



SECRETS OF TSOJCANTH

A One-Round D&D[®] LIVING GREYHAWK[™] Core Special Adventure High-Level: Caverns of the Vampiress

Version 1.0

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Stirrings of a dark malevolence in the Yatil Mountains draws the followers of terrible forces to a once-used demesne of Iggwilv, the Witch Queen. At the behest of others, you journey to the Lost Caverns of Tsojcanth to confront the evil that lurks there and unveil its deadly secrets. This adventure is divided up into three levels of play (low level, middle level, high level); each player may only participate in one of them. A challenging special adventure for characters levels 11-17.

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 player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on November 20, 2005.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

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

CR	1	2	3	4
companions,	1/4 and 1/6	0	0	0
familiars	1/3 and 1/2	0	0	1
paladin's	1	1	1	3
mounts) or the	2	2	3	4
warhorse of a	3	3	5	6
character with	4	4	6	7
the Mounted	5	5	7	8
Combat feat,	6	6	8	9
use the sidebar	7	7	9	10
chart				11

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

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
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 special one-round Core adventure, set in the Yatil Mountains. All characters pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

It has been a generation since the Lost Caverns of Tsojcanth have been explored. The last group of adventurers to brave Iggwilv's former sanctum recovered the *Demonomicon of Iggwilv*, *Daoud's Wondrous Lantern*, and defeated her daughter, Drelnza, the vampire warrior. This occurred well over 20 years ago. Iggwilv herself has not returned to her lair in over a century.

However, Drelnza was not destroyed, merely defeated. While it took her some time to recuperate from her defeat, she began work on amassing her own followers, working out of her mother's former lair. She enslaved some of the native creatures there; they were already in the process of excavating a new area in the caverns, and she set them on the task of carving a new lair for her from the stone.

Her furious pace and impatience with their work had dire consequences for the cave complex itself. Soon after work was begun, a massive cave collapse occurred in the greater and lesser caverns. Fortunately, for Drelnza, it

did not affect her new lair, and actually provided a measure of needed seclusion while she planned and plotted.

Drelnza had always known about the gates in the greater caverns, and had inklings that they held a greater purpose, one tied to the *Demonomicon* itself. She sent her minions far and wide in search of more information, and many years and *charmed* academicians later, she discovered that the gates were a part of an ancient Ur-Flan transportation device. She also found out that the *Demonomicon* contained information on the activation of this device – primarily, the key used to gain control of the device's awesome transportation magic.

It was also at this time that Drelnza had received word of her mother's return from imprisonment by Graz'zt and return to the Flanaess. She did not make her own presence known immediately to her mother or her agents, as she developed a plan by which she could present her return to her mother's side in a favorable light. Drelnza hoped that by doing so, her mother would reward her by offering some of the lands she was sure to reclaim in her resurgence of power; perhaps she would even be made general of her mother's forces.

In the past year, Drelnza has enlisted the aid of Iuzians to her cause; she has used their massive information network to further her reach, and has kept some of them on guard in the lesser caverns to prevent intrusion by adventurers and treasure-seekers. She has kept matters of her involvement a secret through dire threats to the followers of the Old One.

In the past few years, Drelnza also discovered the location of the *Demonomicon of Iggwilv*, and she tasked some of her agents with its retrieval. An assassin, from a cabal of Iuz's agents known as the Eaters of the Voice, attempted retrieval of the *Demonomicon* from its location at the Great Library of Greyhawk in 592 CY, but he was thwarted by the magical protections there (this is the same assassin encountered in the adventure *COR2-10 Forgotten Echoes*). Future attempts were abandoned for a time, as Drelnza was sure the tome would not leave that heavily guarded place.

Now, with the return of Iggwilv, Drelnza has redoubled her efforts to retrieve the tome. Her followers used their network connections to hire a group of thieves to retrieve the tome and bring it to the caverns. They were successful in their endeavor, and are returning with the tome as the adventure begins.

All is not as it seems however, as spies for Graz'zt, the demon lord that imprisoned Iggwilv (and, for a time, was bound by Iggwilv herself) infiltrated the ranks of the Iuzians working for the vampiress. A cult of Graz'zt paid off the mercenary thieves before they could get the tome safely back in the hands of Drelnza.

A few weeks ago, the lesser caverns were penetrated by a group of adventurers (the low-level adventure), and they brought information of Drelnza's activity back to civilized lands. While Drelnza waits for the *Demonomicon* to arrive in her hands, other forces, for good or unknown purposes, seek her undoing.

ADVENTURE SUMMARY

There are three secrets that the Lost Caverns of Tsojcanth hold: the lesser caverns are now a base of operations for agents of the demigod Iuz, the greater caverns hold an ancient Ur-Flan gate that can be used as a powerful teleportation device, and a new section of the caverns is the lair of a new dread power rising in the Yatils – Drelnza, the vampire warrior and daughter of Igglwilv. This particular adventure deals with the assault on Drelnza's lair.

At the beginning of the adventure, the characters are given a choice. They are contacted by Luic, a minstrel and sorcerer in the service of a covert organization known as the Drinkers from the Cup of Midnight. The Drinkers are a group that opposes Iuz at every turn, wishing nothing more than his ultimate expulsion from Oerth itself. Luic asks the PCs to help defeat the evil that has been discovered beneath the Lost Caverns of Tsojcanth, and asks that Drelnza be destroyed for the good of the Flanaess. However, another party, whom the adventurers are told is Mordenkainen the Archmage, has concerns about Drelnza's comings and goings. An agent duped to believe he is working for Mordenkainen also contacts the characters and asks them to capture Drelnza and deliver her to him. The choice the characters make will determine what special reward they receive at the conclusion of the adventure, if they are successful.

Once the characters arrive at the caverns, the adventure is free-flowing. The DM is to use the encounters as a guide, since the PCs can go wherever they wish as the adventure is not linear.

The PCs arrive at the stairway leading down (it used to be the stairway to the greater caverns, but since the collapse and excavations, it goes down much farther now to the lair of Drelnza).

The landing for the stair is actually further down than Drelnza's lair, so the characters need to climb up a slope to get in. The PCs climb down the stairway into an alarm trap (Area 1) set by Drelnza. Whether they get in silently or raising the alarm is up to them.

Area 2 is guarded by two fomorians who do not take kindly to pesky adventurers.

Area 3 details out Drelnza's plans with the *Demonomicon*. There is a trap guarding *Zelphar*, an intelligent magical cloak.

Area 4 houses all of the dead creatures and humanoids her minions have killed over the decades. The PCs can however find an ancient helm here.

Area 5 A group of slaad has joined Drelnza's cause in the hopes of obtaining power for themselves.

Area 6 houses a group of adventurers who have been tortured and turned to the evil side. They attack all who enter. The wooden haft of the *Blade of the Mighty* is in this room.

Area 7 has many ropers housed here as Drelnza's pets to kill any who dare enter.

Area 8 has bone derro working here, creating more rooms for Drelnza's lair. Starmetal is found in this room if the PCs look close enough.

Area 9 has a 'freezer' of dead bodies in this room. Also, the clasp to *Zelphar* lies in this room.

In Area 10, characters can find a few demons living here for the time being. They are here to help out with the translation of the *Demonomicon*.

Area 11 holds Drelnza's bodyguards, a coterie of powerful undead.

The final area, Area 12, has the characters fighting Drelnza herself, along with Blackford, her consort and a high-level cleric of Iuz. This is a battle to the death, as she does not take kindly to people interrupting her plans.

PREPARATION FOR PLAY

As this is a special event, running this adventure requires more preparation than a normal adventure. Since it is running only at certain conventions, you will be provided with a map and miniatures (see the list below) to play out the adventure. However, you will want to take the following to heart while preparing this adventure for play:

- Read this adventure over very thoroughly at least twice. Make notes to help you run more complex encounters.
- If you have it, read *Libris Mortis* - in particular reviewing the new monsters from that book present in this adventure. This will give you a much greater understanding of these creatures and how to use them in the adventure.
- A set of initiative cards with all the creatures listed on them (as well as many relevant combat statistics) is available for use. It's a good idea to print those cards out beforehand, and use them when running the adventure. Combats will move much more quickly with them.
- You may wish to pre-roll about 10d20 (or randomly generate a series of d20 rolls), in case you want to make an opposed check in secret (like ambushers using a Hide check vs. the characters' Spot checks), so as not to let the characters know you're resolving something with dice rolls. Just check off each die roll in the order in which it's rolled.
- What do the characters know about the Lost Caverns of Tsojcanth? This question may be asked during the session by one or more of the players. Ask a character that possesses Knowledge (history) to make a roll.
 - DC 15: The Lost Caverns of Tsojcanth were named for its wizardly founder, of which not much is known. The caverns are located somewhere in the Yatil Mountain Range.
 - DC 20: Igglwilv the Witch Queen, mother of Iuz the Evil, used the caverns over a century ago as a base of operations to subjugate the nation of Perrenland.

- DC 25: A group of adventurers about a generation ago braved the caverns and told stories of fantastic monsters, strange *teleport* devices, and powerful arcane treasures.
- DC 30: Among the items removed from the caverns were *Daoud's Wondrous Lantern*, the *Demonomicon of Iggwilv*, and the *Prison of Zagig*. All are considered minor artifacts in their own right.
- DC 35: Considering the importance of this event, very little mention is made of this, but apparently the adventurers that explored the Lost Caverns encountered Iggwilv's daughter, a vampire warrior. It is said that she was destroyed.
- Hand out initiative cards to the players, so they may put their characters' relevant information on them. Make certain they list their saving throws and the skills Hide, Listen, Move Silently, and Spot.
- While the players are filling out their initiative cards, ask each one of them to roll 6d20. Record the results for each character on a piece of paper, away from the eyes of the players. Whenever you need a roll from one of the players that should yield a secret result (such as a Spot and Listen check before an ambush), simply mark off the first result from each character's roll, and add the appropriate modifier. In this way, the players won't know exactly what you're doing.
- This adventure is designed to run in 3.5 hours, but it does have more encounters in it than the PCs are likely to face. Keep the action moving along, and the pacing quick. The players will appreciate getting as far along as possible (given their own limitations, of course).
- Since this is a high-level adventure, there may be situations where characters use spells or special abilities to gather information or do something unanticipated. Use your best judgment in those situations; you may need to be creative with parties that are very inventive.
- To make this feel more "epic", feel free to describe the battles as the PCs fight them. There will be some read-aloud text (optional of course) that you can use to enhance the play of this event, such as, "The curved blade made of what appears to be obsidian arcs down at your shoulder slamming into it with such force that the pain vibrates through your body".
- Give the players a real challenge (but be fair). Let the dice fall where they may (you may want to make combat rolls right out in front of the players). The PCs may have to retreat from a fight, especially if they trigger more than one

encounter at the same time. The best part about a special adventure is that it's high risk, high reward. Make them earn their XP, gold, and magic items.

DUNGEONS & DRAGONS **MINIATURES®**

To run this adventure, it's recommended you have the following miniatures:

From the Harbinger™ set:

1 Devis, Half-Elf Bard (20/80) to represent Horash

From the Dragoneye™ set:

1 Regdar (12/60) to represent Flipper

From the Archfiends™ set:

1 Dalelands Militia (2/60) to represent Relsh

1 Aspect of Orcus (47/60) to represent the angel of decay

4 Cursed Spirits (49/60) to represent the spectres, greater shadows, and deathshrieker (note that some of the creatures are actually Large size)

From the Giants of Legend™ set:

2 Cloud Giants (62/72) to represent the nalfeshnee

2 Fomorians (69/72) to represent the fomorians

1 Nightwalker (72/72) to represent the nightwing

From the Deathknell™ set:

1 Dwarf Artificer (3/60) to represent Dar

1 Death Knight (33/60) to represent Drelnza

3 Skeletal Dwarves (40/60) to represent the bone derro

1 Warpriest of Hextor (45/60) to represent Blackford

1 Boneclaw (47/60) to represent the boneclaw

1 Ettin Skirmisher (52/60) to represent the marilith

From the Angelfire™ set:

1 Dwarf Wizard to represent the bone derro wizard

5 Large Air Elementals to represent the Dread Wraiths

3 Red Slaadi to represent the gray slaadi and death slaadi

4 Troll Slashers to represent the ropers

Note that the necronaut is gargantuan, and will need to be represented by a template.

INTRODUCTION: THE CHOICE

At the beginning of this adventure, the DM should read both of the following sections to the players. The characters are being offered an opportunity to work for one of two power groups. After both offers have been heard, the PCs should decide together which group's offer they will take. The party cannot be divided on this issue – they either work for one or the other (or no one at all). If neither option suits the party, they can just work to help the greater good; in this case, they do not have a

specific mission, and thus do not earn a special favor at the end of the adventure.

The characters begin the adventure in Greyhawk City. Allow the players to introduce themselves to one another briefly and immediately.

THE DRINKERS FROM THE CUP OF MIDNIGHT

Each character met with Luic, a minstrel and agent of the Drinkers from the Cup of Midnight. This organization works covertly to oppose the plans of Iuz and his minions throughout the Flanaess. Occasionally, they employ methods that make good-hearted characters squirm, but they are willing to “get their hands dirty” in the name of vengeance against the Old One. Many characters that have participated in Iuz metaregional adventures are familiar with them, and have worked for them in the past. At no time does Luic let on that he’s a member of that organization, although canny players may figure it out by his request. For characters that ask, Luic did not detect as evil. Read the following to the players:

Your summer relaxation time in Greyhawk City was cut short with the promise of adventure. Earlier this evening, you met several other adventurers (the other player characters) as well as a dashing human minstrel named Luic in the Black Dragon Inn. His natural charm and social ability quickly put you at comfort with him. After a few drinks (and expressing an interest in an adventure), he shared a potentially lucrative and just proposition with you and your group. With hushed tones, he explained.

“I understand that you’re adventurers of no small mettle, and so I have a task to match your skills. Not only does it offer the possibility of great riches for you, but it also involves staying the tide of evil that grows from the belly of the Yatil Mountains, far to the west.

“A few weeks ago I sent a group of adventurers to investigate rumors of activity by minions of the Old One. Apparently, my concerns were well founded, as not only did they find agents of that evil power, but also, a stairway leading down further into darkness. What exactly awaits there is unknown, but from what I understand, a vampire warrioress and a powerful cleric of Old Wicked have a festering den of undeath growing under what is known as the Lost Caverns of Tsojcanth.

“My request of you is simple. Tomorrow morning, meet me outside at the stables. I will transport you to the stair leading down. Go down there, and slay all evil you find, in particular, this vampire leader. Return here, to this inn, and ask for me when your task is complete. Bring what proof you can of the final death of the vampiress. I will ensure that you are compensated in kind for your services to all the good people of the Flanaess.

“I’ll give you tonight to think over my offer. I will take your absence tomorrow morning as your declination. Tell no one of our meeting, as spies for the enemy could be anywhere.”

Luic rises from the table, and puts his hand on his lute. “Well, I’m done for this evening. I guess my constitution isn’t what it used to be. I thank you for the company, and the chance to bend your ears. I’ll take care of the last few rounds, and a couple more.” Luic tosses down five gold coins on the table as he walks away. Looking down, you notice they are all different mints – a wheatsheaf from Furyondy, a mark from Perrenland, a gold skull from the Empire of Iuz, a knight from the Shield Lands, and a solar from Highfolk.

The meeting between Luic and the PCs is over. The character do not have to make a choice to help Luic at this time; that is done in the morning.

“MORDENKAINEN THE ARCHMAGE”

Late in the evening, after the PCs have gone to bed, they are visited by an agent of “Mordenkainen”. Apparently someone else is aware of Drelzna’s presence under the Lost Caverns of Tsojcanth, and wishes to have a more direct discourse with her. Thus, Belian (a humanoid creature of some indeterminate origin, purported to be the Lower Planes), a dupe who believes he serves Mordenkainen, has been dispatched to recruit the PCs to the archmage’s cause.

On the same night that the offer was made by Luic, each character is visited in their room by Belian while asleep, by way of his *dimension door* ability. This may startle or unnerve the heroes, but all he wants to do is make them the offer, and Belian does not fight if the heroes threaten him (he simply uses *dimension door* to get away). If multiple PCs are sleeping in the same room, then Belian appears to the group. He makes his rounds that evening, visiting every PC that has met with Iquander some hours before.

Read the following to the players, adjusting the text to accommodate awake and alert characters:

You catch a whiff of a sulphurous odor, and realize that a stranger now occupies your room. Dressed in a long, brown traveling cloak, you see nothing of the being’s features. It is obvious that the cowed visitor is humanoid in shape, but beyond that, all other detail is concealed. As you rise to meet this late-night caller, the burning odor is replaced by the sickly-sweet smell of rotting fruit. A gloved hand rises up from the cloak, in a gesture of peace.

“Stay your blades and spells”, the raspy-throated voice proclaims. “My master has a request of you, and I have come to deliver it in person. I am called Belian, and I know who you are, so no introductions on your part are necessary. We have not time for idle chatter. If you care to listen to his offer, affirm it at once. If not, I shall take my leave of you.” Belian waits for your acknowledgement.

If the character or characters start to ask all sorts of questions, or move to attack or cast spells, Belian disappears in a puff of smoke, never to return to those characters (he may still make an offer to other PCs

though). If they simply acknowledge that they'd like to hear more, continue:

"My master is aware of your meeting earlier with the dangerous man known as Luic, and knows of what dwells beneath the caverns near his home. What this man did not mention was the name of the vampire dwelling there. She is called Drelnza, and she is Iggwilv's daughter."

"The Lord of the Obsidian Citadel wishes to have a discourse with this Drelnza. He once sent adventurers such as you unknowingly to the caverns to perform other tasks for him, where they unexpectedly encountered her, now he wishes to once and for all ascertain the motivations of this vampire."

"Capture this creature, this Drelnza, and deliver her to me in the nearby village of Gnome Vale. Follow the course laid by Luic – meet with him in the morning, and have him transport you to the caverns. Once the vampire is in your possession, return to the gnomes' settlement. Hand her over to me, and I will return to him."

Belian pauses for a moment before continuing. "If you think my offer is an attempt at deception, you are mistaken. None would dare speak the name Mordenkainen and plot to cross the very same. Your decision will be known to him when I meet you in the gnome village. Do not speak of our meeting to anyone."

In a puff of acrid smoke, Belian vanishes from sight.

The characters now may make their choice, and prepare themselves for the journey that awaits them. Belian does not say how the characters must capture Drelnza, only that she must be captured. It is left up to the characters and their resources to determine how they attempt her capture.

THE NEXT MORNING

When the PCs are ready to continue, read the following:

In the morning, you make your way to the Black Dragon Inn. Out by the stables, Luic awaits. A slow smile crosses his lips, as he sees you approach.

"If you're ready, I'll transport you to the stair in the caverns. The chamber you'll arrive in, and everything behind it, has already been explored, so there's no need to wander about on the upper level. Once you are there, just take the stairway down to the lower level. When you finish your task, return here to the Black Dragon Inn and ask for me at the bar."

"I can take a maximum of eight split between two trips. If you have beasts larger than a man that you wish to take, each one counts as two. Otherwise, when you're ready, we shall begin."

Luic is a 12th-level sorcerer, so he can get 4 individuals on each trip with his *teleport* spell. While there is a slight chance of mishap (the location is treated as "studied carefully", and thus has a 94% chance of being on target),

no such event occurs. If you want, you can roll some dice to give the players a tense moment.

Keep in mind that horses or other Large-sized creatures count as two creatures when subjected to *teleport*; this means that if there is one mount and other creatures (such as familiars), the characters have to make a choice on what stays and what goes with them.

It is possible that the PCs might mention their run-in with Belian. Luic is quite alarmed that apparently Mordenkainen seeks the same tome, and urges the characters to use caution when next they meet with Belian. However, truth be told, there is little that Luic can do if Mordenkainen wants to press the matter, and he knows it (although, of course, he doesn't know that Belian isn't truly working for Mordenkainen).

Once everyone's been transported, go to Encounter 1, below.

ENCOUNTER 1: THE LOST CAVERNS OF TSOJCANTH

GNOME VALE

While the PCs in the high-level adventure don't get to visit Gnome Vale until after the adventure is over, the gnomes are expecting them, and welcome them when they return from their adventure.

Gnome Vale is a community of about 800 gnomes who live in the relative peace and shelter of the Yatil Mountain Range. The Yatils stretch out eastward from the Dramidj Ocean, forming the southern border of the lands of the Tiger Nomads and Perrenland, the northern border of the Caliphate of Ekbir, Tusmit, and Ket, and halt at the Velverdyva and Fals Rivers, at the northern border of Veluna and the western border of Highfolk. This community, as the crow flies, is about 45 miles northeast of Plover in Ket, and 60 miles northwest of Highfolk.

The community itself has a number of structures (a mill by a small stream, a smithy, numerous buildings to house animals), but the gnomes themselves tend to live in the cave complex home in the northeastern corner of the valley. The caves have been worked, and are sized comfortably for Small-sized creatures (the ceilings in many passages are only about 6 feet tall).

Occasionally, threats from the mountains come down into the village to steal livestock or the gnomes themselves. About half of the gnomes in the community are capable enough in a fight, and almost everyone learns how to wield a weapon at the tender age of 25. The typical gnome on patrol or sentry duty is a 1st-level warrior in studded leather, carrying a club and either a spear or short sword. Those that are posted near the trail entrance usually carry short bows as well, and hide themselves in the boughs of the trees.

The gnomes here live in a clannish structure, with the most powerful warrior taking the title of Clan Chief. For some time now, the chief has been the Laird Gwaylar, an 8th-level fighter who is quite wise and remarkably friendly to those adventurers that promote the cause of

good. He is served by Nelther of Garl Glittergold (the Chief Cleric of the clan) and Clegin (the Master Illusionist). Many characters may have met Clegin before, as he offered gemstones to some for their future aid.

DRELNZA'S LAIR AND PLAY NOTES

Once the characters get to the actual lair, there is a marked difference between the caverns above and what Drelnza's done in her demesne. Everything in the newly furnished cavern is made of stone with the walls being a foot thick since most of it was carved around this area. The heights of the room are 15 feet high unless otherwise noted. The doors have the following statistics:

🗡️**Stone Door:** 4 in. thick; hardness 8; hp 60; AC 5; Break DC 28.

If a party is having an easy time of it, combine encounters (unless of course the PCs use means to mask or silence their fights all the time). This is a dungeon crawl and thus Drelnza will be fully aware of someone entering her chamber and will bring down the whole area upon the PCs if they are not to careful. So, if say the party is fighting in room 5 and making a lot of noise and they have had an easy time of it so far throw the creatures in room 7 at them 2 or 3 rounds later. That should be a sufficient challenge. Some areas it will be noted that if the PCs are being too loud they will attract attention but the enemies are not dumb, they will prepare beforehand (if they have the means) and then go after the party.

If the party should rest at any time during this adventure then certain areas will be clear of enemies as they have fled with some of the special items. What enemy would stick around and wait for the party to "spell up" again? This will be noted in the Encounters as well.

If the PCs want to take the time and *scry* on any of the monsters they may, if possible, but Drelnza will have protections against this as her cadre of helpers has cast a permanent *nondetection* on her and her area.

The whole area is tainted with evil so that anyone casting *detect evil* will be assaulted by it (strong aura).

Tactics will be listed after each monster listing but if the DM feels there is something better they can do then please do so. This should be a challenge and do not feel that the tactics are set in stone as they are merely a guideline.

With the dangers of the caverns lurking around every corner be sure to tell the PCs before the adventure begins that they are to tell the DM whom they are healing and when. This is done due to the rapid nature of the encounters.

Also in the Lost Caverns there are various parts of magical items. These will be listed out in the area, but do not mention it to the PCs that this is what they are for. There should be enough hints that they could do something with them but if they do not role-play it out then so be it.

Read the following:

As your senses begin to clear, you take stock of your surroundings. This high-domed cavern is completely covered in swirling patterns of rainbow colors – spread evenly over the floor, walls, and ceiling. Stalactites and stalagmites have taken the shape of giants clad in beautiful garments from the Baklunish lands. In other parts of the cavern, various mineral deposits in the rock have seeped into frozen curtains, cascades, and many wondrous shapes.

Directly in front of you is a stone stairway leading down into darkness. It appears to have been carved wide enough so that two humans can walk abreast.

The stairway twists and turns down 250 feet. Once the characters get to about the 150-foot mark, there is a noticeable change in the construction of the stairs. A character can make a DC 10 Knowledge (architecture and engineering) or stonemasonry check to realize that this construction, while similar to the upper stairs, is newer.

Eventually, the PCs reach a landing carved out of the rock. Another, much shorter, set of stairs exits the landing on the far end, and goes up about 60 feet or so. This leads directly up to Area 1.

1. Incorporeal Attack

The PCs will come up through the bottom floor into this room. There are 4 pillars in front of them, as well as a large double door.

Climbing up the pebble-ridden slope is tricky but easily manageable by all. A very thin mist greets you as you gather at the back of the room. Four pillars are in the front of the room guarding what is a silver tinted double door. There is not much noticeable dust in the room but various carcasses and bones lie strewn about.

Note: The key part in this first encounter is whether or not the sentry that is hidden in the floor is able to get away and warn Drelnza (and thus the entire complex). There are 5 undead in this room all keeping watch. Four will be within the pillars and will attack the PCs. They will hear the PCs clanking or just talking to each other while they come up the slope and into the room. For the undead in the pillars the PCs receive no Spot checks to see them as they are completely inside the solid pillars.

Of course if the PCs are being extra careful, are flying, and are silenced, then the enemy has no way of knowing they are there. That is why there is a dread wraith lying amidst the piles of bones and such keeping an eye out for meddlesome adventurers. It has lifesense for this occasion but will NOT attack the PCs by any means. The PCs will get a Spot check to see this undead. This dread wraith's job is to immediately flee to his superiors and tell them there is an enemy approaching. The rest of the undead are there to attack and kill.

All APLs (Non-combatant)

➡️**Dread Wraith:** hp 104; see *Monster Manual* page 258.

APL 12 (EL 11)

➤ **Specters (4):** hp 45, 45, 45, 45; see *Monster Manual* page 232.

APL 14 (EL 13)

➤ **Greater Shadows (4):** hp 58, 58, 58, 58; see *Monster Manual* page 221.

APL 16 (EL 15)

➤ **Dread Wraiths (4):** hp 104, 104, 104, 104; see *Monster Manual* page 258

Tactics: If the undead hear the PCs then they will wait until the party is between the pillars before they strike out. Of course the PCs now get a Spot check to keep from being surprised. If the lead dread wraith is killed before he can report another one of the undead will flee and do his duty. They are all incorporeal so they can easily go through walls. They flee via the ground if anyone asks (So as not to alert which way the superiors are in the complex).

Note: If the PCs' battle is loud then of course other enemies in the surrounding area will have heard this. These are the rooms/areas that will be affected by this: Areas 2, 5, 6, and 7. Of course some of these enemies in these areas will start to prepare and wait for the PCs. In the case of the fomorians they will wait around the corner of each hallway respectively and attack the PCs as soon as they come out of the double doors using their reach.

If an undead creature does get out and alerts Drelnza she will pronounce the following for the PCs to hear. This can happen during or after the combat encounter:

A creepy sinister chuckle seems to bounce and seep through the walls. A satin voice purrs, "Welcome to my humble abode adventurers. It appears you wish to die a most gruesome death by invading my privacy. I hope you'll find my minions worthy adversaries for I assure you I trained them well. Oh and be sure not to take a nap while in this place, as I assure you the bed bugs will bite!" The laughter echoes some more before fading away.

Continue to Area 2.

2. Fomorian Brutes

Note: This encounter will depend on whether or not the PCs are detected in Area 1. If they have been detected the fomorians will wait within reach of the double doors having readied actions to pound any who step out. If the PCs were not detected then the fomorians will be out of sight of the party around the back of the wall. They will always flank the party no matter what coming from opposite sides.

See Area 2 on Map 1.

If the PCs were not heard and go across the hall and begin fighting in any of Areas 5, 6, or 7 then roll Listen

checks for the fomorians to hear them. If they do hear them, they will look down the hall to see if any PCs are standing outside the door and then charge at them engaging them. (Do this if the party is having an easy time with the adventure and/or after 3 rounds of fighting.)

APL 12 (EL 13)

➤ **Fomorians (2):** Huge giant; hp 157, 157; see *Appendix 1*.

APL 14 (EL 15)

➤ **Spellwarped Fomorians (2):** Huge giant; hp 180, 180; see *Appendix 2*.

APL 16 (EL 17)

➤ **Spellwarped Fomorians (2):** Huge giant Bbn2; hp 209, 209; see *Appendix 3*.

Tactics: If the party was heard by the fomorians they will wait in the best position to get surprise on the PCs as soon as they come out of the double doors from Area 1. In general, they aim to do as much damage on the PCs as possible. They will use their trample ability on PCs that are hard to hit and will go after spellcasters. For the spellwarped ones, they will choose to get the Constitution or Strength enhancement first.

Treasure:

APL 12: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) +2 *huge chain shirt* x2 (133 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

APL 14: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) +2 *huge chain shirt* x2 (133 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

APL 16: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) +2 *huge mithral breastplate* x2 (745 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

3. Demonomicon Dreams

This room details Drelnza's plans for the *Demonomicon*, and to gain her mother's (Iggwilv's) favor.

Once everyone is inside the room read the following:

The dirty stone door quickly grinds to a close as the room becomes illuminated in an eerie green glow. This appears to be more of an alchemist's lab than a torture room. However, there are many fewer humanoid remains in this room as opposed to others you've been through. Beakers bubble softly on a few desks while pages seem to flip lightly on a few others.

The key to this room is just not casting *detect magic*, but then *read magic* on the walls that tells the story (not the books). *Detect magic* will also reveal that pretty much everything in the room radiates a faint magic (just different *unseen servant* spells doing the work) but there is one strong magic aura coming from the back of the room. A cloak of very strong magic is here - *Zelphar*.

However the cloak is trapped as Drelnza was furious that this wonderful cloak would not follow her bidding (being of chaotic good alignment) thus she stripped it of its clasp and lining. Once a PC picks up the cloak the trap goes off.

APL 12 (EL 7)

⚡ **Chain Lightning Trap:** CR 7; magic device; touch trigger; manual reset; spell effect (*chain lightning*, 12th level wizard, 12d6 damage to primary target, 6d6 damage to all secondary targets within 30 ft of primary target, DC 22 Reflex save half damage); Search DC 31; Disable Device DC 31.

APL 14 (EL 9)

⚡ **Horrid Wilting Trap:** CR 9; magic device; touch trigger; manual reset; spell effect (*horrid wilting*, 15th level wizard, 15d6 damage, DC 24 Fortitude save half damage); Search DC 33; Disable Device DC 33.

APL 16 (EL 9)

⚡ **Horrid Wilting Trap:** CR 9; magic device; touch trigger; manual reset; spell effect (*horrid wilting*, 15th level wizard, 15d6 damage, DC 24 Fortitude save half damage); Search DC 33; Disable Device DC 33.

If the PCs are able to read the writing on the walls, read the following:

Letters forming words begin to spread like spilled blood over a battlefield on the wall. The first part details how decades ago adventurers came to the Lost Caverns in search of great treasure. Drelnza awoke to battle the mortals that freed her from her stasis. The battle was considered a victory for her, since her final resting place was never found, and so she was never ultimately destroyed.

Years passed, and she enslaved a race of strange dwarf-like creatures to construct a new lair beneath the existing caverns. She also managed to attain the attentions of some Iuz worshipers, whom she recruited to her cause. The minion servants were sent to serve as guards in the lesser caverns; she has left the greater caverns alone for now, fully aware of the grell infestation there.

Her plans regarding the Demonomicon are also revealed. She intends to use the book to learn what she can from it, and then use it as a bargaining chip to present to her mother, Iggwilv. It is her hope that by using the Demonomicon as leverage, Drelnza can share in the subjugation of Perrenland.

Reading on, Drelnza writes about not caring one way or another about any of the denizens of the deep as

long as she gains power – including Blackford, a human cleric consort she keeps. All are merely pawns in her game to gain back the favor of her mother.

4. Room of Flesh and Bone

There appears to be nothing in the room but stone and piles of bones and rotted flesh from the last few decades. This is where Drelnza disposed of the bodies of adventurers that she found no longer useful. A few of the remains will wiggle and appear to get up but nothing will happen.

Creeping into this room is not an easy task. Bones crunch under every footsteps and once a light is shone into the room it illuminates a grisly scene. Hundreds of bones litter the room piled up much like the first room. A few seem to stir but maybe it's your imagination that makes it appear that way.

A DC 25 Search check will find all kinds of flint, steel, used and unused torches, and a piece of a seemingly mundane item. A rusty old helmet caked with dirt is found after about 5 minutes of searching. The helmet will radiate faint magic but it's too hard to tell what it is right now.

It is up to the PCs to see if they take the helmet. If they do not then so be it but do not make any more mention of this item.

5. Slaad Recruits

The slaad will be preparing in this room if they have heard commotion outside (more likely this will be the case). If not, they are in this room furnished with a few desks as guests of Drelnza. They are here to help her with the task of translating the *Demonomicon*. They somewhat do fear Drelnza and what she might become but they like her ambition and her talk of allowing them to commit acts of chaos and dismemberment on many citizens of Oerth.

They have been gated into this complex so they can be dismissed or banished.

The grating of the stone door being pushed open is loud enough to wake the dead...though it appears that someone already has done that. A flickering of light dances on the stone walls and off the desks. At first glance nothing seems to be awry.

If a PC has a means to see invisible beings then continue on.

Out of the corner of your eye a bulbous otherworldly creature comes out of nowhere to strike at you!

The room is 40x30 feet.

APL 12 (EL 13)

👁 **Gray Slaad (3):** Medium outsider; hp 95, 95, 95; see *Monster Manual* page 231.

APL 14 (EL 15)

✚ **Death Slaad (2):** Medium outsider; hp 142, 142, 142; see *Monster Manual* page 231.

APL 16 (EL 17)

✚ **Advanced Death Slaad (2):** Medium outsider; hp 200, 200, 200; see *Appendix 3*.

Tactics: The slaadi will not hesitate to summon in other slaadi if they hear battle going on outside in the halls. The slaadi will use their spell-like abilities the best they can. They will cast *see invisibility* and cast *invisibility* on themselves as well. They will use their killing spell-like abilities first as they are veterans of many wars. They know nothing of what Drelnza wants to ultimately do, nor do they care really. They like having free pickings of adventurers every so often and taking their gear.

Note: A DC 25 Search check turns up some strange magical lining of what appears to be from a coat, cloak, or armor. It is not entirely sure what it could be from but it is calming to anyone who touches it.

Additional text:

The claws, stained with dried blood, slash across your stomach grazing your armor inflicting some moderate damage.

Defily glancing off one of your blows the monster, with more intelligence than one would think, begins to utter some arcane words and a beam of green light shoots out at you!

Note: The slaadi will leave the palace with the lining if the PCs choose to rest for the night. They are not going to wait for them to restore spells.

6. Converts to Evil

If the PCs were being loud this is one of the key rooms where they will face more enemies. These are adventurers that have faced years of torture and being charmed into working for Drelnza. They are now fully under her control (no longer charmed however) as they believe she is the one true way to salvation. Basically they are now fanatics and believe in her without fail.

Roll Listen checks for the whole evil party and see if one would have heard combat. Even with the doors being made of stone a battle imposes a -10 penalty to the check DC. So at most the penalty will be about a -3 to the check to hear battle (if the PCs are in Encounter 1). Once any of them hear the battle they will begin to prepare and as soon as the DM feels they are ready they will come out and attack.

APL 12 (EL 14)

✚ **Dar:** Ftr6/War1/battlesmith 4; Medium humanoid (dwarf); hp 113; see *Appendix 1*.

✚ **Relsh:** Bbn2/Rog6/War1; Medium monstrous humanoid (shapechanger); hp 152; see *Appendix 1*.

✚ **Flipper:** Ftr8/War1; Medium undead (vampire); hp 81; see *Appendix 1*.

✚ **Horash:** Brd8/War1; Medium undead (vampire); hp 81; see *Appendix 1*.

APL 14 (EL 16)

✚ **Dar:** Ftr7/War1/battlesmith 5; Medium humanoid (dwarf); hp 133; see *Appendix 2*.

✚ **Relsh:** Bbn2/Rog7/War1/Ftr1; Medium monstrous humanoid (shapechanger); hp 174; see *Appendix 2*.

✚ **Flipper:** Ftr10/War1; Medium undead (vampire); hp 99; see *Appendix 2*.

✚ **Horash:** Brd9/War1/dirgesinger 1; Medium undead (vampire); hp 99; see *Appendix 2*.

APL 16 (EL 18)

✚ **Dar:** Ftr9/War1/battlesmith 5; Medium humanoid (dwarf); hp 162; see *Appendix 3*.

✚ **Relsh:** Bbn2/Rog9/War1/Ftr1; Medium monstrous humanoid (shapechanger); hp 211; see *Appendix 1*.

✚ **Flipper:** Ftr12/War1; Medium undead (vampire); hp 117; see *Appendix 3*.

✚ **Horash:** Brd9/War1/dirgesinger 3; Medium undead (vampire); hp 117; see *Appendix 3*.

Tactics: The two front-line types (dwarf and doppelganger) operate as a team at all times. They always provide flanks for one another and do whatever they can to operate as a unit. If they are faced with a person that can negate this tactic (with Elusive Target, for instance) they still concentrate but make sure that they do it from a position of non-flanks. Their typical tactic involves just hammering on an opponent as much and quickly as possible – wherever they can, they choose unarmored or lightly armored foes, and especially ranged specialists. They do not, as a rule, use Power Attack unless they are convinced that it is a worthwhile feat (they are aware of too many defences against it and consider their own abilities more than sufficient). The barbarian rages immediately before his first attack in all cases.

Should the two be in a bad situation that might be solved by moving to another opponent, they gladly give up attacks of opportunity to do so, relying on their relatively good ACs. The barbarian can and will tumble as appropriate, providing he can actually reach the future target in a single move with this taken into account.

The bard is a special case. It is the leader of this group and can affect everything (including its undead ally) with the abilities it has at its disposal. Depending on level, after casting such things as *haste*, it generally uses the bardic/dirgesinger ability (if it has levels of dirgesinger) twice a round after harmonize is up and running. Inspiring greatness in allies is a popular choice at APL 14 and 16, as are the Dirgesinger options as soon as they become available.

The bard is deemed to have sung the appropriate songs before any combat takes place - which includes

inspire courage (with inspirational boost) for +3/+3 for all allies and greatness (if it has time) for all three allies. Note that the vampire ally, while affected as a result of the Requiem feat, only has songs affect it for 5 rounds instead of 10 normally granted to Lingering Song.

The archer stays at range and concentrates on viable targets, as well as those that are a possible difficulty for the ground troops (such as flying targets). Preferred enemies are those for which it has "bane" on the bow initially, but it can and will change to more promising targets if they are in range. It has no particular love or care for those under its control, though, and gladly fires into grapples even when it does not have the Improved Precise Shot feat. It always pumps a single additional shot into any downed foe, to ensure that it does not face later opponents who are "healed" back into a battle. Should it be clear that archery is not a viable attack option at all, it can and will shift to a melee weapon and close for combat.

The dwarf and doppelganger are dominated into almost insanity at this point. Any attempts to free them have the result of preventing further total control by the archer or the bard, but they remain susceptible to the orders of the two undead – they are simply too used to it by now. Unless they are provided new orders, they continue with whatever attack sequence they are currently employing, only dropping out of this if they finish off a target and have no further viable options – at which point they just wander away confused.

Note that the archer and the bard must stay within 60 ft. of the dwarf at all times to enable the Lifebond feat that both possess to stay in effect. They will not be particularly insistent on this if it is to their detriment, but if it can be tactically arranged they certainly ensure it takes place. This is also far less important at APL 16, where the song of bolstering increases the turn resistance of the undead by a further +12.

Note: A DC 25 Search check reveals amidst the piles of dirt and filth a wooden shaft of what looked like a part of an ancient weapon. It is splintered a bit but looks like it could be repaired. It radiates faint magic but its mystery is just beginning. If a party wishes to take 20 they will find it easily enough but this will allow other areas to prepare for them. Be sure to ask if anyone is healing at the moment.

Treasure:

APL 12: L: 120 gp; C: 0 gp; M: +2 *warhammer* (692 gp per character), +1 *greataxe* (193 gp per character), +2 *mithral breast plate* (695 gp per character), +3 *heavy plate* (929 gp per character), *gloves of dexterity* +2 x2 (333 gp per character each), *ring of protection* +2 x2 (333 gp per character each), *cloak of resistance* +2 x2 (333 gp per character each), *potion of cure moderate wounds* x3 (25 gp per character each), +3 *extreme steel shield* (765 gp per character), *gauntlets of ogre strength* +2 (333 gp per character), *amulet of health* +2 (333 gp per character), +1 *composite (+6 str) longbow* (250 gp per character), *ring of*

protection +1 x2 (166 gp per character each), +2 *mithral chain shirt* x2 (437 gp per character each), *lesser bracers of archery* (416 gp per character), *vest of resistance* +2 x2 (333 gp per character each), *ring of counterspells* (333 gp per character), *cloak of charisma* +2 (333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom* +2 (333 gp per character)

APL 14: L: 120 gp; C: 0 gp; M: +2 *warhammer* (692 gp per character), +1 *greataxe* (193 gp per character), +3 *mithral breast plate* (779 gp per character), +5 *heavy plate* (2250 gp per character), *gloves of dexterity* +2 x2 (333 gp per character each), *ring of protection* +2 x2 (666 gp per character each), *cloak of resistance* +2 x2 (333 gp per character each), *potion of cure moderate wounds* x3 (25 gp per character each), +5 *extreme steel shield* (2106 gp per character), *belt of giant strength* +4 x2 (1333 gp per character each), *amulet of health* +2 (333 gp per character), +1 *bane (human) composite (+6 str) longbow* (750 gp per character), *ring of protection* +1 x2 (166 gp per character each), +3 *mithral chain shirt* (870 gp per character), *lesser bracers of archery* (416 gp per character), *vest of resistance* +2 (333 gp per character), *ring of counterspells* (333 gp per character), *cloak of charisma* +2 (333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom* +2 (333 gp per character), +2 *mithral chain shirt* (437 gp per character), *vest of resistance* +3 (750 gp per character)

APL 16: L: 120 gp; C: 0 gp; M: +2 *warhammer* (692 gp per character), +2 *greataxe* (693 gp per character), +4 *mithral breast plate* (1437 gp per character), +5 *heavy plate* (2250 gp per character), *gloves of dexterity* +4 (1333 gp per character), *ring of protection* +3 x3 (1500 gp per character each), *cloak of resistance* +3 x2 (750 gp per character each), *potion of cure moderate wounds* x3 (25 gp per character each), +5 *extreme steel shield* (2106 gp per character), *belt of giant strength* +4 x2 (1333 gp per character each), *amulet of health* +4 (1333 gp per character), +1 *bane (human) composite (+6 str) longbow* (750 gp per character), *ring of protection* +2 (666 gp per character), +3 *mithral chain shirt* (870 gp per character), *lesser bracers of archery* (416 gp per character), *vest of resistance* +2 (333 gp per character), *ring of counterspells* (333 gp per character), *cloak of charisma* +4 (1333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom* +4 (1333 gp per character), +3 *mithral chain shirt* (854 gp per character), *vest of resistance* +3 (750 gp per character), *amulet of natural armor* +2 x2 (666 gp per character each), *gloves of dexterity* +2 (333 gp per character)

Additional Text:

A barrage of arrows heads burst forth from the bow aimed right at your chest. A few deft moves allow only one to sink deep into your shoulder as you look at the wound.

With blinding speed a beast of a man charges, a look of extreme insanity on his face with veins popping out of his skin, sweeps his large sword towards your knees and

(either connects or misses) *takes a chunk out of you. He then allows the sword's momentum to carry it up to the sky to bring down on your head!*

Spitting at the ground then uttering some foul despicable words the aged dwarven cleric sends forth a mighty bolt slamming into the ground near you!

7. Meet the Ropers

The first sight of this room is the myriad of stone columns that dot it. Gravel litters the ground. Another stone door stands at the back of the room.

The ropers will intently listen to hear any combat and may even open up the stone door to peek out from time to time to see when to take advantage of the situation. If they see the PCs taking on the fomorians or the adventurers and think they can take advantage of the situation they will come out en masse.

They are merely pets of Drelnza that she found in the caverns below long ago. Many adventurers fell to these creatures and she promised them free reign throughout her new area in exchange for protection.

If they decide to stay put they will sit in the room and hide among the stone columns.

APL 12 (EL 12)

➤ **Roper:** Large magical beast; hp 85; see *Monster Manual* page 215

APL 14 (EL 14)

➤ **Ropers (2):** Large magical beast; hp 85 each; see *Monster Manual* page 215.

APL 16 (EL 16)

➤ **Ropers (4):** Large magical beast; hp 85 each; see *Monster Manual* page 215.

Tactics: The roper(s) will wait until at least half the party is in the room before they make their attacks. Of course this will change if the PCs notice them and attack first. Once in, the ropers will unleash all their strands and attempt to drag the PCs towards them sapping them of their Strength.

Once they have defeated the ropers they are free to investigate the door. Read the following text:

Walking slowly towards the back of the room towards the door reveals a dark crimson covered oozing all over it. Blood drips down and swirls around the entire door gurgling as it fluctuates in strange patterns.

All APLs (EL 6)

➤ **Blood Door:** No hardness; no hit points; no Open Lock; no Disable Device.

There is no discernible door knob/handle to allow access through this door. If the PCs have *passwall* or something similar they can use that to get by but a *knock* spell will

not work. If a PC touches the door without first cutting themselves read the following:

Reaching out and touching the vile blood door you begin to feel a deep burning sensation radiate throughout your body. Slowly the blood begins to cover your hand and crawl up your arm towards your face...

If the PCs do nothing the blood will cover their entire body and they begin to drown. They can hold their breath like normal. See *Dungeon Master's Guide* page 304. The blood can be dissolved by simply casting a 3rd level or higher healing spell upon the afflicted PC.

Each PC must cut themselves, taking 1 point of damage, before touching the door. If they do this they will be transported to Area 11. The PCs disappear once they do this however they can all touch the door at once if they want.

Once they do read the following:

Touching the door with your bloody (body part that the PC used) feels very warm as a burning sensation engulfs your body and you are thrown into darkness!

8. Bone Diggers

If the alarm has been sounded then the bone derro in this room have readied themselves by casting preparatory spells and setting up positions to best beat the party down.

In this area they were sent there to keep on building more areas for Drelnza for her new lair. Most of the area of the room especially in the back is littered with rubble that causes the PCs to not be able to charge and takes double movement to get through (10 feet per 5 foot square); this also prevents a 5-foot adjustment.

Drelnza also had her priest cast an *unhallow* (*freedom of movement*) for any worshippers of Iuz in her room. Of course the derro worship the same deity as Drelnza's priest and are thus affected by this.

The derro have been 'cured' (meaning, their insanity has simply been redirected) of their insanity by Drelnza and her minions.

The wizard firsts cast a *refusal* spell (off a scroll or memorized) in the corridor to block would-be spellcasters. This will help split up the party as the fighters move into the large room unaware that there friends cannot enter. This spell lasts hours so it will already be crossed off.

The following text should be changed if PCs do not make the saving throw against the *refusal* spell.

Creeping down the darkened hallway with sounds of screams echoing throughout the stony cavern would bring a chill to anyone. A little torchlight dances in the distance and a faint clanging sound can be heard. The walls seem to be getting more unfinished the further along the corridor you walk. Before you stands a grand hall littered with rubble.

Adjust the following accordingly if the PCs do not spot the derro.

Small, stocky, dwarflike creatures stare back at you and bare their teeth, as they waddle towards you menacingly.

APL 12 (EL 13)

☛ **Bone Derro:** Undead small monstrous humanoid Wiz9/initiate of the sevenfold veil 2: hp 99; see *Appendix 1*.

☛ **Bone Derro (3):** Undead small monstrous humanoid Ftr7: hp 63, 63, 63; see *Appendix 1*.

APL 14 (EL 15)

☛ **Bone Derro:** Undead small monstrous humanoid Wiz9/initiate of the sevenfold veil 4: hp 117; see *Appendix 2*.

☛ **Bone Derro (3):** Undead small monstrous humanoid Ftr9: hp 81, 81, 81; see *Appendix 2*.

APL 16 (EL 17)

☛ **Bone Derro:** Undead small monstrous humanoid Wiz9/initiate of the sevenfold veil 6: hp 135; see *Appendix 3*.

☛ **Bone Derro (3):** Undead small monstrous humanoid Ftr11: hp 110, 110, 110; see *Appendix 3*.

Tactics: The wizard will cast all his hour-long spells and 10 minute a level spells that he has to prepare the derro. He will then be in contact with the incorporeal undead in the palace alerting them to when the PCs are coming down their corridor. He has *false life* up along with *protection from energy*. He then will cast *haste*, *fly* (on himself), and *mirror image*. They will all be hiding (taking 20) and use that advantage to position themselves to flank the PCs when they enter the room. Once combat begins they strike to kill as quickly as possible. Once they engage the PCs the wizard will look to kill the PCs as quickly as possible. If things look bad or if he feels it is to their advantage he will split them up again by casting the *wall of force*. He has *fire shield* (cold) and *globe of invulnerability* up already.

Because he is an initiate of the sevenfold veil, he has the wardings. At APL 12 the derro will bring up the orange veil as soon as he can. At APL 14 he will bring up the green veil only when a character comes at him or he will bring up the orange veil if an archer is targeting him as a reactive immediate action. At APL 16 he can have 2 wardings at a time and one will always be the orange veil and he will try to surround his friends in it as well. The other warding will be the Indigo veil.

The wizard will use his most deadly spells first before anything else. His friends will seek to stay close but also flank at any point to get their sneak attack.

The derro are undead via the bone template and have the Improved Turn Resistance feat. Combined with the *unhallow* spell this essentially makes them 8 levels higher for the purposes of turning.

If the PCs make a DC 25 Search check in the room they will find traces of cloaks, adventuring gear, and very

badly damaged weapons. It appears that there may have been a scuffle here long ago with some other adventurers but they were defeated and assimilated into Drelnza's undead force. They however do find what appears to be a dull blade made of some strange ore. A DC 35 Knowledge (the planes) reveals it to be starmetal. They will also find a *ring of lockpicking* but they do not know what it is unless they have seen it before.

Note: The derro will leave the area with Drelnza if the PCs rest for the night. The starmetal will be taken with them as well.

Treasure:

APL 12: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3 x4* (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +2* (333 gp per character), *+1 small greataxe x3* (193 gp per character each), *+1 small breastplate x3* (112 gp per character each)

APL 14: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3 x4* (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +4* (1333 gp per character), *+1 small greataxe x3* (193 gp per character each), *+1 small breastplate x3* (112 gp per character each), *minor cloak of displacement* (2000 gp per character), *ring of arcane might* (1666 gp per character)

APL 16: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3 x3* (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +6* (3000 gp per character), *+1 small greataxe x3* (193 gp per character each), *+1 small breastplate x3* (112 gp per character each), *minor cloak of displacement* (2000 gp per character), *ring of arcane might* (1666 gp per character), *cloak of resistance +5* (2083 gp per character), *staff of abjuration* (5416 gp per character)

Additional Text:

Small beings pop into the room surrounding you! Smiling with a flicker of madness in their eyes they set upon the party waving their greataxes!

A booming voice comes from such a small being as it raises its tiny shrunk hand in the air crackling with energy and unleashes a nasty yellow bolt aimed right for your chest!

9. The Missing Clasp

This room is just bit of a breather room for the PCs. However there is something very important in here: the clasp for the cloak they may or may not have found in Area 3. This completes the cloak, which will reawaken its intelligence. If the PCs do not do this the gnomes will do so but the PCs must ask them to do so.

Read the following once they enter the room:

Adjusting to the light has become happenstance in this large complex. However sometimes that may not be a

good thing is the scene of carnage in this room. It could drive one to have nightmares for the rest of their life.

Dangling from meat hooks in the room are emaciated bodies of every race. It appears they have been drained of their blood and are missing various parts of themselves. A weird circling motion much like a whirlwind covers the entire floor except this has been created out of the crimson substance adventurers know all to well.

A DC 30 Search check DC 30 will reveal the clasp if anyone is looking for something. A DC 35 Spot check also allows a PC to notice something shiny out of the corner of their eye every so often.

Make note of which PC grabs the clasp and tell them that they are overcome with a sort of warm feeling and don't really want to give it up. The clasp radiates strong magic; although the school is not discernible.

10. Finally, Demons

The demons will be in a room that reeks of decay. The room before this is empty because of this reason. Another is because Drelnza does not trust the demons even though they are here to help her with deconstructing the *Demonomicon*. If the PCs decide to listen before busting open the door they may hear the demons complaining about certain things. This will happen regardless if the alarm has been sounded or not. The demons are not concerned with petty adventurers.

At APLs 14 and 16, a DC 23 Listen check (as the demons are whispering – they do not wish a fight with Drelnza on her terms) will allow the PCs to hear creatures talking in Abyssal. A DC of 33 will allow them to actually understand what they are saying:

"She is playing us like a fool Sashquill. I do not like her having this book of ours to do as she pleases." A voice in a calm but angered tone whispers.

Another voice, more gentle and soothing (only so at APL 16), replies "She does worship the old one my dear. We will help her for now and try to get her on our side."

(Back to the first voice) *"I fear once we are done helping her she will have no use for us and bring forth this entire cavern upon us. You are beginning to be more than a fool than I!"*

(The second voice) *"Another outburst like that and I'll have your head. We do as I say for now then we will take her minions out."*

Once the PCs decide to enter read the following:

The room reeks of decay and a more sinister odor that you cannot quite place. Maybe it is more accustomed to the pits of the abyss than here. Turning around suddenly is a huge beast that looks like a cross between an ape and a frenzied boar. It has a pair of feathered wings that are dwarfed by its massive body.

(At APL 16 read the following): *Alongside the otherworldly creature is a beautiful woman that normally*

one would ask to a dance, except that she has six arms and a body of a massive snake!

APL 12 (EL 14)

➤ **Nalfeshnee:** hp 175; see *Monster Manual* page 45.

APL 14 (EL 16)

➤ **Nalfeshnee (2):** hp 175, 175; see *Monster Manual* page 45.

APL 16 (EL 18)

➤ **Advanced Nalfeshnee:** hp 192; see *Appendix 3*.

➤ **Marilith:** hp 216; see *Monster Manual* page 44.

Tactics: Basically the demons will use their spell-like abilities the best they can. They will attempt to kill the PCs as fast as possible. They will not fear summoning in other friends. In fact they will do so if they hear the PCs outside the door. The nalfeshnee has a *book of blood* and will use it on one of the PCs. (Information on the *book of blood* is in Appendix 4: New Rules Items.)

Treasure:

APL 12: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

APL 14: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

APL 16: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

Additional Text:

The hideous hairy beast pulls out a bloody vellum covered tome. He then smiles wryly at you and fires a green bolt of arcane energy!

The six-armed lady waves her swords in blinding fashion as she advances on you. One chops at your knees, while two go for your head, the other three hack at your arms all in a matter of seconds. The cuts were only flesh wounds this time but you know better not to stick around.

11. Walking Putrescence

The room is 60 ft. by 60 ft. and is the most cavern-like room in the complex. There is an archway leading into Drelnza's temple/study area in the left hand corner.

This large room is where Drelnza's 'guards' are protecting her from all things. She is not one to be caught unprepared especially at such a pivotal time.

PCs will have been transported to the other side via the blood door in Area 7. If the PCs ask, the door on this side looks like a normal stone door.

The fluttering of bats echoes off this high walled cavern as shadows dance playfully along the floor. A few pillars dot the room with decayed corpses lining the walls with their faces emaciated and wide with horror.

For each APL the text will be different when the PCs encounter the monsters here. Read them if the PCs

happen to spot the monsters but they will wait to attack until the PCs are at least 20 feet into the room.

APL 12:

A smell of rot overcomes the area once you are further inside the room. Quickly looking around a disgusting rotting creature with torn up wings rises from the ground!

APL 14:

A smell of rot overcomes the area once you are further inside the room. Quickly looking around a disgusting rotting creature with torn up wings rises from the ground!

Seemingly as if it came out of the walls another gargantuan creature emerges surely built out of the bones and corpses of long dead adventurers. Four massive arms emerge from somewhere in its form and it begins to quickly come after you!

APL 16:

A smell of rot overcomes the area once you are further inside the room. Quickly looking around a disgusting rotting creature with torn up wings rises from the ground!

Seemingly as if it came out of the walls another gargantuan creature emerges surely built out of the bones and corpses of long dead adventurers. Four massive arms emerge from somewhere in its form and it begins to quickly come after you!

As if that wasn't enough a disfigured apparition forms out of the ground behind the two other undead with a sick and twisted skeletal face!

There is also an *unhallow* spell in effect (*invisibility purge* is the spell affect) in the center of the room. Be sure to know the amount of HD that the PCs need to turn these as it's very high.

APL 12 (EL 14)

➤ Lesser Angel of Decay: hp 128; see Appendix 1.

APL 14 (EL 16)

➤ Angel of Decay: hp 198; see Appendix 2.

➤ Necronaut: hp 304; see Appendix 2.

APL 16 (EL 18)

➤ Angel of Decay: hp 198; see Appendix 3.

➤ Necronaut: hp 304; see Appendix 3.

➤ Deathshrieker: hp 135; see Appendix 3.

Tactics: At all APLs the angel of decay will be hiding and waiting until all PCs are in its 15-foot radius spread for the rotting aura (if possible). Of course if the PCs notice the monsters beforehand the monsters will attack en masse. At APL 12, the angel of decay has just been awoken and commanded to guard the area so it's a bit weakened. It will stay grounded to keep getting the rotting aura then attack the PCs with its rotting touch.

APL 14 - the angel of decay will do the same thing as APL 12 but the necronaut will attempt to trample or just slam the PCs to death then assimilate them.

APL 16 – The same tactics as above except now the deathshrieker is involved. It will stay behind the two other creatures and shriek at the PCs.

Right before the PCs decide to step through the archway go to Area 12 and read the read-aloud text.

Additional Text:

Amidst the large and gargantuan undead beasts sits a small misty creature. All of a sudden the creature blows in hard and unleashes an ungodly shriek the likes that which none have heard! Is that blood coming out of your ears?

The immense mountain of skulls and legs pounds the ground next to you breaking the floor into pieces. One thing is on its mind...to add you to its growing number of dead.

The demented 'angel' sweeps its claws towards you and lands one of them on your shoulder! Instantly the armor begins to rot and so does your skin as your foe cackles in delight.

12. Iggwilv's Treasure

This is the final room of Drelnza, the vampire queen and treasure of Iggwilv. This is her temple/study area. She is well aware of the PCs arriving as the battle in the previous room is going on. Drelnza and her companions will of course be preparing spells during that time.

One of Drelnza's underlings has cast *darkness* on the archway protecting what they are doing from the PCs.

NOTE: There is another *unhallow* affect in this room and *dispel magic* is tied to it (+10 to caster level checks).

Darkness covers the archway flowing out as if to grab you and pull you into its void. Right before you step through though that same satin voice you heard earlier echoes closer now, "It is amazing that you have made it this far. I am impressed at your skill. Now if you want the treasure of my mother come and get it!"

Read this when the PCs enter:

Stepping out of the darkness the room is illuminated with a soft ghostly glow. Ornate desks and fine rugs decorate the room. The room definitely would befit more of a normal queen if it wasn't for the innards of long ago adventurers decorating the walls and the entire ceiling made up of various arms, legs, and torsos. A man dressed entirely in black along with who can only be Drelnza stands in the background. Her lithe body can be seen even though she is decked out in full plate armor. Her beauty is undeniable even for a vile undead creature.

At APL 12:

Rapping against the back wall is a massive pair of claws at least 2 feet long dripping with blood. The figure stands up and is at least a good head and shoulders bigger than anyone else. Then its claws instantly grow longer and slash out at you!

At APL 14 and 16:

Alongside them is a massive shadow-like creature that spreads its wings in terrifying quickness.

APL 12 (EL 15)

✦ **Drelnza:** Female vampire hexblade 10; hp 117; see *Appendix 1*.

✦ **Blackford:** Human male Clr12; hp 108; see *Appendix 1*.

✦ **Advanced Boneclaw:** Large undead; hp 215; see *Appendix 1*.

APL 14 (EL 17)

✦ **Drelnza:** Female vampire hexblade 12; hp 135; see *Appendix 2*.

✦ **Blackford:** Human male Clr14; hp 147; see *Appendix 2*.

✦ **Nightwing:** Huge undead; hp 144; see *Monster Manual* page 197.

APL 16 (EL 19)

✦ **Drelnza:** Female vampire hexblade 12/Ftr2; hp 161; see *Appendix 3*.

✦ **Blackford:** Human male Clr17; hp 195; see *Appendix 3*.

✦ **Nightwing:** Huge undead; hp 144; see *Monster Manual* page 197.

Tactics: Each APL will have crossed off spells that Blackford and Drelnza have already cast. The statistics blocks will have reflected all the spells cast on them as it is assumed that no party can get here without alerting the room's occupants. Roll for how many images Drelnza has for *mirror image*. Everything crossed off has been added into the stat block. The extra attacks from *righteous wrath of the faithful* and temporary hit points have also been put in. Drelnza's bane weapon does NOT include the +2 extra it gets for attacking humans, elves, or dwarves as well as the extra +2d6 damage.

The nightwing or advanced boneclaw will just try to create as much havoc as possible trying to kill the PCs quickly. The boneclaw will take very good advantage of its reaching claws ability.

APL 12 – Blackford will use one rebuke attempt to boost his *magic vestment* to a +4 bonus and apply that to himself. He will use Divine Metamagic (Quicken) without hesitation on any spell (most notably *harm*). He has *mislead* already cast along with *freedom of movement* on himself. He will cast his Divine Spell Power Quickened *visage of the deity* in the first round of combat followed up by *harm*. Drelnza will attempt to just do as much damage as possible as well as occasionally using her slam attack (just one) to drain a level and give

her extra bonuses to hit using the Improved Energy Drain feat.

APL 14 – Blackford will use two rebuke attempts to boost his *magic vestment* to a +4 bonus and apply that to his shield and armor, then use the *pearl of power 3rd level* to cast a normal *magic vestment* on Drelnza. He will use Divine Metamagic (Quicken) without hesitation on any spell (most notably *harm*, *blasphemy*). He has *mislead* already cast along with *freedom of movement* on himself and Drelnza (One is cast from a scroll) and *righteous wrath of the faithful* that affects everyone but him. He has used another rebuke attempt for his *greater magic weapon* on Drelnza's weapon. He will cast his Divine Spell Power Quickened *visage of the deity* in the first round followed up by *harm*. He will also use another rebuking attempt to up *mass spell resistance* by 2 more on everyone in the room. Drelnza will attempt to just do as much damage as possible as well as occasionally using her slam attack (just one) to drain a level and give her extra bonuses to hit using the Improved Energy Drain feat. She will also cast *confusion* if it looks real bad.

APL 16 – Blackford will use three rebuke attempts to boost his *magic vestment* to a +5 bonus and apply that to his shield and armor then use the *pearl of power 3rd level* to cast a normal *magic vestment* on Drelnza. He will use Divine Metamagic (Quicken) without hesitation on any spell (most notably *harm*, *blasphemy*). He has *mislead* already cast along with *freedom of movement* on himself and Drelnza. He will also use another rebuking attempt to up *mass spell resistance* by 2 more on everyone in the room. He will use another rebuke attempt on his *greater magic weapon* for Drelnza. He will cast *time stop* following by Quickened *divine favor*, *death ward*, *visage of the deity*, and *righteous wrath of the faithful*. Roll the 1d4+1 rounds that it is in effect for and cast the spells in the order above. He will then Divine Spell Power Quickened *implosion* in the first round followed up by a Repeat *flame strike*. Drelnza will attempt to just do as much damage as possible as well as occasionally using her slam attack (just one) to drain a level and give her extra bonuses to hit using the Improved Energy Drain feat. She will also cast *confusion* if the situations looks real bad.

Development: If the PCs rest at any point, Drelnza and her cleric Blackford are not here; they do not want to face a well-rested party.

If Blackford dies read the following:

As the cuts grow deeper on his flesh and blood pours out onto the floor he begins to become bloated until his eyes can take no more and everything about him explodes! His equipment is thrown all over the room and all that is left is the smell of fire and brimstone.

Once it seems that Drelnza is about to be defeated, she shouts a command word that is designed to bring down her complex. She will turn into gaseous form and head towards the altar in the middle of the room and seep

through the cracks towards her coffin. The other enemies will continue to fight the PCs if they are still alive.

Read the following once she goes down:

A loud moan erupts from the entire palace as Drelnza is brutally destroyed. The complex begins to shake and pieces of long dead bodies begin to fall onto the floor and stones start to crumble!

The PCs have 6 rounds to get out of this room safely. After 6 rounds have passed any PC still in the room is buried under falling rock; treat such PCs as if they have been caught in the bury zone of an avalanche (see page 90 of the *DUNGEON MASTER'S Guide* for more information). The other rooms will collapse but the PCs don't have to race against the clock to avoid this. Ask each PC what they do as they may finish off the other enemies.

Her coffin is in reality a 10 ft. by 10 ft. room. The PCs may either bash the altar (which will take too much time), lift it off (DC 40 Strength check), or use spells to bypass it (such as *disintegrate*, *passwall*, etc).

Note: The PCs can take a piece of undead flesh from Drelnza if they so choose. This may come in handy later when they meet with the gnomes.

Treasure:

APL 12: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance +3* x2 (750 gp per character each), *cloak of charisma +2* x2 (333 gp per character each), *+2 mithral full plate* (1220 gp per character), *+1 impact bane (human, elf) heavy flail* (2693 gp per character), *+1 chain shirt* (104 gp per character), *pearl of power 3rd level* (750 gp per character), *periapt of wisdom +2* (333 gp per character), *+1 heavy steel shield* (98 gp per character)

APL 14: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance +3* x2 (750 gp per character each), *cloak of charisma +4* x2 (1333 gp per character each), *+2 mithral full plate* (1220 gp per character), *+1 impact bane (human, elf) heavy flail* (2693 gp per character), *+1 chain shirt* (104 gp per character), *pearl of power 3rd level* (750 gp per character), *periapt of wisdom +4* (1333 gp per character), *+1 heavy steel shield* (98 gp per character), *+1 animated heavy steel shield* (764 gp per character)

APL 16: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance +4* x2 (1333 gp per character each), *cloak of charisma +6* x2 (3000 gp per character each), *+2 mithral full plate* (1220 gp per character), *+1 bane (human, dwarf, elf) heavy flail* (2693 gp per character), *+1 chain shirt* (104 gp per character), *pearl of power 6th level* (3000 gp per character), *periapt of wisdom +6* (3000 gp per character), *+1 heavy steel shield* (98 gp per character), *+1*

animated heavy steel shield (764 gp per character), *cloak of the salamander* (4666 gp per character)

Additional Text

Drelnza bares her teeth and comes full bear at you unleashing a howling scream. She lunges at you with her bare hand pulsing with dark energy. You deftly dodge to the left and parry with the right dodging out of harms way.

The cleric speaks foul words praising Iuz, and then, all of a sudden, you are motionless as you see him smiling cruelly casting numerous spells in a row.

CONCLUSION

If they staked Drelnza read the following:

The chill of hearing the screams and blasphemies of Drelnza as she was staked was terrifying. Killing one as powerful as she does not go unnoticed, but such skillful adventurers as you don't mind being a target.

If they did not stake Drelnza and looted (or not) read the following:

Hopefully the collapse of the lower cavern complex will be enough to dissuade anyone from searching for the 'treasure' of Iggiwilv. Drelnza is somewhere beneath all that rubble and will not be out in years, or at least that is your hope.

GNOME VALE

Once the PCs go to Gnome Vale, and tell the gnomes of their story, if they've generally been successful in eliminating the threats, the gnomes thank them profusely, and hold a feast in their honor. The characters are hailed as heroes, and are asked to stay for as long as they wish.

In addition, if any PCs possess a *Gnome Vale gemstone*, Clegin (the Master Illusionist) enchants one per PC. This item appears on the Adventure Record, and the character does not have to pay any cost for the enchantment.

Also, over the course of their stay, the gnomes can take a look at the magic items the PCs recovered, including the special items. The DM should nudge the PCs just once to see if they want the gnomes to check out any of their special items they found. Once presented with the items, the gnomes will "ooh" and "ahh" over the magic. Clegin takes them (with the PCs' permission, of course), and can ensure the items are enchanted. Any gemstones imbued in the below items (see the Treasure Summary) cost the characters nothing, and do not add to the overall value of the item.

In order to have access to the *Blade of the Mighty*, the PCs must recover both the haft and the starmetal. If one is recovered, but not the other, the item cannot be made. Cross this item off the Adventure Record in this circumstance. Otherwise, if they recovered both pieces,

each character receives adventure access to the *Blade of the Mighty* (see the Treasure Summary). Note that the gnomes can create any weapon from the *Player's Handbook*.

In order to have access to *Szirb's Shining Helm*, the PCs must have recovered the helm in Area 4. If it was not recovered, cross this item off the Adventure Record. Otherwise, if it was recovered, each character receives adventure access to *Szirb's Shining Helm*.

Only **one** character may receive access to *Zelphar*, the intelligent magical cloak. The PCs must have recovered the cloak from Area 3, the lining from Area 5, and the clasp from Area 9 to receive this item. Before handing out the Adventure Records, have the players determine which character will receive access to the cloak (if they found all the pieces, and had the gnomes enchant it). If that character wants *Zelphar*, they must purchase the cloak at the conclusion of this adventure. Make certain to **cross off** *Zelphar* from all other ARs (and, cross it off from all ARs if the PCs didn't find all the pieces, or didn't want the gnomes to enchant it). When the character receives the cloak back, read the following:

After a few long hours the gnomes come back all gibbering excitedly and hand (name of PC) the cloak and bow in reverence. "Never in my many years have I ever had the pleasure of putting back together or creating such an item as this", he smiles.

Taking the cloak from him the feel is smooth and soft to the touch. Unbelievably it begins to sing a most beautiful ballad, proclaiming how his former master was brought down by undead in the caverns, and how he was sliced apart at the hands of Drelnza to finally be put back together by the gnomes.

Of course, if the PCs generally fail (going through 4 or less encounters would be considered a failure), the gnomes are grateful for their help, but they don't enchant the PCs' gemstones, although they still can enchant the special items (since the characters are effectively paying for them).

LUIC AND THE CHOICE

If the characters can provide proof that they defeated both Blackford and Drelnza, when they return to Greyhawk City, they may seek out Luic. He is very grateful for the PCs assistance in eliminating a potentially dire threat to the lands of good. There is a special favor certificate called the *Favor of Luic* that the characters now earn.

BELIAN AND THE CHOICE

During their stay and recovery in Gnome Vale, Belian appears (in the same manner in which he first appeared), and asks for Drelnza. If the characters do not provide him with the vampire, he simply leaves without another word. If they do give Drelnza (presumably in some sort of magical receptacle, like a *portable hole*) over to Belian, he seems quite satisfied, and remarks that the characters

have earned the favor of his master. There is a special certificate called the *Favor of Belian* that each character now earns.

TWO FAVORS?

Under no circumstances should the characters earn both favors; at the beginning of the adventure, the characters needed to decide which party to work for, and it cannot be changed later on. In addition, all characters at the table must work for the same faction. A PC can decline the favor if they so choose.

The End

EXPERIENCE POINT SUMMARY

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

1. Incorporeal Attack

Defeat the incorporeal undead

APL 12: 330 xp

APL 14: 390 xp

APL 16: 450 xp

2. Fomorian Brutes

Defeat the fomorians

APL 12: 360 xp

APL 14: 450 xp

APL 16: 510 xp

3. *Demonomicon* Dreams

Bypass the traps

APL 12: 330 xp

APL 14: 390 xp

APL 16: 450 xp

5. Slaad Recruits

Defeat the slaad

APL 12: 360 xp

APL 14: 450 xp

APL 16: 510 xp

6. Converts to Evil

Defeat the evil adventurers

APL 12: 420 xp

APL 14: 480 xp

APL 16: 540 xp

7. Meet the Ropers (Roper Attack)

Defeat the ropers

APL 12: 360 xp

APL 14: 420 xp

APL 16: 480 xp

7. Meet the Ropers (Blood Door)

Bypass the blood door

APL 12: 180 xp

APL 14: 180 xp

APL 16: 180 xp

8. Bone Diggers

Defeat the derro

APL 12: 360 xp

APL 14: 450 xp

APL 16: 510 xp

10. Finally, Demons

Defeat the demons

APL 12: 360 xp

APL 14: 420 xp

APL 16: 480 xp

11. Walking Putrescence

Defeat the Drelnza's undead minions

APL 12: 420 xp

APL 14: 480 xp

APL 16: 540 xp

12. Iggywilv's Treasure

Defeat Drelnza and Blackford

APL 12: 450 xp

APL 14: 510 xp

APL 16: 570 xp

Story Award

Finding at least 2 of the special pieces and asking the gnomes to help make it for them

APL 12: 315 xp

APL 14: 360 xp

APL 16: 400 xp

Total Possible Experience

APL 12: 3,150 xp

APL 14: 3,600 xp

APL 16: 4,050 xp

TREASURE SUMMARY

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

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

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

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

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

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

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

2. Fomorian Brutes

APL 12: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) *+2 huge chain shirt* x2 (133 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

APL 14: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) *+2 huge chain shirt* x2 (133 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

APL 16: L: 60 gp; C: 0 gp; M: *Gargantuan +1 heavy flail* x2 (195 gp per character each) *+2 huge mithral breastplate* x2 (745 gp per character each), *armband of might* x2 (341 gp per character each), *cloak of resistance +3* x2 (750 gp per character each)

6. Converts to Evil

APL 12: L: 120 gp; C: 0 gp; M: *+1 warhammer* (193 gp per character), *+1 greataxe* (193 gp per character), *+2 mithral breast plate* (695 gp per character), *+3 heavy plate* (929 gp per character), *gloves of dexterity +2* x2 (333 gp per character each), *ring of protection +2* x2 (333 gp per character each), *cloak of resistance +2* x2 (333 gp per character each), *potion of cure moderate wounds* x3 (25 gp per character each), *+3 extreme steel shield* (765 gp per character), *belt of giant strength +4* (1333 gp per character), *gauntlets of ogre strength +2* (333 gp per character), *amulet of health +2* (333 gp per character), *+1 composite (+6 str) longbow* (250 gp per character), *ring of protection +1* x2 (166 gp per character each), *+2 mithral chain shirt* x2 (437 gp per character each), *lesser bracers of archery* (416 gp per character), *vest of resistance +2* x2 (333 gp per character each), *ring of counterspells* (333 gp per character), *cloak of charisma +2* (333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom +2* (333 gp per character)

APL 14: L: 120 gp; C: 0 gp; M: *+2 warhammer* (692 gp per character), *+1 greataxe* (193 gp per character), *+3 mithral breast plate* (779 gp per character), *+5 heavy plate* (2250 gp per character), *gloves of dexterity +2* x2 (333 gp per character each), *ring of protection +2* x2 (666 gp per character each), *cloak of resistance +2* x2 (333 gp per character each), *potion of cure moderate wounds* x3 (25

gp per character each), *+5 extreme steel shield* (2106 gp per character), *belt of giant strength +4* x2 (1333 gp per character each), *amulet of health +2* (333 gp per character), *+1 bane (human) composite (+6 str) longbow* (750 gp per character), *ring of protection +1* x2 (166 gp per character each), *+3 mithral chain shirt* (870 gp per character), *lesser bracers of archery* (416 gp per character), *vest of resistance +2* (333 gp per character), *ring of counterspells* (333 gp per character), *cloak of charisma +2* (333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom +2* (333 gp per character), *+2 mithral chain shirt* (437 gp per character), *vest of resistance +3* (750 gp per character)

APL 16: L: 120 gp; C: 0 gp; M: *+2 warhammer* (692 gp per character), *+2 greataxe* (693 gp per character), *+4 mithral breast plate* (1437 gp per character), *+5 heavy plate* (2250 gp per character), *gloves of dexterity +4* (1333 gp per character), *ring of protection +3* x3 (1500 gp per character each), *cloak of resistance +3* x2 (750 gp per character each), *potion of cure moderate wounds* x3 (25 gp per character each), *+5 extreme steel shield* (2106 gp per character), *belt of giant strength +4* x2 (1333 gp per character each), *amulet of health +4* (1333 gp per character), *+1 bane (human) composite (+6 str) longbow* (750 gp per character), *ring of protection +2* (666 gp per character), *+3 mithral chain shirt* (870 gp per character), *lesser bracers of archery* (416 gp per character), *vest of resistance +2* (333 gp per character), *ring of counterspells* (333 gp per character), *cloak of charisma +4* (1333 gp per character), *scroll of dimension door* x2 (83 gp per character each), *periapt of wisdom +4* (1333 gp per character), *+3 mithral chain shirt* (854 gp per character), *vest of resistance +3* (750 gp per character), *amulet of natural armor +2* x2 (666 gp per character each), *gloves of dexterity +2* (333 gp per character)

8. Bone Diggers

APL 12: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3* x4 (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +2* (333 gp per character), *+1 small greataxe* x3 (193 gp per character each), *+1 small breastplate* x3 (112 gp per character each)

APL 14: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3* x4 (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +4* (1333 gp per character), *+1 small greataxe* x3 (193 gp per character each), *+1 small breastplate* x3 (112 gp per character each), *minor cloak of displacement* (2000 gp per character), *ring of arcane might* (1666 gp per character)

APL 16: L: 10 gp; C: 0; M: *ring of lockpicking* (375 gp per character), *cloak of resistance +3* x3 (750 gp per character each), *lesser chaining metamagic rod* (2266 gp per character), *headband of intellect +6* (3000 gp per character), *+1 small greataxe* x3 (193 gp per character each), *+1 small breastplate* x3 (112 gp per character each), *minor cloak of displacement* (2000 gp per character), *ring of arcane might* (1666 gp per character), *cloak of*

resistance +5 (2083 gp per character), *staff of abjuration* (5416 gp per character)

10. Finally, Demons

APL 12: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

APL 14: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

APL 16: L: 0 gp; C: 0 gp; M: *book of blood* (1775 gp per character)

12. Iggwilv's Treasure

APL 12: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance* +3 x2 (750 gp per character each), *cloak of charisma* +2 x2 (333 gp per character each), +2 *mithral full plate* (1220 gp per character), +1 *impact bane* (human, elf) *heavy flail* (2693 gp per character), +1 *chain shirt* (104 gp per character), *pearl of power* 3rd level (750 gp per character), *periapt of wisdom* +2 (333 gp per character), +1 *heavy steel shield* (98 gp per character)

APL 14: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance* +3 x2 (750 gp per character each), *cloak of charisma* +4 x2 (1333 gp per character each), +2 *mithral full plate* (1220 gp per character), +1 *impact bane* (human, elf) *heavy flail* (2693 gp per character), +1 *chain shirt* (104 gp per character), *pearl of power* 3rd level (750 gp per character), *periapt of wisdom* +4 (1333 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *animated heavy steel shield* (764 gp per character)

APL 16: L: 60 gp; C: 0 gp; M: *goggles of lifesight* (166 gp per character) *boots of speed* (1000 gp per character), *belt of one mighty blow* (125 gp per character), *vest of resistance* +4 x2 (1333 gp per character each), *cloak of charisma* +6 x2 (3000 gp per character each), +2 *mithral full plate* (1220 gp per character), +1 *bane* (human, dwarf, elf) *heavy flail* (2693 gp per character), +1 *chain shirt* (104 gp per character), *pearl of power* 6th level (3000 gp per character), *periapt of wisdom* +6 (3000 gp per character), +1 *heavy steel shield* (98 gp per character), +1 *animated heavy steel shield* (764 gp per character), *cloak of the salamander* (4666 gp per character)

Total Possible Treasure

APL 12: 6,600 gp

APL 14: 13,200 gp

APL 16: 19,800 gp

Special

Note: These items will not be listed on the access for the AR as they are variable and each APL can receive them. They will be detailed out in the Conclusion for the DM to tell the players who gets what and what to mark off. If the PCs choose to have the gnomes imbue the gems into the helm, weapon or intelligent cloak then MARK OFF the stand alone gems on the AR.

Szirb's Shining Helm: This beautiful, bright golden helm gleams in the sunlight. Recovered in the vile Lost Caverns of Tsojcanth, and assembled by the gnomes of Gnome Vale, they have crafted it with your input. The two eye sockets will be empty, but it will confer a +2 sacred bonus to Armor Class.

The PC can have the helm imbued to include two of the following color gems: _____ and _____. In order to use a gem's power, it must be activated. If one or more gems are imbued, the character takes a -4 penalty to Spot checks while wearing the helm.

(Adventure, 10,000 gp.)

Blade of the Mighty: Recovered from the dank, bloody Lost Caverns of Tsojcanth, this weapon is made from the unique material of starmetal. Emblazoned on the haft are numerous runes. It is a +1 *starmetal* _____. If the PC recovered Drelnza's undead skin and imbues it into the weapon it becomes a +1 *ghost strike starmetal* _____.

The weapon can be imbued with any one of the gems for free – color of the gem imbued is _____. In order to use a gem's power, it must be activated.

(Adventure, 7,000 gp [+1 *starmetal*] or 23,000 gp [+1 *ghost strike starmetal*] plus the cost of a masterwork weapon.)

Zelphar of Harmony: This beautiful green cloak bears the persona of Zelphar, an elf of ages long ago. He is chaotic good and is an optimist who always sees the bright side of the situation no matter how dire. He does tend to be long-winded when speaking of strange places but can joke like a drunken sailor if appropriate. It acts as a *cloak of displacement* (minor). AL CG; Int 10, Wis 12, Cha 18; Speech, 60 ft. vision and hearing; Ego 14 (12 if no gems are put into the cloak).

Lesser Powers: *Mirror image* 3/day. Zelphar has 10 ranks in Knowledge (geography) and 10 ranks in Diplomacy (total modifier +14). The PC can imbue the cloak before the gnomes have assembled it to include two of the following color gems: _____ and _____. In order to use a gem's power, it must be activated.

Price 39,500 gp (must be purchased at the conclusion of this event). Cannot be crafted.

Gnome Vale Gemstone: Your gemstone given to you by the gnomes of Gnome Vale has been enchanted to allow you to invoke one spell, once per day. You may treat the gemstone as a use-activated magic item that does not provoke attacks of opportunity. The caster level for the spell is 7th. Choose one of the following based upon the gemstones you possess; cross off the other two.

Blue gemstone: *greater invisibility* 1/day; green gemstone: *haste* 1/day; yellow gemstone: *protection from energy* 1/day.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 12:

Goggles of lifesight (Adventure, Libris Mortis)
Boots of speed (Adventure, DMG)
Belt of one mighty blow (Adventure, Miniatures Handbook)
+3 mithral full plate (Adventure, DMG)
+1 impact human and elf bane heavy flail (Adventure, DMG)
Pearl of power, 3rd level spell (Adventure, DMG)
Ring of lockpicking (Adventure, Complete Adventurer)
Lesser metamagic rod of chaining (Adventure, Complete Arcane)
+2 mithral breastplate (Adventure, DMG)
Book of blood (Adventure, Complete Arcane)
Lesser bracers of archery (Adventure, DMG)
Ring of counterspells (Adventure, DMG)
Armbands of might (Adventure, Complete Adventurer)

APL 14:

+1 animated heavy steel shield (Adventure, DMG)
Minor cloak of displacement (Adventure, DMG)
Ring of arcane might (Adventure, Complete Arcane)

APL 16:

+1 human, elf, and dwarf bane heavy flail (Adventure, DMG)
Pearl of power, 6th level spell (Adventure, DMG)
Cloak of salamander (Adventure, Miniatures Handbook)
Staff of abjuration (Adventure, DMG)

APPENDIX 1 – APL 12

*Denotes new rules item found in Appendix 4.

AREA 2

➤ **Fomorian (2):** CR 11; Huge Giant; HD 15d8+90; hp 157; Init +1; Spd 40 ft; AC 24 (-2 size, +1 Dex, +9 natural, +6 armor), touch 9, flat-footed 23; Base Atk +11; Grp +33; Atk +25 melee (2d8+19, *gargantuan +1 heavy flail*/17-20); Full Atk +25/+20/+15 melee (2d8+19, *gargantuan +1 heavy flail*/17-20) or +23 melee (1d8+12, 2 slams); Face/Reach 10 ft by 5 ft./15 ft.; SA Trample (2d10+18); SQ DR 5/-, fast healing 5, scent; AL NE; SV Fort +18, Ref +9, Will +11; Str 34, Dex 12, Con 22, Int 11, Wis 13, Cha 9.

Skills and Feats: Listen +3, Move Silently +16, Spot +12; Alertness, Improved Critical (heavy flail), Power Attack, Weapon Focus (heavy flail), Iron Will, Combat Reflexes.

Possessions: *Gargantuan +1 heavy flail, +2 huge chain shirt, cloak of resistance +3, armbands of might**, *gargantuan greataxe*.

Trample (Ex): As a standard action during its turn each round, a fomorian can trample opponents at least one size category smaller than itself. This attack deals 2d10+18 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage.

Fast Healing (Ex): A fomorian regains lost hit points at the rate of 5 per round.

Scent (Ex): A fomorian can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

AREA 6

➤ **Dar:** Ftr6/War1/battlesmith 4; CR 10; Medium Humanoid (Dwarf); HD 10d10+1d8+44; hp 113; Init +0; Spd 20 ft; AC 34 (+2 sacred, +14 for +3 *heavy plate*, +6 for +3 *extreme steel shield*, +2 *ring of protection*) touch 12, flat-footed 34; Base Atk +11 Grp: +17; Atk +19 melee (1d8+12, +1 *warhammer*); Full Atk +19/+14/+9 melee (1d8+12, +1 *warhammer*); SQ Darkvision 60 ft., dwarven traits, one with the hammer, secrets of the forge, flesh of my flesh +2, forged in fire; AL CE (insane); SV Fort +17, Ref +4, Will +9; Str 22 Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Craft (armorsmith) +15, Craft (weaponsmith) +15; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Weapon Focus (warhammer), Weapon Specialization (warhammer).

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons

and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be treated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes inured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +1 *warhammer*, cold iron warhammer, +3 *heavy plate* (*upgraded himself*), *cloak of resistance +2*, *ring of protection +2*, +3 *extreme steel shield* (*upgraded himself*), +4 *belt of giant strength*, +2 *periapt of wisdom*, *potion of cure moderate wounds* (3).

➤ **Relsh:** Bbn2/Rog6/War1; CR 10; Medium Monstrous Humanoid (Shapechanger); HD 5d8+25+2d12+10+6d6+30+13; hp 152; Init +4; Spd 30 ft; AC 27 (+7 for +2 *mithral breast plate*, +4 natural armor, +4 for dexterity, +2 *ring of protection*), touch 16, flat-footed 23; Base Atk +11; Grp: +17; Atk +18 melee (1d12+10, +1 *greataxe*/19-20); Full Atk +18/+13/+8 melee (1d12+10, +1 *greataxe*/19-20); SQ darkvision 60'; detect thoughts, change shape, immune to *sleep* and charm effects, fast movement, improved uncanny dodge, rage 1/day, evasion, trapfinding, sneak attack +3d6, trapsense +2; AL N; SV Fort +15, Ref +14, Will +9; Str 22, Dex 18, Con 20, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Search +17, Sense Motive +16, Spot +18, Tumble +21; Dodge, Elusive Target*, Improved Critical (*greataxe*), Improved Toughness*, Mobility, Staggering Blow*.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, daggers (2), +1 *greataxe*, cold iron *greataxe*, +2 *mithral breast plate*, *ring of protection +2*, +2 *gauntlets of ogre strength*, *amulet of health +2*, *cloak of resistance +2*.

➤ **Flipper:** Ftr8/War1; CR 10; Medium Undead (Vampire); HD 9d12; hp 81; Init +14; Spd 30 ft; AC 29 (+6 for +2 *mithral chain shirt*, +6 natural armor, +6 for dexterity, +1 *ring of protection*), touch 17, flat-footed 23; Base Atk +9; Grp: +15; Atk +22 ranged (1d8+9, +1 *composite (+6 str) longbow*) or +16 melee (1d12+9, 20, masterwork greataxe); Full Atk +22/+17 ranged (1d8+9, +1 *composite (+6 str) longbow*) or +16/+11 melee (1d12+9, 20, masterwork greataxe); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'); AL NE; SV Fort +10, Ref +13, Will +5; Str 22, Dex 28, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Hide +17, Listen +11, Move Silently +17, Search +8, Sense Motive +9, Spot +16; Alertness, Combat Reflexes, Dodge, Endure Sunlight*, Improved Initiative, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (greater) (composite longbow), Weapon Specialization (composite longbow).

Possessions: masterwork composite (+6 str) longbow, 60 cold arrows, 10 adamantite arrows, 30 arrows, daggers (2), +1 *composite (+6 str) longbow*, masterwork great axe +2 *mithral chain shirt*, *bracers of archery (lesser)*, *ring of counterspells (glitterdust)*, *ring of protection +1*, *gloves of dexterity +2*, *vest of resistance +2*.

➤ **Horash:** Brd8/War1; CR 10; Medium Undead (Vampire); HD 9d12; hp 81; Init +10; Spd 30 ft; AC 29 (+6 for +2 *mithral chain shirt*, +6 natural armor, +6 for dexterity, +1 *ring of protection*), touch 17, flat-footed 23; Base Atk +7; Grp: +13; Atk +13 melee (1d12+9, masterwork greataxe) or +14 ranged (1d8+6, masterwork composite (+6 str) longbow); Full Atk +13/+8 melee (1d12+9, masterwork greataxe) or +14/+9 ranged (1d8+6, masterwork composite (+6 str) longbow); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'), bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*; AL NE; SV Fort +6, Ref +16, Will +8; Str 22, Dex 22, Con -, Int 14, Wis 10, Cha 24.

Skills and Feats: Bluff +26, Concentration +11, Hide +14, Knowledge (history) +13, Listen +10, Move Silently +14, Perform (song) +18, Search +13, Sense Motive +8, Spellcraft +13, Spot +10, Use Magic Device +18; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Lingering Song, Requiem*.

Spells Known (3/5/5/3; DC = 17+Spell level); 0th – *detect magic*, *mage hand*, *message*, *prestidigitation*,

read magic, *summon instrument*, 1st – *alarm*, *grease*, *inspirational boost**, *Tasha's hideous laughter*, 2nd – *glitterdust*, *harmonize**, *invisibility*, *silence*, 2nd – *haste*, *see invisibility*.

Possessions: masterwork composite (+6 str) longbow, 60 cold arrows, 30 arrows, daggers (2), masterwork great axe, cold iron great axe, +2 *mithral chain shirt*, *ring of counterspells (glitterdust)*, *ring of protection +1*, *gloves of dexterity +2*, *vest of resistance +2*, *cloak of charisma +2*, *scroll of dimension door (bard 10th level)* (2).

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 21 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 12th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Encounter Eight: Room Eight

➤ **Bone* Derro:** Wiz9/initiative of the sevenfold veil 2; CR 12; Undead small monstrous humanoid; HD 11d12; hp 99+17 temporary hit points; Init +3; Spd 20 ft; AC 24 (+1 size, +3 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 22, flat-footed 21; Base Atk +5; Grp +3; Atk +8 melee (1d4+2, quarterstaff); Full Atk +8 melee (1d4+2, quarterstaff) or +9 ray; SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 25, undead traits, vulnerability to sunlight, warding 1/day, unimpeachable abjuration, red veil, orange veil, unanswerable strike +2; AL CE; SV Fort +6, Ref +6, Will +12; Str 14, Dex 16, Con -, Int 20, Wis 10, Cha 6.

Skills and Feats: Concentration +15, Knowledge (arcane) +15, Knowledge (nature) +6, Knowledge (religion) +13, Spellcraft +15, Hide +7, Move Silently +7, Listen +2, Spot +2, Tumble +8; Weapon Finesse, Greater Spell Focus (Abjuration), Spell Focus (Abjuration), Skill Focus (Spellcraft), Sudden Silent*, Scribe Scroll, Improved Turn Resistance*.

Spells Prepared (4/6/5/5/4/3/1; base DC = 15 + Spell Level; base DC = 17 + Spell level for Abjuration): 0th – *read magic*, *detect magic*, *resistance*, *ray of frost*, 1st – *magic missile* x2, ~~*mage armor*~~, ~~*shield*~~, *fist of stone**, *critical strike**, 2nd – *scorching ray*, *resist energy (fire)*, ~~*false life*~~, *glitterdust*, *mirror image*, 3rd – *fireball*, *dispel magic*, *haste*, *fly*, *lightning bolt*, 4th – *lesser globe of invulnerability*, *dimension door*, *cone of cold*, ~~*fire (cold) shield*~~, 5th – *reciprocal gyre**, *wall of force*, *feeblemind*, 6th – *disintegrate*.

Possessions: *cloak of resistance +3*, *headband of intellect +2*, ~~*scroll of refusal*~~, quarterstaff, dagger, *lesser chaining metamagic rod**.

Spell-Like Abilities: At will – *darkness*, *ghost sound*, 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

Warding (Sp): An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she

knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types. (The Derro has chosen the Area *Warding*).

Area. An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large creature and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* – even someone who was formerly inside it and left – becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blacks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as a *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add

her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level this bonus increases to a +4 bonus.

☛Bone* Derro (3): Ftr7; CR 8; Undead small monstrous humanoid; HD 7d12; hp 63; Init +3; Spd 20 ft; AC 22 (+1 size, +3 Dex, +2 natural, +6 armor), touch 14, flat-footed 19; Base Atk +7; Grp +8; Atk +15 melee (1d10+9, +1 *greataxe*); Full Atk +15/+10 melee (1d10+9, +1 *greataxe*) or +13 melee (1d4+5, 2 claws); SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 21, undead traits, vulnerability to sunlight; AL CE; SV Fort +8, Ref +8, Will +5; Str 20, Dex 16, Con -, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +11, Listen +2, Hide +7, Move Silently +11, Spot +3, Tumble +7; Power Attack, Weapon Finesse, Weapon Focus (*Greataxe*), Weapon Specialization (*Greataxe*), Improved Turn Resistance*, Dodge, Mobility, Elusive Target*.

Possessions: +1 *small greataxe*, +1 *small breastplate*, *cloak of resistance* +3, masterwork *small greataxe*.

Spell-Like Abilities: At will – *darkness*, *ghost sound*, 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

AREA 11

☛Lesser Angel of Decay: CR 14; Large Undead; HD 22d12+25; hp 128; Init +6; Spd 30 ft. fly 50 ft. (poor); AC 28 (-1 size, +2 Dex, +13 natural, +4 deflection), touch 15, flat-footed 26; Base Atk +11; Grp +33; Atk +24 melee (2d6+13, claw plus rotting touch); Full Atk +24 melee (2d6+13, 2 claws plus rotting touch) and +19 melee (1d6+11, 2 wing slams plus rotting touch); Face/Reach 10 ft/10ft; SA Rotting aura, rotting touch; SQ Darkvision 60 ft., undead traits, unholy grace, SR 22, DR 10/adamantine and magic; AL CE; SV Fort +13, Ref +17, Will +25; Str 36, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +25, Diplomacy +6, Hide +18, Knowledge (arcane) +25, Listen +25, Move Silently +26, Search +25, Sense Motive +25, Spellcraft +27, Spot +25, Survival +5 (+7 following tracks); Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature.

An angel of decay's pool of rot is a 15-foot radius spread. Any corporeal creature standing on the ground within that area must make a DC 25 Reflex saving throw each round or take 5d6 points of damage (half

that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 25 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attacks in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block already reflects these bonuses.)

AREA 12

➤ **Drelnza:** Female Vampire Hexblade 10/War 1; CR 12; Medium Undead (Augmented Humanoid); HD 11d12; hp 117 (+18 from *false life*); Init +8; Spd 50 ft; AC 36 (+3 Dex, +6 natural, +13 armor, +4 deflection), touch 17, flat-footed 33; Base Atk +11; Grp +20; Atk +21 melee (1d10+13 plus 2d6 bane (human, elf), +1 *impact bane* (human, elf) *heavy flail*/17-20) or +20 melee (1d6+9, slam); Full Atk +21/+16/+11 melee (1d10+13 plus 2d6 bane (human, elf), +1 *impact bane* (human, elf) *heavy flail*/17-20) or +20/+14/+10 melee (1d6+9, slam); SA Blood drain, children of the night, dominate (DC 18 Will save), create spawn, energy drain (DC 18 Fortitude save), greater hexblade's curse 3/day (-4) (DC 22 Will save), spells; SQ Alternate form, DR 10/silver and magic, fast healing, gaseous form, spider climb, turn resistance, undead traits, cold and electricity resistance 10, arcane resistance, mettle, familiar; AL LE; SV Fort +16, Ref +16, Will +19; Str 28, Dex 18, Con -, Int 10, Wis 12, Cha 22.

Skills and Feats: Bluff +14, Concentration +13, Listen +9, Knowledge (arcana) +4, Hide +9, Intimidate +8, Move Silently +9, Search +8, Sense Motive +10, Spellcraft +5, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Improved Turn Resistance*, Battle Caster*, Combat Casting, Spell Focus (Necromancy), Lifebond*, Improved Energy Drain*.

Spells Known: (3/2; base DC = 16 + Spell level; base DC = 17 + Spell Level (Necromancy) 1st – ~~expeditions retreat~~, *protection from good*, *Tasha's hideous laughter*, *mount*; 2nd – ~~mirror image~~, *see invisibility*, *false life*).

Possessions: *goggles of lifesight**, +1 *impact unholy heavy flail*, +2 *mithral full plate*, *vest of resistance* +3, *cloak of charisma* +2, masterwork greataxe, masterwork longsword, *boots of speed*, *belt of one mighty blow**,

➤ **Blackford:** human male Clr 12 (Iuz); CR 12; Medium humanoid (human); HD 12d8+48; hp 108+12

temporary hit points; Init +1; Spd 30 ft; AC 27 (+1 Dex, +9 armor, +4 deflection, +3 shield), touch 15, flat-footed 26; Base Atk +9; Grp +16; Atk +19 melee (1d8+14, +3 quarterstaff/19-20 (*brambles/spikes*); Full Atk +19/+14/+9 melee (1d8+14, +3 quarterstaff/19-20 (*brambles/spikes*); SA rebuke undead, 16 rebukes a day (has 15 available); AL CE; SV Fort +15, Ref +10, Will +17; Str 18, Dex 12, Con 18, Int 10, Wis 22, Cha 20.

Skills and Feats: Concentration +19, Knowledge (religion) +10, Spellcraft +10, Spot +13; Extra Turning, Extra Turning, Divine Spell Power*, Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken)*.

Spells Prepared: (6/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 16 + Spell level); 0th – *detect magic*, *guidance*, *resistance*, *read magic*, *create water*, *mending*; 1st – *disguise self**, *resurgence**, ~~*shield of faith*~~x2, *protection from good*, *sanctuary*, *doom*, ~~*entropic shield*~~; 2nd – ~~*invisibility*~~ (on himself)*, *desecrate*, *spiritual weapon*, *brambles**, ~~*bull's strength*~~, *hold person*, *align weapon*; 3rd – *dispel magic*, ~~*nondetection*~~*, *flame of faith**, *invisibility purge*, ~~*magic vestments*~~x2, 4th – *unholy blight**, ~~*freedom of movement*~~, *recitation**, ~~*spell immunity*~~ (enervation, fireball, slow), ~~*divine power*~~, 5th – *dispel good**, *righteous might*, *Quickened divine favor*, ~~*true seeing*~~, ~~*unhallow*~~; 6th – ~~*mislead*~~*, *visage of the deity**, *harm* x2.

Possessions: +1 *chain shirt*, *vest of resistance* +3, *cloak of charisma* +2, *periapt of wisdom* +2, +1 *heavy steel shield*, *pearl of power* 3rd level, quarterstaff, dagger

**Domain Spell: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

➤ **Advanced Boneclaw:** CR 8; Large undead; HD 22d8+110; hp 215; Init +8; Spd 40 ft; AC 16 (-1 size, +4 Dex, +3 natural, touch 13, flat-footed 12; Base Atk +11; Grp +20; Atk +22 melee (2d6+6, piecing claw/19-20); Full Atk +22 melee (2d6+6, 2 piercing claws/19-20); Face/Reach 10 ft./20 ft.; SA Reaching claws; SQ +2 turn resistance, DR 5/bludgeoning, darkvision 60 ft, immunity to cold, undead traits, unholy toughness; AL CE; SV Fort +9, Ref +11, Will +15; Str 23, Dex 18, Con -, Int 14, Wis 14, Cha 20.

Skills and Feats: Hide +29, Intimidate +29, Listen +27, Move Silently +29, Search +15, Spot +27, Tumble +10; Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack, Weapon Focus (claw), Improved Critical (claw), Combat Expertise, Great Fortitude.

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

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

APPENDIX 2 – APL 14

*Denotes new rules item found in Appendix 4.

AREA 2

➤ **Spellwarped Fomorians (2):** CR 13; Huge Giant (Augmented); HD 15d8+120; hp 180; Init +2; Spd 40 ft; AC 27 (-2 size, +2 Dex, +11 natural, +6 armor), touch 10, flat-footed 27; Base Atk +11; Grp +35; Atk +26 melee (2d8+21, *gargantuan +1 heavy flail*/17-20); Full Atk +26/+21/+16 melee (2d8+21, *gargantuan +1 heavy flail*/17-20) or +25 melee (1d8+14, 2 slams); Face/Reach 10 ft by 5 ft./15 ft.; SA Trample (2d10+20); SQ SR 26, Spell absorption, DR 5/-, fast healing 5, scent; AL NE; SV Fort +20, Ref +10, Will +10; Str 38, Dex 14, Con 26, Int 15, Wis 14, Cha 9.

Skills and Feats: Listen +4, Move Silently +16, Spot +15; Alertness, Improved Critical (heavy flail), Power Attack, Weapon Focus (heavy flail), Iron Will, Combat Reflexes.

Possessions: *Gargantuan +1 heavy flail, +2 huge chain shirt, cloak of resistance +3, armbands of might**, gargantuan greataxe.

Trample (Ex): As a standard action during its turn each round, a fomorian can trample opponents at least one size category smaller than itself. This attack deals 2d10+18 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage.

Fast Healing (Ex): A fomorian regains lost hit points at the rate of 5 per round.

Scent (Ex): A fomorian can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 X the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 X the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

AREA 6

➤ **Dar:** Ftr7/War1/battlesmith 5; CR 12; Medium Humanoid (Dwarf); HD 12d10+1d8+52; hp 133; Init +0; Spd 20 ft; AC 38 (+2 sacred, +16 for *+5 heavy plate*, +8 for *+5 extreme steel shield*, +2 *ring of protection*), touch 12, flat-footed 38; Base Atk +13; Grp +19; Atk +22

melee (1d8+13, *+2 warhammer*); Full Atk +22/+17/+12 melee (1d8+13, *+2 warhammer*); SQ Darkvision 60 ft., dwarven traits, one with the hammer, secrets of the forge, flesh of my flesh +2, forged in fire, tempered in blood; AL CE (insane); SV Fort +18, Ref +4, Will +9; Str 22 Dex 10, Con 18, Int 10, Wis 16, Cha 6.

Skills and Feats: Craft (armorsmith) +17, Craft (weaponsmith) +17; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be treated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes inured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Tempered in Blood (Ex): Once per day, a 5th-level battlesmith can attempt to resist the damage from a single blow. The battlesmith can attempt a Fortitude save (DC 10 + damage dealt) when struck and damaged by a melee attack with a weapon or natural attack (but not by a spell or other effect). If the save succeeds, the battlesmith takes only half damage from the blow; if it fails, she takes normal damage. The battlesmith must be aware of the attack and able to react to use this ability. If she is denied her Dexterity bonus to AC, she can't use this ability.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +2 warhammer, cold iron warhammer, +5 heavy plate (upgraded himself), +2 cloak of resistance, ring of protection +2, +5 extreme steel shield (upgraded himself), belt of giant strength +4, periapt of wisdom +2, potion of cure moderate wounds (3).

➤**Relsh:** Bbn2/Rog7/War1/Ftr1; CR 12; Medium Monstrous Humanoid (Shapechanger); HD5d8+25+2d12+10+7d6+35+1d10+5+15; hp 174; Init +5; Spd 30 ft; AC 29 (+8 for +3 mithral breast plate, +4 natural armor, +5 for dexterity, +2 ring of protection), touch 17, flat-footed 24; Base Atk +13; Grp: +20; Atk +22 melee (1d12+11, 19-20, +1 greataxe); Full Atk +22/+17/+12 melee (1d12+11, 19-20, +1 greataxe); SQ darkvision 60', detect thoughts, change shape, immune to sleep and charm effects, fast movement, improved uncanny dodge, rage 1/day, evasion, trapfinding, sneak attack +4d6, trapsense +2; AL N; SV Fort +17, Ref +15, Will +11; Str 24, Dex 20, Con 20, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Search +17, Sense Motive +19, Spot +19, Tumble +25; Dodge, Elusive Target*, Improved Critical (greataxe), Improved Toughness*, Iron Will, Mobility, Staggering Blow*, Weapon Focus (greataxe).

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, daggers (2), +1 greataxe, cold iron greataxe, +3 mithral breast plate, ring of protection +2, belt of giant strength +4, gloves of dexterity +2, amulet of health +2, cloak of resistance +2.

➤**Flipper:** Ftr10/War1; CR 12; Medium Undead (Vampire); HD 11d12; hp 99; Init +14; Spd 30 ft; AC 31 (+7 for +3 mithral chain shirt, +6 natural armor, +6 for dexterity, +2 ring of protection), touch 18, flat-footed 25; Base Atk +11; Grp: +17; Atk +24 ranged (1d8+9, +1 humanbane composite (+6 str) longbow) or +18 melee (1d12+9, masterwork greataxe); Full Atk +24/+19/+14 ranged (1d8+9, +1 humanbane composite (+6 str) longbow) or +18/+13/+8 melee (1d12+9, 20, masterwork greataxe); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'); AL NE; SV Fort +11, Ref +14, Will +6; Str 22, Dex 28, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Hide +17, Listen +11, Move Silently +17, Search +8, Sense Motive +10, Spot +18; Alertness, Combat Reflexes, Dodge, Endure Sunlight*, Improved Initiative, Improved Precise Shot, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (greater) (composite longbow), Weapon Specialization (composite longbow).

Possessions: masterwork composite (+6 str) longbow, 60 cold arrows, 10 adamantite arrows, 30

arrows, daggers (2), +1 humanbane composite (+6 str) longbow, masterwork great axe +3 mithral chain shirt, bracers of archery (lesser), ring of counterspells (glitterdust), ring of protection +2, gloves of dexterity +2, vest of resistance +2.

➤**Horash:** Brd9/War1/Dirgesinger1; CR 12; Medium Undead (Vampire); HD 11d12; hp 99; Init +10; Spd 30 ft; AC 30 (+6 for +2 mithral chain shirt, +6 natural armor, +6 for dexterity, +2 ring of protection), touch 18, flat-footed 24; Base Atk +7; Grp: +13; Atk +13 melee (1d12+9, masterwork greataxe) or +14 ranged (1d8+6, masterwork composite (+6 str) longbow); Full Atk +13/+8 melee (1d12+9, masterwork greataxe) or +14/+9 ranged (1d8+6, masterwork composite (+6 str) longbow); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'), bardic music, bardic knowledge, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, song of sorrow; AL NE; SV Fort +8, Ref +18, Will +12; Str 22, Dex 22, Con -, Int 14, Wis 10, Cha 24.

Skills and Feats: Bluff +28, Concentration +14, Hide +14, Knowledge (history) +9, Knowledge (religion) +6, Listen +10, Move Silently +14, Perform (song) +21, Search +14, Sense Motive +8, Spellcraft +14, Spot +10, Use Magic Device +20; Alertness, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Lingering Song, Requiem*.

Spells Known (3/5/5/3; DC = 17+Spell level); 0th – detect magic, mage hand, message, prestidigitation, read magic, summon instrument; 1st – alarm, grease, inspirational boost*, Tasha's hideous laughter; 2nd – glitterdust, harmonize*, invisibility, silence; 2nd – haste, see invisibility.

Possessions: masterwork composite (+6 str) longbow, 60 cold arrows, 30 arrows, daggers (2), masterwork great axe, cold iron great axe, +2 mithral chain shirt, ring of counterspells (glitterdust), ring of protection +2, gloves of dexterity +2, vest of resistance +3, cloak of charisma +2, scroll of dimension door (bard 10th level) (2).

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 22 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 12th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Song of Sorrow (Su): A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect last for as long as the enemy hears the dirgesinger perform and for 5 (10 with Lingering Song) rounds thereafter. An affected enemy takes a –2

penalty on Will saving throws and a –2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 24) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

AREA 8

Bone* Derro: Wiz9/initiate of the sevenfold veil 4; CR 14; Undead small monstrous humanoid; HD 13d12; hp 117+17 temporary hit points; Init +3; Spd 20 ft; AC 24 (+1 size, +3 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 22, flat-footed 21; Base Atk +6; Grp +4; Atk +9 melee (1d4+2, quarterstaff); Full Atk +9/+4 melee (1d4+2, quarterstaff) or +10 ray; SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 27., undead traits, vulnerability to sunlight, warding 2/day, reactive warding, unimpeachable abjuration, red veil, orange veil, yellow veil, green veil, unanswerable strike +2; AL LE; SV Fort +7, Ref +7, Will +13; Str 14, Dex 17, Con –, Int 22, Wis 10, Cha 6.

Skills and Feats: Concentration +17, Knowledge (arcane) +17, Knowledge (nature) +8, Knowledge (religion) +15, Spellcraft +17, Hide +7, Move Silently +7, Listen +2, Spot +2, Tumble +10; Weapon Finesse, Greater Spell Focus (Abjuration), Spell Focus (Abjuration), Skill Focus (Spellcraft), Sudden Silent*, Scribe Scroll, Improved Turn Resistance*, Sudden Maximize*.

Spells Prepared (4/6/6/5/5/4/3/1; base DC = 16 + Spell Level; base DC = 18 + Spell level for Abjuration): 0th – *read magic*, *detect magic*, *resistance*, *ray of frost*; 1st – *magic missile* x2, ~~*mage armor*, *shield*~~, *fist of stone**, *critical strike**; 2nd – *scorching ray*, *resist energy (fire)*, ~~*false life*~~, *glitterdust*, *mirror image*, *alter self*; 3rd – *fireball*, *dispel magic*, *haste*, *fly*, *lightning bolt*; 4th – *lesser globe of invulnerability*, *dimension door*, *cone of cold*, ~~*fire (cold) shield*~~, *confusion*; 5th – *reciprocal gyre**, *wall of force*, *feeblemind*, *baleful polymorph*; 6th – *disintegrate* x2, *greater dispel magic*; 7th – *prismatic spray*.

Possessions: *cloak of resistance* +3, *headband of intellect* +4, ~~*scroll of refusal*~~, quarterstaff, dagger, *minor cloak of displacement*, *ring of arcane might**, *lesser chaining metamagic rod**.

* see Appendix 2: New Rules Items

Spell-Like Abilities: At will – *darkness*, *ghost sound*, 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

Warding (Sp): An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types. (The Derro has chosen the Area *Warding*).

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large creature and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* – even someone who was formerly inside it and left – becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blacks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as a *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the

veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86); after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

☛**Bone* Derro (3):** Ftr9; CR 10; Undead small monstrous humanoid; HD 9d12; hp 81; Init +3; Spd 20 ft; AC 22 (+1 size, +3 Dex, +2 natural, +6 armor), touch 14, flat-footed 19; Base Atk +9; Grp +10; Atk +18 melee (1d10+9, +1 *greataxe*); Full Atk +18/+13 melee (1d10+9, +1 *greataxe*) or +15 melee (1d4+5, 2 claws); SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 23., undead traits, vulnerability to sunlight; AL LE; SV Fort +9, Ref +9, Will +6; Str 21, Dex 16, Con -, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +11, Listen +2, Hide +7, Move Silently +11, Spot +4, Tumble +8; Power Attack, Weapon Finesse, Weapon Focus (Greataxe), Weapon Specialization (Greataxe), Improved Turn Resistance*, Dodge, Mobility, Elusive Target*, Greater Weapon Focus (Greataxe), Blind-Fight.

Possessions: +1 small *greataxe*, +1 small *breastplate*, *cloak of resistance* +3, masterwork small *greataxe*

Spell-Like Abilities: At will – *darkness*, *ghost sound*, 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

AREA 11

☛**Angel of Decay:** CR 15; Large Undead; HD 26d12+29; hp 198; Init +6; Spd 30 ft. fly 50 ft. (poor); AC 28 (-1 size, +2 Dex, +13 natural, +4 deflection), touch 15, flat-footed 26; Base Atk +13; Grp +35; Atk +26 melee (2d6+13, claw plus rotting touch); Full Atk +26

melee (2d6+13, 2 claws plus rotting touch) and +21 melee (1d6+11, 2 wing slams plus rotting touch); Face/Reach 10 ft/10ft; SA Rotting aura, rotting touch; SQ Darkvision 60 ft., undead traits, unholy grace, SR 24, DR 10/adamantine and magic; AL CE; SV Fort +14, Ref +18, Will +26; Str 37, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcane) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Ability Focus (Rotting Aura), Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature.

An angel of decay's pool of rot is a 15-foot radius spread. Any corporeal creature standing on the ground within that area must make a DC 29 Reflex saving throw each round or take 5d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 29 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attacks in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block already reflects these bonuses.)

☛**Necronaut:** CR 14; Gargantuan Undead (Chaotic, Evil, Extraplanar); HD 32d12+96; hp 304; Init +3; Spd 50 ft; AC 25 (-4 size, -1 Dex, +20 natural), touch 5, flat-footed 25; Base Atk +16; Grp +43; Atk +27 melee (4d6+15, slam); Full Atk +27 melee (4d6+15, 4 slams); Face/Reach 20 ft/20ft; SA Assimilate corpse, trample 4d6+22; SQ Darkvision 60 ft., undead traits, unholy toughness, SR 25, DR 15/lawful or magic, necromantic effects; AL CE; SV Fort +10, Ref +9, Will +20; Str 41, Dex 8, Con -, Int 7, Wis 14, Cha 16.

Skills and Feats: Knowledge (planes) +10, Listen +33, Spot +33, Survival +2 (+4 other planes); Alertness, Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Weapon (Slam), Improved Overrun, Improved Sunder, Power Attack.

A necronaut's natural weapons as well as any weapon it wields are treated as chaotic aligned and evil aligned for the purpose of overcoming damage reduction.

Assimilate Corpse (Su): A necronaut can, as a move action, add the corpse of an opponent to its body. Once the corpse is added, the necronaut begins assimilating it. This process takes 1 round to run its course and heals some damage to the necronaut, based on the size of the assimilated creature: Small or smaller, 10 points healed; Medium 30 points; Large, 60 points; Huge, 100 points; Gargantuan, 150 points; or Colossal, 210 points. Once a creature is fully assimilated, it cannot be raised from the dead. Before a creature is fully assimilated, an ally can pull it free with a DC 24 Strength check.

Necromantic Effects (Su): Necronauts are affected differently by some spells. Because each one is composed of bones and corpses, spells that create undead deal 1d4 points of damage per caster level of each spell: *animate dead*, 10d4; *create undead*, 15d4; *create greater undead*, 20d4.

Trample (Ex): Reflex half DC 41. The save DC is strength based.

Unholy Toughness (Ex): A necronaut gains a bonus to its hit points equal to its charisma modifier x its Hit Dice.

AREA 12

Drelnza: Female Vampire Hexblade12/War1; CR 14; Medium Undead (Augmented Humanoid); HD 13d12; hp 135 (+26 from *false life* and *righteous wrath of faithful*); Init +8; Spd 50 ft; AC 42 (+3 Dex, +6 natural, +13 armor, +4 deflection, +6 shield), touch 17, flat-footed 39; Base Atk +13; Grp +21; Atk +28 melee (1d10+18 plus 2d6 bane (human, elf), +1 *impact bane* (human, elf) *heavy flail*/17-20 (+3 more for *greater magic weapon*) or +24 melee (1d6+13, slam); Full Atk +28/+28/+23/+17 melee (1d10+18 plus 2d6 bane (human, elf), +1 *impact bane* (human, elf) *heavy flail*/17-20(+3 more for *greater magic weapon*)) or +24/+24/+19/+14 melee (1d6+13, slam); SA Blood drain, children of the night, dominate (DC 19 Will save), create spawn, energy drain (DC 19 Fortitude save), greater hexblade's curse 3/day (-4) (DC 23 Will save), spells; SQ Alternate form, DR 10/silver and magic, fast healing, gaseous form, spider climb, turn resistance, undead traits, cold and electricity resistance 10, arcane resistance, mettle, familiar, aura of unluck 1/day SR 28; AL LE; SV Fort +20, Ref +20, Will +23; Str 29, Dex 18, Con -, Int 10, Wis 12, Cha 24.

Skills and Feats: Bluff +14, Concentration +15, Listen +9, Knowledge (arcana) +6, Hide +9, Intimidate +9, Move Silently +9, Search +8, Sense Motive +10, Spellcraft +5, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Improved Turn Resistance*, Battle Caster*, Combat Casting, Spell Focus (Necromancy), Lifebond*, Improved Energy Drain*, Shield Proficiency.

Spells Known: (3/2/2; base DC = 17 + Spell level; base DC = 18 + Spell Level (Necromancy) 1st – ~~expeditious retreat~~, *protection from good*, *Tasha's hideous laughter*, *mount*, 2nd – ~~mirror image~~, *see*

~~*invisibility*, *false life*, *bull's strength*~~; 3rd – *confusion*, *protection from energy* (fire), *slow*.

Possessions: masterwork greataxe, masterwork longsword, *boots of speed*, *belt of one mighty blow**, *goggles of lifesight**, +1 *impact unholy heavy flail*, +2 *mithral full plate*, *vest of resistance* +3, *cloak of charisma* +4, +1 *animated heavy steel shield*.

Blackford: human male Clr14 (Iuz); CR 14; Medium humanoid (human); HD 14d8+84; hp 147+14 temporary hit points; Init +1; Spd 30 ft; AC 31 (+1 Dex, +9 armor, +4 deflection, +7 shield), touch 15, flat-footed 30; Base Atk +10; Grp +18; Atk +19 melee (1d8+14, +1 quarterstaff); Full Atk +19/+14/+9 melee (1d8+14, +1 quarterstaff); SA rebuke undead, 17 rebukes a day (has 13 more available) SR 28; AL CE; SV Fort +18, Ref +10, Will +19; Str 18, Dex 12, Con 22, Int 10, Wis 24, Cha 22.

Skills and Feats: Concentration +23, Knowledge (religion) +10, Spellcraft +10, Spot +15; Extra Turning, Extra Turning, Divine Spell Power*, Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken)*.

Spells Prepared: (6/7+1/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 17 + Spell level); 0th – *detect magic*, *guidance*, *resistance*, *read magic*, *create water*, *mending*; 1st – *disguise self**, *resurgence**, ~~*shield of faith*~~x2, *protection from good*, *sanctuary*, *doom*, ~~*entropic shield*~~; 2nd – *invisibility**, ~~*bears—endurance*~~, *desecrate*, *spiritual weapon*, ~~*brambles*~~*, ~~*bull's strength*~~, *hold person*, *align weapon*; 3rd – *dispel magic*, ~~*nondetection*~~*, *flame of faith**, *invisibility purge*, ~~*magic vestments*~~x3; 4th – *unholy blight**, *freedom of movement*, ~~*greater magic weapon*~~, *recitation**, ~~*spell immunity*~~ (fireball, slow, enervation), ~~*divine power*~~; 5th – *dispel good**, *righteous might*, *Quickened divine favor*, ~~*true seeing*~~, ~~*unhallow*~~; 6th – ~~*mislead*~~*, *visage of the deity**, *harm* x2, *greater dispel magic*; 7th – *blasphemy**, ~~*mass spell resistance*~~*, ~~*blasphemy*, *righteous wrath of the faithful*~~*.

Possessions: +1 *chain shirt*, *vest of resistance* +3, *cloak of charisma* +4, *periapt of wisdom* +4, +1 *heavy steel shield*, *pearl of power* 3rd level, quarterstaff, dagger, ~~*scroll of freedom of movement*~~

**Domain Spell: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

APPENDIX 3 – APL 16

*Denotes new rules item found in Appendix 4.

AREA 2

➤ **Spellwarped Fomorians (2):** Bbn2; CR 15; Huge Giant (Augmented); HD 15d8+2d12+136; hp 209; Init +2; Spd 50 ft; AC 28 (-2 size, +2 Dex, +11 natural, +7 armor), touch 10, flat-footed 28; Base Atk +13; Grp +37; Atk +28 melee (2d8+21, *gargantuan +1 heavy flail*/17-20); Full Atk +28/+23/+18 melee (2d8+21, *gargantuan +1 heavy flail*/17-20) or +27 melee (1d8+14, 2 slams); Face/Reach 10 ft by 5 ft./15 ft.; SA Trample (2d10+20), Rage 1/day; SQ SR 28, Spell absorption, DR 5/-, fast healing 5, scent, fast movement, uncanny dodge; AL NE; SV Fort +23, Ref +10, Will +10; Str 39, Dex 14, Con 26, Int 15, Wis 14, Cha 9.

Skills and Feats: Listen +12, Move Silently +16, Spot +17; Alertness, Improved Critical (heavy flail), Power Attack, Weapon Focus (heavy flail), Iron Will, Combat Reflexes.

Possessions: *Gargantuan +1 heavy flail*, +2 huge mithral breastplate (8950), cloak of resistance +3, *armbands of might**, gargantuan greataxe.

Trample (Ex): As a standard action during its turn each round, a fomorian can trample opponents at least one size category smaller than itself. This attack deals 2d10+18 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a Reflex save (DC 29) for half damage.

Fast Healing (Ex): A fomorian regains lost hit points at the rate of 5 per round.

Scent (Ex): A fomorian can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Spell Absorption (Su): Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves.

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 X the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 X the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

AREA 5

➤ **Death Slaad (Advanced) (2):** CR 15; Medium Outsider (Chaotic, Extraplanar); HD 19d8+114; hp 200 each; Init +10; Spd 30 ft; AC 28 (+6 Dex, +12 natural), touch 16, flat-footed 22; Base Atk +19; Grp +24; Atk +24

melee (4d6+5, claw plus stun); Full Atk +24 melee (4d6+5, 2 claws plus stun) and +22 melee (2d10+2, bite); SA Stun, spell-like abilities, *summon slaad*, SQ Change shape, DR 10/lawful, darkvision 60 ft., immunity to sonic, resistance to acid, cold, electricity and fire 5, telepathy 100 ft.; AL CE; SV Fort +18, Ref +18, Will +16; Str 21, Dex 23, Con 22, Int 18, Wis 18, Cha 18.

Skills and Feats: Climb +23, Concentration +18, Escape Artist +28, Hide +24, Intimidate +22, Jump +23, Knowledge (arcane) +22, Knowledge (planes) +22, Listen +24, Move Silently +28, Search +26, Spot +26, Survival +12 (+14 following tracks), Use Rope +6 (+8 with bindings); Cleave, Improved Initiative, Improved Sunder, Power Attack, Great Cleave, Multiattack, Improved Natural Attack (claw)

Caster level for spell-like abilities is 19 now.

AREA 6

➤ **Dar:** Ftr9/War1/battlesmith 5; CR 14; Medium Humanoid (Dwarf); HD 14d10+2d8+64; hp 162; Init +0; Spd 20 ft; AC 39 (+2 sacred, +16 for +5 *heavy plate*, +8 for +5 *extreme steel shield*, +3 *ring of protection*), touch 13, flat-footed 39; Base Atk +15; Grp +21; Atk +25 melee (1d8+14, +2 *warhammer*); Full Atk +25/+20/+15 melee (1d8+14, +2 *warhammer*); SQ Darkvision 60 ft., dwarven traits, one with the hammer, secrets of the forge, flesh of my flesh +2, forged in fire, tempered in blood; AL CE (insane); SV Fort +20, Ref +6, Will +12; Str 22 Dex 10, Con 19, Int 10, Wis 18, Cha 6.

Skills and Feats: Craft (armorsmith) +19, Craft (weaponsmith) +19; Die-Hard, Endurance, Exotic Shield Proficiency (Extreme Steel Shield)*, Greater Heavy Armor Optimization*, Greater Weapon Focus (warhammer), Heavy Armor Optimization*, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

One with The Hammer (Ex): A battlesmith's long hours at the forge grant her a special bond with a hammer. When wielding a warhammer that she has crafted herself, a battlesmith adds her Wisdom bonus to the damage dealt by the weapon.

Secrets of the Forge (Ex): A battlesmith learns some of the great dwarven secrets of forging weapons and armor. A battlesmith receives Craft Magic Arms and Armor as a bonus feat, regardless of her caster level. Multiply the battlesmith's class level by 3 to determine her effective caster level for the purpose of creating magic arms and armor (this benefit stacks with any other caster levels the battlesmith might have).

For example, a 7th-level fighter/1st-level battlesmith would be treated as a 3rd-level caster for the purpose of creating magic arms and armor. A 7th-level cleric/1st-level battlesmith would be treated as a 10th-level caster for that purpose.

The battlesmith must still meet any other prerequisites for the item's creation. This stipulation might mean

that she needs the assistance of other characters to complete the creation of any item.

Flesh of My Flesh (Ex): No armor fits so well as that created by a battlesmith for her own use. When wearing heavy armor that she has crafted herself, a battlesmith of 2nd level or higher gains a +1 sacred bonus to Armor Class. This bonus increased to +2 at 4th level.

Forged in Fire (Ex): At 3rd level, a battlesmith becomes inured to the effects of fatigue and exhaustion, and can ignore their effects for a number of hours equal to her class level. At the end of this time, if the condition remains, the battlesmith succumbs to the effects.

Tempered in Blood (Ex): Once per day, a 5th-level battlesmith can attempt to resist the damage from a single blow. The battlesmith can attempt a Fortitude save (DC 10 + damage dealt) when struck and damaged by a melee attack with a weapon or natural attack (but not by a spell or other effect). If the save succeeds, the battlesmith takes only half damage from the blow; if it fails, she takes normal damage. The battlesmith must be aware of the attack and able to react to use this ability. If she is denied her Dexterity bonus to AC, she can't use this ability.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, 2 daggers, +2 warhammer, cold iron warhammer, +5 heavy plate (upgraded himself), +3 cloak of resistance, +3 ring of protection, +5 extreme steel shield (upgraded himself), belt of giant strength +4, periapt of wisdom +4, potion of cure moderate wounds (3).

✦**Relsh:** Bbn2/Rog9/War1/Ftr1; CR 14; Medium Monstrous Humanoid (Shapechanger); HD5d8+30+2d12+12+9d6+54+1d10+6+17; hp 211; Init +5; Spd 30 ft; AC 31 (+9 for +4 mithral breast plate, +4 natural armor, +5 for dexterity, +3 ring of protection); touch 18, flat-footed 26; Base Atk +14; Grp: +21; Atk +24 melee (1d12+12, 19-20, +2 greataxe); Full Atk +24/+19/+14 melee (1d12+12, 19-20, +2 greataxe); SQ darkvision 60', detect thoughts, change shape, immune to sleep and charm effects, fast movement, improved uncanny dodge, rage 1/day, evasion, trapfinding, sneak attack +5d6, trapense +2; AL N; SV Fort +19, Ref +17, Will +13; Str 24, Dex 20, Con 22, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Disguise +4, Search +17, Sense Motive +19, Spot +19, Tumble +25; Dodge, Elusive Target, Improved Critical (greataxe), Improved Toughness*, Iron Will, Mobility, Staggering Blow*, Weapon Focus (greataxe). Languages: Common, Dwarven.

Possessions: Heavy crossbow, 20 cold iron bolts, 10 alchemical silver bolts, daggers (2), +2 greataxe, cold iron greataxe, +4 mithral breast plate, ring of protection +3, belt of giant strength +4, gloves of dexterity +2, amulet of health +4, cloak of resistance +3,

✦**Flipper:** Ftr12/War1; CR 14; Medium Undead (Vampire); HD 13d12; hp 117; Init +15; Spd 30 ft; AC 33 (+7 for +3 mithral chain shirt, +6 natural armor, +6 for dexterity, +2 ring of protection, +2 amulet of natural armor), touch 18, flat-footed 27; Base Atk +13; Grp: +21; Atk +27 ranged (1d8+13, +1 humanbane composite (+6 str) longbow/19-20) or +22 melee (1d12+12, masterwork greataxe); Full Atk +27/+22/+17 ranged (1d8+13, +1 humanbane composite (+6 str) longbow/19-20) or +22/+17/+12 melee (1d12+12, masterwork greataxe); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'); AL NE; SV Fort +13, Ref +16, Will +7; Str 26, Dex 31, Con -, Int 10, Wis 12, Cha 14.

Skills and Feats: Bluff +10, Hide +18, Listen +11, Move Silently +18, Search +8, Sense Motive +11, Spot +20; Alertness, Combat Reflexes, Dodge, Endure Sunlight*, Improved Critical (composite longbow), Improved Initiative, Improved Precise Shot, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Focus (greater) (composite longbow), Weapon Specialization (composite longbow), Weapon Specialization (greater) (composite longbow).

Possessions: masterwork composite (+8 str) longbow, 60 cold arrows, 10 adamantite arrows, 30 arrows, daggers (2), +1 humanbane composite (+8 str) longbow, masterwork great axe +3 mithral chain shirt, bracers of archery (lesser), ring of counterspells (glitterdust), amulet of natural armor +2, belt of giant strength +4, ring of protection +2, gloves of dexterity +4, vest of resistance +2

✦**Horash:** Brd9/War1/Dirgesinger3; CR 14; Medium Undead (Vampire); HD 13d12; hp 117; Init +10; Spd 30 ft; AC 33 (+6 for +2 mithral chain shirt, +6 natural armor, +6 for dexterity, +3 ring of protection, +2 amulet of natural armor), touch 19, flat-footed 27; Base Atk +9; Grp +15; Atk +16 melee (1d12+9, masterwork greataxe) or +16 ranged (1d8+6, masterwork composite (+6 str) longbow); Full Atk +15/+10 melee (1d12+9, masterwork greataxe) or +16/+11 ranged (1d8+6, masterwork composite (+6 str) longbow); SA blood drain, domination, children of the night, create spawn, energy drain; SQ darkvision 60', alternate form, fast healing 5, spider climb, gaseous form, resistance cold 10 and electricity 10, turn resistance +8 (+12 if Dar is within 60'), bardic music, bardic knowledge, countersong, fascinate, inspire courage +2, inspire competence, suggestion, inspire greatness, song of sorrow, song of bolstering, song of grief; AL NE; SV Fort +9, Ref +19, Will +13; Str 22, Dex 22, Con -, Int 14, Wis 10, Cha 27.

Skills and Feats: Bluff +29, Concentration +16, Hide +14, Knowledge (history) +15, Knowledge (religion) +6, Listen +10, Move Silently +14, Perform

(song) +24, Search +14, Sense Motive +8, Spellcraft +14, Spot +10, Use Magic Device +23; Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Improved Turn Resistance*, Lifebond* (Dar), Lightning Reflexes, Lingering Song, Requiem*.

Spells Known (3/5/5/3; DC = 18+Spell level); 0th – *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*, *summon instrument*; 1st – *alarm*, *grease*, *inspirational boost**, *Tasha's hideous laughter*; 2nd – *glitterdust*, *harmonize**, *invisibility*, *silence*; 2nd – *haste*, *see invisibility*.

Possessions: masterwork composite (+6 str) longbow, 60 cold arrows, 30 arrows, daggers (2), masterwork great axe, cold iron great axe, +3 *mithral chain shirt*, *ring of counterspells* (*glitterdust*), *ring of protection* +3, *gloves of dexterity* +2, *amulet of natural armor* +2, *vest of resistance* +3, *cloak of charisma* +4, *scroll of dimension door* (bard 10th level) (2).

Domination (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 23 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 12th level caster. The ability has a range of 30 feet. The save DC is Charisma-based.

Song of Sorrow (Su): A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect last for as long as the enemy hears the dirgesinger perform and for 5 (10 with Lingering Song) rounds thereafter. An affected enemy takes a –2 penalty on Will saving throws and a –2 penalty on attack rolls and weapon damage rolls. A successful Will save (DC 26) negates the effect and makes the character immune to that dirgesinger's song of sorrow ability for 24 hours. Song of sorrow is a mind-affecting ability.

Song of Bolstering (Su): At 2nd level and higher, a dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet of the dirgesinger gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard class level (+12 in this case). The bolstering last for as long as the dirgesinger performs and for 10 rounds thereafter. An undead dirgesinger can bolster himself in this manner.

Song of Grief (Su): A dirgesinger of 3rd level or higher can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and able to hear him. Unless the target succeeds on a Will save (DC 26), she becomes confused for as long as the dirgesinger performs and for 5 rounds thereafter. Song of grief is an enchantment (compulsion), mind-affecting ability.

AREA 8

➤ **Bone* Derro:** Wiz9/initiate of the sevenfold veil 6; CR 16; Undead small monstrous humanoid; HD 15d12; hp 135+17 temporary hit points; Init +3; Spd 20 ft; AC 24 (+1 size, +3 Dex, +2 natural, +4 *mage armor*, +4 *shield*), touch 22, flat-footed 21; Base Atk +7; Grp +5; Atk +10 melee (1d4+2, quarterstaff); Full Atk +10/+5 melee (1d4+2, quarterstaff) or +11 ray; SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 29., undead traits, vulnerability to sunlight, warding 3/day, reactive warding, unimpeachable abjuration, red veil, orange veil, yellow veil, green veil, blue veil, indigo veil, double warding, unanswerable strike +4; AL CE; SV Fort +10, Ref +10, Will +16; Str 14, Dex 17, Con -, Int 24, Wis 10, Cha 6.

Skills and Feats: Concentration +19, Knowledge (arcane) +19, Knowledge (nature) +10, Knowledge (religion) +17, Spellcraft +19, Hide +7, Move Silently +7, Listen +2, Spot +2, Tumble +12; Weapon Finesse, Greater Spell Focus (Abjuration), Spell Focus (Abjuration), Skill Focus (Spellcraft), Sudden Silent*, Scribe Scroll, Improved Turn Resistance*, Sudden Maximize*, Split Ray*.

Spells Prepared (4/6/6/6/5/5/4/3/1; base DC = 17 + Spell Level; base DC = 19 + Spell level for Abjuration): 0th – *read magic*, *detect magic*, *resistance*, *ray of frost*; 1st – *magic missile* x2, ~~*mage armor*~~, ~~*shield*~~, *fist of stone**, *critical strike**(CV); 2nd – *scorching ray*, *resist energy* (fire), *false life*, *glitterdust*, *mirror image*, *alter self*; 3rd – *fireball*, ~~*protection from energy*~~ (fire), *dispel magic*, *haste*, *fly*, *lightning bolt*; 4th – *Split Ray*, *scorching ray*, *dimension door*, *cone of cold*, ~~*fire*~~ (cold) ~~*shield*~~, *confusion*; 5th – *reciprocal gyre**, *wall of force*, *feeblemind*, *baleful polymorph*, *mind fog*; 6th – *disintegrate*, ~~*refusal*~~, ~~*globe of invulnerability*~~, *greater dispel magic*; 7th – *prismatic spray*, *forcecage*, *Mordenkainen's sword*; 8th – *Split Ray* *disintegrate*..

Possessions: *cloak of resistance* +5, ~~*headband of intellect*~~ +6, ~~*scroll of refusal*~~, quarterstaff, dagger, *minor cloak of displacement*, *ring of arcane might**, *lesser chaining metamagic rod**, *staff of abjuration*

Spell-Like Abilities: At will – *darkness*, *ghost sound*; 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

Warding (Sp): An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types. (The Derro has chosen the *Area Warding*).

Area: An *area warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large creature and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding*

(stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* – even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blacks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as a *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A

warding with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or Spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double *warding* consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding* the outermost veil must be negated before the inner veil can be negated.

Bone* Derro (3): Ftr11; CR 12; Undead small monstrous humanoid; HD 11d12+11; hp 110; Init +3; Spd 20 ft; AC 22 (+1 size, +3 Dex, +2 natural, +6 armor), touch 14, flat-footed 19; Base Atk +11; Grp +12; Atk +20 melee (1d10+9, +1 *greataxe*); Full Atk +20/+15/+10 melee (1d10+9, +1 *greataxe*) or +17 melee (1d4+5, 2 claws); SA Spell-like abilities, sneak attack +1d6; SQ DR 5/bludgeoning, cold immunity, SR 25., undead traits, vulnerability to sunlight; AL LE; SV Fort +10, Ref +9, Will +6; Str 21, Dex 16, Con -, Int 10, Wis 10, Cha 6.

Skills and Feats: Jump +11, Listen +2, Hide +7, Move Silently +12, Spot +4, Tumble +9; Power Attack,

Weapon Finesse, Weapon Focus (Greataxe), Weapon Specialization (Greataxe), Improved Turn Resistance*, Dodge, Mobility, Elusive Target, Greater Weapon Focus (Greataxe), Blind-Fight, Improved Toughness*.

Possessions: +1 small greataxe, +1 small breastplate, cloak of resistance +3, masterwork small greataxe

Spell-Like Abilities: At will – *darkness*, *ghost sound*, 1/day – *daze* (DC 13), *sound burst* (DC 15). Caster level 3.

AREA 10

☛ **Nalfeshnee (Advanced):** CR 15; Huge Outsider (Chaotic, Extraplanar, Evil, Tanar'ri); HD 16d8+128; hp 192; Init +1; Spd 30 ft., fly 40 ft. (poor); AC 27 (-2 size, +1 Dex, +18 natural), touch 9, flat-footed 26; Base Atk +16; Grp +31; Atk +23 melee (3d8+8, bite); Full Atk +23 melee (3d8+8, bite) and +20 melee (1d8+4, 2 claws); Face/Reach 15 ft/15 ft; SA Smite, spell-like abilities, *summon tanar'ri*; SQ DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid, cold, and fire 10, SR 22, telepathy 100 ft., true seeing; AL CE; SV Fort +17, Ref +21, Will +29; Str 26, Dex 13, Con 27, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +25, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (arcane) +23, Listen +31, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls); Cleave, Improved Bull Rush, Multiattack, Power Attack, Weapon Focus (bite), Improved Natural Attack (bite).

AREA 11

☛ **Angel of Decay:** CR 15; Large Undead; HD 26d12+29; hp 198; Init +6; Spd 30 ft. fly 50 ft. (poor); AC 28 (-size, +2 Dex, +13 natural, +4 deflection), touch 15, flat-footed 26; Base Atk +13; Grp +35; Atk +26 melee (2d6+13, claw plus rotting touch); Full Atk +26 melee (2d6+13, 2 claws plus rotting touch) and +21 melee (1d6+11, 2 wing slams plus rotting touch); Face/Reach 10 ft/10ft; SA Rotting aura, rotting touch; SQ Darkvision 60 ft., undead traits, unholy grace, SR 24, DR 10/adamantine and magic; AL CE; SV Fort +14, Ref +18, Will +26; Str 37, Dex 14, Con -, Int 20, Wis 20, Cha 18.

Skills and Feats: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcane) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks); Ability Focus (Rotting Aura), Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness*, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Rotting Aura (Su): When the creature is not flying, rivulets of vile corruption stream from an angel

of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature.

An angel of decay's pool of rot is a 15-foot radius spread. Any corporeal creature standing on the ground within that area must make a DC 29 Reflex saving throw each round or take 5d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 29 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su): An angel of decay that hits a single foe with more than one attacks in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay of 5 points of damage.

Unholy Grace (Su): An angel of decay adds its Charisma modifier as a bonus on all its saving throws and as a deflection bonus to its Armor Class. (The statistics block already reflects these bonuses.)

☛ **Necronaut:** CR 14; Gargantuan Undead (Chaotic, Evil, Extraplanar); HD 32d12+96; hp 304; Init +3; Spd 50 ft; AC 25 (-4 size, -1 Dex, +20 natural), touch 5, flat-footed 25; Base Atk +16; Grp +43; Atk +27 melee (4d6+15, slam); Full Atk +27 melee (4d6+15, 4 slams); Face/Reach 20 ft/20ft; SA Assimilate corpse, trample 4d6+22; SQ Darkvision 60 ft., undead traits, unholy toughness, SR 25, DR 15/lawful or magic, necromantic effects; AL CE; SV Fort +10, Ref +9, Will +20; Str 41, Dex 8, Con -, Int 7, Wis 14, Cha 16.

Skills and Feats: Knowledge (planes) +10, Listen +33, Spot +33, Survival +2 (+4 other planes); Alertness, Awesome Blow, Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Weapon (Slam), Improved Overrun, Improved Sunder, Power Attack.

A necronaut's natural weapons as well as any weapon it wields are treated as chaotic aligned and evil aligned for the purpose of overcoming damage reduction.

Assimilate Corpse (Su): A necronaut can, as a move action, add the corpse of an opponent to its body. Once the corpse is added, the necronaut begins assimilating it. This process takes 1 round to run its course and heals some damage to the necronaut, based on the size of the assimilated creature: Small or smaller, 10 points healed; Medium 30 points; Large, 60 points; Huge, 100 points; Gargantuan, 150 points; or Colossal, 210 points. Once a creature is fully assimilated, it cannot be raised from the dead. Before a creature is fully assimilated, an ally can pull it free with a DC 24 Strength check.

Necromantic Effects (Su): Necronauts are affected differently by some spells. Because each one is composed of bones and corpses, spells that create undead deal 1d4 points of damage per caster level of

each spell: *animate dead*, 10d4; *create undead*, 15d4; *create greater undead*, 20d4.

Trample (Ex): Reflex half DC 41. The save DC is strength based.

Unholy Toughness (Ex): A necronaut gains a bonus to its hit points equal to its charisma modifier x its Hit Dice.

☛ **Deathshrieker:** CR 15; Medium Undead (Incorporeal); HD 18d12+18; hp 135; Init +11; fly 40 ft (good); AC 28 (+5 deflection, +7 Dex, +6 profane), touch 28, flat-footed 21; Base Atk +9; Grp +; Atk +16 incorporeal touch (1d4 Cha drain); Full Atk +16/+11 incorporeal touch (1d4 Cha drain); SA Death rattle, despair, scream of the dying; SQ Darkvision 60 ft, undead traits, silence vulnerability, +4 turn resistance, incorporeal traits, death's grace; AL CE; SV Fort +8, Ref +13, Will +15; Str -, Dex 25, Con -, Int 8, Wis 14, Cha 20.

Skills and Feats: Hide +17, Intimidate +19, Listen +17, Search +12, Spot +17; Ability Focus (Scream of the dying), Alertness, Improved Turn Resistance*, Great Fortitude, Improved Initiative, Improved Toughness*, Iron Will.

Charisma Drain (Su): An individual struck by a deathshrieker must make a DC 24 Fortitude save or permanently lose 1d4 points of Charisma (2d4 points on a critical hit). The deathshrieker heals 5 points of damage (10 on a critical hit) whenever it drains Charisma, gaining any excess as temporary hit points. The save DC is Charisma-based.

Death Rattle (Su): When a deathshrieker is reduced to 0 hit points, it releases a final, devastating shriek. All living creatures within a 300-foot spread must succeed on a DC 24 Will save or gain 1d4 negative levels. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus on the save to resist the effect. The save DC is Charisma-based.

Despair (Su): At the mere sight of a deathshrieker, the viewer must succeed on a DC 24 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same deathshrieker's despair ability for 24 hours. The save DC is Charisma-based.

Scream of the dying (Su): Once per day, as a full-round action, a deathshrieker can release a soul-numbing scream that lasts for up to 3 rounds. After this first round, a deathshrieker can use a standard action to sustain the scream. This attack affects all living creatures within a 30-foot spread centered on the deathshrieker, or within a 60-foot cone extending from the deathshrieker at the creature's option. Once the deathshrieker chooses the shape of this effect, it must maintain that effect for all three rounds. In the case of a cone, it can aim in a single direction during its turn. Creatures caught in this area must make a DC 26 Will save or suffer the effects described below. The save DC is Charisma-based. Creatures that cannot hear or are under the effect of a *silence* spell gain a +4 bonus to

their Will saves. The effects are cumulative and concurrent:

Round 1: The creature is deafened for 1d4 rounds.

Round 2: The creature is stunned for 1d3 rounds.

Round 3: The creature suffers the effects of insanity, as the spell cast by an 18th level sorcerer. This effect is so loud that normal conversation is impossible. Spellcasters who attempt to cast spells with a verbal component must make a DC 26 Concentration check or the spell is negated.

Death's Grace (Ex): A deathshrieker gains a +1 profane bonus to AC for every 3 Hit Dice it possesses.

Silence Vulnerability (Ex): Deathshriekers cannot abide silence and are harmed by it. To even enter into the radius of a silence spell, a deathshrieker must make a Will save DC (12 + caster level). Each round that a deathshrieker remains within the area of a silence spell, it takes 1d10 points of damage (Will save for half).

AREA 12

☛ **Drelnza:** Female Vampire Hexblade12/Ftr2/War1; CR 16; Medium Undead (Augmented Humanoid); HD 15d12; hp 161 (+26 from *false life* and *righteous wrath of faithful*); Init +8; Spd 50 ft; AC 45 (+3 Dex, +6 natural, +13 armor, +5 deflection, +8 shield), touch 18, flat-footed 42; Base Atk +15; Grp +23; Atk +32 melee (1d10+21 plus 2d6 bane (human, elf, dwarf), +5 bane (human, elf, dwarf) heavy flail/17-20(+4 from *greater magic weapon*)) or +26 melee (1d6+11, slam); Full Atk +32/+32/+27/+22 melee (1d10+21 bane (human, elf, dwarf), +5 bane (human, elf, dwarf) heavy flail/17-20(+4 from *greater magic weapon*)) or +26/+26/+21/+16 melee (1d6+11, slam); SA Blood drain, children of the night, dominate (DC 20 Will save), create spawn, energy drain (DC 20 Fortitude save), greater hexblade's curse 3/day (-4) (DC 24 Will save), spells; SQ Alternate form, DR 10/silver and magic, fast healing, gaseous form, spider climb, turn resistance, undead traits, cold and electricity resistance 10, arcane resistance, mettle, familiar, aura of unluck 1/day SR 31; AL LE; SV Fort +24, Ref +21, Will +24, Str 29, Dex 18, Con -, Int 10, Wis 12, Cha 26.

Skills and Feats: Bluff +15, Concentration +16, Listen +9, Knowledge (arcana) +6, Hide +9, Intimidate +10, Move Silently +9, Search +8, Sense Motive +10, Spellcraft +5, Spot +9; Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Improved Turn Resistance*, Battle Caster, Combat Casting, Spell Focus (Necromancy), Lifebond, Improved Energy Drain, Shield Proficiency, Weapon Focus (Heavy Flail), Improved Critical (Heavy Flail).

Spells Known: (3/2/2; base DC = 18 + Spell level; base DC = 19 + Spell Level (Necromancy) 1st – ~~expedition retreat~~, *protection from good*, *Tasha's hideous laughter*, *mount*, 2nd – ~~mirror image~~, ~~see invisibility~~, ~~false life~~, ~~bull's strength~~; 3rd – ~~confusion~~, ~~protection from energy~~ (fire), *slow*.

Possessions: masterwork greataxe, masterwork longsword, *boots of speed*, *belt of one mighty blow**, *goggles of lifesight**, +1 unholy heavy flail (18315), +2 mithral full plate, vest of resistance +4, cloak of charisma +6, +1 animated heavy steel shield, cloak of the salamander*

➤ **Blackford:** human male Clr17 (Iuz); CR 17; Large humanoid (human); HD 17d8+102; hp 195+17 temporary hit points; Init +1; Spd 30 ft; AC 35 (-1 size, +2 natural armor, +1 Dex, +10 armor, +5 deflection, +8 shield), touch 15, flat-footed 34; Base Atk +12; Grp +24; Atk +27 melee (2d6+19, +1 quarterstaff); Full Atk +27/+22/+17/+12 melee (2d6+19, +1 quarterstaff); Face/Reach 10ft/10ft; SA rebuke undead, 18 rebukes a day (12 available), SR 31 DR 9/good; AL CE; SV Fort +21, Ref +12, Will +22; Str 22, Dex 12, Con 24, Int 10, Wis 27, Cha 24.

Skills and Feats: Concentration +26, Knowledge (religion) +10, Spellcraft +12, Spot +14; Extra Turning, Extra Turning, Divine Spell Power*, Quicken Spell, Lightning Reflexes, Divine Metamagic (Quicken)*, Repeat Spell*.

Spells Prepared:
(6/7+1/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 18 + Spell level); 0th – *detect magic*, *guidance*, *resistance*, *read magic*, *create water*, *mending*; 1st – *disguise self***, *resurgence**, ~~*shield of faith*~~x2, *protection from good*, *sanctuary*, *doom*, ~~*entropic shield*~~; 2nd – *invisibility***, ~~*bears endurance*~~, *desecrate*, *spiritual weapon*, ~~*brambles*~~*, ~~*bull's strength*~~, *hold person*, *align weapon*; 3rd – *dispel magic*, ~~*nondetection*~~**, *invisibility purge*, ~~*magic vestment*~~x4, 4th – *unholy blight***, ~~*freedom of movement*~~x2, *death ward*, *recitation**, ~~*spell immunity*~~ (fireball, slow, enervation, lightning bolt), ~~*divine power*~~, ~~*greater magic weapon*~~; 5th – *dispel good***, ~~*righteous might*~~, ~~*Quicken divine favor*~~, ~~*true seeing*~~, *unhallow*, *flame strike*; 6th – ~~*mislead*~~**, *visage of the deity**, *harm* x2, *greater dispel magic*, *Quicken sound burst*; 7th – *blasphemy***, ~~*mass spell resistance*~~*, *blasphemy*, *repulsion*, ~~*righteous wrath of the faithful*~~; 8th – *unholy aura***, ~~*Quicken freedom of movement*~~, *Repeat flame strike*, *Repeat slay living*; 9th – *time stop***, *implosion*.

Possessions: +1 chain shirt, vest of resistance +4, cloak of charisma +6, periapt of wisdom +6, +1 heavy steel shield, quarterstaff, pearl of power 6th, dagger

**Domain Spell: Evil – You cast evil spells at +1 caster level; Trickery – Add Bluff, Disguise, and Hide to your list of cleric class skills.

FEATS

BATTLE CASTER

Building on your existing training allows you to avoid the chance of arcane spell failure when you wear armor heavier than normal.

Prerequisite: Ability to ignore arcane spell failure chance from armor.

Benefits: You are able to wear armor one category heavier than you can normally wear while still avoiding the chance of arcane spell failure. For example, if you have the ability to normally wear light armor without incurring a chance of spell failure, you can wear medium armor and continue to cast spells as normal. This ability does not extend to shields, nor does it apply to spells gained from spellcasting classes other than the class that provides the ability to cast arcane spells while in armor.

Complete Arcane, page 75.

DIVINE METAMAGIC [DIVINE]

You can channel energy into some of your spells to make them more powerful.

Prerequisite: Ability to turn or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that feat. As a free action you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend a turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example; Jozan the cleric could sacrifice three turn attempts to empower a holy smite he's casting. Because you're using positive or negative energy to augment your spells the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Complete Divine, page 80.

DIVINE SPELL POWER [DIVINE]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisite: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

APPENDIX 4 – NEW RULES

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Complete Divine, page 80.

ELUSIVE TARGET [TACTICAL]

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge Feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe and the foe does not get a chance to trip you if your attempt fails.

Complete Warrior, page 110.

EXOTIC SHIELD PROFICIENCY

Choose an exotic shield, such as a gauntlet shield or battle cloak. You are proficient with that type of exotic shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: You are proficient with a specific type of exotic shield and take no shield nonproficiency penalties when you wear it (see Table 7-2: Armor and Shields, page 158).

Normal: A character who is using a shield with which she is not proficient applies its armor check penalty on attack rolls and on all Strength- and Dexterity-based ability checks and skill checks.

Special: A fighter may select Exotic Shield Proficiency as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Races of Stone, page 139.

GREATER HEAVY ARMOR OPTIMIZATION

You have mastered the use of heavy armor, maximizing its protective qualities while moving more easily in it.

Prerequisites: Armor Proficiency (Heavy), Heavy Armor Optimization, base attack bonus +8.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 2 and increase the armor bonus by 1. Both of these stack with the benefit of the Heavy Armor Optimization feat, for a total lessening of the armor check penalty by 3 and a total increase of the armor bonus of 2.

Special: A fighter may select Greater Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Races of Stone, page 141.

HEAVY ARMOR OPTIMIZATION

You have trained extensively in heavy armor, and you have learned to take advantage of the protection it offers.

Prerequisites: Armor Proficiency (Heavy), base attack bonus +4.

Benefit: When you are wearing heavy armor, lessen the armor check penalty of the armor by 1 and increase the armor bonus by 1.

Special: A fighter may select Heavy Armor Optimization as one of her fighter bonus feats (see page 38 of the *Player's Handbook*).

Races of Stone, page 141.

IMPROVED ENERGY DRAIN [MONSTROUS]

You draw extra power from your energy-drained victims.

Prerequisite: Cha 15, energy drain supernatural ability

Benefits: Whenever you bestow a negative level upon a creature, you gain a +1 bonus on skill checks, ability checks, attack rolls, and saving throws for 1 hour.

Libris Mortis, page 27.

IMPROVED TOUCHNESS

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Complete Warrior, page 101.

IMPROVED TURN RESISTANCE [MONSTROUS]

You have a better than normal chance to resist turning.

Prerequisite: Undead type

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4HD wight with this feat is treated as an

8HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4HD creature for any other purpose. A vampire that already has a +4 turn resistance adds an additional +4 with this feat, for a total of +8.

Libris Mortis, pages 27-28.

LIFEBOND [MONSTROUS]

Select a specific living creature that is friendly to you. You create a special bond with that creature.

Prerequisite: Cha 11, undead type

Benefits: Whenever the chosen creature is within 60 feet, you gain a +4 bonus to your turn resistance and a +2 bonus on all saving throws. If the chosen creature dies, you lose these bonuses and take a -2 penalty on all saves for 24 hours. If you replace the chosen creature with another living creature, the bond can be transferred at your option.

Special: This feat can be selected multiple times. Each time you select this feat, you apply its effects to a different living ally of yours. The effects of multiple lifebonded allies stack.

Libris Mortis, page 28.

REPEAT SPELL [METAMAGIC]

You can cast a spell that repeats on the following round.

Prerequisite: Any metamagic feat

Benefit: A repeated spell is automatically cast again at the beginning of your turn in the following round. No matter where you might have moved in the previous round, the second spell originates from the same location and affects the same area as the original spell. If the original spell designates a ranged target, the repeated spell affects the same target if it is within 30 feet of its original position; otherwise, the second spell fails. Touch range spells cannot be affected by this feat.

A repeated spell uses up a spell slot three levels higher than the spell's actual level.

Complete Arcane, page 82.

SPLIT RAY [METAMAGIC]

Your ray spells can affect an additional target.

Prerequisite: Any metamagic feat

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or at a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray uses a spell slot two levels higher than the spell's actual level.

Complete Arcane, page 83.

SUDDEN MAXIMIZE [METAMAGIC]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat

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

Complete Arcane, page 83.

SUDDEN SILENT [METAMAGIC]

You can cast a spell silently without special preparation.

Prerequisite: -

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

Complete Arcane, page 83.

SPELLS

BRAMBLES

Transmutation

Level: Cleric 2, Druid 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Wooden weapon touched

Duration: 1/round level

Saving Throw: None

Spell Resistance: No

Small magical thorns or spikes protrude from the surface of a wooden weapon, such as a club, greatclub, nunchaku, or quarterstaff. For the duration of the spell, the weapon deals both piercing and bludgeoning damage. It gains a +1 enhancement bonus on its attacks and deals an additional +1 points of damage per caster level (maximum +10). This spell works only on melee weapons with wooden striking surfaces. For instance, it does not work on a bow, an arrow, or a metal mace.

Material Component: A small thorn.

Complete Divine, page 156.

CRITICAL STRIKE

Divination

Level: Assassin 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your melee attacks are more likely to strike a foe's vital areas. Whenever you make a melee attack against a flanked foe or against a foe denied its dexterity bonus, you deal an extra 1d6 points of damage, your weapon's threat range is doubled (as if under the effect of keen edge), and you gain a +4 insight bonus on rolls made to confirm critical hits. The increased threat range granted by this spell doesn't stack with any other effect that increases

your weapon's threat range. Creatures immune to sneak attacks are immune to the extra damage dealt by your attacks.

Complete Adventurer, page 145.

FIST OF STONE

Transmutation (Earth)

Level: Sorcerer/wizard 1, warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

You transform one of your hands into a mighty fist of living stone, gaining a +6 enhancement bonus to Strength for purposes of attacks, grapple checks, or breaking and crushing items. In addition, you gain the ability to make one natural slam attack as a standard action, dealing 1d6 points of damage plus your new Strength bonus (or 1-1/2 times your Strength bonus if you make no other attacks that round). You can make the slam attack as a natural secondary attack with the normal -5 penalty (or -2 penalty if you have the Multiattack feat; see page 304 of the *Monster Manual*) as part of a full attack action. However, you cannot gain more than one slam attack per round with this spell due to a high base attack bonus (+6 or higher).

Your fist undergoes no change in size or form, remaining as flexible and responsive as it would normally be while under the spell's effect.

Material Component: A pebble inscribed with a stylized fist design.

Complete Arcane, pages 107-108.

FLAME OF FAITH

Evocation

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

You can temporarily turn any single normal or masterwork melee weapon into a magical, flaming one. For the duration of the spell, the weapon acts as a *+1 flaming burst weapon* that deals an additional +1d6 points of fire damage. On a critical hit, the weapon deals +1d10 points of fire damage if the weapon's critical multiplier is x2, +2d10 points if the weapon's multiplier is x3 and +3d10 points if the multiplier is x4. This spell effect does not stack with a weapon's enhancement bonus or with a *flaming* or *flaming burst* weapon bonus.

Material Focus: A lump of phosphorous, touched to the target weapon.

Complete Divine, page 166.

RECIPROCAL GYRE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half; then Fortitude negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 20d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 points of damage (Will save for half). In addition, any creature that fails its save must then succeed on Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* and *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Complete Arcane, page 119-120.

RECITATION

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Target: All allies and foes within a 60 ft. radius burst centered on you

Duration: 1/round level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Complete Divine, page 176.

REFUSAL

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Two 10-ft. squares/level (S)

Duration: 1 hour/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You create a special ward that prevents unauthorized spellcasters or creatures with spell-like abilities from entering an area. Any creature that has spells prepared, spell slots available for casting without preparation, or innate spell-like abilities must succeed on a Will save or be halted by an invisible barrier that prevents passage. The DC of the Will save increases by a number equal to the spell level of the highest spell the creature has prepared or is capable of casting (so that a 10th-level sorcerer who hasn't yet exhausted his 5th-level spell slots for the day adds +5 to the save DC). You can choose to designate a password or special condition (such as character race, alignment, possession of a token, or any other observable or detectable characteristic) by which spell casting characters and creatures can enter the *refusal*-warded area.

Creatures that have no spellcasting capability or spell-like abilities (including spellcasters who have exhausted their spell slots, and creatures with spell trigger or spell completion magic items) can pass through the barrier with no difficulty. Spellcasters and creature that have spell-like abilities and that are already within the area you protect when you create the ward are not compelled to leave or restricted in their movement within it (and spells and spell-like abilities can pass through the barrier in either direction with no difficulty). However, if such creatures leave the area, they must succeed on saving throws as described above to return.

Creatures attempting to use any teleportation spell or effect to enter the warded area make the normal saving throw. They are shunted harmlessly to the nearest safe space outside the warded area if they fail.

Material Component: A pinch of dust from a wizard's tomb.

Complete Arcane, page 120.

RESURGENCE

Abjuration

Level: Blackguard1, cleric 1, paladin 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on a creature and saying a brief prayer, you can convince a higher power to grant a second chance to one of your allies. The target of *resurgence* can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*, a chaos beast's corporeal instability, or the sickening effect (but not the damage) from *unholy blight*. If the target of *resurgence* is subject to more than one ongoing magi effect, the target chooses one of them to retry the save against. If the subject succeeds at the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated that were caused by the spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

Complete Divine, page 177.

RIGHTEOUS WRATH OF THE FAITHFUL

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Target: All allies within 30 ft. radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on your side are affected as if they had received an *aid* spell, gaining a +1 morale bonus on attack rolls and saving throws against fear effects, plus 1d8 temporary hit points for the duration of the spell.

Allies who worship the same deity as you are infused with the *righteous wrath*. They gain one additional melee attack each round, at their highest attack bonus, and a +2 morale bonus on attack and damage rolls and saving throws. They gain an additional 1d8 temporary hit points (for a total of 2d8) and a +3 morale bonus on saving throws against mind affecting spells or effects.

When the spell duration expires, any allies who were affected the full *righteous wrath* are fatigued (-2 to Strength, -2 Dexterity, can't charge or run) for 10 minutes.

Complete Divine, page 178.

SPELL RESISTANCE, MASS

Abjuration

Level: Cleric 7

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25ft. + 5 ft./level)

Target: Up to one creature/level, no two of which can be more than 30 ft apart

Duration: 1 round/level; see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Each targeted creature gains spell resistance equal to 12 + caster level. Divide the duration evenly among all the creatures you target.

In order to affect a creature who has spell resistance with a spell, a spellcaster must roll the creature's spell resistance or higher on a 1d20 + caster level. A creature with spell resistance may, as a standard action, voluntarily lower it in order to accept a spell.

Complete Divine, page 181.

VISAGE OF THE DEITY

Transmutation [Evil, Good]

Level: Cleric 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

- As lesser visage of the deity, but you take on all the qualities of a celestial or fiendish creature (see the Monster Manual for complete details):
- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics).
- You gain the ability to smite evil (for good clerics) or good (for evil clerics) once a day. Add your Charisma modifier to your attack roll and your character level to your damage roll against a foe of that alignment.
- You gain darkvision to a range of 60 ft.
- You gain acid, cold, and electricity resistance 20 (for good clerics) or cold and fire resistance 20 (for evil clerics).
- You gain damage reduction 10/magic
- You gain spell resistance 20

Complete Divine, page 187.

MAGIC ITEMS AND EQUIPMENT

Armbands of Might: These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll.

Armbands occupy the same space on the body as a pair of bracers or bracelets.

Faint transmutation; CL 3rd; Craft Wondrous Item, *bull's strength*; Price 4,100 gp.

Complete Adventurer, page 132.

Belt of One Mighty Blow: Once per day, as a swift action, the wearer of this belt can activate the belt to

gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapon deals an extra 2d6 points of damage, and a two-handed weapon deals an extra 3d6 points of damage. The belt can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull's strength*; Price 1,500 gp.

Miniatures Handbook, page 42.

Book of Blood: Bound in blood-red leather and bearing a bronze clasp, this vellum spellbook is waterproof, fireproof, and lockable, and can contain up to forty-five spells of any level. In addition, once per day, its owner can use the book to cast *summon monster IV* to summon a yeth hound. The book can also be used to cast *finger of death* once per day, but each such use permanently drains 1 hit point from the wielder. The book must be held to utilize its powers.

Armbands occupy the same space on the body as a pair of bracers or bracelets.

Strong conjuration, strong necromancy; CL 13th; Craft Wondrous Item, *finger of death*, *summon monster IV*; Price 21,300 gp.

Complete Arcane, page 148.

Cloak of the Salamander: This cloak, made of scales from a reptilian creature, wraps its wearer in a deep blue flame. Any creature striking the cloak's wearer with a natural attack or a melee weapon deals normal damage but also takes 1d6+7 points of fire damage.

Moderate evocation; CL 7th; Craft Wondrous Item, *fire shield*; Price 56,000 gp.

Miniatures Handbook, page 43.

Goggles of Lifesight: The wearer of these goggles automatically knows whether any visible creature within 30 feet is alive, dead, undead, or neither alive nor dead (such as a construct).

Moderate divination; CL 9th; Craft Wondrous Item, *true seeing*; Price 2,000 gp.

Libris Mortis, page 78.

Ring of Arcane Might: Usually made of bronze, a ring of arcane might is forged in the shape of a serpent devouring its own tail. When worn by any arcane spellcaster, the ring provides a +1 bonus to arcane caster level for the purpose of spell penetration checks, caster level checks, and all level-based variables of arcane spell the wearer casts.

Moderate abjuration; CL 8th; Forge Ring, *limited wish*, *greater magic weapon*; Price 20,000 gp.

Complete Arcane, page 144.

Ring of Lockpicking: This ring is made up of tiny prongs, wires, and other small devices that spring to life on command. A *lockpicking ring* grants the wearer a +5 competence bonus on Open Lock checks

and the ability to use knock once per day if the wearer touches a portal she wishes to open.

Faint transmutation; CL 3rd; Forge Ring, *knock*; Price 4,500 gp.

Complete Adventurer, page 130.

BONE TEMPLATE

"Bone" is a template that can be added to any nonundead, corporeal creature that has a skeletal system (referred to hereafter as the base creature). The creature's type changes to undead. It retains all type modifiers and subtypes, if applicable.

The bone creature uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to D12

Speed: Winged bone creatures retain the ability to fly. Now, however, the flight is magical, as the fly spell, but it still uses the creature's original fly speed.

AC: Natural armor bonus changes to a number based on the bone creature's size.

Size	Bonus	Size	Bonus
Tiny or smaller	+0	Huge	+4
Small	+1	Gargantuan	+6
Medium-size	+2	Colossal	+10
Large	+3		

Attacks: A bone creature retains all the natural attacks and weapon proficiencies of the base creature, except for attacks that can't work without flesh, such as a mind flayer's tentacle attacks. A creature with hands gains one claw attack per hand; a bone creature can strike with all of them at its full attack bonus. If the creature already had claw attacks with its hands, use the bone creature attack format and damage, if they're better. The base creature's base attack bonus does not change.

SIZE	Damage	Size	Damage
Diminutive or Fine	1	Large	1d6
Tiny	1d2	Huge	2d4
Small	1d3	Gargantuan	2d6
Medium-size	1d4	Colossal	2d8

Damage: Natural, and manufactured weapons deal normal damage. A claw attack deals damage depending on the bone creature's size.

Use the base creature's claw damage if it's greater.

Special Qualities: Same as the base creature. In addition, all bone creatures gain darkvision with a range of 60 feet, undead traits, and various immunities.

Immunities (Ex): Bone creatures have cold immunity. Because they lack flesh or internal organs, they have DR 5/bludgeoning.

Saves: Same as base creature, modified by ability score adjustments.

Abilities: Modify the base creature as follows: Str +0, Dex +4, Con -, Int +0, Wis +0, Cha +0.

Skills: Same as the base creature, modified by ability score adjustments.

Feats: Same as the base creature, plus the bone creature gets Weapon Finesse feat for free.

Challenge Rating: As character level +1.

MAP 1 – DRELNZA'S LAIR

