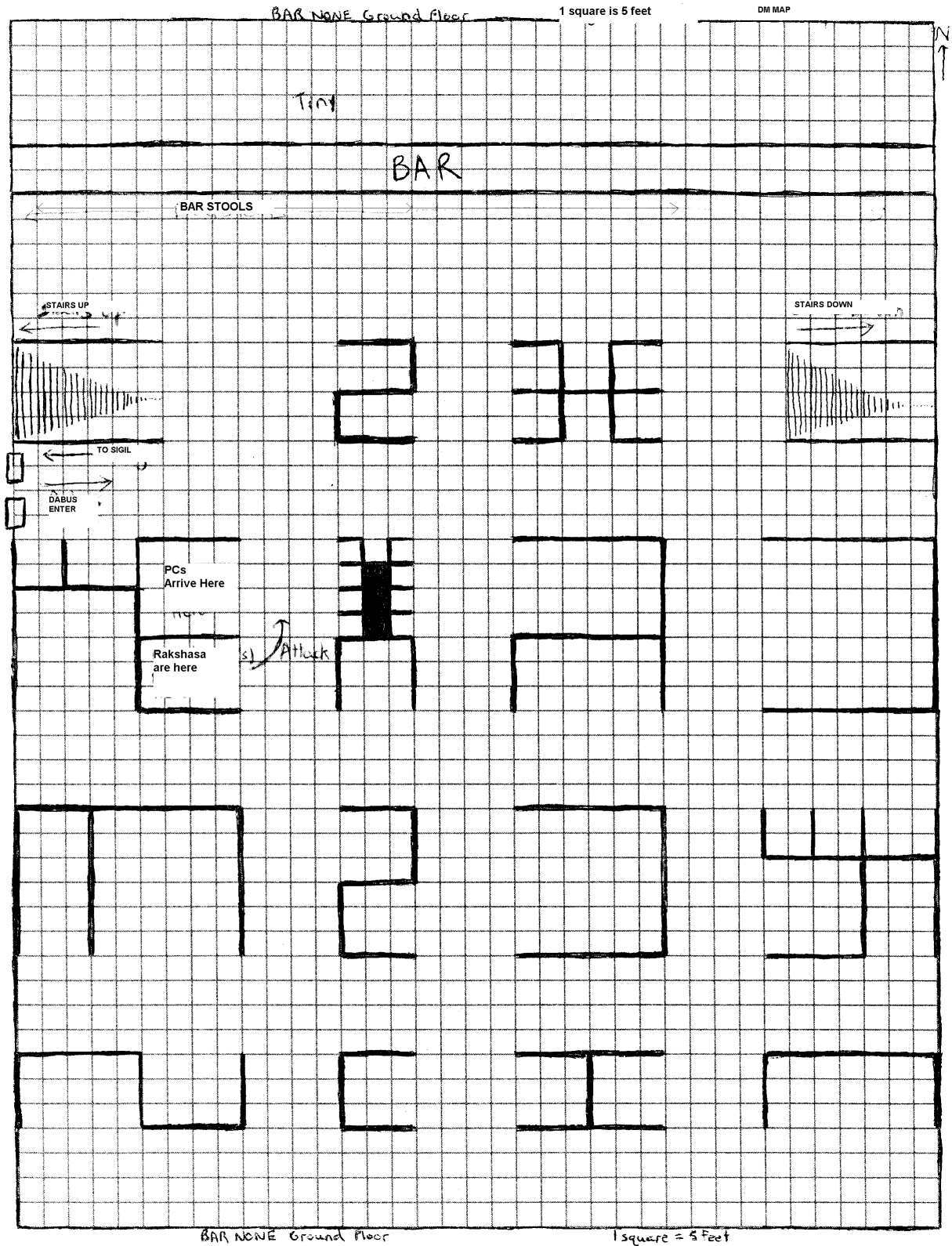
This plane (and the corresponding Plane of Chaos which does not appear in this adventure) exist outside the conventional schema of the multiverse. A DC 30 Knowledge (the planes) check will reveal this information).

- **Normal gravity.**
- **Normal time.**
- **Strongly Law-Aligned:** Chaotic-aligned characters take a –2 penalty on Charisma-based, Intelligence-based and Wisdom-based checks.
- **No Morality:** The moral alignments (Good and Evil) simply do not exist here. Creatures entering the plane are stripped of their moral alignments (this does not cause the loss of any class abilities based on alignment, however). Items and creatures that normally detect as good or evil do not detect as such.
- **Physical Transmogrification:** Creatures entering the Plane of Law have their physical beings modified by the dominant reality of the plane. Lawful beings appear similar to the natives, Neutral beings are hazy and indistinct, and Chaotic creatures are fluid and curved.

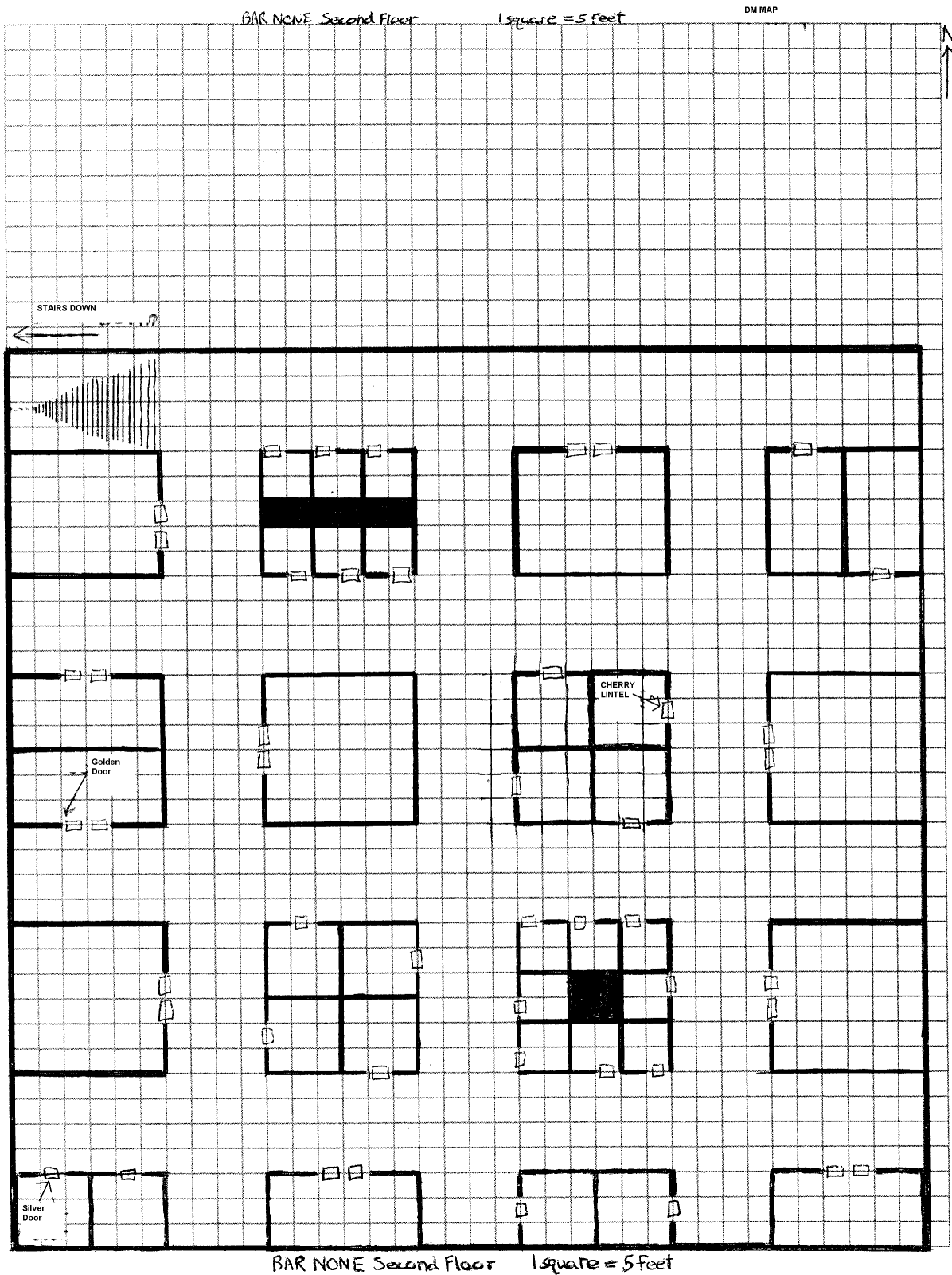
The Abyss

- **Normal gravity.**
- **Normal time.**
- **Finite.**
- **Divinely Morphic:** Entities at least as powerful as lesser gods (in this case including demon lords) can alter the Abyss to suit their whims.
- **Illumination:** Everything on the gloomy 45th layer of the Abyss is somehow doused or subdued, taking on an equally gray pallor. All Move Silently and Hide checks made on the layer gain a +2 circumstance bonus, but because the place does not live long in one's memory, all Knowledge (the planes) checks concerning the layer take a -4 penalty.
- **Mildly Chaos-Aligned and Mildly Evil-Aligned:** Lawful-aligned characters and good-aligned characters take a -2 penalty on Charisma-based checks. Lawful good characters take a -4 penalty on Charisma-based checks.
- **Normal Magic.**

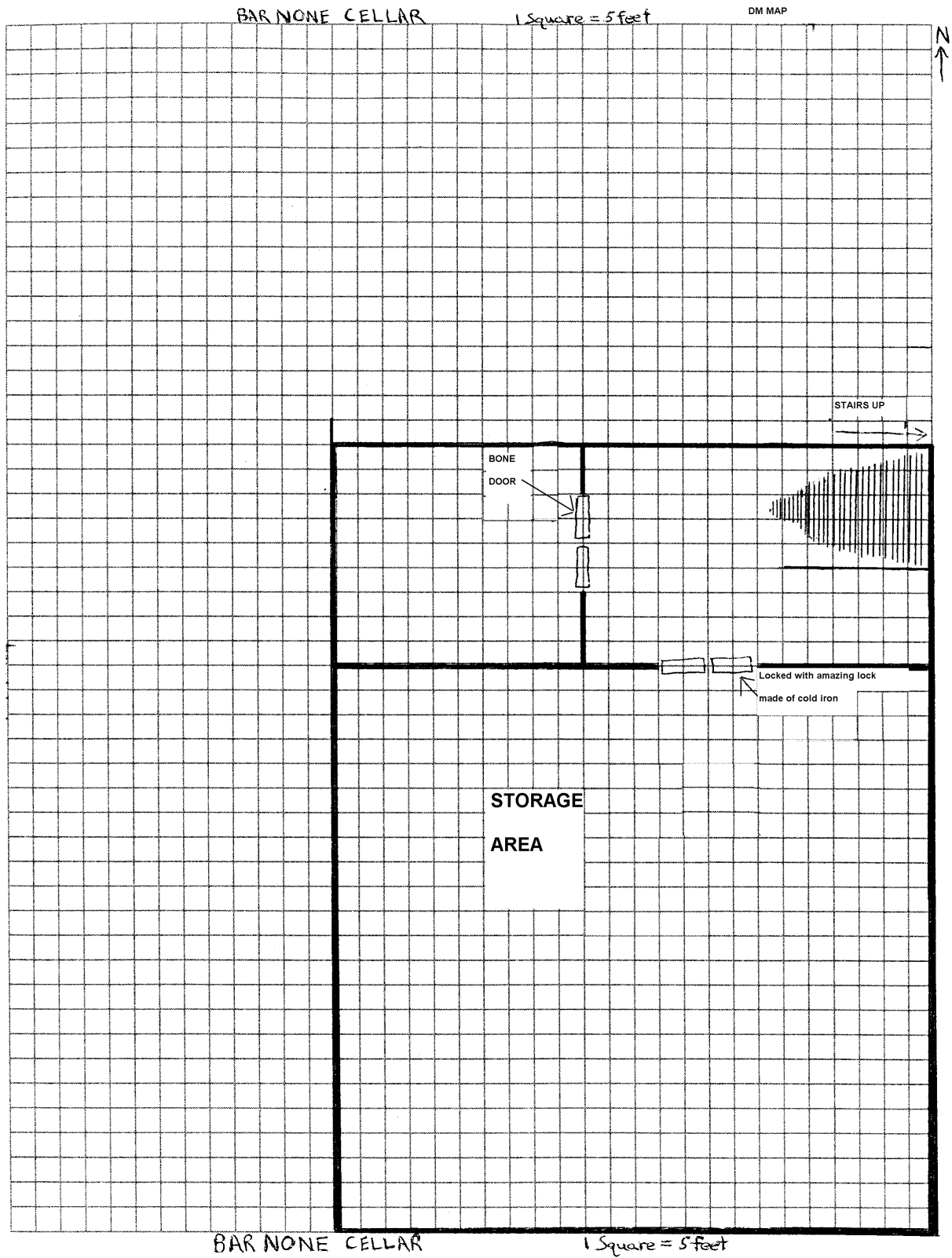
DM AID #3: BAR NONE GROUND FLOOR



DM AID #4: BAR NONE SECOND FLOOR



DM AID #5: BAR NONE CELLAR



DM AID #6: MAIMBUA'S RIDDLE

Stanza 1 tells the PCs what they are going to be doing, which is finding portals and their keys inside the Bar None to find out more information about Commandant Magnus Vrianian.

Hopefully the player's won't need any help with this one.

Stanza 2 refers to a doorway in the inn with a silver cast to it. The portal key is a handful of dust, referring both to the Sea of Dust (the mage is a Suloise wizard) and what time renders living beings. Deciphering these clues will lead the PCs to Encounter 3.

If the PCs need help you can have them make a Knowledge (the planes) check DC 10 to identify the 'plane of silver sky' as the Astral Plane. PCs who have ever been to the Astral Plane receive a +5 bonus on this check. A Knowledge (local – Core) check DC 10, Knowledge (history) DC 15 or Knowledge (arcane) DC 20 will reveal that the 'ancient mage' is most likely a descendent of the Suel Imperium or the ancient Bakluni peoples.

Stanza 3 refers to a doorway in the inn with a golden cast to it. The portal key is a holy symbol of Hextor, or a depiction of one (the mark obscene to Heironeous is that of his brother). 'The Invincible' is a clear reference to Heironeous, and 'sports a golden mien' is a double entendre referring both to his aspect's meersalm-tinted visage and the fact that the aspects of several gods are gambling with golden currency (which sports the face of an unknown man). It also warns of the oath of purification that Heironeous' aspect will require of petitioners.

PC worshipers of Heironeous should automatically know who 'the Invincible' is, but if the player doesn't know please inform him. If the PCs need help you can have them make a Knowledge (religion) check DC 15 (with a +5 bonus if they worship Heironeous) to realize that the 'mark obscene' is the symbol of Hextor.

Stanza 4 refers to the doorway with an arch constructed from cherry wood, and the domain of Law to which it leads. The portal key referred to as the 'unyielding force' is the magnetic force of a lodestone which is representative of the forces at play in the destination plane. The 'land forlorn' is so called because it is devoid of morals (i.e. good and evil).

A Knowledge (nature) check DC 20 will indicate that the 'unyielding force' probably refers to a lodestone. A Knowledge (nature) check DC 10 will allow the PCs to know that they should look for a door with a cherry lintel.

Stanza 5 instructs the PCs to go to the lowest floor of the Bar None to confront a 'demon general' which is a Balor. The hint 'the key you will see asleep' might suggest that it is something the PCs will see while asleep, but the sleep referred to is the sleep of death. Since the gate is made of bone hopefully the PCs can figure out that the key is a bone once they find the gate.

If the PCs need a hint, you can give them an Intelligence check DC 10 once they find the gate to make the connection.

Stanza 6 instructs the PCs to return to the first doorway they went through that leads to the Astral Plane. The PCs do not need to collect a portal key, since they have had this one all along. Maimbua's letter is the key (the key is actually anything with the name of Mar'idian written upon it). The portal to Mar'idian's astral abode is time sensitive as well, which is why the PCs were not sent there the first time they used the portal.

A DC 20 Knowledge (history) check reveals that Treyn refers to Commandant Treyn. He was the third or fourth to follow the universally loathed Commandant Berlikyn and was of little historical note. The few histories that mention him indicate that during his youth he was ensorcelled by a dryad in the Dim Forest and sired an illegitimate child by her.

DM AID #7: RUMORS OF SIGIL

PCs wishing to make general Gather Information checks about Sigil or current happenings thereabout should use this chart:

- 0 – What are you staring at, berk?
- 5 – You know that the Cage was built ten thousand years ago by a deposed duke of Hell, right?
- 10 – Whoever told you that was yanking your chain. I heard from a reliable source that Sigil was unconsciously created by an insane demigod while he dreamed in an extradimensional prison.
- 10 – I hope all these demons, devils, and celestials mingling doesn't bother you, berk. Get used to it. The Cage isn't like that little pond you call home.
- 10 – So you're a prime, huh? I bet it sucks to finally figure out that your little piece of the multiverse isn't the center of everything, huh?
- 15 – I heard the Xaositects are still around and nothing really changed for them. They weren't ever a real faction anyway, so the Lady's decree didn't bother them none. Those crazy bashers are still wandering around stirring up trouble just like always.
- 15 – If you're going out into the Cage you should hire a guide. I recommend Kylie the Tout. She's a competent tiefling and she'll give a body a fair shake.
- 20 – Watch out for razorvine. The dabus keep it in check for the most part, but it'll cut a body up somethin' fierce. 'Course some bashers grow the stuff on their walls to keep out unsavory types.
- 20 – The Cage is a big ring. The city is built on the inside of the ring. You really are fresh from the prime huh?
- 20 – Everything in the Cage is imported from someplace else. That's why no two buildings look the same. Nothing grows here except razorvine, and if you try to quarry the rock of the ring it just crumbles to dust. So when a building goes vacant it's torn down and used to build several others.
- 20 – (Only if PCs specifically ask to gather information about Mar'dian) Mar'dian... Don't know who that is, but it sounds like a mercane name.
- 25 – The Cage floats above an infinitely tall spire in the center of the infinite plane of the Concordant Domain of the Outlands. Blows your mind right, berk?
- 25 – The Cage's got six wards. The Lower Ward has a bunch of portals to the lower planes. It's also where the smithies, forges, warehouses and workshops are. The Lady's Ward is next clockwise, and it's where all the rich and powerful people live. The Market Ward is next, and that's where we are right now. "If you can't find it here, it probably doesn't (or shouldn't) exist." Guildhall Ward is next, and that's where lots of middle-class bodies live. Next is Clerk's Ward, and that's where the bureaucracy of the Cage was before the Faction War. Now it's where you go to get things done when you don't want other bashers knowin' about 'em. Last is the Hive, and it's stuck between Clerk's Ward and the Lower Ward. It's got lots of taverns and inns, and it's where the lower class lives.
- 25 – (Only if PCs specifically ask to gather information about Mar'dian) Oh yeah, now I remember. Her father booted her out of her house a couple of decades ago. After that she sort of wandered about the Cage until one day she disappeared. Nobody's seen her since.
- 30 – The Gatehouse Night Market is in the Hive, and offers nearly everything you could find in the Grand Bazaar (and a few things you couldn't) but don't ask where they came from.
- 30 – The Civic Festhall is in Clerk's Ward. It's run by a group calling itself the Society of Sensation (they used to be a faction before the Lady banned 'em). It's a concert hall, museum and tavern all rolled into one.

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DM AID #8: THE ASTRAL STALKER

Medium Outsider

Hit Dice: 12d8 +72 (126 hp)

Initiative: +9

Speed: 50 ft. (10 squares), climb 20 ft.

Armor Class: 30 (+5 Dex, +10 natural, +5 deflection), touch 20, flat-footed 25

Base Attack/Grapple: +12/+19

Attack: Claw +20 melee (1d6+7/19-20) or throat dart +17 ranged (1d4+7 plus poison)

Full Attack: 2 claws +20 melee (1d6+7/19-20) or throat dart +17 ranged (1d4+7 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, sneak attack +2d6, throat dart

Special Qualities: Camouflage, damage reduction 10/magic, darkvision 120 ft., elusive prey, evasion, outsider traits, scent, swift tracker, unearthly grace

Saves: Fort +19, Ref +18, Will +18

Abilities: Str 25, Dex 21, Con 23, Int 12, Wis 16, Cha 20

Skills: Climb +30, Hide +20, Jump +30, Listen +20, Move Silently +20, Search +16, Sense Motive +18, Spot +20, Survival +18

Feats: Alertness, Improved Critical (claw)^B, Improved Initiative, Improved Natural Attack (claw), Iron Will, Track^B, Weapon Focus (claw)

Environment: Astral Plane

Organization: Solitary or hunting party (2-6)

Challenge Rating: 12

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: +6

The creature looks like a muscular humanoid with thick black-green skin. Its demonic visage is reminiscent of a skeletal human with a prominent jaw. Its hands end in large, wickedly sharp claws.

Astral stalkers roam the multiverse looking for the ultimate quarry. They live for the thrill of the hunt, and they measure their personal worth and status in their community by the number and power of the creatures that they have successfully hunted.

These able hunters prefer to stalk intelligent foes, and the pleasure they gain from hunting these creatures for sport makes them evil by the standards of any race. However, astral stalkers adhere to a short list of tenets that they refer to as the Rules of the Hunt: Once its quarry has knowingly eluded an astral stalker, it will never again hunt that creature; if hired to hunt a creature, the stalker will not hunt its employer for at least one year; and no astral stalker will ever hunt another astral stalker.

Astral stalkers find that their prey provides better sport if it knows it is being hunted, so they often warn their quarry in some roundabout fashion before beginning the hunt.

An astral stalker typically stands 6 feet tall and weighs 275 pounds.

Astral stalkers speak Common and Infernal.

COMBAT

Astral stalkers regard all other creatures as potential prey. Although they seek to test themselves against stronger and stronger prey, astral stalkers are neither stupid nor foolhardy, and rarely engage in combat without first preparing the hunting ground and sizing up their foes. They favor ambushes designed to weaken the prey before bringing it down.

Poison (Ex): Injury; Fortitude DC 22; initial damage paralysis 1d4 rounds; secondary damage none. The save DC is Constitution-based.

Sneak Attack (Ex): An astral stalker can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied its Dexterity bonus or when the astral stalker is flanking.

Throat Dart (Ex): An astral stalker's throat dart has a range of 150 feet with no range increment.

Camouflage (Ex): An astral stalker can use the Hide skill in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Elusive Prey (Ex): An astral stalker is difficult to track. Anyone trying to track one takes a -10 penalty on Survival checks.

Evasion (Ex): An astral stalker can avoid even magical and unusual attacks with great agility. If it makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, it instead takes no damage.

Swift Tracker (Ex): An astral stalker can move at its normal speed while following tracks without taking the normal -5 penalty. It takes only a -10 penalty (instead of the normal -20 penalty) when moving at up to twice normal speed while tracking.

Unearthly Grace (Su): An astral stalker adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class.

Skills: An astral stalker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DM AID #9: VIPER TREE (CR 3)

At first glance, a viper tree looks like a colorless white beech tree with leafless branches. Its fleshy trunk supports a tangle of serpentine boughs that end in ophidian mouths. The branches writhe and hiss as characters approach, occasionally lashing down to the ground to strike at a victim with sharp teeth and deadly venom. The trees are most common to Zrintor, the Viper Forest of Azzagrat, but their seeds have spread throughout the Abyss, where groves often protect the strongholds of powerful demons.

A viper tree occupies a 5-foot space (although its trunk might be less than 5 feet in diameter) and is rooted in place, making the creature incapable of movement. Once a round, a viper tree can make a single melee attack with a +13 bonus against any creature within 10 feet. Its bite deals 2d6 points of damage on a successful hit, and the victim must succeed on a DC 14 Fortitude save to stave off the effects of the tree's deadly venom (1d6 Dex/1d6 Dex). Those who fail both the initial and secondary saves are paralyzed for 24 hours. This condition can be lifted only by *remove paralysis* or *heal*. Viper trees have hardness 7, a break DC of 30, and 300 hit points. Sundered trees or those specimens brought to 0 hit points are effectively killed.

Viper trees speak Abyssal, but their extremely limited intelligence (Int 2) limits the topics of conversation to their insatiable hungers and thirsts. They are extremely afraid of fire and will not attack any creature holding an open flame equivalent to a torch or larger. They usually appear in groves of 1d20+4 trees.

Planar lore holds that viper trees are the bastard children of the World Serpent Nidhogg, who dwells at the base of the plane-spanning tree Yggdrasil. Others suggest that they first appeared in the Gray Waste of Hades.

DM AID #10: DABUS

Medium Outsider

Hit Dice: 4d8-4 (16 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 13 (+1 Dex, +2 natural), touch 11, flatfooted 12

Base Attack/Grapple: +4/+5

Attack: Longsword +5 melee (1d8+1/19-20) or improvised weapon +1 melee (1d4+1)

Full Attack: Longsword +5 melee (1d8+1/19-20) or improvised weapon +1 melee (1d4+1)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: –

Special Qualities: Floating Mobility, Rebus Communication

Saves: Fort +3, Ref +5, Will +4

Abilities: Str 12, Dex 13, Con 8, Int 16, Wis 10, Cha 14

Skills: Bluff +9 (+14 for rebuses), Craft (any five) +10, Decipher Script +10 (+15 for rebuses), Knowledge (architecture and engineering) +10, Knowledge (local) +10, Knowledge (the panes) +10, Sense Motive +7 (+11 for rebuses)

Feats: Skill Focus [Craft (any two)]

Environment: Sigil

Organization: Cell (2-12)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 5-8 HD (Medium)

Level Adjustment: –

Tall, slender, and looking like the riddles they speak, the dabus are feared by some to be the true masters of Sigil, the hidden genius of her being. For others they are nothing but slaves that maintain Sigil's mighty engines. Their thoughts literally fill the air when they pass, for the dabus's speech is illusion shaped into pictures that mortals can then reshape into sounds – the dabus communicate not by word, but by the complicated structures of the rebus. These are the ultimate in thought-pictures, where symbols are chosen for the sounds made in a language, and the sounds are strung together to form words.

Dabus understand (but do not speak) Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, and Terran.

COMBAT

The dabus are not combative creatures. They seek no battle, as destruction is not their role and purpose in life. Still, in a city like Sigil, avoiding combat is not always possible and the dabus will fight if they must.

They fight with longswords (if specifically armed for some reason), or improvised weapons like hammers and saws – the latter two being tools they often have at the ready.

Floating Mobility (Su): The dabus never quite stand on the ground. They neither fly nor walk, but exist on the boundary between each, so they're immune to spells that affect the surface beneath them, nor do they suffer movement penalties for hampered terrain. A *transmute rock to mud* won't catch them, nor will a *grease* spell make them slip. At the same time, they are not really flying, either. Thus, spells that might be effective against flying creatures, such as *gust of wind*, will not send them spinning out of control.

Rebus Communication (Su): Dabus do not speak, but communicate through a series of pictographic and ideographic illusions they create called rebuses. Dabus receive a +5 racial bonus on Bluff, Sense Motive and Decipher Script checks when using those skills to communicate via their rebuses.

DABUS SOCIETY

Sigil is their sole habitat, which they constantly build, cannibalizing one part to construct another. It is known their homes are in substructures far beneath the city, but few have seen them. They don't care for visitors in their cramped workshops, and they mislead those who try to follow them home without permission.

The dabus claim to be organized into cells (if their rebuses are read correctly). Each cell has a duty in the city, though it is not tied to one place or skill. One day a member of a cell gathers the trash that blows out of the Great Bazaar. The next, it might be resetting cobbles near the Hive. Whatever guides them in their tasks, the dabus seem to always know what is expected of them. Each cell has 2d6 members.

All dabus are of the same sex, for the race appears to have no sex at all. There are no dabus young, yet they do seem to be able to replace those lost to accident or misadventure. No one is sure how they do so, but the best guess is that a new member is constructed from the merged illusions of the others, that the word-pictures take on real form, that what is written/spoken has reality for these creatures that translates into reality for others.

That leads to their strange speech, the most puzzling aspect of the dabus race. They have mouths and seem perfectly capable of speaking, but they never do. Instead, should they desire to communicate with someone not of their race, images appear in the air. The images are the picture equivalents of sounds that match whatever language the onlooker speaks. When a dabus is excited, the rebuses can flicker by with dazzling speed.

Why do they not speak? Have they surrendered speech, cutting away the abstractions that bind the flesh to a false image of the world, or is language a mystery to them, an art they haven't learned? Are they a race unable to seize upon words and letters? Perhaps they are like some idiot savant, brilliant at their own chores but blind to the talents common to others.

ROLE-PLAYING THE DABUS

How does one role-play a race that speaks in pictures? The easiest answer is to simply have the dabus not speak. They barely acknowledge the presence of others, anyway. This is fine for common encounters, where this strange race is part of the background, or when their presence is not important to the adventure. However, sooner or later, players and DMs are going to want to deal with these mysterious creatures.

The DM can take two approaches to the dabus's rebuses: First, he or she can substitute some other non-vocal means of communicating to simulate their strangeness. Pantomime is particularly effective for this, like a game of Charades – the DM states that the dabus spews forth a torrent of undecipherable symbols, then resorts to pantomime to make itself understood. Thus, puzzling out what the dabus is trying to say becomes a challenge that involves the players right at the table. Pantomime is handy for those times when the DM hasn't prepared any rebuses and the player characters suddenly decide to question the nearest dabus.

Second, if the DM is willing to prepare, he or she can create an even greater sense of the races strangeness. Knowing in advance that the player characters must deal with a dabus, the DM can actually draw up a rebus for them to decipher. Imagine the surprise of the players when their characters ask a question and the DM suddenly holds up one or even a series of rebuses as a reply!

Finally, rebuses and pantomiming should be used for fun, not to bog down play. If the characters really need to know something and the play-acting isn't as important, an NPC bystander can always 'translate' what the dabus says. This avoids the problem altogether, but it does lose some of the atmosphere.

DM AID #11: NEW RULES

NEW FEATS

Arcane Disciple (Complete Divine)

Prerequisite: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determine the save DC for the spell. In addition, you must have a Wisdom score equal to 10+ the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once. Each time, you must select a different domain available to the same deity you chose the first time you selected the feat. For example, a character that chose Heironeous and the Good domain with his first selection could choose Law or War with successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

Arcane Mastery (Complete Arcane)

Prerequisite: Ability to cast arcane spells or use spell-like abilities (including invocations).

Benefit: You can take 10 on caster level checks (as if the caster level check was a skill check). You can use this feat even while under stress.

Elusive Target (Complete Warrior)

Prerequisite: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Heedless Charge: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Parrying Shield (Lords of Madness)

Prerequisite: Shield proficiency.

Benefit: You gain your shield bonus (and the shield's enhancement bonus, if any) as an addition to your touch AC.

Special: A fighter may select Parrying Shield as one of his fighter bonus feats (see *Player's Handbook* page 38).

Practiced Spellcaster (Complete Divine)

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

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 does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR 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.

Sanctify Water (Stormwrack)

Prerequisite: Cha 13, ability to channel positive energy.

Benefit: By expending a daily turn undead attempt, you can infuse the water around you with positive energy, which has the same effect as holy water. All creatures in a 20-foot radius around you immediately take damage as though they'd been struck directly by a flask of holy water. The water retains positive energy for a number of rounds equal to 1 + your Charisma modifier, and deals damage each round.

Creatures unaffected by holy water are similarly unaffected by this ability.

Shock Trooper (Complete Warrior)

Prerequisite: Improved Bull Rush, Power Attack, base attack bonus +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Heedless Charge: To use this maneuver, you must charge and make the attack at the end of the charge using your Power Attack feat. The penalty you take on your attack roll must be -5 or worse. In addition to normal charge modifiers (which give you a -2 to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

Steady Concentration (Races of Stone)

Prerequisite: Concentration 8 ranks.

Benefit: You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

Normal: A character cannot take 10 on any skill check if distracted or threatened, such as during combat.

NEW ITEMS

Anti-Impact (Complete Warrior)

Armor with the anti-impact quality is designed to cushion the blow from massive blunt traumas. Anti-impact armor doesn't give extra protection against weapon damage (beyond its AC bonus), but bludgeoning damage that affects all or most of the entire body (such as constriction and falling damage) is halved.

Faint abjuration; CL 4th; Craft Magic Arms and Armor, *feather fall*; Price +2,000 gp.

Blend Cream (Complete Adventurer)

This pale gray cream dulls the color of flesh, fur, scales, and hair. It allows those affected to better blend with background and shadow, making it easier to hide. Applying blend cream is a standard action that provokes attacks of opportunity. Blend cream provides a +1 alchemical bonus on Hide checks. The

effects of blend cream last for 1 hour. Blend cream gives no ability to hide in plain sight or without sufficient cover.

Craft (alchemy) DC 20; *Price* 50 gp.

Brutal Surge (Dungeon Master's Guide II)

Brutal surge weapons deal crushing blows and occasionally imbue a strike with a blast of magical force that hurls the affected creature away from the wielder. Most wielders of brutal surge weapons are physically powerful warriors, but smaller, swifter characters find them useful for their ability to drive away a dangerous creature long enough to allow a quick escape.

Description: Weapons with the brutal surge ability are broader and thicker than normal versions, and they usually have darker coloring as well. For example, a brutal surge spear has a dark, nearly charred wooden haft and a head made of blackened iron. The heavy blades and shafts of these weapons enable them to deliver abnormally powerful blows.

Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.

Effect: Once per day, upon a successful melee attack, the brutal surge weapon can initiate a bull rush attempt in addition to dealing its normal damage. The attempt does not provoke attacks of opportunity and is resolved using the wielder's size, Strength, and other relevant characteristics. A character who wields a brutal surge weapon in two hands gains a +2 bonus on the bull rush attempt.

If successful, the bull rush pushes the affected creature back the greatest possible distance allowed by the result of the opposed check, but the wielder does not move along with the target. Movement caused by this bull rush attempt provokes attacks of opportunity normally, except that it never allows the wielder of the brutal surge weapon an attack of opportunity against the affected creature. Only slashing and bludgeoning melee weapons can have the brutal surge ability.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *Bigby's forceful hand*; *Price* +2,000 gp.

Capsule Retainer (Complete Adventurer)

A capsule retainer consists of a thin, rubbery strap looped inside the teeth. The strap is fitted with a small, smooth metal ring that can hold one alchemical capsule. The ring can be positioned on either the inside or outside of the user's gums. Some users find that holding the ring inside the gum and keeping the capsule under the tongue is the most comfortable way to wear a capsule retainer, while others find that holding the ring on the outside of the upper gum allows them to tuck the capsule in their cheek comfortably. Only one capsule retainer can be worn at any one time, and only one alchemical capsule at a time can be stored. Using an alchemical capsule requires a swift action if it is held in a properly worn capsule retainer. Fitting an alchemical capsule into an empty capsule retainer is a full round action that provokes attacks of opportunity.

Craft (blacksmithing) DC 20; *Price* 100 gp.

Deflecting (Complete Warrior)

If you're wielding a deflecting weapon of your size or one size larger, you can try to knock projectiles aimed at you out of the air. Once per round when you would normally be hit by a ranged weapon, you may make a DC 20 Reflex saving throw (if the ranged weapon has a magical enhancement bonus, the DC increases by that amount). If you succeed, the ranged weapon or projectile deflects away harmlessly. You must be aware of the attack and not flatfooted. Only melee weapons can have this ability.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *entropic shield*; *Price* +1 bonus.

Easy Traveling (Heroes of Battle)

A suit of easy traveling armor makes overland movement simpler to its wearer. The wearer can carry up to a medium load as if it were a light load (ignoring the maximum Dexterity bonus, check penalty, and reduced speed normally incurred by a medium load). This applies only to the load carried by the character, not to any reduction in speed caused by the armor itself.

In addition, the wearer is able to walk for up to 10 hours in a day before having to make Constitution checks to avoid taking nonlethal damage (see page 164 of the *Player's Handbook*).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *bear's endurance*; *Price* +1,500 gp.

Everfull Mug (Arms and Equipment Guide)

With a command word, this common-looking mug fills with 12 ounces of water, cheap ale, or watery wine (user's choice). It functions three times per day.

Faint conjuration; CL 1st, Craft Wondrous Item, *create water*, Price 800 gp; Weight –.

Feycraft Armor and Shields (Dungeon Master's Guide II)

The feycraft template can be added only to light or medium armor, or to wooden shields. Even fey that are martially minded enough to construct objects of war favor tactics involving stealth and guerilla warfare. Heavier armor or shields only slow the wearer down in most natural settings, so the fey do not specialize in their manufacture. The only exception is the rare suit of mithral heavy armor, which actually counts as medium armor because of its construction (see page 284 of the *Dungeon Master's Guide*).

Because most fey appreciate the beauty of nature, including the living body in its natural state, armor and shields with this template seem to mold themselves to the wearer's body. Some feycraft items also include elements of the creator's favorite natural setting. Satyr armorsmiths, for example, might make armor with a surface pattern that resembles the bark of their favorite trees, or the water flowing in a nearby brook.

Weight: A feycraft shield or suit of armor weighs 10% less than its normal counterpart.

Hardness: The hardness of a feycraft armor or shield is reduced by 1 (minimum 0).

Hit Points: The hit points of a feycraft armor or shield are reduced by 5 (minimum 1).

Arcane Spell Failure Chance: The arcane spell failure chance of feycraft armor and shields is reduced by 5% (minimum of 0%). Fey cast spells, and their smiths have learned to compensate for this tendency in their armorsmithing.

Affinities: Glamored, silent moves, improved silent moves, and greater silent moves (special abilities); *winged shield* (specific shield).

Special: The delicate beauty of a feycraft shield or suit of armor makes the wearer feel more confident, granting her a +1 bonus on Bluff checks made to deceive another creature with words. This bonus does not apply to any other use of the Bluff skill, such as for feinting.

The creator of a feycraft item must be of the fey type or be under such a creature's magical influence. A creature merely infatuated with a fey (such as a human enthralled with a nymph's beauty) does not qualify as magically influenced – the fey must actually employ a spell, supernatural ability, or spell-like ability to establish influence. A feycraft item cannot be created within the boundaries of a small town or larger settlement; Price +500 gp.

Feycraft Weapons (Dungeon Master's Guide II)

The feycraft template can be added only to light or one-handed melee weapons, and to ranged weapons. It cannot be added to two-handed weapons because most fey prefer to leave an appendage free for spellcasting or the manipulation of an instrument.

Like their armor counterparts, feycraft weapons are frequently made to resemble the smith's favorite natural setting in some way. Curved elements – often a blade or haft, or part of the hilt or handle – are quite popular. Fey smiths frequently construct scimitars and rapiers with this template, but it is rarely applied to axes – even small ones.

Weight: A feycraft weapon weighs 10% less than its normal counterpart.

Hardness: The hardness of a feycraft weapon is reduced by 1 (minimum 0).

Affinities: Dancing (special ability); *sylvan scimitar* (specific weapon).

Special: Feycraft weapons are lightweight and fragile, but extraordinarily well balanced. Thus, they are treated as one size category smaller than normal for the purpose of dealing damage. For example, a feycraft short sword sized for a human deals 1d4 points of damage rather than 1d6. If the weapon would normally be considered one-handed, it can be treated as a light weapon for the purpose of the Weapon Finesse Feat, but not for any other purpose. If the weapon would normally be considered light, the wielder can apply his Dexterity modifier instead of his Strength modifier to attack rolls made with it, as if he had the Weapon Finesse feat.

The creator of a feycraft item must be of the fey type or be under such a creature's magical influence. A creature merely infatuated with a fey (such as a human enthralled with a nymph's beauty) does not qualify as magically influenced – the fey must actually employ a spell, supernatural ability, or spell-like ability to establish influence. A feycraft item cannot be created within the boundaries of a small town or larger settlement; Price +1,500 gp.

Fireshaped Armor and Shields (Dungeon Master's Guide II)

The fireshaped template can be added to any metallic armor or shield, but never to wooden shields, leather armor, hide armor, or armor made of any other flammable material.

Armor and shields with this template seem to gleam with a red hue in any light, and they sometimes appear to flicker as if possessed of an inner flame. Fire creatures usually craft fireshaped armor for servitors that are more susceptible to heat than they are.

In addition, fireshaped armor is made to appear as if it were flaming when struck in combat. The flames produced by such armor are not real, but they supply a light equivalent to that of a torch.

Salamander armorsmiths might make armor that resembles the flame patterns of a raging inferno, and other fire creatures favor similar motifs.

Affinities: Fire resistance, improved fire resistance, and greater fire resistance (special abilities).

Special: The wearer of fireshaped armor gains a +2 bonus on saves against fire effects, and on saves made to resist the effects of heat (see page 303 of the *Dungeon Master's Guide*).

The creator of a fireshaped item must be a native of the Elemental Plane of Fire and must make the item on that plane. *Price* +300 gp.

Flaming Surge (Dungeon Master's Guide II)

A flaming surge weapon flares with dangerous bursts of flame at its wielder's command, burning any creatures hit by its deadly fire.

Description: Flaming surge weapons typically have wavy blades, or heads or points that resemble flames caught and held within solid metal forms. Its metal surfaces easily catch and reflect the light of any open flame and seem to move subtly with the fire. In addition, a flaming surge weapon is adorned with red or orange gems, such as rubies or amber, that flash like fire when the weapon is wielded.

Activation: Activating a weapon with this ability is a swift action that must occur immediately after the wielder makes a successful melee attack.

Effect: On a successful melee attack, the wielder can cause the weapon to burst into flames, which deal an extra 2d6 points of fire damage to the target. This fire does not harm the wielder. This ability is useable a number of times per day equal to the wielder's Constitution bonus.

Moderate evocation; CL 5th; Craft Magic Arms and Armor plus *flame blade*, *flame strike*, or *fireball*; *Price* +2,000 gp.

Focusing Candle (Complete Adventurer)

This large green taper burns quickly, lasting only 1 hour despite its size. While burning, a focusing candle fills the air with a fresh, crisp odor. The candle is a great boon to those engaged in strenuous mental activity. Characters within 20 feet of a burning candle gain a +1 circumstance bonus on Appraise, Decipher Script, Forgery, and Search checks. When making a skill check that takes more than one action to complete (such as Decipher Script), characters gain the bonus from a focusing candle only if they spend the entire duration of the check within 20 feet of the burning candle.

Craft (alchemy) DC 25; *Price* 100 gp.

Ghost Strike (Libris Mortis)

A ghost strike weapon deals damage normally against incorporeal creatures, regardless of its bonus, just as if it were a ghost touch weapon. In addition, a ghost strike weapon can deliver sneak attacks or critical hits to an incorporeal undead creature as if the creature were not undead. Only melee weapons can have the ghost strike ability.

Moderate conjuration; CL 11th; Craft Magic Arms and Armor, *ghost touch weapon*, *undeath to death*; *Price* +2 bonus.

Healer's Balm (Complete Adventurer)

This smooth, sweet-smelling balm allows a healer to better soothe the effects of wounds, disease, and poison. Healer's balm provides a +1 alchemical bonus on Heal checks made to help an affected creature. The effects of healer's balm last for 1 minute. One dose of healer's balm is enough to coat one Medium creature. Applying healer's balm is a standard action that provokes attacks of opportunity. It can be applied as part of a standard action made to administer first aid, treat a wound, or treat poison.

Craft (alchemy) DC 20; *Price* 10 gp.

Hellforged Weapons (Dungeon Master's Guide II)

Like hellforged armor, weapons with this template are designed with resolute sturdiness and focus in mind. Their construction reflects this philosophy succinctly.

Hardness: The hardness of a hellforged weapon is increased by 1.

Hit Points: The hit points of a hellforged weapon are increased by 5.

Affinities: Speed (special ability); *sword of subtlety* (specific weapon). Crafters of hellforged weapons find that their handiwork rewards good tactics and helps their wielders focus attacks on individual foes.

Special: A hellforged weapon deals an extra 1 point of damage to any foe that the wielder flanks. A good creature that wields a hellforged weapon takes a -1 penalty on attack rolls because it finds the innate vileness of the item uncomfortable and distracting.

The creator of a hellforged item must be native to the Nine Hells of Baator and must make the item on that plane. *Price* +1,500 gp.

Hearthfire (Races of Stone)

A concoction of dwarf alchemists, hearthfire is a blue-green gel, typically poured into a large shallow container and allowed to solidify. The substance is then left in the pan as is or removed and cut into 2-inch cubes. When water is poured onto the gel (1 ounce per 2-inch cube is sufficient), it "ignites", causing blue-green flames to spring from the substance. The flames have no heat and will not harm anything that touches them. Each 2-inch block provides light for 24 hours when wet, shedding illumination as a torch (20-foot radius). The hours of use need not be continuous, so a flaming cube can be extinguished, dried off, and used again at a later time. In the dwarves' underground communities, hearthfire sees common use in city lanterns, as well as home hearths and braziers.

Craft (alchemy) DC 20; *Price* 10 gp.

Hearthfire Lantern (Races of Stone)

Hearthfire lanterns hold one ounce of hearthfire each and are typically hooded.

Craft (blacksmithing) DC 15; *Price* 7 gp.

Illusion Bane (Dungeon Master's Guide II)

This weapon special ability allows the wielder to pierce the veil of illusion surrounding her foes and see them as they truly are. Creatures with poor ability to resist insidious illusions tend to favor illusion bane weapons.

Lore: Characters can gain the following pieces of information about the illusion bane ability by making Gather Information checks at the appropriate DCs, as given below.

DC 20: A sect of the Church of St. Cuthbert whose members despised illusions and those who used them originally created the illusion bane ability. An illusion bane weapon allows its wielder to destroy protective illusions.

DC 25: An illusion bane weapon functions much like the *dispel magic* spell, but only against illusion effects active on a creature struck by the weapon. Illusion bane weapons are characterized by simple black iron ornamentation along the handles or crosspieces.

Description: An illusion bane weapon strikes to the heart of the matter, dispelling illusions that protect creatures from harm. As such, it is typically quite simple to design. Black iron and adamantite are favored materials for illusion bane weapons, and some symbology of St. Cuthbert is worked into the design as a form of homage to the original creators.

Wielders of illusion bane weapons claim that they feel more focused than ever before in their quests and pursuits, as if the weapons help them see situations more clearly. This added focus is not a property of the weapon, but rather a side effect of the confidence that wielding such a weapon brings. When used to destroy an illusion, an illusion bane weapon shimmers with power in an effect reminiscent of heat waves, as if the weapon were burning away the magical energy of the illusory effect.

Activation: An illusion bane weapon can be activated upon striking a creature affected by illusion magic, or when touched to an illusion. Within these limitations, the wielder decides when to activate the illusion bane ability, which is usable only once per day. If it is used against a perceived but not actual illusion, it has no effect, but the use is not wasted for the day.

Effect: The wielder of an illusion bane weapon has no miss chance with it against a creature affected by any illusion magic that normally provides one (such as *blur* or *displacement*), even if a magic item

generates that effect. In addition, a successful hit with such a weapon allows the wielder to attempt an immediate dispel check (1d20+10) to dispel any illusion magic currently affecting the target – whether or not the blow deals any damage. This effect is a targeted dispel, but it functions only against illusion magic. Thus, the wielder makes a check for each illusion spell affecting the target.

Alternatively, the wielder can attempt to dispel a single illusion by touching it with the illusion bane weapon. For example, touching a *silent image* spell (or an image generated by the *mirror image* spell) with the weapon subjects it to the dispel check immediately. A successful check dispels the illusion, so dispelling one *mirror image* ends the spell entirely for the target creature. Such a use of an illusion bane weapon still counts as a use of the weapon's dispel ability.

Moderate abjuration and divination; CL 10th; Craft Magic Arms and Armor, *true seeing*, *dispel magic*; Price +7,000 gp.

Ironman Capsule (Complete Adventurer)

This capsule holds a thick pale liquid that allows the user to shake off pain and distraction. Anyone using an ironman capsule while staggered can ignore the restrictions of the number of actions taken in a round because of the staggered condition (rather than being limited to one standard action). This benefit applies only to the round in which the capsule is used, and the effect ends immediately after the user has taken his actions for the round.

Craft (alchemy) DC 20; Price 15 gp.

Leap Capsule (Complete Adventurer)

The thick gray liquid in this capsule allows the user to make more powerful jumps for a short time. The user gains a +4 alchemical bonus on Jump checks. The benefit of a leap capsule lasts for only 1 round, ending immediately upon the conclusion of the user's actions for the round.

Craft (alchemy) DC 25; Price 15 gp.

Mantle of Second Chances (Dungeon Master's Guide II)

A *mantle of second chances* allows its wearer to survive deadly situations or succeed at tasks that seem doomed to failure.

Lore: Characters can gain the following pieces of information about a *mantle of second chances* by making Knowledge (history) or bardic knowledge checks at the appropriate DCs, as given below.

DC 20: A human bard named Elva who had a knack for getting herself into tight situations designed the original *mantle of second chances*. Elva frequently found herself wishing she had one more chance at some task or one more opportunity to avoid misfortune.

DC 25: A *mantle of second chances* makes its wearer lucky and allows her second chances when none should be possible. These mantles are flashy in color – suitable for performers – and adorned with symbols of luck.

Description: This mantle is a brilliant shade of blue. Symbols representing various elements of good fortune are embroidered along its hem.

The material of the mantle is smooth to the touch, like silk, though it seems almost to avoid contact with the skin. Light and airy, it flutters with the wearer's slightest movements as if it were eager for more activity. When its magic is activated, the symbols of luck spin and turn along its border.

Activation: The mantle activates in response to the wearer's desire.

Effect: Once per day, the wearer gains the power of good fortune. He can reroll one roll that he has just made before the DM declares whether it resulted in success or failure. He must accept the result of the reroll, even if it's worse than the original roll. The wearer can still access the mantle's power even if he already has a similar ability from a class feature (for example, the granted power of the Luck domain).

Moderate divination; CL 10th; Craft Wondrous Item; Price 6,000 gp; Weight –.

Snap-tong (Fiendish Codex I)

This short polearm ends in a sharp spike that has one or more crescent-shaped pincers designed close around it. A proficient wielder that hits an opponent of at least one size category smaller can attempt to start a grapple as a free action without provoking an attack of opportunity. If the wielder gets a hold, the snap-tong grabs the opponent and deals 1d10 points of damage (plus the wielder's Strength modifier) each round the hold is maintained. The snap-tong is a piercing weapon.

Craft (weaponsmithing) DC 18; Price 250 gp; Weight 10 lbs.

Softfoot (Complete Adventurer)

Softfoot is a fine gray powder that muffles sound when applied to the bottom of a foot or boot. It provides a +1 alchemical bonus on Move Silently checks for 1 hour. One dose of softfoot is enough to affect one Medium creature that has one pair of feet; each additional pair of feet (or similar appendages) requires another dose. Applying softfoot is a standard action that provokes attacks of opportunity. If softfoot is applied over a boot or other foot covering, its benefit is lost if the foot covering is removed. Likewise, if it is applied to a creature's skin or hide, its benefit is lost if the creature later dons footwear.

Craft (alchemy) DC 20; Price 50 gp.

Spiderlily Essence (Races of Stone)

Spiderlily essence is noxious to most vermin (with the notable exception of spiders, which ironically cannot detect the stuff). Fine vermin avoid creatures that wear the essence, and monstrous vermin (except spiders) must make a successful DC 15 Will saving throw to attack the target. Once a vermin makes a successful save, it is immune to the effects of spiderlily essence for 1 hour. A single application of this alchemical concoction is enough to affect one Small creature. For creatures of other sizes, the number of applications needed is doubled (or halved) for each size category larger (or smaller) than Small. An application of the essence wears off in 1 hour.

Craft (alchemy) DC 25; Price 75 gp.

Stability Capsule (Complete Adventurer)

The thick blue liquid in this capsule heightens the user's sense of balance for a short time. While the capsule is in effect, the user gains a +4 alchemical bonus on Balance checks. The benefits of a stability capsule last for only 1 round, ending immediately upon the conclusion of the user's actions for the round.

Craft (alchemy) DC 20; Price 15 gp.

Suregrip (Complete Adventurer)

This thick white paste, when applied to hands and feet, strengthens and steadies the user's grip, making it easier for the character to climb. Suregrip provides a +1 alchemical bonus on Climb checks for 1 minute. One dose of suregrip is enough to cover the hands and feet of one Medium creature. Applying suregrip is a standard action that provokes attacks of opportunity.

Craft (alchemy) DC 20; Price 20 gp.

Tri-blade (Fiendish Codex I)

This thrown weapon consists of a three-bladed wedge launched from a slinglike device. Rutterkins usually carry five of these for use in ranged combat. The range increment is 20 ft. The tri-blade is a slashing weapon.

Craft (weaponsmithing) DC 18; Price 35 gp; Weight 3 lbs.

NEW SPELLS

Avoid Planar Effects (Spell Compendium)

Abjuration

Level: Cleric 2, druid 2, sorcerer/wizard 3

Components: V

Casting Time: 1 immediate action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you.

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes (harmless)

The danger of the plane surprises you, and you have barely time to bark out a few elder words of power. In a moment you're safe, and you gain a brief respite – time enough to cast more permanent protective spells.

You gain a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself (DMG 150)

Avoid planar effects provides protection from the 3d10 points of fire damage that characters normally take when on a plane with the fire-dominant trait. *Avoid planar effects* allows a character to breathe water on a water-dominant plane and ignore the threat of suffocation on an earth-dominant plane. A character protected by *avoid planar effects* can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's full normal hit point total. Negative-dominant planes don't deal damage or bestow negative levels to characters protected by *avoid planar effects*.

In addition, some effects specific to a plane are negated by *avoid planar effects*. In the D&D cosmology, *avoid planar effects* negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. The DM can add additional protections for a cosmology he creates. If the campaign has an Elemental Plane of Cold, for example, *avoid planar effects* protects against the base cold damage dealt to everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by *avoid planar effects*, nor is the special entrapping trait of certain planes (such as Elysium and Hades).

The spell does not provide protection against creatures, native or otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane. This spell allows you to survive on the Elemental Plane of Earth, for instance, but it won't protect you if you walk into a pool of magma on that same plane.

Battlefield Illumination (Heroes of Battle)

Evocation [Light]

Level: Cleric 4, druid 4, paladin 4

Components: V, S

Casting Time: 1 round

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

Area: 80-ft.-radius cylinder, 40 ft. high

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

When you cast *battlefield illumination*, a soft light illuminates the area. This effect improves the illumination in the area by one category (from darkness to shadowy, or from shadowy to bright light). It does not stack with other magical light effects.

Unlike other spells with the light descriptor, *battlefield illumination* counters and dispels *early twilight* (see page 126 of *Heroes of Battle*) but does not affect other darkness spells.

Battlemagic Perception (Heroes of Battle)

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.

Checkmate's Light (Spell Compendium)

Evocation [Lawful]

Level: Cleric 3, paladin 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You intone your deity's name and the weapon you touch hums a harmonic response before it lights up with a soothing red glow.

You imbue the touched weapon with a +1 enhancement bonus per three caster levels (maximum +5 at 15th level), and it is treated as lawful-aligned for the purpose of overcoming damage reduction. In addition, you can cause it to cast a red glow as bright as a torch. Any creature within the radius of its clear illumination (20 feet) gets a +1 morale bonus on saving throws against fear effects.

If the weapon leaves your grasp, the spell effect is suppressed until you or another worshiper of your deity picks it up. Time that passes while the spell's effects are suppressed counts against the spell's duration.

Consecrate Battlefield (Heroes of Battle)

Evocation [Good]
Level: Cleric 6
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Area: 100-ft.-radius emanation
Duration: 1 day/level

This spell blesses a large area with positive energy. This effect functions as the *consecrate* spell (see *Player's Handbook* page 212) except as noted here.

Any creature slain within the area of this spell cannot be turned into an undead creature for the duration of the spell, even if it is removed from the area.

Consecrate battlefield counters and dispels *desecrate* and *desecrate battlefield*.

Material Components: A vial of holy water and 1 pound of platinum dust (500 gp).

Dimension Door, Greater (Spell Compendium)

Conjuration [Teleportation]
Level: Sorcerer/wizard 5
Range: Touch
Target: You and touched objects or other touched willing creatures
Duration: 1 round/2 levels

Your flesh gives an involuntary shudder as you will yourself elsewhere. You vanish, reappearing some distance away.

This spell functions like *dimension door* (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

Earthen Grace (Spell Compendium)

Abjuration [Earth]
Level: Druid 2, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You sprinkle the spell's component on your target, causing its skin to momentarily take on the speckled gray look of granite. The smell of dust hangs heavily in the air.

You grant the subject an affinity for earth and stone. Any damage the subject takes from a stone or earthen source counts as nonlethal damage for the duration of the spell. Natural attacks by creatures made of earth or stone (such as stone golems), natural attacks by creatures of the earth subtype, and attacks by stone weapons (such as a stone warhammer or sling stone) instead deal nonlethal damage, as does falling damage when the subject lands on rock or earth. When the nonlethal damage the subject has taken (from any source) equals the subject's current hit points, the spell ends, and any further damage from a stone or earthen source causes damage normally.

Material Component: A chunk of granite.

Extract Water Elemental (Spell Compendium)

Transmutation [Water]

Level: Druid 6, sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

Calling upon the essence of elemental water, you surround your target creature with a swirling blue and red aura. The aura seeps into the creature a moment before water spurts forth from its pores. It cries out in pain.

This brutal spell causes the targeted creature to dehydrate horribly as the moisture in its body is forcibly extracted through its eyes, nostrils, mouth, and pores. This deals 1d6 points of damage per caster level (maximum 20d6), or half damage on a successful Fortitude save. If the targeted creature is slain by this spell, the extracted moisture is transformed into a water elemental of a size equal to the slain creature (up to Huge). The water elemental is under your control, as if you summoned it, and disappears after 1 minute.

This spell has no effect on living creatures with the fire subtype.

Eye of the Hurricane (Spell Compendium)

Abjuration [Air]

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

Range: 40 ft.

Area: 40-ft.-radius emanation centered on you, with 10-ft.-radius quiet area centered on you.

Duration: 1 round/level

Saving Throw: Fortitude Negates; see text

Spell Resistance: Yes

Your voice trails off into whispers as you near the end of the spell's complex ritual. The whispers begin to build upon one another, echoing in the air around you, swirling and twisting until they become a steady cacophony. The wind gathers speed, creating a spherical vortex around you.

With this spell, you create a swirling miniature storm that provides a measure of protection, but leaves you and those near you unaffected.

The storm that surrounds you has hurricane-force winds spinning in a circle with you at the center. Normal ranged attacks through the hurricane's windy area are impossible, and even heavier projectiles such as siege weapons and giant boulders take a -8 penalty on the attack roll.

Creatures who move inside the spell's area suffer effects depending on their size and whether they're airborne. Each creature must make a saving throw at the beginning of its turn or when it enters the affected area.

Medium or smaller creatures must succeed on a Fortitude save or be knocked 1d4x10 feet away from the eye of the hurricane's center and take 1d4 points of nonlethal damage per 10 feet traveled in this

manner. Creatures blown away are knocked prone as well. Flying creatures are blown back 2d6x10 feet and take 2d6 points of nonlethal damage.

Large creatures must succeed on a Fortitude save or be knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Huge creatures must succeed on a Fortitude save or be checked. Flying creatures are instead blown back 1d6x5 feet.

Gargantuan and Colossal creatures can move through the spell's area without adverse consequences.

Even creatures that succeed on their saving throws must attempt them again whenever they start a turn inside the spell's area or whenever they move back into it.

The spell's area is effectively a sphere. Although the area is centered on you, you're not within the wind. If you move, the eye of the hurricane moves as well to keep you in the center. If you cast *eye of the hurricane* so that creatures are inside the eye when the spell begins, they must make Fortitude saves when your movement brings the area of wind upon them. Therefore, if you move the spell area into a square occupied by another creature, that creature makes a Fortitude save at the beginning of its next turn (assuming the windy area of the spell is still on it).

False Gravity (Spell Compendium)

Transmutation

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You clatter the magnets in your hand and set your foot on the well. Your second step carries you onto the well, and you can walk up it with ease.

The subject of this spell can travel on any solid surface as though that surface possessed its own gravity. For example, the subject could walk or even run up a wall as though the wall were a perfectly level floor. The subject can switch "down" as often as it likes during the spell's duration, though only once per round, as a free action. Unattended objects fall, as normal.

The subject of *false gravity* can fly by choosing a solid surface and letting itself fall through the air toward it. A character "flying" in this fashion moves at 30 feet per round and can make one turn, in any direction, once per round, by redefining its personal gravity. A creature falling in this fashion loses all "downward" momentum when it changes its gravity.

Material Component: A pair of magnets.

Find the Gap (Spell Compendium)

Divination

Level: Assassin 3, paladin 3, ranger 3

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You speak the words of this spell, and a blue mark that only you can see appears on your opponent, highlighting a weak spot in her defense.

You gain the ability to perceive weak points in your opponent's armor. Your first melee or ranged attack each round is resolved as a touch attack, disregarding the subject's armor, shield, and natural armor bonuses (including any enhancement bonuses) to Armor Class. Other AC bonuses, such as dodge bonuses, deflection bonuses, and luck bonuses, still apply.

Fireward (Spell Compendium)

Transmutation

Level: Druid 5

Components: V, S, DF

Casting Time: 1 standard action

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

Area: One 20-ft. cube/level (S)

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You stomp on the ground, and fire snuffs out all around you, rippling away to nothingness faster than you can blink.

This spell functions like *quench* (PH 267), except as noted above. In addition, it has the following effects. While *fireward* remains in effect, no magical fire effect can function inside its area. This effect is similar to that of an *antimagic field*, but only magical fire is suppressed. Any nonmagical fire created inside or brought into the spell's area is immediately extinguished as well.

Hunter's Mercy (Spell Compendium)

Transmutation

Level: Ranger 1

Components: S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round

Your eyes glow red, but you see the world as normal except when you look at your target. A small glowing dot reveals the creature's weakest point.

This transmutation makes a bow strike true. Your fist hit with a bow (not including crossbows) in the next round is automatically a critical hit. If you don't hit in the round following the casting of this spell, the effect is wasted.

Knight's Move (Spell Compendium)

Transmutation (Teleportation)

Level: Cleric 3, paladin 2

Components: V, S, DF

Casting Time: 1 swift action

Range: 5 ft./2 levels; see text

Target: You

Duration: Instantaneous

The ground before you appears overlaid with a chessboard pattern, with certain squares of the chessboard glowing softly red. Time stops for you as you move without walking to the indicated location.

You can teleport with a limited distance and a circumspect form of movement. You can instantly move up to 5 feet per two caster levels with this spell, but you must end this movement in a square that leaves you flanking an enemy.

Lightfoot (Spell Compendium)

Transmutation

Level: Assassin 1, Ranger 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You mutter the words of this short spell and dive down the hallway, dancing between the armed guards and the gate.

You provoke no attacks of opportunity when moving.

Owl's Insight (Spell Compendium)

Transmutation

Level: Druid 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

As you cast this spell, your face is overlaid with the image of a snow owl. The image fades as you bestow your ally with comprehension.

The subject gains an insight bonus to Wisdom equal to ½ your caster level.

Perinarch (Spell Compendium)

Transmutation

Level: Druid 4, Limbo 4, Sorcerer/wizard 4

Components: V, S, DF

Casting Time: 1 standard action

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

Duration: 1 round/level; see text

Saving Throw: None (object) and Reflex negates; see text

Spell Resistance: No

Limbo impinges on all sides-colors, sounds, and elements. You speak the words and feel the power of the plane buckle within your mind, then relax as you impress order upon the chaos.

This spell grants temporary control over the terrain of Limbo. Normally, unless controlled, the Ever-Changing Chaos of Limbo (DMG 158) is just what the plane's name implies: a roiling soup of energy and elements. Natives learn to control it or to inhabit areas that have enjoyed some measure of control for a long period, but visitors to areas of "raw" limbo must make a DC 16 Wisdom check to gain control over the dangerous roil.

The *perinarch* spell gives you automatic control of a radius of raw Limbo (an area not already stabilized or within some other creature's control) in close range. Control allows you to reshape the raw limbo as you desire, adding or subtracting one of the four basic elements once per round as a standard action. A favorite among travelers from the Material Plane is a chunk of earth surrounded by a small atmosphere or air.

The effect of this spell overlaps with the control already (potentially) established with a Wisdom check. Your allies can give their control over to you concurrently with the spell being cast, if they so choose. Control cannot be wrested away from you while the spell is in effect (which is one of the best reasons to cast this spell, even if you have a high Wisdom). If you move more than 100 feet away from the area that you controlled, the order you imposed fades away.

You are unable to achieve any works of complexity within an area you control, but you can mix two or three elements in a crude fashion; a few examples are provided below. You can attempt to seize control of a new area that already contains foes; however, foes can make a Reflex save to get out of the area.

Thick Barrier: You can "thicken" empty air with dust and rock, creating a zone around yourself and your allies that outside creatures must hack or force a way through. Their speed drops to 5 feet, or 10 feet for Large or larger creatures.

Fiery Barrier: You can create a thick field of flame that deals 3d10 points of fire damage to any creature attempting to pass through it. The field also deals 3d10 points of fire damage for each round a character lingers within it.

Complete Barrier: You can create a complete barrier of solid stone up to 1 foot thick encircling yourself and your allies, preventing access by any other than the most accomplished tunnelers. On the other hand, you can attempt to trap foes within their own bubble of solid stone.

Material Component: A drop of mercury.

Planar Tolerance (Spell Compendium)

Abjuration

Level: Cleric 4, druid 4, Elysium 2, ranger 4, sorcerer/wizard 5

Components: V

Casting Time: 1 immediate action

Range: 20 ft.

Targets: One creature/level in a 20-ft.-radius burst centered on you.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

You have barely time to bark out a few elder words of power, but then the pressure subsides, and you know you are safe long enough to complete your mission.

*This spell functions like *avoid planar effects*.*

Ruby Ray of Reversal (Spell Compendium)

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

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

Target: One natural or magical hazard; see text

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

From your fingertips springs a thin line of bright red light to negate the hazard before you.

Each version of this spell can target one of the hazards described below and “correct” it in the manner described. Unless specifically stated otherwise, this spell affects magical and mundane hazards of the indicated type equally. For example, a *ruby ray of reversal* can eliminate the webs of a monstrous spider or the effect of a *web* spell.

- Any trap targeted by the ray is sprung. This version of the spell can have adverse effects on creatures standing within a traps area. You must be aware of a trap to cast *ruby ray of reversal* on it.
- The spell unties knots and causes chains, manacles, and similar restraining devices to fall away. *Entangle* and similar magical effects are dispelled. Doors (or chests, drawers, cabinets, and so on) that are locked, barred, or under the effect of an *arcane lock* spell are opened.
- A 5-foot-diameter hole is crated in a *wall of force*, *forcecage*, or similar spell or effect. This function of the spell does not destroy the targeted effect, but creatures trapped by it might be able to wriggle free.
- A creature that has been polymorphed, turned to stone, or otherwise transformed from its natural state is returned to its natural form.
- A *magic jar* spell is dispelled if a *ruby ray of reversal* targets the crystal holding the caster’s soul.
- Webs, slime, grease, and other substances that would hamper movement are destroyed in a 20-foot-radius spread.

Focus: A ruby worth at least 500 gp.

Shield of the Archons (Book of Exalted Deeds)

Abjuration [Good]

Level: Apostle of peace 7, cleric 7

Components: V, Archon

Casting Time: 1 standard action

Range: Personal

Target: You

Effect: Mobile shield

Duration: 1 round/level

A mystic shield of beneficent energies interposes itself between you and incoming magical attacks. The shield blocks harmful spells, spell-like abilities, and supernatural abilities. It can only block one such attack each round, intercepting the first but not any later attacks until our next turn.

Any targeted magical attack that strikes the shield is dissipated, but it has a 5% chance per spell level to shatter the shield as well. Attacks with no spell level have a 5% chance per 2 caster levels to shatter the shield. An attack that shatters the shield is dissipated without harming you.

If you are within the area or effect of a harmful spell or effect that is not directly targeted on you, the *shield of the archons* grants you a +4 bonus on your saving throw against the effect.

Spiritual Cavalry (Heroes of Battle)

Evocation [Force]

Level: Cleric 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: Two or more magical horsemen of force

Duration: Instantaneous

Saving Throw: None and Fortitude negates; see text

Spell Resistance: Yes

One lance-wielding rider of pure force per four caster levels (to a maximum of five horsemen at 20th level) bearing the symbol of your deity, springs into being and immediately makes one attack against a target you designate within range. No more than one horseman can attack any single target. The riders' attack bonus is equal to your base attack bonus plus your Wisdom modifier. If the riders appear in a location at least 10 feet distant from their target, the spiritual chargers gain an additional +2 bonus on the attack roll because they are able to make a charge before attacking.

In addition to taking damage, any Large or smaller creature struck by one of your *spiritual cavalry* must succeed on a Fortitude save or be knocked prone and trampled by the rider, taking an additional 1d8 points of force damage.

Towering Oak (Spell Compendium)

Illusion (Glamer)

Level: Ranger 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Targets: You.

Duration: 1 round/level

You evoke the power of the forests, giving yourself the ability to speak for them. You loom over others like a mighty tree dwarfs lesser plants.

You draw on the oak's strength to improve your ability to intimidate your enemies. You gain a +10 competence bonus on Intimidate checks and a +2 enhancement bonus to Strength.

Wall of Good (Spell Compendium)

Abjuration [Good]

Level: Cleric 4, sorcerer/wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 5 ft./2 levels

Duration: 10 minutes/level

Saving Throw: See text

Spell Resistance: Yes

You invoke the abjuration, and a cascade of brilliant white energy springs up in a wall that becomes invisible almost instantly.

You create an immobile barrier that inhibits evil creatures. An evil summoned creature cannot pass through the wall in either direction, and any other evil creature must succeed on a Will save each time it attempts to move through the wall. If the saving throw is failed, the creature's movement is stopped, and it can take no other action that round.

A *wall of good* must be continuous and unbroken when formed. If it is cast so that an object or creature breaks its surface, the spell fails.

Arcane Material Component: Powdered silver worth 25 gp.

Warning Shout (Spell Compendium)

Transmutation [Sonic]

Level: Paladin 1

Components: V

Casting Time: 1 immediate action

Range: 30 ft.

Targets: All allies within 30 feet.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You shout a few words imbued with power by your faith, and your next words ring out clear and far despite other noise or intervening barriers.

All allies within range are no longer considered flat-footed, even if they have not yet acted in the current combat.

Anyone sleeping naturally (as opposed to magically induced sleep, such as from a *sleep* spell) within the area is woken by a *warning shout*.

PLAYER HANDOUT #1 – INVITATION TO ANOTHER WORLD

A full year and day have passed since our last encounter. I hope that you have used the time wisely, contemplating the little parables I was generous enough to stage for you. However, such a limited creature as you can hardly be expected to exhibit wisdom, or study, or care until it is too late. Yes, the denizens of your world share that trait, regardless of station it seems. Regardless, the time has come for another day of lessons. Obtain a bar of common metal, cleave it in twain, and visit the jakes at the Seedy Wench tavern in Hookhill before sundown.

What is it those Cuthbertines say? Oh yes, "Enlightenment can penetrate even the helm of iron"? Obviously they were never acquainted with your ilk.

PS: If you have any friends who were not present for our last meeting, by all means invite them along. The more the merrier.

Maimbua

PLAYER HANDOUT #2 – MAIMBUA'S TAUNT

A full year and day have passed since my last foray into your limited plane. While we have never met, my information suggests that you might perhaps benefit from the next act of my grand drama.

During my last venture, I "kidnapped" a Knight of the Waste named Corum Valstier. His fate is uncertain. Does he live? I have extended an invitation to the few foolish enough to follow me last time, but see no reason why the invitation must be an exclusive one. If you would know what sort of man Magnus Vrianian is then obtain a bar of common metal, cleave it in twain, and visit the jakes at the Seedy Wench tavern in Hookhill before sundown.

Perhaps the truths you find may turn you to my side and, if not, I prefer my meat fresh.

Maimbua

PLAYER HANDOUT #3 – MIAMBUA’S CHALLENGE

Newcomer to the War,

Thus far you are an uninformed bystander in my war on Magnus Vrianian. Now, I invite you to become a participant and choose sides. A full year and day have passed since my last foray into your limited plane. While we have never met, my information suggests that you might perhaps benefit from the next act of my grand drama.

During my last venture, I "kidnapped" a Knight of the Waste named Corum Valstier. His fate is uncertain. Does he live? I have extended an invitation to the few foolish enough to follow me last time, but see no reason why the invitation must be an exclusive one. If you would know what sort of man Magnus Vrianian is then obtain a bar of common metal, cleave it in twain, and visit the jakes at the Seedy Wench tavern in Hookhill before sundown.

Perhaps the truths you find may turn you to my side and, if not, I prefer my meat fresh.

Maimbua

PLAYER HANDOUT #4 – MAIMBUA'S RIDDLE

*The time has once again begun
To search the troth of Vrianian
The clues here to be won
Within and without the Bar None*

*In a plane of silver sky
An ancient mage still resides
Your key is what nigh
Time shall render a bride*

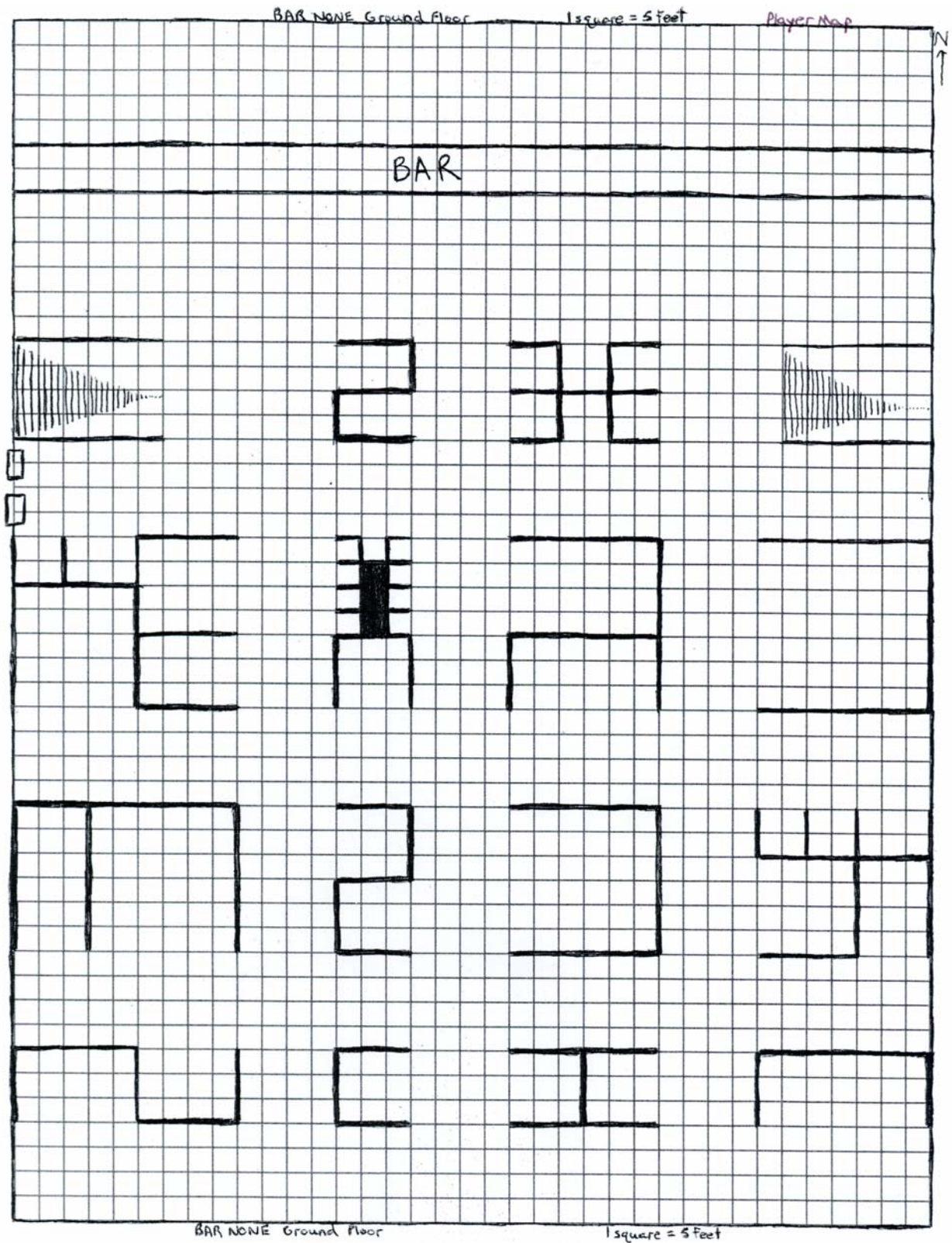
*Behind the door of golden sheen
The Invincible sports golden mien
'Ware for piety's test is 'oft unseen
Your key shall be that mark obscene*

*Law alone shall be borne
'Neath the arch of cherry born
With unyielding force adorn
For passage to the land forlorn*

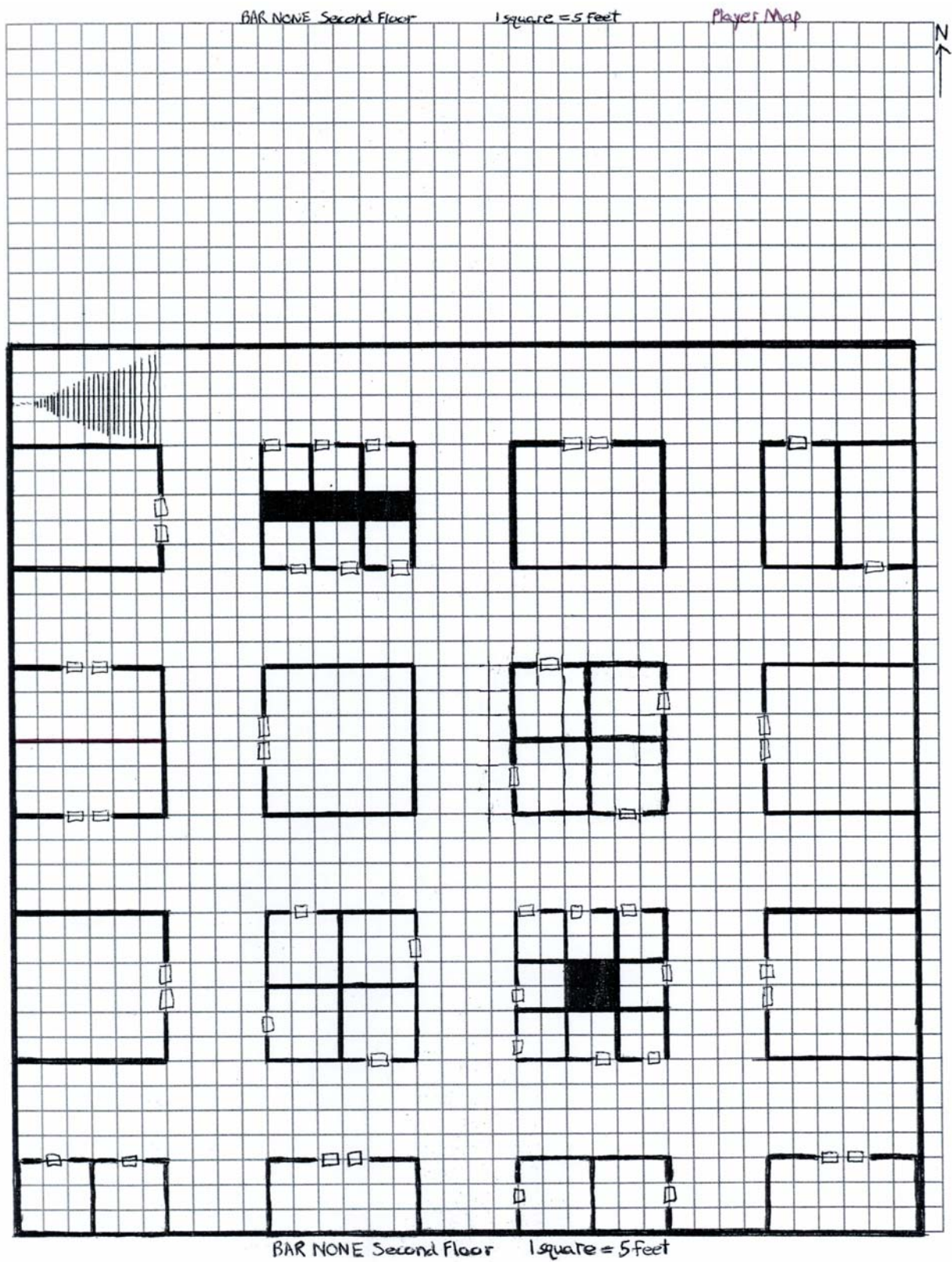
*Journey down to basement deeps
Where watch a demon general keeps
In hope a victory to reap
The key you will see asleep.*

*Through your first silver door now go
To find Vrianian's and Treyn's woe
The key you need not know
Mar'idian's name shall freely flow.*

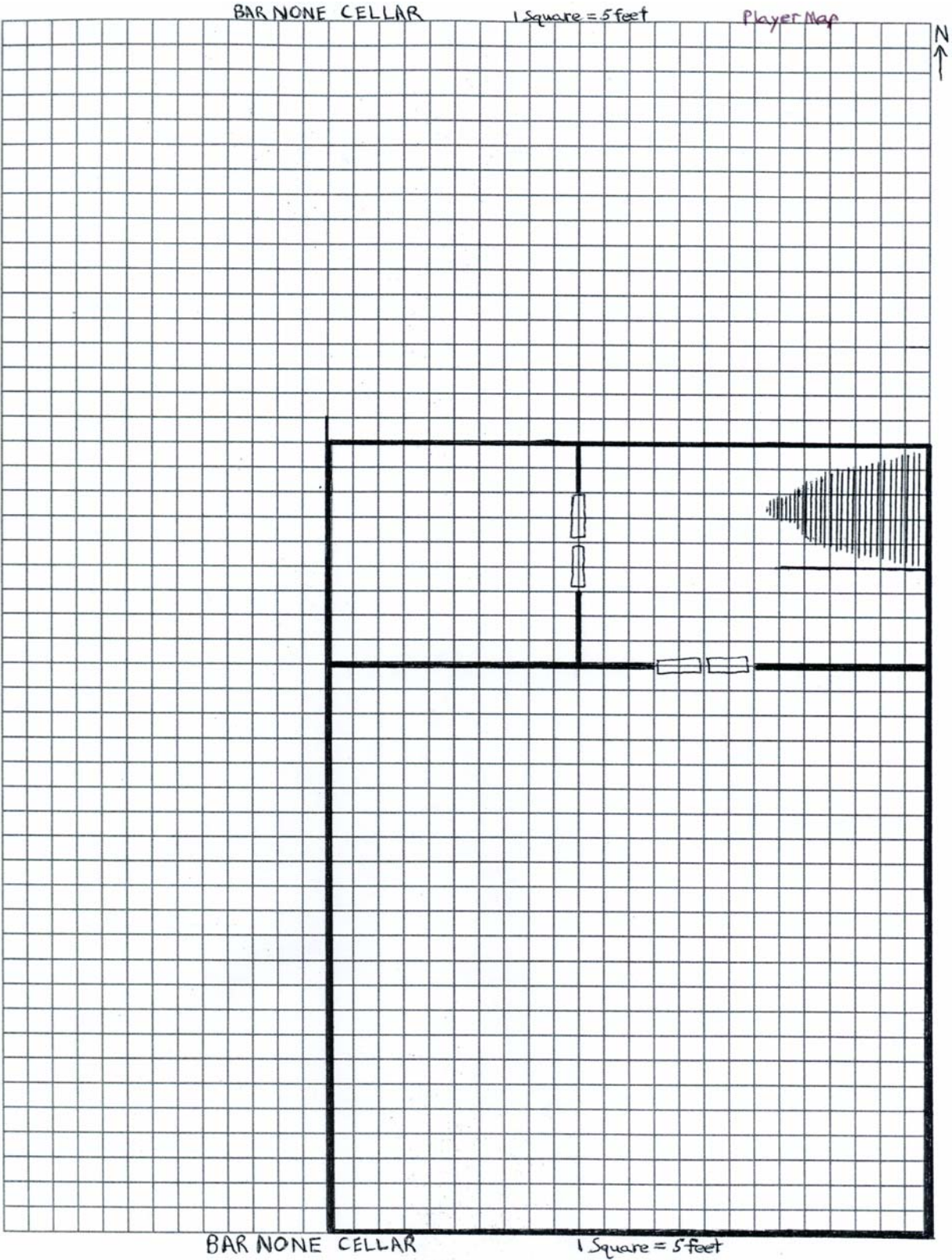
PLAYER HANDOUT #5 – BAR NONE GROUND FLOOR MAP



PLAYER HANDOUT #6 – BAR NONE SECOND FLOOR MAP



PLAYER HANDOUT #7 – BAR NONE CELLAR MAP



PLAYER HANDOUT #8 – MAR'IDIAN'S SONG

My dearest dear the time has come when you and I must part
And no one knows the inner grief of my poor aching heart.
To see what I suffered for your sake, you art my love most dear,
I wish that I could go with you or you might tarry here.

Though my old mother's hard to leave my father's on my mind
But for your sake I'd go with you and leave them all behind
But for your sake I'd go with you oh mother fare thee well!
For fear I never will see you no more while here on Oerth we dwell.

I wish my breast was made of glass wherein you might behold,
Your name in secret I would write in letters of bright gold
Your name in secret I would write oh believe in what I say!
For you are the one I love most dear until my dyin' day.

But when you're in some distant land think on your absent friends
And when the wind blows cold and clear, a line or two pray send
And when the wind blows cold and clear, pray send it love to me
So that I may know by your hand-writ how things have gone with thee

My dearest dear the time has come when you and I must part
And no one knows the inner grief of my poor aching heart.
To see what I suffered for your sake, you art my love most dear,
I wish that I could go with you or you might tarry here.

CRITICAL EVENT SUMMARY: GRM7-02 WHO SLEEPS UPON YOUR BED?

If Yes to #1 or #2, please e-mail the information to greysector@hotmail.com

#3 through #6 are only for use only at **Roundcon 2007**

1. Did any character refuse to make the Oath of Purification? Yes No

If so, list player names/PC names, and RPGA numbers here:

2. Was any character Branded by the Gods? Yes No

If so, list player names/PC names, and RPGA numbers here:

3. Did the PCs report through the chain of command? Yes No

4. Did the PCs report directly to the Commandant? Yes No

5. Did Mar'idian remain on the Astral Plane? Yes No

6. Did Mar'idian accompany the players back to Gran March? Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):