

DYV8-05

# Dyvinity

## A One-Round Dungeons & Dragons® Living Greyhawk™ Dyvers Regional Adventure

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Molaho Khem: within his burgeoning faith, there are two very different branches in Dyvers. The Followers of the Cracked Shield are devoted to protecting the city, while the Servants of Glory are devoted to destroying the city's enemies. Each branch considers the tenets of the other to be heresy, and so it is strange to have in your hand a letter from the Emissary of Molaho Khem, the pragmatic gnome and Servant of Glory, asking you to join him in meeting Bojan Starsinger, the Hand of Molaho Khem, Defender of Tricaster and Follower of the Cracked Shield. Is the consolidation of the Molaho Khem cults at hand? Or is this a sign of something greater? Perhaps the Hero god himself has brought about the oncoming slaughter to either search for another hero that will rise in Dyvers defense, or simply to view the carnage of battle.

A one-round Dyvers regional adventure for APL's 6-12, and the conclusion of the Machinations Saga.

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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## 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, players 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.

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure

text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

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

## 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.

	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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard 1-round Dyvers adventure set in the Free City of Dyvers. ***As of September 1, 2007, there is no Time Unit cost to play the adventure portion of this adventure; however, standard Time Unit costs still apply to crafting, magic item creation, performing or other non-adventure related activities or penalties. The cost for Standard Upkeep is 12 gp for PCs whose home region is in Dyvers, or 24 gp for out-of-region PCs. Both Rich Upkeep and Luxury Upkeep cost 75 gp regardless of home region.***

PCs that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

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

### CULT OF MOLAHO KHEM

There are two distinct branches of this growing cult. The first, called "Followers of the Cracked Shield," follow a Neutral Good aspect of Molaho Khem and are driven to protect those in battle that cannot protect themselves. Followers of this branch are most prevalent in the Bandit Kingdoms, but some followers are present in Dyvers, converted in DYV6-06 *Walpurgis: The Dark Night*. Followers of this cult seek out the weapon *Silence, the Secret Keeper of Molaho Khem*, as their principle artifact.

The second branch of the cult, referred to as "Servants of Glory," follow a Chaotic Neutral aspect of Molaho Khem and are driven to battle in the name of personal liberties, or for the sake of battle. Its members strive for independence from oppression, actually seeking out conflict in the hopes of dying in glory, thereby gaining the attention of their god and assurances of riches in the afterlife. Followers of this branch are most prevalent in Dyvers, although their numbers in other regions are growing. Followers of this cult seek out the bastard sword, *Whisper*, currently wielded by Jander the Shade, Scourge of Tricaster, Karessa's Bane.

Each aspect of the cult of Molaho Khem considers followers from other branches of this mythos to be heretical and attack on sight. The Servants of Glory aspect sought out the Trintae elves in DYV4-06 *A House Divided* via a creature called The Eater of Souls, who contacted them again in the hopes of launching a two-pronged attack against the divided House Grift in DYVINT5-07 *Home Sweet Home*. In DYV6-04 *The Dyvisive Deep*, they worked to keep the existence of the Druid, Jumper, a secret from the leaders of Dyvers so that he could be turned into an enemy of the city-state by House Hoffer. In DYV7-03 *Dyvisions*, a gnome known as the Emissary of Molaho Khem was found converting the desperate bandits of the Low Road to Molaho Khem's cause, using a dogma of personal freedom and resistance to tyrannical rule in preparation for the defense of the City against the coming of innumerable orc hordes. Swayed by his friendly demeanor and compelling arguments, many members of the Dyvers Adventurer's Guild were also swayed and began following the aspect presented by the Servants of Glory.

## ADVENTURE SUMMARY

### Introduction: Refugees abound

The PCs begin the adventure within the City of Sails, having already received a letter from the Emissary of Molaho Khem.

### Encounter One: A meeting of the minds

The PCs arrive at the Half-Pint Pub for a meeting with the Emissary of Molaho Khem and Bojan Starsinger. They arrive to find that the Emissary of Molaho Khem is not going to arrive; instead, the Voice of Molaho Khem arrives as a guardian of the Gnarley Forest, having fallen in the Defense of Tricaster. In this meeting, the PCs learn that the Emissary of Molaho Khem has found out more than he should have regarding the nature of the Hero god Molaho Khem, and is being held by his own cult. Presumably this means that the nature of the Hero god worshipped by the Servants of Glory is inaccurate. Based on information provided by The Voice of Molaho Khem, the players need to decide whether to assault the temple of Molaho Khem, or whether to do some research to try to rediscover what the Emissary of Molaho Khem found, and attempt to convert the Servants of Glory to the Followers of the Cracked Shield.

### Encounter Two: Research

The PCs have an opportunity to find evidence supporting the fact that the Servants of Glory are not following the true aspect of Molaho Khem, and may perhaps be able to discover that the Servants of Glory are actually worshipping the god Erythnul.

### Encounter Three:

To legally be in the sewers, the PCs need to get an escort from either the Dyvers Sewer Patrol (Constabulary) or the Dyvers Pest and Vermin Contractors. It is not required to be in the sewers legally, and in fact, in some instances, it may prove advantageous to not have the law "in the way."

### Encounter Four: Into the Sewers

The PCs travel into the sewers on their way to the hidden shrine of Molaho Khem.

### Encounter Five: Trapped

A couple of traps are placed to keep snoopers away from the temple

### Encounter Six: More traps

More traps to keep snoopers away.

### Encounter 7:

The PCs enter the temple area as the Servants of Glory are "worshipping." This worship entails smashing several statues with the holy Morningstar of Molaho Khem. Unbeknownst to the worshippers, the statues are actually enemies of Marsai Hoffer., including Shandara Grift, the Emissary of Molaho Khem, and Jumper the druid. The PCs can either attempt to convert the Servants of Glory by participating in the service, perhaps exposing it for what it is, and with a suitable diplomacy skill roll.

### Conclusion: Picking up the Pieces

Conclusion.

## PREPARATION FOR PLAY

If any PC is prominently displaying a *ring of glorious deaths* (lesser or regular) from DYVINT5-07 *Home Sweet Home*, DYNINT6-02 *Fallen Hero, Risen God*, DYV6-04 *The Dyvisive Deep*, or DYV7-03 *Dyvisions*, that should be noted.

## INTRODUCTION

*The smells and sounds of a city at war are everywhere within the City of Sails. The Free Army is ushering in refugees from the outlying areas, as well as securing rations for the coming onslaught. The docks are flushed with people, as anyone with the Wheatsheafs to leave the city for safer harbors is doing so. You would be preparing for either war or departure yourself, were it not for the urgent message you received from the Emissary of Molaho Khem.*

*The pragmatic gnome and member of the Servants of Glory had previously mentioned to you that he had discovered some information regarding his branch of the Molaho Khem faith. This information has led him to believe that it has been involved in its activities for reasons other than dogma, and that perhaps there was a malevolent force that was using the cult, perhaps even from within the cult itself. His message was brief, but profound. "Please make arrangements to meet Bojan Starsinger with me at 7 bells on the evening of the 23rd day of Flocktime in the Half-Pint Pub in Dyvers." Considering the violent nature of the cult, it is surprising that anyone from that sect invited you to a meeting to discuss anything. Perhaps as curious is the fact that Bojan Starsinger is a Follower of the Cracked Shield, the alternate cult to the Servants of Glory. Never before have any two members from these two differing cults to the same god met on even neutral, much less amicable, terms.*

**Development:** The PCs have several hours before the scheduled meeting with Bojan and the Emissary of Molaho Khem, enough to purchase any equipment they might need or to scope out the Half-Pint Pub in advance.

## 1: A MEETING OF THE MINDS

When the PCs enter the Half-Pint Pub, read or paraphrase the following:

*Entering the Half-Pint Pub, you find a small but inviting pub. As its name might suggest, most of the patrons are*

*of the smaller races, particularly halflings, but not exclusively. A plump Baklunish woman, apparently called "Mother" by the patrons, scurries from one table to the next, serving food and drink. Furnishings sized for both small and medium sized creatures lie intermingled throughout the common room. A set of stairs leads up to the next floor at the back of the room.*

The meeting takes place in a small room upstairs that has been dedicated to the Hero god Molaho Khem. Ironically, the shrine was created by a pair of heroes not affiliated with either of the current branches of Molaho Khem's faith, and acts as a kind of neutral ground. Shortly after the PCs arrive, Mother invites them to sit anywhere they like, and she will be with them shortly. Mother is very cordial but does not know the PCs are to take part in the meeting upstairs unless they mention it to her. Assuming they do, Mother directs them upstairs to the meeting. Once the PCs decide to enter the meeting room, read or paraphrase the following:

*Entering the room, you find yourself in a small shrine. A simple altar adorns the wall on the opposite side of the door, and a pair of benches, enough for perhaps a dozen or so worshippers, almost completely fills the room. Standing beside the altar is Bojan Starsinger, Hand of Molaho Khem, Defender of Tricaster, and Follower of the Cracked Shield. "Greetings," he states while moving in your direction with an outstretched hand, "I am Bojan Starsinger, the Hand of Molaho Khem." Not waiting for you to sit, Bojan reaches inside his coat and retrieves a letter. "I received this letter yesterday from the one calling himself the Emissary of Molaho Khem. It appears he has found himself some trouble and will not be able to join us." Bojan hands you the letter.*

The letter may very well be dubious to many players, as its content supports the dogma of the Followers of the Cracked Shield instead of the Servants of Glory, to which the Emissary of Molaho Khem belongs. It is plausible therefore that Bojan Starsinger has contrived the whole situation and is attempting to have the PCs eliminate the sect opposing his own beliefs. If the players think to compare their notes from the Emissary of Molaho Khem to Bojan's, they find them to be similar, and a DC 15 Forgery check confirms the handwriting is the same, although one is hurried. Of course, Bojan could have sent the PCs their messages as well.

The letters are authentic, but allow the PCs to explore any conspiracy theories they deem worthwhile. Bojan freely submits to spells to divine the truth, as long as they do not have the possibility of placing him at risk, or of exposing information from subjects other than this one. So, *zone of truth* is acceptable, but *detect thoughts* is not. See Bojan's stats below for saving throw information.

After several moments' discussion with Bojan, continue by reading or paraphrasing the following:

*Suddenly, the door to the small shrine opens, and a heavily cloaked figure walks into the room. As he speaks, an earthy aroma wafts through the room, noticeable, but not overpowering. "Bojan, it has been a while since we last met." He says in a slow, raspy drawl. A puzzled look crosses Bojan's face, "We have met before?" "Aye" says the stranger, "At the holy site of the Master of Glorious Deaths, in the lost town of Tricaster, as well as on the fields of battle protecting the same. I am Andras Bedivere, the Voice of Molaho Khem, Scourge of Blackthorn, of the Fallen of Tricaster, and now Verdant Guardian of the Gnarley Forest." Removing his hood, you see what was once most likely a man, but he has been transformed into a creature with sharp, tree-like features, resplendent with a bark-like skin. "I am sorry I am late, but I had to find a unique way into the city. Further, I cannot stay long, as the energies that sustain me do not reach this far from the Gnarley, and so I must return shortly to the Forest."*

Andras Bedivere was one of the defenders of Tricaster that fell with the void over the town. He has returned, but now draws his life energies from the forest. The Emissary of Molaho Khem sent his Elven hound to find Andras and bring him to the City. He knows the following pieces of information:

- The Emissary of Molaho Khem was principally charged with acquiring converts peacefully from the bandits on the Low Road.
- He has not had direct contact with the Emissary since last fall, when he met him in the Gnarley Forest to consult with him regarding a letter from the High Priest of Molaho Khem. That letter seemed to implicate The Servant of Glory in some sort of machination within Dyvers.
- Before he left for the defense of Tricaster over a year ago, The Servants of Glory had found an abandoned temple to the Earth Dragon in the sewers beneath Dyvers. At that time, there was some discussion about using it temporarily until an official temple could be established in Dyvers.
- Despite the letter from the Emissary of Molaho Khem last year, Andras believes that some other group has threatened the Emissary, as a central theme to the Servants of Glory dogma is the supremacy of an individual's free will.
- The Emissary of Molaho Khem most likely discovered some information refuting the claims of the Followers of the Cracked Shield, and it is they that have captured

the Emissary of Molaho Khem, and are holding him in the temple of Nerull (he does not know that the temple of Nerull has been recently destroyed).

- Believers attain favor with the Master of Glorious Deaths by sacrificing themselves in battle, preferably against impossible odds.
- Pursuit of martial prowess is the purest forms of self expression.
- The free will of the individual must not be hampered. Freely choosing to die for a cause, is the ultimate form of free will, and is the surest means of living forever in glory with the Master of Glorious Deaths
- There is no hope of salvation in the Defense of Dyvers. Just like Tricaster before, it will fall.
- Salvation can only be attained by giving yourselves freely to Molaho Khem, embracing your own destiny to die defending against the oncoming hordes of Blackthorn, thereby assuring yourself eternity in Glory.
- All creatures will eventually pass from Oerth. If you were to choose the means of your passing, would you choose to pass with a whimper in the twilight of old age, or with a roar, shaking your fist at your enemies, so that you may live in their hearts forever as fear.

Andras can provide a crude map to the temple starting from the sewer entrance near the temple of Istus, but only does so if asked. See **Players Handout #2**

The Voice of Molaho Khem (Andras Bedivere) believes that the PCs should seek to discover what information the Emissary of Molaho Khem found out about Molaho Khem that got him into trouble.

The Hand of Molaho Khem (Bojan Starsinger) believes that the PCs should move with haste to the hidden temple in the sewers to rescue the Emissary of Molaho Khem from his own cult, and expose the Servants of Glory for what they really are, a bunch of savage killers.

After each has had a chance to make their case, each PC should be allowed to make a Knowledge (religion) check with the DC shown on the table below. Note that characters that have the "People of the Testing" reward from DYV7-07 *The Dyvide*, may use that reward to gain a +20 bonus to this check.

## DC

## Result

- 15 Molaho Khem was a great warrior centuries ago that had a thirst for the danger as well as the glory associated with hand-to-hand combat.
- 16 He was eventually slain fighting a host outside his home city
- 17 Molaho Khem has two distinct groups of followers, The Servants of Glory, and the Followers of the Cracked Shield

- 18 The Followers of the Cracked Shield follow a Neutral Good aspect of Molaho Khem, whose holy symbol is a cracked Shield, and whose domains are Good, Protection and War
- 19 The Servants of Glory follow a Chaotic Neutral aspect of Molaho Khem, whose holy symbol is a blood-red chaos star, and whose domains are Chaos, Destruction and War
- 20 The followers of the Cracked Shield are more prevalent than the Servants of Glory, and are in more areas of the Flanaes.
- 21 Only three other gods have a "split" faith; Al' Akbar, Pholtus, and St. Cuthbert, but in all those cases, the symbols of the deity remain the same (Same holy Symbol, same favored weapon, same domains, etc.)
- 22 Since the holy symbols and Domains are different for the two sects of Molaho Khem, one of them must be guided by a false god, a god deceiving its followers for some type of gain.
- 23 For a god to impersonate another god, he(she) likely has access to the Trickery Domain as well as other domains assumed to be of Molaho Khem
- 24 Gods with "Trickery" and "Good" domains to impersonate The Followers of the Cracked Shield include: Dalt, and Sehanine Moonbow.
- 25 Gods with "Trickery and "Chaos" domains to impersonate the Servants of Glory include: Dalt, Erythnul, Iuz, Kurell, Norebo, Olidimmara, Raxivort, and Sehanine Moonbow

Each additional point which the character exceeds the DC above allows one additional comparative piece of information about a particular god as it relates to Molaho Khem (if any). Each of these additional points can be used in **Encounter #6 Going to the Temple** to try to convert the followers of Molaho Khem

**Bojan Starsinger:** Male Human Ftr 2/ Clr 4/ Wrp4; Fort +15, Ref +6, Will +10; protection domain

**Development:** If the PCs decide to ask around the temple district or to research in the library, proceed to Encounter #2 Research. Otherwise proceed to Encounter #3 Into the Sewer.

## 2: RESEARCH

Use the table from Encounter 1. If asking around the temple district, then add 5 to the DCs and use Gather Information. If going to the library, then use the listed DC, and use Search skill

## 3: INTO THE SEWER

Remind players that it is against the law to enter the sewers of Dyvers without being accompanied by the Sewer Patrol (Dyvers Constabulary) or the Dyvers Pest and Vermin Contractors (DPVC). PCs need to decide if they are going to request an escort. Either organization is readily available to escort the PCs into the sewers for a nominal fee of (5 gp \* APL) per person to be escorted, or, any character belonging to either of these meta-orgs suffices. Getting an escort is not required, and in some cases, it may be beneficial to NOT have an escort. The escort follows along behind the characters. If the characters do not have an escort and they do not take special precautions to remain hidden, then they are spotted entering the sewers by some concerned citizens, who notify the Sewer patrol. The Sewer patrol then begins tracking the characters 10 minutes (100 rounds) behind them. They arrive and arrest the characters on the spot if they catch them. Once the PCs have decided, read or paraphrase the following:

*Dropping through the manhole outside the temple of Istus, you descend into the darkness below. A full 15 feet below the streets of Dyvers, the upper system of the sewers are dark, wet, and cool. Perhaps surprisingly, the sewers do not smell. The gelatinous cubes, the sanitation guild of Dyvers, must make their way here frequently to keep organic matter from rotting. Contrary to expectations, the tunnel actually heads downward a little bit as you move away from the opening.*

The PCs need to navigate through the sewers to the temple of Molaho Khem.

The walls of the sewers are made of stone and have the following characteristics:

**Walls:** Stone, hardness: 8, hit points: 180

PCs may destroy the walls, but unless precautions are taken to brace the walls before they are destroyed, a section of the wall collapses, affecting everyone in adjacent square. Characters may notice the walls are not stable with a DC 20 Search check or a DC 15 Knowledge (Architecture and Engineering) check. If PCs brought along either the Sewer Patrol or the DPVC, they warn the PCs that in addition against the law, it is also dangerous to destroy walls directly beneath the city this close to the surface.

### APL 6

**Collapsing Wall:** CR 6; mechanical, proximity trigger, no reset; Atk +20 (8d6, stone blocks); multiple targets (all targets in a 5' x 5' area in front of collapsed wall); search n/a; disable; n/a

### APL 8

**Collapsing Wall:** CR 8; mechanical, proximity trigger, no reset; Atk +22 (12d6, stone blocks); multiple targets (all targets in a 5' x 5' area in front of collapsed wall); search n/a; disable; n/a

### APL 10

**Collapsing Wall:** CR 10; mechanical, proximity trigger, no reset; Atk +24 (16d6, stone blocks); multiple targets (all targets in a 5' x 5' area in front of collapsed wall); search n/a; disable; n/a

### APL 12

**Collapsing Wall:** CR 12; mechanical, proximity trigger, no reset; Atk +24 (20d6, stone blocks); multiple targets (all targets in a 5' x 5' area in front of collapsed wall); search n/a; disable; n/a

## 4: TRAPPED

The area on the map marked with a "1" is a trapped section of the floor. It is activated when a creature medium sized or larger steps on it. The pit trap opens and then closes, automatically resetting itself. When the trap door is opened again, either by reactivating the trap, or by disarming the pit trap, the second trap (Ramp trap) triggers, sending the first character sliding down a *greased* ramp into a 20' x 20' dark room with a gelatinous cube. At APLs 10 and 12, the room is also filled with 10 feet of water. As there are two traps in two different locations, locating both requires two separate Search checks, and disabling them requires two separate Disable Device checks. The trigger for both traps is by the camouflaged pit trap, i.e., you do not disable the second trap from the bottom of the pit.

Within the room with the gelatinous cube is the equipment from a band of orcs. Included is a fine falchion named *Shara-Hosh*. Anyone able to read Orc can translate this into "Man Cleaver."

### APL 6 (EL 7)

**Pit Trap:** CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); Search DC 25; Disable Device DC 17.

**Ramp Trap:** CR 3; mechanical & magical; location trigger; automatic reset; DC 20 avoids; spell effect *grease*, 40

ft long ramp (20 ft drop) (2d6, fall); Search DC 20; Disable Device DC 20.

**Gelatinous Cube:** Huge Ooze; hp 54 (See *Monster Manual*/pg 201)

#### APL 8 (EL 9)

**Pit Trap:** CR 7; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); pit spikes ; Atk +12; 1d4 spikes per target (1d4+5 each); Search DC 25; Disable Device DC 19.

**Ramp Trap:** CR 5; mechanical & magical; location trigger; automatic reset; DC 20 avoids; spell effect *grease*, 80 ft long ramp (40 ft drop) (4d6, fall); Search DC 22; Disable Device DC 23.

**Gelatinous Cube:** Huge Ooze; hp 162

#### APL 10 (EL 11)

**Pit Trap:** CR 9; mechanical; location trigger; automatic reset; DC 26 Reflex save avoids; 50 ft. deep (5d6, fall); pit spikes ; Atk +12; 1d4 spikes per target (1d4+5 plus poison each); poison (Medium Spider venom, DC 14 1d4 Str/1d4 Str) Search DC 25; Disable Device DC 19.

**Ramp Trap:** CR 7; mechanical & magical; location trigger; automatic reset; DC 20 avoids; spell effect *grease*, 80 ft long ramp (40 ft drop) (2d6, fall); Water (10 ft. deep); Search DC 22; Disable Device DC 23.

**Gelatinous Cube:** Huge Ooze; hp 350

#### APL 12 (EL 13)

**Pit Trap:** CR 10; mechanical; location trigger; automatic reset; DC 26 Reflex save avoids; 50 ft. deep (5d6, fall); pit spikes; Atk +12; 1d4 spikes per target (1d4+5 plus poison each); poison (Giant Wasp Poison, DC 14 1d6 dex/1d6 dex) Search DC 27; Disable Device DC 23.

**Ramp Trap:** CR 10; mechanical & magical; location trigger; automatic reset; DC 20 avoids; spell effect *grease* and *Melf's acid arrow*; atk +9 ranged touch; (*Melf's acid arrow*, 18<sup>th</sup> lvl wizard, 2d4 acid damage for 7 rounds), 80 ft long ramp (40 ft drop) (2d6, fall); Water (10 ft. deep); Search DC 24; Disable Device DC 24.

**Gelatinous Cube:** Huge Ooze; hp 490

*With your light piercing through what would otherwise be utter darkness, you make your way around a bend in the sewer system. Immediately ahead of you is a sharp decline in what has otherwise been a flat, or gently contoured, passage. Here, though, the passage drops at a 45 degree angle for about 10 feet. A pool of brackish water continues for another 10 feet before the passage begins to ascend into the darkness beyond.*

The water is only six inches deep. Once the PCs have progressed to a point, they can see the opposite side of the recession. Read or paraphrase the following:

*Sitting at the top of the opposite side of the recession is a single pair of boots.*

The boots are magical (Strong [DC 21] transmutation) The trap marked with a “2” (in the recess) is a slam/water trap. Recessed into the floor, beneath the six inches of water is a steel grid/mesh. When a medium-sized creature passes over the area, whether by flying, jumping, or walking, the steel grid snaps to the side of the sewer wall, like a giant fly swatter. Once this has occurred, the character is pinned against the wall, requiring an Escape Artist or Strength check to escape (or Disable Device check). In addition, once the trap activates, the recess begins to rapidly fill with water, filling the entire 10-foot-deep recess in only two rounds. The area on the map marked with a “3” (location of the boots) is the *sovereign glue*/fire trap. The glue is injected onto the floor through several small nozzles on the floor. The PCs boots are permanently affixed to the floor unless a dose of *universal solvent* is applied. The stuck character is required to remove the boots in order to continue. Once the *sovereign glue* is activated, the *wall of fire* springs to life on top of the trapped character, with the damage side pointed down the hall, toward the direction the characters need to travel.

#### APL 6 – EL 8

**Slam/ Water Trap:** CR 6; mechanical; proximity trigger (+20 spot bonus); manual reset; never miss; special effect slam (20 DC Strength check or DC 20 Escape Artist check to escape); special effect (water fills area to 10 feet deep); Search DC 25; Disable Device DC 17.

**Glue/ Fire Trap:** CR 6; magical Device; proximity trigger; automatic reset; never miss; special effect glue (As *sovereign glue*, except instantaneous effect); special effect *wall of fire* (*wall of fire*, 2d6+7 for 7 rnds, CL 7th); Search DC 29; Disable Device DC 29

#### APL 8 – EL 10

**Slam/ Water Trap:** CR 8; mechanical; proximity trigger (+20 spot bonus); manual reset; never miss; special effect

## 5: MORE TRAPS

As the PCs approach the area on the map marked with a “2” and “3” read or paraphrase the following:

slam (22 DC Strength check or DC 22 Escape Artist check to escape); special effect (water fills area to 10 feet deep); Search DC 27; Disable Device DC 19.

**Glue/ Fire Trap:** CR 8; magical device; proximity trigger; automatic reset; never miss; special effect glue (As *sovereign glue*, except instantaneous effect); special effect *wall of fire* (*wall of fire*, 2d6+9 for 9 rnds, CL 9th); Search DC 29; Disable Device DC 29

#### APL 10 – EL 12

**Slam/ Water Trap:** CR 10; mechanical; proximity trigger (+20 spot bonus); manual reset; never miss; special effect slam (24 DC strength check or DC 24 Escape Artist check to escape); special effect (water fills area to 10 feet deep); Search DC 29; Disable Device DC 21.

**Glue/ Fire Trap:** CR 10; magical device; proximity trigger; automatic reset; never miss; special effect glue (As *sovereign glue*, except instantaneous effect); special effect *wall of fire* (*Heightened wall of fire*, 2d6+11 for 11 rnds, CL 11th); Search DC 31; Disable Device DC 31

#### APL 12 – EL 14

**Slam/ Water Trap:** CR 10; mechanical; proximity trigger (+20 spot bonus); manual reset; never miss; special effect slam (24 DC Strength check or DC 24 Escape Artist check to escape); special effect (water fills area to 10 feet deep); Search DC 29; Disable Device DC 21.

**Glue/ Fire Trap:** CR 10; magical device; proximity trigger; automatic reset; never miss; special effect glue (As *sovereign glue*, except instantaneous effect); special effect *wall of fire* (*Heightened wall of fire*, 2d6+11 for 11 rnds, CL 11th); Search DC 31; Disable Device DC 31

## 6: TO THE TEMPLE

As the PCs approach the entrance to the Temple of the Servants of Glory, allow each PC to make a DC 15 Listen check to hear sounds of battle. Because of the echoes in the sewers, it is not possible to precisely locate the source of the sounds. The entrance to the Temple of the Servants of Glory is hidden behind a secret door which can be found by making a DC (14 + APL) Search check. A PC with the Track feat can discover tracks leading through the wall with a DC 20 Survival check. See **DM's Map #2** for a general layout of the temple complex. Once the characters pass through the secret door, read or paraphrase the following:

*Entering the temple complex of the Servants of Glory, your senses are immediately assailed by the odors of a sweat house. The heavy, humid air from heavy labor as well as the odors associated with it hit you like a wall.*

*The sounds of battle, metal striking stone, ring throughout the complex, as well as cheers and shouts of encouragement from others.*

The temple complex is divided into two general areas. The main common area is off to the west (characters' right), and some rudimentary living quarters and offices are off to the east (characters' left). If the PCs choose to investigate the living areas first, then if they succeed a DC 20 Search check in one of the offices (Determined randomly) six (6) applications of *Universal Solvent*, and **Player Handout #3**. Keep track of the time the character's search, as it may mean that the captives, described below, will be injured further, or perhaps even killed. Once the PCs proceed into the common area of the temple, read or paraphrase the following:

*Entering into the common area of the temple, you see three large stone obelisks spaced across the front of the room. Standing on the altar dais is an Oeridian man wearing full plate armor encouraging a second man to strike one of the obelisks with a morningstar whose head has been manufactured from some type of red metal.*

Assuming the PCs are visible as they enter, continue with the following:

*Seeing you enter, the man in full plate turns with his arms open and says, "Welcome to the Temple of Glory! Please join us as we celebrate the destructive capacities of the Master of Glorious Deaths." Just then the second man swings the red morningstar, striking the obelisk with all his might, sending chunks of rock flying. The others in the room let loose an uproarious cheer, as the man, clearly shaken by the effort, returns to his seat.*

PCs succeeding at a DC 23 Spot check notice gashes appearing on the arms of the second man as he struck the obelisk. This effect is from the *vicious* ability within the morningstar. There are a dozen participants in the service, and they are a mix of all races. Marsai Hoffer is present in the audience with his back to the PCs and has cast *major image* on the dais to hide the fact that the obelisks are actually three drugged people chained to poles. All of the participants, except for the ones named below are commoners and are unaware of the true nature of the service. They flee at the first sign of combat, or if the *major image* spell on the Obelisks is dispelled, revealing the captives. The three people are as follows:

A – Emissary of Molaho Khem: This is the person the PCs were supposed to meet.

B – Shandara Grift: This is the daughter of Helsim Lord Grift.

C – The Druid "Jumper": A druid who kept a portion of the Nyr Dyv free from hostile aquatic creatures—for a while.

These three people are being sacrificed as part of a ritual to summon The Eater of Souls (A Barghest encountered in Dyv4-06 *A House Divided*). Once all three of the above NPCs are killed, the Eater of Souls is summoned. Each character has the following number of hit points remaining when the PCs arrive. If the PCs do not intervene, then one of the NPCs loses 15 hit points every other round.

A	Emissary of Molaho Khem	23 HP
B	Shandara Grift	32 HP
C	Jumper the Druid	27 HP

The man in full plate armor is Aliknor, High Priest of Molaho Khem, and the Servant of Glory. He invites the PCs to join them in the ceremony. If they accept, then they each are given an opportunity to strike the obelisk. When a character interacts with the obelisk, they receive a saving throw against Marsai's *major image* spell with DCs per below:

**APL Major image DC**

6	16
8	16
10	20
12	21

With the information the PCs may have learned in Encounters 1 and 2, they may attempt to convince Aliknor and the cultists that they are the pawns of a malevolent god, Erythnul. To do so requires a Diplomacy check with a DC as indicated below:

**APL Diplomacy DC**

6	33
8	37
10	41
12	45

This roll is modified as follows:

Character displays <i>ring of glorious deaths</i>	+5
Character is a worshipper of the CN aspect of Molaho Khem (Servants of Glory)	+5
Per point of similarity discovered in encounters 1 and 2	+5

If Aliknor and the other cultists are convinced by the PCs, then Marsai immediately tries to fight his way out of the complex. There is a secret door (search DC APL +14) behind the altar that Aliknor attempts to use if combat starts.

**APL 6 (EL 9)**

**Marsai Hoffer:** Male Human Sor 5/ AcSkn 1; hp 50; see Appendix 1.

**Chosen of Molaho Khem:** Male Spriggan wiz 5/ ArTrk 1; hp 46; see Appendix 1.

**Follower of Molaho Khem:** Male Dwarf Bbn 6; hp 65; see Appendix 1.

**Aliknor (non-combatant):** Male Human Bbn 2/ Clr 4; hp 67.

**Succubus (If summoned):** (see page 47 of MM)

**APL 8 (EL 11)**

**Marsai Hoffer:** Male Human Sor 5/ AcSkn 3; hp 67; see Appendix 1.

**Chosen of Molaho Khem:** Male Spriggan wiz 5/ ArTrk 2/ Brd 1; hp 58; see Appendix 1.

**Follower of Molaho Khem (2):** Male Dwarf Bbn 6; hp 65; see Appendix 1.

**Aliknor (non-combatant):** Male Human Bbn 2/ Clr 4/ Wrp 2; hp 81

**Vrock (If summoned):** (See page 48 of MM)

**APL 10 (EL 13)**

**Marsai Hoffer:** Male Human Sor 5/ AcSkn 5; hp 93; see Appendix 1.

**Chosen of Molaho Khem:** Male Spriggan wiz 5/ ArTrk 4/ Brd 1; hp 66; see Appendix 1.

**Follower of Molaho Khem (4):** Male Dwarf Bbn 6; hp 65; see Appendix 1.

**Aliknor (non-combatant):** Male Human Bbn 2/ Clr 4/ Wrp 4; hp 95

**Hezrou (If summoned):** (See page 44 of MM)

**APL 12 (EL 15)**

**Marsai Hoffer:** Male Human sor 5/ acSkn 7; hp 99; see Appendix 1.

**Chosen of Molaho Khem:** Male Spriggan wiz 5/ ArTrk 6/ Brd 1; hp 74; see Appendix 1.

**Elven Khemite (3):** Male Wood Elf Barbarian 1 / Fighter 1 / Ranger 3 / Wildrunner 4; hp 73; see Appendix 1.

**Aliknor (non-combatant):** Male Human Bbn 2/ Clr 4/ Wrp 6; hp 111

**Glabrezu (If summoned):** (See page 43 of MM)

#### Tactics:

If combat ensues, Aliknor immediately makes his way to the secret and attempt to flee. He is not counted as part of the EL for this encounter and only actively participates in the fight if the PCs make a continued attempt to engage him.

If the PCs are able to convert Aliknor away from the ways of Erythnul, then all of the other combatants except Marsai also convert. Marsai, being outclassed at that point, attempts to flee, but he is not aware of the secret door.

Marsai's benefactor (the demon Kaltoril) has placed a *contingency teleport* that activates when Marsai is reduced to fewer than ¼ his starting hit points (CL 18<sup>th</sup>)

## 7: CONCLUSION: PICKING UP THE PIECES

*With the proof in hand of Marsai's treasonous actions against the City of Dyvers, all legal actions that may have been brought to bear against you for assaulting the son a gentryman have been struck. The next day, Lord Lambert Hoffer, with tears in his eyes, delivers a heartfelt speech publicly disowning his son, and thanking the adventurers for their part in bringing his dastardly deeds to light. The Servants of Glory, adherents to the destructive aspects of the hero god Molaho Khem, are no more, whether by tongue or by the sword, their ranks have been depleted, and they are no longer a threat to Dyvers.*

## 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.

### 4: Traps

Encounter and survive the traps/cube

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

### 5: More Traps

Encounter and survive both traps

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

### 6: To the Temple

Defeat or successfully negotiate with the cultists.

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

### Story Award

For saving The Emissary of Molaho Khem:

APL 6	90 XP
APL 8	112 XP
APL 10	135 XP
APL 12	157 XP

### Discretionary roleplaying award

APL 6	90 XP
APL 8	113 XP
APL 10	135 XP
APL 12	158 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.

### TREASURE KEY:

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

### Encounter 4: Trapped

Find the Orcish falchion

**APL 6:** Loot 103 gp; Magic 0 gp; +1 Human Bane falchion (8,335 gp)

**APL 8:** Loot 103 gp; Magic 0 gp; +1 keen, Human Bane falchion (16,335 gp).

**APL 10:** Loot 103 gp; Magic 0 gp; +2 keen, Human Bane falchion (32,335 gp)

**APL 12:** Loot 103 gp; Magic 0 gp; +2 keen Human Bane falchion of Mighty Cleaving (50,335 gp)

### Encounter 5: More Traps

Find the Orcish falchion

**APL 6:** Loot 0 gp; Magic 0 gp; Boots of Sidestepping (MIC) (6,000 gp)

**APL 8:** Loot 0 gp; Magic 0 gp; Boots of Sidestepping (MIC) (6,000 gp)

**APL 10:** Loot 0 gp; Magic 0 gp; Boots of Sidestepping (MIC) (6,000 gp))

**APL 12:** Loot 0 gp; Magic 0 gp; Boots of Sidestepping (MIC) (6,000 gp)

### Total Possible Treasure

<b>APL 6</b>	<b>900 gp</b>
<b>APL 8</b>	<b>1,300 gp</b>
<b>APL 10</b>	<b>2,250 gp</b>
<b>APL 12</b>	<b>3,300 gp</b>

## ADVENTURE RECORD ITEMS

**Emissary of Molaho Khem:** You have rescued the gnome from the clutches of his own cult, and he is indebted to you. For any ONE event round in the future, you may call the Emissary to act as your cohort, regardless of your leadership score, or even possession of the Leadership feat. Only one Emissary may be present a time.

**Male Gnome (Chaos):** Bbn1/Rgr4/HoL4; CR 10; Small Humanoid (Gnome); HD 4d8+4d10+1d12+36; hp 92; Init +5; Spd 30 ft/x4; AC 26 (+7 armor, +3 shield, +5 Dex, +1 size), touch 16, flat-footed 21; Base Atk/Grapple +9/+6; Full Atk +11/+6 Double-weapon (primary) (1d6+3; 19-20/x3, +2 Gnome Hooked Hammer), +11/+6 Double-weapon (secondary) (1d4+2; 19-20/x4, +2 *Gnome Hooked Hammer*); AL CG; SV Fort +19, Ref +15, Will +8;

Str 12(+1), Dex 20(+5), Con 18(+4), Int 8(-1), Wis 12(+1), Cha 21(+5);

Skills and Feats: Diplomacy<sup>1</sup> +15, Listen<sup>1</sup> +5, Ride<sup>1</sup> +13, Spot<sup>1</sup> +9, Survival<sup>1</sup> +3. Endurance<sup>2</sup>, Improved Critical (Hammer, Gnome Hooked), Track<sup>2</sup>, Two-Weapon Fighting<sup>2</sup>, Improved Two-Weapon Fighting, Extra Smiting, Improved Buckler Defense

Fast Movement (Ex); Rage: Animal Companion (Ex); Wild Empathy (Ex); **Aura of Good (Ex):** You have a moderate aura of Good; **Detect Evil (Sp):** At will, as the spell; **Divine Grace (Su):** Add +5 to all saves; Favored Enemy Humanoid (orc) (+2 bonus)

**Smite Evil(Su):** 2 time(s) per day, you can add +5 to your attack roll; if the creature you strike is evil, you inflict an extra 4 points of damage.

**Remove Fatigue (Su):** You can eliminate fatigue in any creature you touch Using this ability is a standard action; you may use this ability 7 times per day.

**Aura of Resolve (Ex):** You are immune to all charm and compulsion effects. Each ally within 10 feet of you gains a +4 morale bonus on saving throws against charm or compulsion effects.

**Break Enchantment (Sp):** Once per week you can use break enchantment.

**Code of Conduct:** You must be of chaotic good alignment and lose all special class abilities if you ever willingly commit an act of evil.

**Chosen of Molaho Khem:** For your actions to unify his followers, you have gained the attention of the Hero God. One time in the future, while protecting others who cannot defend themselves, you may, as a free action, call on the Hero God, granting the benefits of a *righteous might* spell (CL20) for the normal duration of the spell

**Shara-Hosh (Man-Cleaver):** This falchion of Orcish manufacture was found in the sewers of Dyvers, left over from a raiding orc who was presumably consumed by a Gelatinous Cube. (See below for characteristics)

## ITEM ACCESS

### All APLs:

*Boots of sidestepping (6,000 GP, Adventure, MIC)*

### APL 6

*+1 Human bane falchion (8,335 gp)*

### APL 8

*+1 keen Human bane falchion (16,335 gp).*

### APL 10

*+2 keen Human bane falchion (32,335 gp)*

### APL 12

*+2 keen Human bane falchion of mighty cleaving (50,335 gp).*

## APPENDIX 1: APL 6

### 4: TRAPPED

#### GELATINOUS CUBE

CR 3

*Monster Manual*

N Large ooze

**Init** +5 **Senses** Blindsight 60 ft.

**AC** 4, touch 4, flat-footed 4; transparent

**hp** 54 (4 HD)

**Immune** electricity

**Fort** +9, **Ref** -4, **Will** -4

**Speed** 15 ft. (3 squares)

**Melee** slam +2 (1d6 plus 1d6 acid)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +3; **Grp** +7

**Atk Options** Acid, engulf, paralysis

**Special Actions** ooze traits

**Abilities** Str 10, Dex 1, Con 26, Int --, Wis 1, Cha 1

**SQ** ooze traits

**Acid (Ex)** A gelatinous cube's acid does not harm metal or stone

**Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Transparent (Ex)** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

### 6: TO THE TEMPLE

#### FOLLOWER OF MOLAHO KHEM

CR 6

Male Dwarf Barbarian 6

CE medium Humanoid

**Init** +2; **Senses** Darkvision (60 ft) Listen +8, Spot +0

**Languages** Common, Dwarf

**AC** 18, touch 12, flat-footed 18 (+2 Dex, +6 armor); improved uncanny dodge

**hp** 65 (6 HD);

**Fort** +9, **Ref** +3 (+4 vs traps), **Will** +1

**Speed** 30 ft. in no armor (6 squares), base movement 20 ft.,

**Melee** +1 *Goliath Greathammer* +12/+7 (1d12+7 / (x4))

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

**Base Atk** +6; **Grp** +10

**Atk Options** Power Attack, Rage (2/day, 8 rounds)

**Abilities** Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6

**Feats** Exotic Weapon Proficiency (*Greathammer*, *Goliath*), Power Attack, Weapon Focus (*Greathammer*, *Goliath*)

**Skills** Climb<sup>1</sup> +6, Jump<sup>1</sup> +10, Listen<sup>1</sup> +8, Survival<sup>1</sup> +6, Swim<sup>1</sup> +4

**Possessions** +1 *Goliath Greathammer*\*, +1 *Breastplate*

\* see Appendix 2: New Rules Items

#### CHOSEN OF MOLAHO KHEM

CR 6

Male Spriggan Wizard 5/ Arcane Trickster 1

CE Small fey

**Init** +9; **Senses** Listen +7, Spot -1

**Languages** Goblin, Gnome

**AC** 20, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor)

**hp** 46 (11 HD);

**Fort** +3, **Ref** +12, **Will** +9

**Speed** 20 ft. in no armor (4 squares), base movement 20 ft.,

**Melee** small short sword +11/+6 (1d4-1 / (19-20))

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

**Base Atk** +6; **Grp** +1

**Atk Options** Sneak Attack,

**Special Actions** Size Change, Spell-like abilities,

**Wizard Spells Prepared** (CL 10<sup>th</sup> save DC 14 + spell level):

3rd—Empowered *lesser orb of fire*\*, Silent *glitterdust*, Silent *scorching ray*

2nd—Silent *true strike*, *glitterdust*, *invisibility* †, *scorching ray*

1st—*lesser orb of fire*, *mage armor* †, *shield*, *protection from good*

0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

**Spell-Like Abilities** (CL 8<sup>th</sup>, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

**Abilities** Str 8, Dex 20, Con 12, Int 18, Wis 8, Cha 10

**SQ** Ranged Legerdemain, Spell-like abilities, Spell Use

**Feats** Empower Spell, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll, Silent Spell, Weapon Finesse

**Skills** Climb +3, Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +12, Hide +14, Knowledge (Arcane) +12, Listen +7, Move Silently +11, Open Lock +12, Sleight of Hand +10, Spellcraft +12

**Possessions** *Ring of Glorious Deaths*\*, small short sword, MW scythe, Headband of Intellect (+2)

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

\* see Appendix 2: New Rules Items

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**MARSAI HOFFER** **CR 6**

Male Human Sor 5/ AcSkn\* 1

CE Medium Humanoid (Human)

**Init** +5; **Senses** Darkvision(60 ft), Listen -1, Spot -1

**Languages** Common, Draconic, Abyssal

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**AC** 21, touch 17, flat-footed 16  
(+5 Dex, +4 armor, +2 deflection)

**hp** 50 (6 HD);

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

---

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,

**Melee** Touch +4 (per spell)

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

**Base Atk** +2; **Grp** +2

**Atk Options** Spellcasting

**Sorcerer Spells Known** (CL 9th):

2nd (5/day)—*ghoul touch*, *scorching ray*

1st (7/day)—*charm person*, *disguise self*, *ray of enfeeblement*, *shield*

0 (6/day)—*arcane mark*, *daze*, *detect magic*, *detect poison*, *detect undead*, *ghost sound*,

‡ Already cast

---

**Abilities** Str 10, Dex 20, Con 16, Int 12, Wis 8, Cha 19

**SQ** Spell Use,

**Feats** Practiced Spellcaster\*, Draconic Heritage\* (red), Draconic Power\*, Draconic Presence\*

**Skills** Bluff +9, Concentration +12, Intimidate +9, Knowledge (Arcana) +9, Knowledge (the Planes) +13, Spellcraft +12

**Possessions** *Ring of Glorious Deaths\**, +2 *ring of Deflection*, +4 *bracers of armor*, +4 *gloves of dexterity*, +2 *amulet of health*, +4 *cloak of charisma*

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**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet. The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

**Poison (Sp):** An acolyte of the skin can use *poison* once per day as an 8<sup>th</sup> level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for Clerics, and so forth). At 5<sup>th</sup>

level, and acolyte can use this ability two times per day.

\* see Appendix 2: New Rules Items

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**ALIKNOR, SERVANT OF GLORY** **CR 6**

Male Human Bbn 2/ Clr 4

CN Medium Humanoid (Human)

**Init** +0; **Senses** Listen +5, Spot +3

**Languages** Common

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**AC** 24, touch 12, flat-footed 23 (+9 armor, +3 shield, +1 dex, +1 deflection); Uncanny Dodge

**hp** 67 (6 HD)

**Fort** +11, **Ref** +4, **Will** +9

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

**Melee** +2 *adamantine morningstar* +14 (1d8+6)

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

**Base Atk** +5; **Grp** +9

**Atk Options** Spell Use, Smite, Turn Undead (Su); Rage (1/day, 7 rounds); Turn Undead (8/day)

**Cleric Spells Prepared** (CL 6<sup>th</sup>; save DC 13 + spell level):

2nd—*spiritual weapon* (D), *bulls strength*, *silence*

1st—*magic weapon* (D), *remove fear*, *divine favor*, *obscuring mist*

0—*read magic*, *detect poison*, *guidance* (x2), *create water*, *purify food and drink*

**D:** Domain spell. Deity: Molaho Khem.

Domains: Destruction, War, Glory

‡ Already cast

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**Abilities** Str 19, Dex 12, Con 14, Int 10, Wis 16, Cha 8

**Feats** Combat Casting, Power Attack, Weapon Focus (Morningstar<sup>2</sup>), Practiced Spellcaster\* (Cleric), Improved Toughness.

**Skills** Climb<sup>1</sup> +4, Concentration<sup>1</sup> +9, Diplomacy<sup>1</sup> +6, Intimidate<sup>1</sup> +6, Jump<sup>1</sup> -2, Knowledge (history) +3, Listen<sup>1</sup> +6, Sense Motive<sup>1</sup> +8, Spellcraft +4

**Combat Gear** full plate (+1) *heavy steel shield* (+1), *ring of deflection* (+1), *ring of glorious deaths\**, +2 *adamantine morningstar*, *cloak of protection* (+2), *belt of giant strength* (+2), *periapt of wisdom* (+2)

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**Restricted Spells:** cannot cast Lawful spells.

**Turn Undead(Su):** Can turn undead 8 times per day. A turning check is made on 1d20+4; turning damage is equal to 2d6+7 on a successful check.

**Spontaneous Casting:** Can spontaneously cast cure spells, by sacrificing a pre-prepared spell of equal or higher level.

\* see Appendix 2: New Rules Items

**4: TRAPPED****GELATINOUS CUBE****CR 5***Monster Manual*

N Large ooze

**Init** +5 **Senses** Blindsight 60 ft.**AC** 4, touch 4, flat-footed 4; transparent**hp** 162 (12 HD)**Immune** electricity**Fort** +12, **Ref** -1, **Will** -1**Speed** 15 ft. (3 squares)**Melee** slam +10 (1d6+1 plus 1d6 acid)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +14**Atk Options** Acid, engulf, paralysis**Special Actions** ooze traits**Abilities** Str 12, Dex 1, Con 26, Int --, Wis 1, Cha 1**SQ** ooze traits**Acid (Ex)** A gelatinous cube's acid does not harm metal or stone**Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 14 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.**Transparent (Ex)** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.**6: TO THE TEMPLE****FOLLOWER OF MOLAHO KHEM****CR 6**

Male Dwarf Barbarian 6

CE medium Humanoid

**Init** +2; **Senses** Darkvision (60 ft) Listen +8, Spot +0**Languages** Common, Dwarf**AC** 18, touch 12, flat-footed 18 (+2 Dex, +6 armor)**hp** 65 (6 HD); Improved Uncanny Dodge.**Fort** +9, **Ref** +3 (+1 vs traps), **Will** +1**Speed** 30 ft. in no armor (6 squares), base movement 20 ft.,**Melee** +1 *Goliath Greathammer* +12/+7 (1d12+7 / (x4))**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Atk Options** Power Attack, Rage (2/day, 8 rounds)**Abilities** Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6**Feats** Exotic Weapon Proficiency (*Greathammer*, *Goliath*), Power Attack, Weapon Focus (*Greathammer*, *Goliath*)**Skills** Climb<sup>1</sup> +6, Jump<sup>1</sup> +10, Listen<sup>1</sup> +8, Survival<sup>1</sup> +6, Swim<sup>1</sup> +4**Possessions** +1 *Goliath Greathammer*\*, +1 *breastplate*

\* see Appendix 2: New Rules Items

**CHOSEN OF MOLAHO KHEM****CR 8**

Male Spriggan Wizard 5/ Arcane Trickster 2/ Bar 1

CE Small fey

**Init** +9; **Senses** Listen +7, Spot -1**Languages** Goblin, Gnome**AC** 22, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor, +2 Deflection)

**hp** 58 (13 HD);**Fort** +5, **Ref** +13, **Will** +10**Speed** 30 ft. in no armor (4 squares), base movement 30 ft.,**Melee** small short sword +13/+8 (1d4-1 / (19-20))**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +3**Atk Options** Sneak Attack (4d6)**Special Actions** Size Change, Spell-like abilities, Rage**Wizard Spells Prepared** (CL 11<sup>h</sup> save DC 14 + spell level):4th—*Evvard's black tentacles*, Empowered *scorching ray*3rd—Silent *scorching ray* (x3)2nd—Silent *true strike*, *silence*, *invisibility*<sup>†</sup>, *scorching ray*1st—*lesser orb of fire* (x2), *mage armor*<sup>†</sup>, *shield*, *disguise self*0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

**Spell-Like Abilities** (CL 8<sup>th</sup>, save DC 10 +spell level):2nd—*produce flame*1st—*scare*, *shatter*

† Already cast

**Abilities** Str 8, Dex 20, Con 12, Int 19, Wis 8, Cha 10**SQ** Ranged Legerdemain, Spell-like abilities, Spell Use, Rage**Feats** Empower Spell, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll, Silent Spell, Weapon Finesse, Improved Critical (Ray)

**Skills** Climb +3, Concentration +11, Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +12, Hide +17, Intimidate +8, Knowledge (Arcane) +12, Listen +7, Move Silently +16, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +13

**Possessions** *Ring of Glorious Deaths\**, small short sword, MW scythe, *headband of intellect* (+2), *ring of protection* (+2)

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

\* see Appendix 2: New Rules Items

#### MARSAI HOFFER

CR 8

Male Human Sor 5/ AcSkn\* 3

CE Medium Humanoid (Human)

**Init** +5; **Senses** Darkvision(60 ft), Listen -1, Spot -1

**Languages** Common, Draconic, Abyssal

**AC** 21, touch 17, flat-footed 16

(+5 Dex, +4 armor, +2 deflection)

**hp** 67 (8 HD);

**Resist** Fire Resistance 10

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

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,

**Melee** Touch +4 (per spell)

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

**Base Atk** +4; **Grp** +4

**Atk Options** Spellcasting

**Sorcerer Spells Known** (CL 9th):

3rd (4/day)—*displacement*

2nd (6/day)—*ghoul touch*, *scorching ray*

1st (8/day)—*charm person*, *disguise self*, *ray of enfeeblement*, *shield*

0 (6/day)—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *detect undead*, *ghost sound*, *light*

† Already cast

**Abilities** Str 10, Dex 20, Con 16, Int 12, Wis 8, Cha 20

**SQ** Spell Use

**Feats** Practiced Spellcaster\*, Draconic Heritage\* (red), Draconic Power\*, Draconic Presence\*, Improved Toughness\*

**Skills** Bluff +9, Concentration +15, Intimidate +9, Knowledge (Arcana) +9, Knowledge (the Planes) +13, Spellcraft +16

**Possessions** *Ring of Glorious Deaths\**, +2 *ring of Deflection*, +4 *bracers of armor*, +4 *gloves of dexterity*, +2 *amulet of health*, +4 *cloak of charisma*

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend and wears it like a second skin.

The bonded fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

**Poison (Sp):** An acolyte of the skin can use *poison* once per day as an 8<sup>th</sup> level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for Clerics, and so forth). At 5<sup>th</sup> level, and acolyte can use this ability two times per day.

**Flame Resistant (Ex):** At 2<sup>nd</sup> level and higher, the fiendish skin binds more tightly, granting and acolyte resistance to fire 10.

**Fiendish Glare (Su):** From 3<sup>rd</sup> level on, an acolyte of the skin has the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10+ acolytes class level + Cha modifier) or be stunned. The duration of the stun effect depends on the targets hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind affecting fear effect.

\* see Appendix 2: New Rules Items

#### ALIKNOR, SERVANT OF GLORY

CR 8

Male Human Bbn 2/ Clr 4/ Wrp2

CN Medium Humanoid (Human)

**Init** +0; **Senses** Listen +6, Spot +3

**Languages** Common

**AC** 28, touch 12, flat-footed 28 (+10 armor, +4 shield, +1 dex, +2 natural, +1 deflection); Uncanny Dodge

**hp** 81 (8 HD)

**Fort** +14, **Ref** +5, **Will** +9

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

**Melee** +2 *adamantine morningstar* +16/+11 (1d8+8)

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

**Base Atk** +7; **Grp** +13

**Atk Options** Spell Use, Smite, Turn Undead (Su), Rage (1/day, 7 rounds)

**Cleric Spells Prepared** (CL 8<sup>th</sup>; save DC 13 + spell level):

3rd—*magic vestment* (D), *invisibility purge*,

2nd—*spiritual weapon* (D), *bulls strength*, *silence*

1st—*magic weapon* (D), *remove fear*, *divine favor*, *obscuring mist*

0—*read magic*, *detect poison*, *guidance* (x2), *create water*, *purify food and drink*

**D:** Domain spell. Deity: Molaho Khem.

Domains: Destruction, War, Glory

† Already cast

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**Abilities** Str 22, Dex 14, Con 14, Int 10, Wis 16, Cha 8

**Feats** Combat Casting, Power Attack, Weapon Focus (Morningstar<sup>2</sup>), Practiced Spellcaster\* (Cleric), Improved Toughness\*.

**Skills** Climb<sup>1</sup> +4, Concentration<sup>1</sup> +11, Diplomacy<sup>1</sup> +6, Intimidate<sup>1</sup> +6, Jump<sup>1</sup> -2, Knowledge (history) +3, Listen<sup>1</sup> +6, Sense Motive<sup>1</sup> +8, Spellcraft +4

**Possessions** *full plate (+2) heavy steel shield (+2), amulet of natural armor (+2), ring of deflection (+1), ring of glorious deaths\*, +2 adamantite morningstar, cloak of protection (+2), belt of giant strength (+4), gloves of dexterity (+2), periapt of wisdom (+2)*

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**Rally(Ex):** A warpriest who is not currently suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

**Inflame (Ex):** As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a +4 morale bonus on saving throws against any charm or fear effect. The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The war priest also gains the level.

\* see Appendix 2: New Rules Items

## 4: TRAPPED

### GELATINOUS CUBE

CR 7

*Monster Manual*

N Huge ooze

**Init** +5 **Senses** Blindsight 60 ft.

**AC** 6, touch 3, flat-footed 6; transparent

**hp** 350 (20 HD)

**Immune** electricity

**Fort** +14, **Ref** +1, **Will** +1

**Speed** 15 ft. (3 squares)

**Melee** slam +20 (1d8+6 plus 1d8 acid)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +15; **Grp** +25

**Atk Options** Acid, engulf, paralysis

**Special Actions** ooze traits

**Abilities** Str 22, Dex 1, Con 30, Int --, Wis 1, Cha 1

**SQ** ooze traits

**Acid (Ex)** A gelatinous cube's acid does not harm metal or stone

**Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 19 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Transparent (Ex)** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

## 6: TO THE TEMPLE

### FOLLOWER OF MOLAHO KHEM

CR 6

Male Dwarf Barbarian 6

CE medium Humanoid

**Init** +2; **Senses** Darkvision (60 ft) Listen +8, Spot +0

**Languages** Common, Dwarf

**AC** 18, touch 12, flat-footed 18 (+2 Dex, +6 armor);

Improved Uncanny Dodge

**hp** 65 (6 HD);

**Fort** +9, **Ref** +3 (+4 vs traps), **Will** +1

**Speed** 30 ft. in no armor (6 squares), base movement 20 ft.,

**Melee** +1 *goliath greathammer* +12/+7 (1d12+7 / (x4))

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

**Base Atk** +6; **Grp** +10

**Atk Options** Power Attack, Rage (2/day, 8 rounds)

**Abilities** Str 18, Dex 14, Con 16, Int 10, Wis 10, Cha 6

**Feats** Exotic Weapon Proficiency (Greathammer, Goliath), Power Attack, Weapon Focus (Greathammer, Goliath)

**Skills** Climb<sup>1</sup> +6, Jump<sup>1</sup> +10, Listen<sup>1</sup> +8, Survival<sup>1</sup> +6, Swim<sup>1</sup> +4

**Possessions** +1 *goliath greathammer*\*, +1 *breastplate*

\* see Appendix 2: New Rules Items

### CHOSEN OF MOLAHO KHEM

CR 10

Male Spriggan Wizard 5/ Arcane Trickster 4/ Bar 1

CE Small fey

**Init** +9; **Senses** Listen +7, Spot -1

**Languages** Goblin, Gnome

**AC** 20, touch 16, flat-footed 15

(+1 size, +5 Dex, +4 armor, +2 Deflection)

**hp** 58 (13 HD);

**Fort** +5, **Ref** +13, **Will** +10

**Speed** 30 ft. in no armor (4 squares), base movement 30 ft.,

**Melee** small short sword +13/+8 (1d4-1 / (19-20))

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

**Base Atk** +8; **Grp** +3

**Atk Options** Sneak Attack (4d6)

**Special Actions** Size Change, Spell-like abilities, Rage

**Wizard Spells Prepared** (CL 11; save DC 15 + spell level):

5th—*wall of force*, Silent Empowered *scorching ray*

4th—*Evard's black tentacles*, Empowered *scorching ray*, *greater invisibility* †

3rd—Silent *glitterdust*, *fly* †, Silent *scorching ray* (x2)

2nd—Silent *true strike*, *silence*, *invisibility* †, *scorching ray* (x2)

1st—*lesser orb of fire*\* (x2), *mage armor* †, *shield*, *protection from good*

0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

**Spell-Like Abilities** (CL 8<sup>th</sup>, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

**Abilities** Str 8, Dex 20, Con 12, Int 20, Wis 8, Cha 10

**SQ** Ranged Legerdmain, Spell-like abilities, Spell Use, Rage, Size Change

**Feats** Empower Spell, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll, Silent Spell, Weapon Finesse, Danger Sense\*, Energy Substitution \*(electricity), Energy Admixture\* (electricity)

**Skills** Climb +3, Concentration +13 Decipher Script +10, Disable Device +14, Disguise +4, Escape Artist +18 Hide +21, Intimidate +8, Knowledge (Arcane) +12, Listen +7, Move Silently +18, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +19

**Possessions** *ring of glorious deaths\**, small short sword, MW scythe, *headband of intellect (+2)*

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggan's small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

\* see Appendix 2: New Rules Items

#### MARSAI HOFFER

CR 10

Male Human Sor 5/ AcSkn\* 5

CE Medium Humanoid (Human)

**Init** +5; **Senses** Darkvision(120 ft), Listen -1, Spot -1

**Languages** Common, Draconic, Abyssal

**AC** 23, touch 17, flat-footed 18

(+5 Dex, +4 armor, +2 deflection, +2 natural)

**hp** 93 (10 HD);

**Resist** Fire Resistance 10

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

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,

**Melee** Touch +5 (per spell)

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

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

**Atk Options** Spellcasting

**Sorcerer Spells Known** (CL 11th):

3rd (6/day)—*displacement, major image*

2nd (9/day)—*ghoul touch, scorching ray, see invisibility*

1st (8/day)—*charm person, disguise self, magic missile, ray of enfeeblement, shield*

0 (6/day)—*acid splash, arcane mark, daze, detect magic, detect poison, detect undead, ghost sound, light*

† Already cast

**Abilities** Str 10, Dex 20, Con 18, Int 12, Wis 8, Cha 20

**SQ** Spell Use

**Feats** Practiced Spellcaster\*, Draconic Heritage\* (red), Draconic Power\*, Draconic Presence\*, Improved Toughness\*

**Skills** Bluff +9, Concentration +15, Intimidate +9, Knowledge (Arcana) +9, Knowledge (the Planes) +13, Spellcraft +16

**Possessions** Ring of Glorious Deaths, +2 ring of Deflection, +4 bracers of armor, +4 gloves of dexterity, +2 amulet of health, +4 cloak of charisma

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

**Poison (Sp):** An acolyte of the skin can use *poison* once per day as an 8<sup>th</sup> level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for Clerics, and so forth). At 5<sup>th</sup> level, and acolyte can use this ability two times per day.

**Flame Resistant (Ex):** At 2<sup>nd</sup> level and higher, the fiendish skin binds more tightly, granting and acolyte resistance to fire 10.

**Fiendish Glare (Su):** From 3<sup>rd</sup> level on, an acolyte of the skin has the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10+ acolytes class level + Cha modifier) or be stunned. The duration of the stun effect depends on the targets hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind affecting fear effect.

**Skin Adaptation (Su):** By 5<sup>th</sup> level, an acolyte's skin and its wearer have grown more comfortable together, as if they had never been separate. The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

\* see Appendix 2: New Rules Items

#### ALIKNOR, SERVANT OF GLORY

CR 10

Male Human Bbn 2/ Clr 4/ Wrp4

CN Medium Humanoid (Human)

**Init** +0; **Senses** Listen +7, Spot +3

**Languages** Common

**AC** 28, touch 12, flat-footed 28 (+10 armor, +4 shield, +1 dex, +2 natural, +1 deflection); Uncanny Dodge

**hp** 95 (10 HD)

**Fort** +15, **Ref** +6, **Will** +10

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

**Melee** +2 *adamantine morningstar* +18/+13 (1d8+8)

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

**Base Atk** +9; **Grp** +15

**Atk Options** Spell Use, Smite, Turn Undead (Su);  
Rage (1/day, 7 rounds)

**Cleric Spells Prepared** (CL 10<sup>th</sup>; save DC 13 + spell level):

3rd—*magic vestment* (D), *invisibility purge*, *prayer*, *blindness/deafness*

2nd—*spiritual weapon* (D), *bulls strength* (x2), *hold person*, *silence*

1st—*magic weapon* (D), *remove fear*, *divine favor* (x2), *entropic shield*, *obscuring mist*

0—*read magic*, *detect poison*, *guidance* (x2), *create water*, *purify food and drink*

**D:** Domain spell. Deity: Molaho Khem.

Domains: Destruction, War, Glory

† Already cast

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**Abilities** Str 23, Dex 14, Con 14, Int 10, Wis 16, Cha 8

**Feats** Combat Casting, Power Attack, Weapon Focus (Morningstar<sup>2</sup>), Domain Spontaneity\* (Destruction), Practiced Spellcaster\* (Cleric), Improved Toughness\*.

**Skills** Climb<sup>1</sup> +4, Concentration<sup>1</sup> +11, Diplomacy<sup>1</sup> +8, Intimidate<sup>1</sup> +6, Jump<sup>1</sup> -2, Knowledge (history) +3, Listen<sup>1</sup> +7, Sense Motive<sup>1</sup> +9, Spellcraft +4

**Possessions** *full plate* (+2) *heavy steel shield* (+2), *amulet of natural armor* (+2), *ring of deflection* (+1), *ring of glorious deaths\**, +2 *adamantine morningstar*, *cloak of protection* (+2), *belt of giant strength* (+4), *gloves of dexterity* (+2), *periapt of wisdom* (+2)

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**Rally (Ex):** A warpriest who is not currently suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

**Inflame (Ex):** As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a +6 morale bonus on saving throws against any charm or fear effect. The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The war priest also gains the level.

**Mass Cure Light Wounds (Sp):** Starting at 3<sup>rd</sup> level, a warpriest can use mass cure light wounds once per day as a spell-like ability. Threat the warpriest's caster level for this effect as equal to his highest divine caster level.

\* see Appendix 2: New Rules Items

## 4: TRAPPED

### GELATINOUS CUBE

CR 9

*Monster Manual*

N Huge ooze

**Init** +5 **Senses** Blindsight 60 ft.

**AC** 6, touch 3, flat-footed 6; transparent

**hp** 490 (28 HD)

**Immune** electricity

**Fort** +17, **Ref** +4, **Will** +4

**Speed** 15 ft. (3 squares)

**Melee** slam +27 (1d8+7 plus 1d8 acid)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +21; **Grp** +32

**Atk Options** Acid, engulf, paralysis

**Special Actions** ooze traits

**Abilities** Str 24, Dex 1, Con 30, Int --, Wis 1, Cha 1

**SQ** ooze traits

**Acid (Ex)** A gelatinous cube's acid does not harm metal or stone

**Engulf (Ex)** Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

**Paralysis (Ex)** A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Transparent (Ex)** Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

## 6: TO THE TEMPLE

### ELVEN KHEMITE

CR 9

Male Wood Elf Barbarian 1 / Fighter 1 / Ranger 3 / Wildrunner\* 4

Chaotic Neutral Wood Elf

**Init** +6; **Senses** scent, Listen +2, Spot +4; Scent 30 ft.

**Languages** Common, Elven, Sylvan

**AC** 26, touch 18, flat-footed 20

(+6 armor, +6 Dex, +2 deflection, +2 natural)

**hp** 73 (9 HD);

**Immune** Sleep

**Fort** +14, **Ref** +12, **Will** +4 (+6 vs. Enchantments)

**Speed** 50 ft. (12 squares), base movement 50 ft;

**Melee** +1 *keen elven thinblade* +14/+9 (1d8+5 15-20), +1 *keen elven lightblade* +14/+9 (1d6+3 15-20)

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

**Base Atk** +9; **Grp** +13

**Atk Options** Weapon Finesse, Combat Expertise, Two-weapon Fighting, Favored Enemy (Orc +2)

**Special Actions** Rage (1/day, 6 rounds), Primal Scream 2/day, Wild Empathy

**Combat Gear** *potion of flying*

**Abilities** Str 18, Dex 22, Con 12, Int 13, Wis 10, Cha 8

**SQ** Low-light vision, Elegant strike, Rage, Primal Scream, Scent, Trackless step

**Feats** Combat Expertise, Dodge, Endurance, Improved Two-Weapon Fighting, Improved Weapon Familiarity\*, Track, Two-weapon Fighting, Weapon Finesse

**Skills** Balance +6, Climb +4, Diplomacy +3, Escape Artist +6, Handle Animal +3, Hide +16, Jump +24, Knowledge (nature) +18, Listen +2, Move Silently +13, Ride +11 Spot +4, Survival +8, Tumble +11

**Possessions** +2 *mithral chainshirt*, +1 *keen elven thinblade*, +1 *keen elven lightblade*, *ring of protection* +2, *amulet of natural armor* +2, *gloves of dexterity* +4, *boots of the winterlands*, *cloak of elvenkind*, *elven thinblade*, *elven lightblade*

**Primal scream (su):** At 2<sup>nd</sup> level, you become able to bring forth the power inherent within and release it in a blood-chilling scream. Releasing a primal scream is a free action that does not provoke attacks of opportunity. A primal scream induces a state of feral frenzy that lasts for a number of rounds equal to 3 + you con modifier (minimum 1). You can use your primal scream ability a number of times per day equal to 3 + your cha modifier (minimum 1). Using a primal scream always requires you to shout, so you cannot use a primal scream if you cannot speak. In this frenzy, you gain a +2 bonus to strength and a +6 bonus to dexterity. In addition, your jaw elongates and your teeth become razor sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are small, or 1d8 if you are large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack takes a –5 attack penalty (or –2 with the multiattack feat).

**Enemies shaken:** starting at 4<sup>th</sup> level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind affecting fear effect. Creatures in the area must make will saves (dc 10 + your class level + your cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class

level. Creatures with more hit dice than you are immune to this effect.

### (Raging)

**Init** +9;

**AC** 24, touch 16, flat-footed 18

(+6 armor, +6 Dex, +2 deflection, +2 natural, -2 misc)

**hp** 91 (9 HD);

**Fort** +16, **Ref** +15, **Will** +6 (+8 vs. Enchantments)

**Melee** +1 *keen Elven Thinblade* +17/+12 (1d8+8 15-20), and +1 *keen Elven Lightblade* +17/+12 (1d6+4 15-20), and bite +11 (1d6+3)

**Abilities** Str 24, Dex 28, Con 16, Int 13, Wis 10, Cha 8

### CHOSEN OF MOLAHO KHEM

**CR 12**

Male Spriggan Wizard 5/ Arcane Trickster 6/  
Barbarian 1

CE Small fey

**Init** +9; **Senses** Listen +7, Spot -1

**Languages** Goblin, Gnome

**AC** 20, touch 16, flat-footed 15 (+1 size, +5 Dex, +4 armor); Improved Uncanny Dodge

**hp** 46 (11 HD);

**Fort** +6, **Ref** +14, **Will** +11

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.,

**Melee** small short sword +14/+9 (1d4-1 / (19-20))

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

**Base Atk** +9; **Grp** +3

**Atk Options** Sneak Attack, Impromptu Sneak Attack, Rage (1/day, 6 rounds)

**Special Actions** Size Change, Spell-like abilities; ranged legerdemain

**Wizard Spells Prepared** (CL 15<sup>th</sup> save DC 16 + spell level):

6<sup>th</sup>—Energy Admixture (electricity) *scorching ray* (x2).

5<sup>th</sup>—*wall of force*, Silent Empowered *scorching ray* (x2),

4<sup>th</sup>—*Evard's black tentacles*, *dimension door*, Empowered *scorching ray*, *greater invisibility*<sup>†</sup>,

3<sup>rd</sup>—Silent *glitterdust*, *fly*<sup>†</sup>, Silent *mirror image*, Silent *scorching ray* (x2),

2<sup>nd</sup>—Silent *true strike*, *silence*, *invisibility*<sup>†</sup>, *scorching ray* (x2),

1<sup>st</sup>—*true strike* (x2), *mage armor*<sup>†</sup>, *shield*, *protection good*,

0—*mage hand*, *ghost sound*, *read magic*, *detect magic*

† Already cast

**Spell-Like Abilities** (CL 8<sup>th</sup>, save DC 10 +spell level):

2nd—*produce flame*

1st—*scare*, *shatter*

† Already cast

**Abilities** Str 8, Dex 20, Con 12, Int 22, Wis 8, Cha 10

**SQ** Ranged Legerdemain, Spell-like abilities, Spell Use

**Feats** Danger Sense\*, Energy Substitution\* (electricity), Energy Admixture\* (electricity), Empower Spell, Improved Initiative, Practiced Spellcaster\*, Scribe Scroll, Silent Spell, Weapon Finesse

**Skills** Climb +3, Concentration +15, Decipher Script +10, Disable Device +14, Disguise +10, Escape Artist +20, Hide +23, Intimidate +8, Knowledge (arcane) +12, Listen +7, Move Silently +20, Open Lock +12, Sleight of Hand +10, Spellcraft +12, Tumble +21

**Possessions** *ring of glorious deaths*\*, Small Short sword, MW *scythe*, *headband of intellect* (+4).

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short sword has the same attribute as a large short sword when enlarged. A Spriggans small scythe has the same attribute as a large scythe when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities)

\* see Appendix 2: New Rules Items

### MARSAI HOFFER

**CR 12**

Male Human Sor 5/ AcSkn\* 6/ DgD 1

CE Medium Humanoid (Human)

**Init** +5; **Senses** Darkvision(120 ft), Listen -1, Spot -1

**Languages** Common, Draconic, Abyssal

**AC** 24, touch 17, flat-footed 19

(+5 Dex, +4 armor, +2 deflection, +3 natural)

**hp** 113 (12 HD);

**Resist** Fire Resistance 10, Cold Resistance 10

**Fort** +12, **Ref** +8, **Will** +10

**Speed** 30 ft. in no armor (6 squares), base movement 30 ft.

**Melee** Touch +6/+1 (per spell)

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

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

**Atk Options** Spellcasting

**Sorcerer Spells Known** (CL 13th):

4th (4/day) — *orb of fire*\*

3rd (6/day)—*displacement*, *major image*

2nd (9/day)—*ghoul touch*, *scorching ray*, see *invisibility*

1st (8/day)—*charm person*, *disguise self*, *magic missile*, *ray of enfeeblement*, *shield*

0 (6/day)—*acid splash*, *arcane mark*, *daze*, *detect magic*, *detect poison*, *detect undead*, *ghost sound*, *light*

† Already cast

**Abilities** Str 10, Dex 20, Con 18, Int 12, Wis 8, Cha 21

**SQ** Spell Use

**Feats** Practiced Spellcaster\*, Draconic Heritage\* (red), Draconic Breath\*, Draconic Power\*, Draconic Presence\*, Improved Toughness\*

**Skills** Bluff +9, Concentration +17, Intimidate +11, Knowledge (Arcana) +9, Knowledge (the Planes) +13, Spellcraft +18

**Possessions** *ring of glorious deaths*\*, +2 *ring of deflection*, +4 *bracers of armor*, +4 *gloves of dexterity*, +2 *amulet of health*, +4 *cloak of charisma*

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

**Poison (Sp):** An acolyte of the skin can use *poison* once per day as an 8<sup>th</sup> level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for Clerics, and so forth). At 5<sup>th</sup> level, and acolyte can use this ability two times per day.

**Flame Resistant (Ex):** At 2<sup>nd</sup> level and higher, the fiendish skin binds more tightly, granting and acolyte resistance to fire 10.

**Fiendish Glare (Su):** From 3<sup>rd</sup> level on, an acolyte of the skin has the supernatural ability to unnerv opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10+ acolytes class level + Cha modifier) or be stunned. The duration of the stun effect depends on the targets hit points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind affecting fear effect.

**Skin Adaptation (Su):** By 5<sup>th</sup> level, an acolyte's skin and its wearer have grown more comfortable together, as if they had never been separate. The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

**Cold Resistant (Ex):** Beginning at 6<sup>th</sup> level, an acolyte has resistance to cold 10.

**Deep Survival (Ex):** A dungeon delver's experience in deep, dark places grants him a great familiarity with that world. He adds his class level to Survival checks made in underground environments.

\* see Appendix 2: New Rules Items

**ALIKNOR, SERVANT OF GLORY** **CR 12**  
Male Human Bbn 2/Clr 4/Wrp6  
CN Medium Humanoid (Human)  
**Init** +0; **Senses** Listen +7, Spot +3  
**Languages** Common

**AC** 28, touch 12, flat-footed 28 (+10 armor, +4 shield, +1 dex, +2 natural, +1 deflection); **Uncanny Dodge**  
**hp** 111 (12 HD)

**Fort** +16, **Ref** +7, **Will** +11

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

**Melee** +2 *adamantine morningstar* +20/+15/+10 (1d8+8)

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

**Base Atk** +11; **Grp** +17

**Atk Options** Spell Use, Smite, Turn Undead (Su), Rage (1/day, 7 rounds)

**Cleric Spells Prepared** (CL 11<sup>th</sup>; save DC 13 + spell level):

4th—*divine power* (D), *freedom of movement*

3rd—*magic vestment* (D), *invisibility purge*, *prayer*, *blindness/deafness*

2nd—*spiritual weapon* (D), *bulls strength* (x2), *hold person*, *silence*

1st—*magic weapon* (D), *remove fear*, *divine favor* (x2), *entropic shield*, *obscuring mist*

0—*read magic*, *detect poison*, *guidance* (x2), *create water*, *purify food and drink*

**D:** Domain spell. Deity: Molaho Khem.

Domains: Destruction, War, Glory

‡ Already cast

**Abilities** Str 23, Dex 14, Con 14, Int 10, Wis 16, Cha 8

**Feats** Combat Casting, Power Attack, Weapon Focus (Morningstar<sup>2</sup>), Domain Spontaneity\* (Destruction), Extra Smiting, Practiced Spellcaster\* (Cleric), Improved Toughness\*.

**Skills** Climb<sup>1</sup> +4, Concentration<sup>1</sup> +11, Diplomacy<sup>1</sup> +9, Intimidate<sup>1</sup> +6, Jump<sup>1</sup> -2, Knowledge (history) +3, Listen<sup>1</sup> +7, Sense Motive<sup>1</sup> +10, Spellcraft +4

**Possessions** *full plate* (+2) *heavy steel shield* (+2), *amulet of natural armor* (+2), *ring of deflection* (+1), *ring of glorious deaths*\*, +2 *adamantine morningstar*, *cloak of protection* (+2), *belt of giant strength* (+4), *gloves of dexterity* (+2), *periapt of wisdom* (+2)

**Rally (Ex):** A warpriest who is not currently suffering from a fear effect can use this ability as a standard action. Allies within 60 feet who are suffering from any fear effect and who can hear the warpriest are allowed another saving throw against the fear effect, with a +1 morale bonus per warpriest level.

**Inflame (Ex):** As a full-round action, the warpriest can inflame the passions of his allies. All who can hear the warpriest gain a +6 morale bonus on saving throws against any charm or fear effect. The effect lasts for 5 minutes after the speech ends, plus 1 minute per level of the warpriest. The war priest also gains the level.

**Mass cure light wounds (Sp):** Starting at 3<sup>rd</sup> level, a warpriest can use mass cure light wounds once per day as a spell-like ability. Threat the warpriest's caster level for this effect as equal to his highest divine caster level.

**Heroes' feast (Sp):** Once per day, a warpriest of 6<sup>th</sup> level or higher can use heroes' feast as a spell-like ability.

**Fear Aura (Su):** Once per day starting at a t 5<sup>th</sup> level, a warpriest can emanate an fear aura in a 20-

foot radius for 1 round per level. Foes must make a Will save (DC10+warpriest's class level + Cha modifier) or be affected as by a fear spell.  
\* see Appendix 2: New Rules Items

## APPENDIX 2: NEW RULE ITEMS

### FEATS

#### Danger Sense [General]

You are one twitchy individual

**Prerequisite:** Improved Initiative.

**Benefit:** Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

**Source:** *Complete Adventurer* 106.

#### Draconic Breath [Draconic]

You can convert your arcane spells into a breath weapon.

**Prerequisites:** Draconic Heritage.

**Benefit:** As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

**Source:** *Complete Arcane* 77.

#### Draconic Heritage [Draconic]

You have greater connection with your distant draconic heritage.

**Prerequisite:** Sorcerer level 1<sup>st</sup>.

**Benefit:** Choose one dragon from the Draconic Heritage below and gain indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide

Cold  
Silver

Fire  
Cold

Heal  
Disguise

**Source:** *Complete Arcane* 77.

#### Draconic Power [Draconic]

You have greater power manipulating the energies of our heritage

**Prerequisites:** Draconic Heritage.

**Benefit:** Your caster level increased by 1, and you add 1 to the save DC of all arcane spells with the energy descriptor of the same energy type as determined by your draconic heritage.

**Special:** If the Energy Substitution feat is used to modify a spell, this feat will work if the new type of energy matches the energy type of your draconic heritage.

**Source:** *Complete Arcane* 78.

#### Draconic Presence [Draconic]

When you use your magic, your mere presence can terrify those around you.

**Prerequisites:** Draconic Heritage.

**Benefit:** Whenever you cast an arcane spell, all opponents within 10 feet of you who have fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. The effect is negated by a Will save (DC 10+level of the spell cast + your Cha modifier)

A successful save indicates that the opponent is immune to your draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

**Source:** *Complete Arcane* 78.

#### Energy Admixture [Metamagic]

You can modify a spell that uses one type of energy and add an equal amount of another energy type.

**Prerequisites:** Energy Substitution

**Benefit:** Choose one type of energy (acid, cold, electricity, or fire) that matches the type you have selected for substitution via the Energy Substitution feat. You can then modify any spell with an energy description by adding an equal amount of the chosen type of energy to the spell's normal effects. The altered spell works normally in all respects except for the type and amount of damage dealt, with each type of energy counting separately toward the spell's damage cap. Thus, an acid *fireball* cast at 6<sup>th</sup> level, 6d6 points of fire damage and 6d6 points of acid damage (rolled separately), while the same acid *fireball* cast at 10<sup>th</sup> level

or higher deals 10d6 points of fire damage and 10d6 points of acid damage. Even opposed types of energy (such as fire and cold) can be combined using this feat.

An energy admixed spell uses up a spell slot four levels higher than the spell's actual level. As well, the spell's descriptor changes to include both energy types present in the spell – for example, the acid *fireball* described above is an evocation [acid, fire] spell.

**Special:** You can gain this feat multiple times, choosing a different type of energy each time. The type of energy selected with the feat must match a type of energy you have also selected for substitution via the Energy Substitution feat (so you can select cold as your energy type with Energy Admixture if you have selected cold as your Energy Substitution energy type). You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution, you can also admix your chosen energy type with a spell that already uses that same type, in effect doubling the normal damage dice.

**Source:** *Complete Arcane* 78.

### Energy Substitution [Metamagic]

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

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

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

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

**Source:** *Complete Arcane* 79.

### Improved Weapon Familiarity [General]

You are familiar with all exotic weapons common to your people.

**Prerequisite:** base attack bonus +1.

**Benefit:** you treat all the exotic weapons associated with your race as martial weapons rather than exotic weapons. A weapon is treated as being associated with a race if the race's name appears as part of the weapon's name, such as the gnome swordcatcher (see page 155) or the dwarven urgrosh.

**Normal:** Without this feat, a character must select the Exotic Weapon Proficiency feat (or have the appropriate weapon familiarity as a racial trait) to

eliminate the nonproficiency penalty he takes when wielding an exotic weapon associated with his race.

**Special:** a fighter may select improved weapon familiarity as one of her fighter bonus feats (see page 38 of the player's handbook).

**Source:** *Complete Warrior* 101

### Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your hit dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup> level sorcerer/3<sup>rd</sup> level fighter who selects this feat would increase his sorcerer caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 hit dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9<sup>th</sup> (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4<sup>th</sup> level cleric/5<sup>th</sup> level wizard who had selected this feat twice would cast cleric spells as an 8<sup>th</sup> level caster and wizard spells as a 9<sup>th</sup> level caster.

**Source:** *Complete Arcane*.

## MAGIC ITEMS

**Ring of Glorious Deaths:** This gold band has a red stone mounted on it with a small eight-pointed star etched upon its surface. The phrase "Servant of Molaho Khem" is written upon its interior. The wearer of The Ring of Glorious deaths may, as a free action, become enraged as per the Rage spell for 13 rounds. Market Price: 24,750 gp. Prerequisites: CL 13<sup>th</sup>; Forge Ring, Rage; Weight: -.

## MUNDANE ITEMS

**Goliath Greathammer:** Two-handed melee weapon, 30 gp, 1d10(Small) / 1d12(Medium) / 3d6(Large), crit x4, 30 lb., Bludgeoning.

## SPELLS

### Orb of Acid, Lesser

Conjuration (Creation) [Acid]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

**Source:** *Spell Compendium* 150

### Orb of Fire

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 4, warmage 4

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of acid

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes dazed by the fire for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

**Source:** *Spell Compendium* 151

### Orb of Fire, Lesser

Conjuration (Creation) [Fire]

**Level:** Sorcerer/wizard 1, warmage 1

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** One orb of fire

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial

**Spell Resistance:** No

*You hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward facing palm.*

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

**Source:** *Spell Compendium* 151

## MONSTERS

### Spriggan

Reference Fiend Folio, page 162, updated for v.3.5

#### Natural Form

Small Fey

**Hit Dice:** 5d6+5 (22 hp)

**Initiative:** +9

**Speed:** 20 ft.

**AC:** 19 (+1 size, +4 Dex, +4 chain shirt)

**Attacks:** Short sword +9 melee

**Damage:** Short sword 1d6

**Face/Reach:** 5ft. by 5ft./5ft.

**Special Attacks:** Sneak attack +3d6, spell like abilities

**Special Qualities:** Low-light vision, size change

**Saves:** Fort +2, Ref +9, Will +3

**Abilities:** Str 10, Dex 20, Con 12, Int 11, Wis 9, Cha 11

**Skills:** Climb +5, Disable Device +7, Hide +14, Listen +6, Move Silently +10, Open Lock +12, Sleight of Hand +10

**Feat:** Improved Initiative, Weapon Finesse (short sword)

**Climate/Terrain:** Any forest

**Organization:** Solitary, or pack (3-12)

**Challenge rating:** 3

**Treasure:** Standard

**Alignment:** Usually chaotic (any)

**Advancement:** By character class

**Level Adjustment:** +2

#### Enlarged Form

Large Fey

**Hit Dice:** 5d6+20 (37 hp)

**Initiative:** +7

**Speed:** 30 ft.

**AC:** 16 (-1 size, +3 Dex, +4 chain shirt)

**Attacks:** Short sword +6 melee

**Damage:** Short sword 1d8+6

**Face/Reach:** 5ft. by 5ft./10ft.

**Special Attacks:**

**Special Qualities:** Low-light vision, size change

Saves: Fort +5, Ref +7, Will +3  
 Abilities: Str 18, Dex 16, Con 18, Int 11,  
 Wis 9, Cha 11  
 Skills: Climb +9, Disable Device +4, Hide  
 +4, Listen +6, Move Silently +8, Open Lock  
 +10, Sleight of Hand +8  
 Feat: Improved Initiative, Weapon  
 Finesse (short sword)  
 Climate/Terrain: Any forest  
 Organization: Solitary, or pack (3-12)  
 Challenge rating: 3  
 Treasure: Standard  
 Alignment: Usually chaotic (any)  
 Advancement: By character class  
 Level Adjustment: +2

Spriggans are nomadic gnomekin with the strange ability to grow to a large size at will. They wander in packs through wooded areas, sometimes venturing into towns and villages. Spriggans love to rob and pillage as they journey. They are a numerous people, but pose little threat to civilized races because of their inability to organize.

Spriggans resemble ugly, mean gnomes with greasy, reddish-brown hair and dull, yellow skin. They grow their hair to ridiculous proportions, proudly sporting bushy mustaches, sideburns, and ponytails. They are disgustingly unclean things, exuding the most nauseating smell of rancid flesh.

**Combat:** Spriggans employ tactics intended to startle or unnerve their foes. They swarm around opponents when small, only to enlarge at the last minute. This allows spriggans to use their greater reach for attack of opportunity on advancing enemies. More dexterous spriggans serve as back up to their kin in melee, remaining in the shadows to thwart foes by sneak attacks, stealthily thieving, or casting their shatter ability.

A Spriggan can be summoned using a summon natures ally IV spell.

**Sneak Attack (Ex):** Anytime a spriggan's target is denied a Dexterity bonus, or when a target is flanked by a Spriggan, the Spriggan deals an additional 3d6 points of damage on a successful melee attack. This damage stacks with sneak attack damage from other sources, such as rogue levels.

**Spell-Like Abilities:** At will – produce flame, scare, shatter. Caster level 8<sup>th</sup>; save DC 10 +spell level.

**Size Change (Su):** At will, spriggans can change their size in a fashion similar to the effect of an enlarge spell. The size change from Small to Large gains +8 Strength, -4 Dexterity, +6 Constitution, and -2 to attack bonus and Armor class. A spriggan's short

sword has the same attribute as a Large short sword when enlarged. An enlarged Spriggan is unable to make a sneak attack or use its spell-like abilities.

**Skills:** Spriggans have a +4 racial bonus on Climb, Disable Device, Move Silently, Open Lock, and Sleight of Hand checks.

## PRESTIGE CLASSES

### Acolyte of the Skin

#### Requirements

To qualify to become an acolyte of the skin, a character must fulfill all the following criteria.

**Alignment:** Any non-good.

**Skills:** Knowledge (the plains) 6 ranks.

**Spells or spell like abilities:** Caster level 5<sup>th</sup>.

**Special:** Must have made peaceful contact with a summoned evil outsider.

**Special:** Must undergo the Ritual of Bonding.

#### Class Skills

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

Skill points at each level: 2 + Int modifier

#### Class Features

All the following are class features of the acolyte of the skin prestige class.

**Weapon and Armor Proficiency:** Acolytes of the skin gain no proficiency with any weapons or armor.

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

**Flame Resistant (Ex):** At 2<sup>nd</sup> level and higher, the fiendish skin binds more tightly, granting and acolyte resistance to fire 10.

**Fiendish Glare (Su):** From 3<sup>rd</sup> level on, and acolyte of the skin has the supernatural ability to unnerve opponents with a ferocious glare once per day. This is not a gaze attack, and the target need not meet the acolyte's eyes or even see the acolyte (although the acolyte must have line of effect to the target). Glaring is a standard action that affects any creature the acolyte can see within 100 feet. The target becomes shaken for 10 minutes, and must also attempt a Will save (DC 10+ acolytes class level + Cha modifier) or be stunned. The duration of the stun effect depends on the targets hit

**Table 2-2: Acolyte of the Skin**

Level	Base Attack Bonus	Fort save	Ref save	Will save	Special	Spellcasting
1st	+0	+2	+0	+2	Wear fiend, <i>poison</i> 1/day	
2nd	+1	+3	+0	+3	Flame resistant	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	Fiendish Glare	
4th	+3	+4	+1	+4		+1 level of existing spellcasting class
5th	+3	+4	+1	+4	Skin adaptation, <i>poison</i> 2/day	
6th	+4	+5	+2	+5	Cold resistant	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Glare of the Pit	
8th	+6	+6	+2	+6		+1 level of existing spellcasting class
9th	+6	+6	+3	+6	<i>Summon fiend</i>	
10th	+7	+7	+3	+7	Fiendish Symbiosis	+1 level of existing spellcasting class

**Skills (2 + Int. per level):** Concentration, Craft, Intimidate, Jump, Knowledge (arcana), Knowledge (The Planes), Profession, Spellcraft.

**Wear Fiend (Su):** An acolyte of the skin summons the essence of a fiend and wears it like a second skin. The bonded fiendish skin is for all intents and purposes the character's own. It increases the acolyte of the skin's natural armor bonus by 1 and grants a +2 inherent bonus to Dexterity. The acolyte also gains darkvision out to 60 feet.

The DM determines the actual nature of the skin, be it demonic, devilish, or from some other fiendish creature.

**Poison (Sp):** An acolyte of the skin can use *poison* once per day as an 8<sup>th</sup> level caster. The save DC is 14 + the acolyte's primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and warlocks, Wisdom for Clerics, and so forth). At 5<sup>th</sup> level, and acolyte can use this ability two times per day.

points:

50 or less	10 rounds
51 to 100	3 rounds
101 to 150	2 rounds
151 or more	1 round

Fiendish glare is a mind affecting fear effect.

**Skin Adaptation (Su):** By 5<sup>th</sup> level, an acolyte's skin and its wearer have grown more comfortable together, as if they had never been separate. The increase to natural armor granted by the fiendish skin improves to +2, the acolyte gains a +2 inherent bonus to Constitution, and the acolyte's darkvision is effective out to 120 feet.

**Cold Resistant (Ex):** Beginning at 6<sup>th</sup> level, an acolyte has resistance to cold 10.

**Glare of the Pit (Su):** At 7<sup>th</sup> level and higher, an acolyte has the supernatural ability to produce fiery rays from his eyes. Once per day as a standard action, he can

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	fast movement, trackless step
2nd	+2	+3	+3	+0	primal scream, scent
3rd	+3	+3	+3	+1	endure elements
4th	+4	+4	+4	+1	primal scream (enemies shaken)
5th	+5	+4	+4	+1	hide in plain sight
6th	+6	+5	+5	+2	primal scream (pounce)
7th	+7	+5	+5	+2	unfettered stride
8th	+8	+6	+6	+2	primal scream (enemies cower)
9th	+9	+6	+6	+3	feyheart
10th	+10	+7	+7	+3	primal scream (fast healing)
class skills (4 + int modifier per level): Balance, Climb, Handle Animal, Hide, Intimidate, Jump, Knowledge (Nature), Listen, Move Silently, Spot, Survival, Swim					

project two rays (one from each eye) with a range of 100 feet. Each ray requires a ranged touch attack to hit and deals 8d6 points of fire damage. The rays can be aimed at two different targets within range, but the target of each ray must be designated simultaneously.

**Summon Fiend (Sp):** At 9<sup>th</sup> level, an acolyte learns to draw on another power of his fiendish skin. If the skin is demonic, once per day he can summon a babau; if devilish, once per day he can summon a chain devil. The summoned creature does the acolyte's bidding, but it automatically returns whence it came after 1 hour. A summoned creature cannot use any innate summoning abilities it might have. An acolyte's caster level for this ability is equal to his spellcaster level.

**Fiendish Symbiosis (Ex):** At 10<sup>th</sup> level, the fiendish skin and acolyte become one, and only final death can separate them. The acolyte's type changes to outsider. Additionally, an acolyte of this level gains damage reduction 10/good. Unlike other outsiders, an acolyte can be raised or resurrected.

## Wildrunner

Hit Die: d10

Entry requirements

Race: elf or half elf

Alignment: any good or chaotic

Skills: hide 5 ranks, knowledge (nature) 5 ranks, move silently 5 ranks, survival 8 ranks.

Feats: endurance

Class features

As you advance in level, you gain abilities that aid you in mastering the environment and making you self-sufficient in the wild.

Weapon and armor proficiency: you gain no proficiency with any weapons or armor. If you wear heavy armor, you do not benefit from your fast movement ability.

**Fast movement (ex):** your land speed is faster than the norm for your race by 10 feet while wearing light, medium, or no armor. This increase stacks with similar increases, such as that from the barbarian class. See the barbarian class feature, page 25 of the players handbook.

**Trackless step (ex):** you cannot be tracked in natural surroundings. See the druid class feature, page 36 of the players handbook.

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

In this frenzy, you gain a +2 bonus to strength and a +6 bonus to dexterity. In addition, your jaw elongates and your teeth become razor sharp; you gain a bite attack that deals 1d6 points of damage (1d4 if you are small, or 1d8 if you are large). You can wield a weapon in one or both hands at your normal attack bonus and make a secondary bite attack, but in that case the bite attack

takes a –5 attack penalty (or –2 with the multiattack feat).

In addition to these effects, a primal scream confers additional benefits as you gain levels, as described below. All effects are cumulative.

**Enemies shaken:** starting at 4<sup>th</sup> level, your primal scream makes enemies within 30 feet shaken when you activate the ability. This is a sonic, mind affecting fear effect. Creatures in the area must make will saves (dc 10 + your class level + your cha modifier). On a failed save, a creature is shaken for a number of rounds equal to your class level. Creatures with more hit dice than you are immune to this effect.

**Pounce:** at 6<sup>th</sup> level, you gain the ability to pounce on an opponent in the round in which you activate your primal scream. If you charge a foe in the same round that you scream, you may make a full attack, instead of the normal single attack allowed after a charge.

**Enemies cower:** beginning at 8<sup>th</sup> level, your primal scream can immobilize enemies with fear when you activate the ability. This is a sonic, mind affecting fear effect. It functions like the enemies shaken ability described above, except that any enemy with less than half your hit dice that fails its will save is cowering instead of shaken.

**Fast healing:** at 10<sup>th</sup> level, when you activate your primal scream you gain fast healing 5 for the duration of your feral frenzy, as long as you have at least 1 hit point.

If you also have the rage class feature, you can rage and use your primal scream at the same time, gaining the benefits of both abilities.

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

**Endure elements (sp):** starting at 3<sup>rd</sup> level, you can use endure elements on yourself at will. Your caster level is equal to your wildrunner class level.

**Hide in plain sight (ex):** beginning at 5<sup>th</sup> level, you can use the hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the player's handbook.

**Unfettered stride (ex):** at 7<sup>th</sup> level, you gain the ability to move through or across a variety of terrain features without it affecting your movement or skill checks. This ability applies to bogs, rubble, undergrowth, ice sheets, and natural stone floors. See chapter 3 of the dungeon masters guide for the effect of terrain on movement and skill checks.

**Feyheart:** at 9<sup>th</sup> level, your mystic bond with nature changes your very being. Your type becomes fey (augmented humanoid), and you gain damage reduction 2/cold iron.

## PLAYER HANDOUT #1

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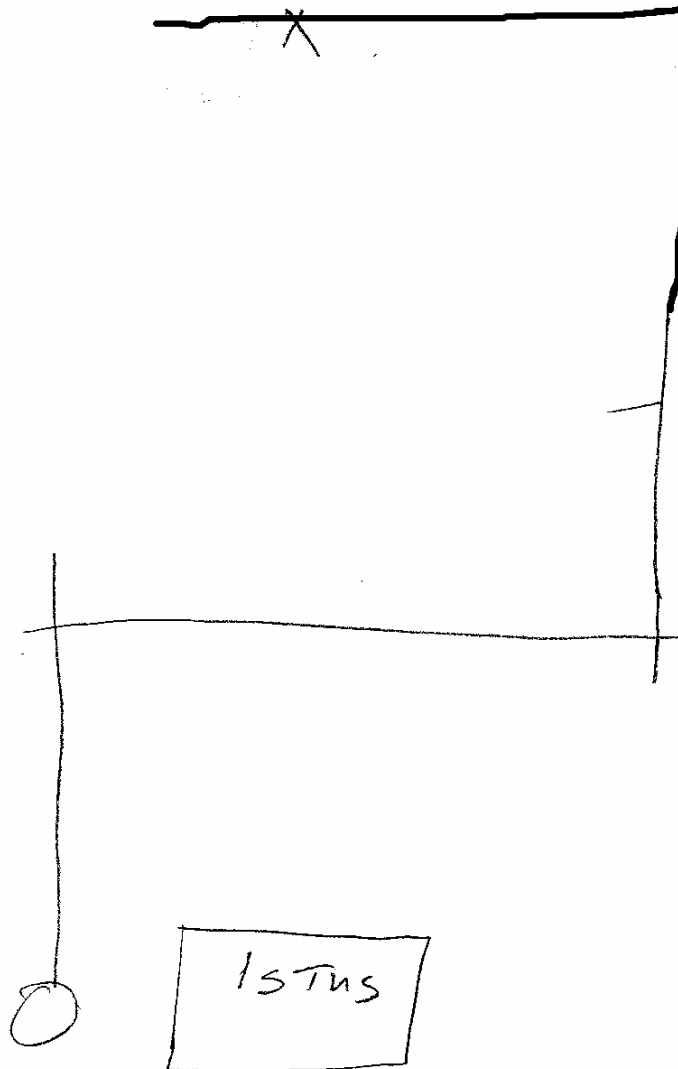
*<Insert Character Name>,*

I have arranged a meeting with Bojan Starsinger, the Hand of Molaho Khem, at the Half-Pint Pub at 7 bells on the 23<sup>rd</sup> day of Patchwall. Neither I nor my brothers deserve your aid, but I hope that you can see past our misguided efforts and can aid us now. There is much good to be done in the Hero God's name, and I hope you will help me see it done.

- The Emissary of Molaho Khem

## PLAYER HANDOUT #2

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## PLAYER HANDOUT #3

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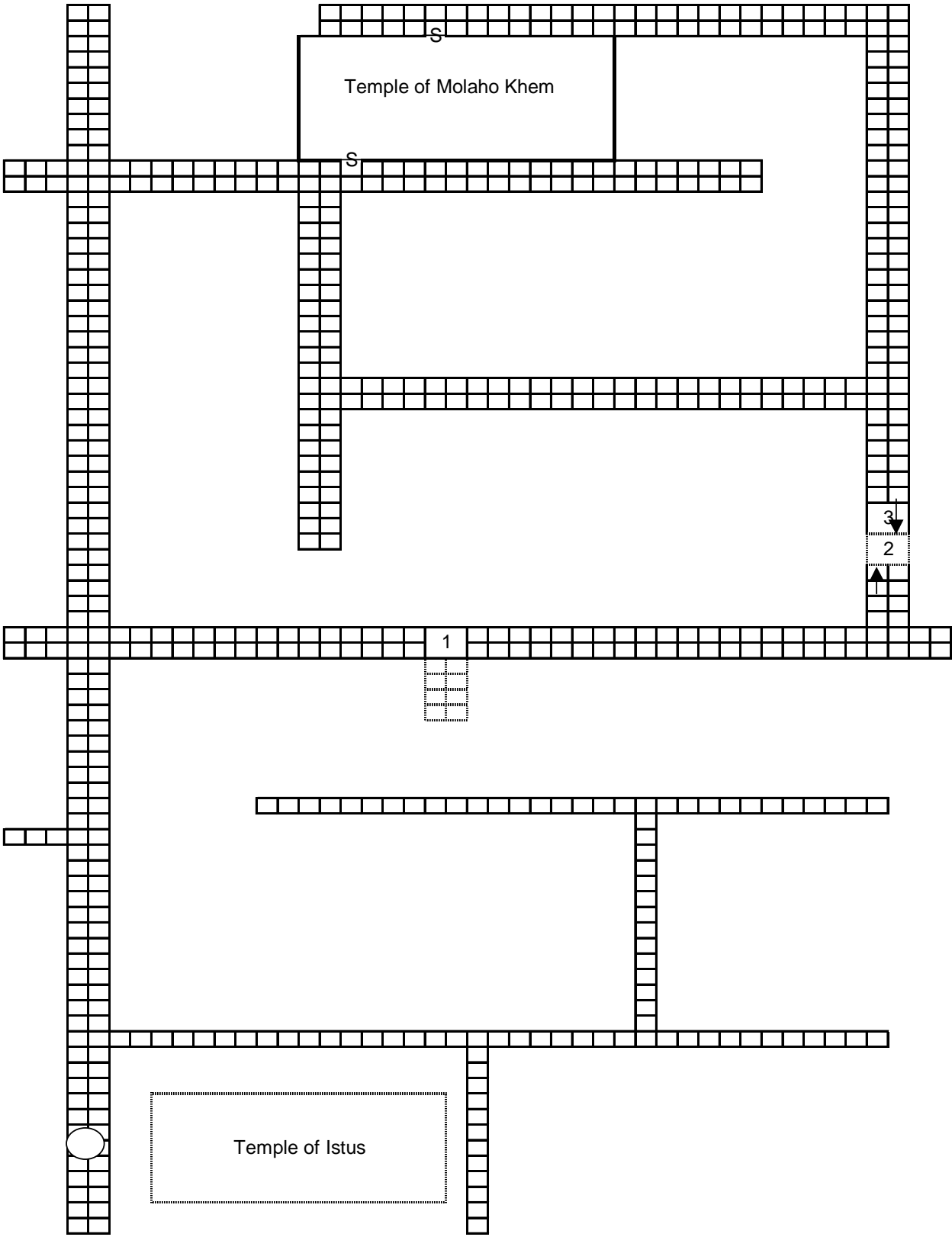
*Aliknor, Servant of Glory,*

*I have heard that you are getting squeamish about the rite next week. I assure that you that if you fail in this, not only will the Master of Glorious Deaths shun you for your weakness, but the Servant of Kaltoril will cut off all funding to your little congregation. Further, I am sure that a well-placed clue in the hands of the Servants of the Cracked Shield will send our precious Dyvers adventurers there to dispatch of you. Uphold your end of the bargain by eliminating the Grift girl, and your temple will be ensured after the rout of the Blackthorn Orcs.*

*Marsai Hoffer*

*P.S. I am delivering with this note my favorite sea urchin. Please see that he is prepared for our little rite as well.*

DM'S MAP #1



## DM'S MAP #2

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