

GRM5-01

# The Commandant's Parlor

A One-Round D&D® LIVING GREYHAWK™

Gran March Regional Adventure

Version 1.1

by Sean Flaherty and John Richardson

Circle Reviewer: Steven Conforti

Playtesters: Katherine Akin, James Burkett, Jason Gonding, Michael Johnson, Doug LaVigne, Joe Masdon, Sherrie Masdon, Nick Perch, Ed Podsiad, Dan Wheeler, Kim Winz, and Pete Winz

Petros Gwalchen has more dire tidings for the Commandant of Gran March. Another plot against the strongest military power in the Sheldomar Valley and its duly appointed leader is about to manifest, and, once again, the Commandant appears to be uninterested or unaware of unfolding events. Politics and surveillance prevent Petros from delivering the message himself, but you are another matter. A Gran March regional adventure for PCs of APLs 6-12, and Part One of *The Outsiders In* series.

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

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20).

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2005 Wizards of the Coast, Inc and the adventure author or authors.

Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

For questions specific to this document and your region please e-mail your triad point of contact (POC) at [pjf@cetlink.net](mailto:pjf@cetlink.net). For LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

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

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

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](http://www.rpga.com).

## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Gran March. Characters native to Gran March pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

## ADVENTURE BACKGROUND

Two assassination attempts, one successful in 594 CY, have convinced Commandant Magnus Vrianian that there is indeed a plot to undermine Gran March. Unfortunately, history and political reality prevent him from embracing the man who brought the first warning, his predecessor and former brother-in-arms, Petros Gwalchen. While Vrianian quietly and supernaturally prepares the nation for a conflict few know the March is fighting, he has sent Petros into a form of exile by appointing him to command of a militia company in Shibolet.

For his part, Petros has reluctantly accepted this assignment in obedience to those set above him in the Knights of the Watch, continuing to follow the Seven and Twelve – the precepts of his Knightly order. In the meantime, however, Petros has not been idle in Shibolet. In addition to taking command of the unit assigned to him, Petros has begun recruiting veterans and Valiants of Heironeous loyal to him. Petros intends to have a force available to him to thwart the evil he knows is somewhere rotting the heart of the country he loves. He is also using these troops to create both a supernatural and mundane information network to assist him in identifying this unknown adversary.

Once again a plot against Vrianian has been revealed to Petros, this one involving some kind of arcane trap. Petros fully believes that he is a conduit of Heironeous and has been given the duty by Him to protect Vrianian. Petros has attempted to magically warn the Commandant, but either his *sendings* have not been received or Vrianian is intentionally not responding to them. As time has passed since receiving the warning of this plot, Petros' desire to contact the Commandant has become increasingly urgent. Because politics and surveillance prevent him from going himself, Petros has decided to recruit able bodied heroes in Shibolet to hand deliver the warning.

This particular effort in the plot against the Commandant is spearheaded by a creature known as Maimbua. Although the PCs may discover this name, they can find out little more about this mysterious figure.

## ADVENTURE SUMMARY

This adventure is set in Shibolet, the second city of Gran March. PCs are encouraged to find a reason for their character to be in this town which may range from just passing through on their way between Keoland and points north to temporary military realignment or caravan duty.

## Introduction

PCs are in the city of Shibolet.

### Encounter 1: Old Friends/New Friends

Knights of the Watch, Church of Heironeous members, and those having assisted Petros in GRM4-01 *Homecoming* or GRM4-02 *Royal Road to Hookhill* are summoned to the temple of Heironeous in Shibolet by an acolyte. Upon their arrival they see numerous men training in the courtyard as they are shown to a sitting room for a meeting with Petros.

An acolyte from the church of Heironeous is sent to enlist the aid of talented looking foreigners (or locals not meeting the above criteria) from the streets and bars of Shibolet. Petros wants people who don't look like messengers in his employ to make the journey to Hookhill in an effort to throw off any observers.

### Encounter 2: A Friend in Need

At the temple of Heironeous, Petros introduces the assembled team and shares with them their mission and route then sends them on their way. In order to assure their credibility upon reaching Hookhill, Petros is sending his message with an elderly priest of Heironeous, Respaltin the Sensible, who is known to Vrianian from his boyhood. As they journey, Respaltin will be able, if asked, to enlighten the PCs about the early years between Petros and Vrianian.

### Encounter 3: The Journey Begins

The PCs travel for several days on the main road to Hookhill, but their departure has not gone unobserved by the enemies of the March. As night falls in Barony Harvon south of Buxton's Crossing, the PCs are attacked as they make camp. The minions of the enemy here will be sent with the simple mission of killing Petros' messenger. Respaltin may be killed here and leave the PCs with a bit of dilemma: whether to continue on not knowing what the message they are bearing says, opening the message, or returning to Petros. For an added bit of fun, the creatures' only way to recognize Respaltin is by the large symbol of Heironeous on his chest, so others will similar symbols will be attacked also.

### Encounter 4: The Knight's Shrine

South of Hookhill, just inside Barony Dragus a new shrine to Heironeous acknowledging the Invincible Knight's strong affiliation with the Knights of the Watch has been constructed. The PCs meet a retired veteran here who has taken it upon himself to become the custodian of the shrine. In the middle of the night, PCs on watch will witness a vision of Heironeous appearing to the man and providing some validation of Petros' visions and insight into which the "enemy" is.

### Encounter 5: Into the Parlor

Upon their arrival in Shibolet, the PCs will need to convince the members of the 1<sup>st</sup> Battle on duty to allow them entrance to the Commandant's keep and access to the Commandant. If Respaltin has survived, this should be relatively easy. If not, the PCs will have to succeed on their own merits. Eventually the PCs will meet with the Commandant and he will reveal his awareness of the trap and ask for the PCs help in turning the trap against those laying it. (This encounter will allow PCs who have achieved rank or medals in previous scenarios to be recognized and be given a bit easier path. Those without such ties, and more particularly foreigners, will have to role-play a bit to make this encounter run smoothly.)

### Encounter 6: Spinning the Web

Upon meeting the Commandant the PCs will find that he is completely aware of the plot against him, but the arrival of the adventurers gives him an idea. The trap that is set for the Commandant is a complex ritual performed on the Astral Plane affecting the one room in the Commandant's chambers that is not *dimensionally locked*. This trap will *teleport* anyone using a Conjunction (Teleportation) spell to a small outpost on the Astral Plane where a team of githyanki is waiting in ambush. If they agree to assist the Commandant, Vrianian will give the PCs the ability to trigger the trap, transporting them to the Astral as they set it off, while Vrianian and an elite team from the 1<sup>st</sup> Battle will precede them by *plane shifting* in from a different location and then home in on the trap location using the PCs as a beacon.

### Encounter 7: Kidnappers Caught Napping

A team of githyanki ambushes the PCs upon their appearance. However, since the githyanki are expecting a single spellcaster and not a team of hardened adventurers, they are ill prepared for the attack. The PCs will very quickly realize they are in an *antimagic* area.

### Encounter 8: Taking Orders

Making their way through the astral outpost, the PCs hear the sounds of battle and come upon the Commandant and his team in a pitched battle with more potent githyanki. Vrianian will instruct them to look for and secure a color pool to the Prime Material plane, which he has sensed. The PCs can ignore this instruction and join the fight, but doing so will have consequences both in terms of their reward and later encounters.

### Encounter 9: My Enemy's Enemy

While looking for the portal to the Prime, the PCs can stumble upon a githzerai who has been taken prisoner and tortured by the githyanki. He can warn them of what to expect at the portal and provide some insight into who the githyanki have been working with. If the PCs release him, he will aid them until finding a way home and potentially join the PCs as a cohort.

## Encounter 10: Silver and Red

Vrianian was correct; there is a color pool in the fortress back to the Prime that emerges in the eastern edge of the Dim Forest. Unfortunately, it is guarded on the Astral side by a red dragon in service to the githyanki. The dragon and his githyanki keepers will attack the PCs on sight.

### Conclusion

Once the PCs have slain the dragon or if they are all incapacitated, Vrianian and the surviving members of the 1<sup>st</sup> arrive. If the PCs are all incapacitated, Vrianian and team will finish off the dragon and friends. The whole group will use the portal to return to the Prime where the Commandant will debrief and, if appropriate, reward the PCs for their assistance.

## PREPARATION FOR PLAY

In this adventure, as in other recent Gran March adventures, two important figures appear. To assist in the consistent play of these NPCs, here are some notes as to how they should be played. No matter how you may have seen these NPCs represented before or how you feel about them, you are to play them as written.

- The Commandant, Magnus Vrianian, is an extremely intelligent and wise man; however, he is a bit disconnected with the world around him. He is never foolish or stupid but may be preoccupied.
- The former Commandant, Petros Gwalchen, is a great leader. He is very charismatic and inordinately strong. He is a leader haunted by a mistake in his past, but he is not a fool or a dupe.

Please attempt to portray these NPCs in the correct light in this adventure.

## INTRODUCTION

The PCs have taken up temporary (either for the night or a few days) residence in the city of Shibolet. With the relocation of the 30<sup>th</sup> Battle to the Army of Justice, one might expect a decrease in the amount of apparent military activity, but the city bustles with troops as it always has and there seems to be a larger than normal number of armed servants of Heironeous traveling the streets. As befits their faith, these Valiants are of no trouble to the common folk, but are obviously vigilant for any sign of corruption or evil at work.

Late winter has brought an air of expectation to Shibolet, with the continuing campaign against the giants occupying Geoff and recent troubles throughout the neighboring countries. In general however, things seem quiet in the heartland of the Sheldomar Valley.

## ENCOUNTER 1: OLD FRIENDS/NEW FRIENDS

### OLD FRIENDS

Knights of the Watch, Church of Heironeous members, and those having assisted Petros in GRM4-01 *Homecoming* or GRM4-02 *Royal Road to Hookhill* are summoned to the temple of Heironeous in Shibolet by an acolyte:

*Late winter in Shibolet is beginning to give way to an early spring. Innkeepers have opened windows and doors in hope of capturing some of the warmth of the bright sun but fires burn in the hearths to compensate for the chill still in the shadows.*

*As you finish breakfast there is a rap on the door and a man with military bearing enters without further ceremony. The young man is dressed in the vestments of a priest of the Church of Heironeous. He smiles in greeting saying, "Forgive my intrusion, sirs. I am seeking friends of Petros Gwalchen and heard that they could be found here."*

The acolyte's name is Cern Gwerwon. After serving five years in the Commandant's army, he has mustered out and is pursuing a more divine calling. He has been sent by Petros to summon PCs who may be predisposed to assist him – that is Knights of the Watch, members of the Church of Heironeous, and those who accompanied Petros in GRM4-01 *Homecoming* or GRM4-02 *Royal Road to Hookhill*.

If pressed for details, Cern knows only that Petros has requested that he summon several persons to a midmorning meeting with Petros to discuss a journey with which he requires assistance. Cern has the name of several persons he is to locate (any appropriate PCs) and is willing to share these. If the PCs agree to help and appear trustworthy, Cern will also share that he has been asked to recruit some unknown adventuring heroes. He will go so far as to ask the PCs for suggestions, (i.e., other PCs at the table that this first group may be acquainted with).

### NEW FRIENDS

An acolyte from the church of Heironeous is sent to enlist the aid of talented looking foreigners (or locals not meeting the criteria for Old Friends above):


*The streets of Shibolet are busy, but not yet bustling as the locals prepare for the winter's end and a busy planting season. As you make your way through the streets you see a man in the vestments of a priest of Heironeous standing in the middle of the road obviously scanning the populous.*

The young man is once again Cern Gwerwon. He is continuing on his mission for Petros and looking for

hearty adventurers that do NOT detect as evil. If a PC at the table does detect as evil, Cern will calmly attempt to detain them and have them accompany him to the Temple of Heironeous for investigation. If the other PCs available for recruitment assist him in this, this is so much the better. Once taken to the Temple of Heironeous, the PC will be politely cleared of all suspicion (assuming they are victims of curses or guardians of dangerous evil objects, and not using such things for personal gain) and recruited for Petros' mission. If they are using evil items for personal gain (i.e., the robe of Vecna), they will be asked to yield them to the temple. Refusal will result in the character's arrest, removal of the object and sentencing to the work gangs for 10 TUs (note this on the PC's AR).

In the absence of evil, Cern is simply trusting his instincts (and Heironeous) and choosing people that appear competent and about whom he has a special feeling. He will approach individuals and ask if they are looking for adventure. If they ask what the adventure is, Cern will tell them that it is simply to accompany a man to Hookhill who carries an important message. Cern will ask each PC for their name and a brief history of their deeds to relay to Petros.

#### All APLs

 **Cern Gwerwon:** Male human Pal1/Clr1; see Appendix 5.

## ENCOUNTER 2: A FRIEND IN NEED

*A few hours after being called upon by the Cern, he returns to meet you once again. With him are several other people.*

Pause here for descriptions and introductions between the PCs.

*Cern is clearly a veteran of Gran March's military; he leads you through the streets of Shibolet at a brisk double time pace despite his armor and equipment. After a few minutes of travel, the parapet of a well-fortified building comes into view. Based on the symbols visible from the outside, this can only be a temple to Heironeous, the Lord of Battles. The temple itself is less like a holy shrine and far more resembles a fortified keep. Cern briskly salutes the two armed guards at the sally port and then leads you into a court yard from which the sounds of combat echo.*

Allow PCs with ranks in Profession (soldier) to make a skill check (DC 15) to know that the number and skill of the men training are both unusually high for a typical day at a temple of Heironeous.

*It is clear you have entered during an intense training session. There are several dozen men working hard and none of them acknowledge the*

*presence of you. Cern does not slow down. He quickly leads you to the front of the keep, up the stairs, and into a hall decorated with all manner of weapons, armor, and shields. Cern leaves the hall and enters what is clearly a military planning room. Benches surround a large square table painted with a map of Gran March. The walls are hung with tapestries showing the victory of a handsome blonde knight over a beastly figure with six arms. Holding the door, Cern gestures toward the benches and, once you have entered, assumes a parade rest position facing the door.*

Allow the PCs to position themselves in the room before proceeding.

*A few seconds pass and the sound of running feet reaches your ears. Cern smiles, taking a few steps farther away from the door. A sweaty man, bare to the waist, with a wooden practice sword in one hand enters the room at a jog. He is in his middle fifties and powerfully built despite his stark white hair. Without hesitation he throws his practice sword at Cern and quickly takes a seat on one of the benches. Cern moves out of the way of the weapon with a speed that betrays his expectation of the attack and catches the pommel as it sails past him. The two men grin as though sharing a personal joke. As he slips a simple white tunic over his head, Petros begins to speak.*

In character, Petros will greet each PC by name and mention if he knows them from previous play. Petros will always be polite but retains his aura of command.

*"Hello, my name is Petros Gwalchen. Thank you for coming and being willing to serve the forces of justice and righteousness. As you may be aware, twice last year my successor as Commandant, Magnus Vrianian, had attempts made on his life by enemies of Gran March. While I believe that he now takes seriously my warning from Heironeous that an unknown danger is at work in our nation, our relationship has been strained since my return and thus I have been somewhat exiled here to lead the local militia company.*

*"During the past few weeks, I have become aware of yet another plot against the Commandant and Gran March. The nature of this plot is unclear to me, but my sources have told me that it is directed against the Commandant personally, will happen soon, and may have something to do with his next trip departing from Hookhill. Our priests here have tried casting sendings to the Commandant and several of his aides in the 1<sup>st</sup> Battle each of the last ten days, but we have received only one reply, and that from an aide who for some reason has been transferred to the 2<sup>nd</sup> Battle in the Army of Judgment. For reasons I do not wish to discuss in great detail, politics prevents me from going directly to Hookhill and delivering the message in person,*

*but you do not have that limitation. I have crafted a letter explaining to Magnus the risk to him and Gran March and I have an old family friend ready to journey with you to vouch for the authenticity of the message.*

*“So, will you do this service to Gran March?”*

Petros expects that the PCs will accept, at which point he will send Cern to retrieve the family friend, Respaltin. In the meantime, he will attempt to respond to any other questions the PCs may have as follows:

- His information regarding the plot is almost exclusively supernatural in nature. He has no information regarding who is behind it, but is assuming that it is linked to the previous assassination of the Commandant.
- Some PCs may know nothing of what has gone on before, Petros will fill them in from his point of view. He will tell them that years ago he was Commandant, but was replaced by Vrianian. He then traveled throughout the Sheldomar Valley for many years. He began to have visions from Heironeous that there was trouble that endangered the March and Vrianian himself, so he returned to warn Vrianian. Unfortunately Vrianian was not able to respond quickly enough and was killed once during two attempts on his life.
- If asked about his relationship with Vrianian, Petros will tell the PCs that he has known Vrianian for a very long time and that if he needed assistance, there are few men he trusts more than Vrianian. He will scoff at any suggestion that Vrianian is incompetent or in some way not an able leader or a skilled wizard or cleric.
- If the PCs press for the details on the message that they carry, Petros will advise them that they cannot betray secrets they are not told. He will ask that they remain ignorant and merely escort Respaltin to Hookhill.
- If the PCs ask to be compensated for the mission, Petros will scowl and simply refuse. He is a knight and expects himself and others to serve the causes of justice and goodness selflessly.
- If the PCs suggest that they can magically transport themselves and Respaltin to Hookhill, Petros will allow it, but he will advise them that his continuing visions and dreams have suggested to him that the journey must be made overland and by a specific route that he will disclose. The route is simply via the main road from Shiboeth to Buxton's Crossing and then on to Hookhill.
- If the PCs ask why Petros has been sent to Shiboeth, he will share that he was “asked to come here by the

Commandant,” however the implication that he has been asked to leave Hookhill and not return is clear.

*After a short time, the acolyte Cern returns to the map room with a much older man wearing the vestments of a priest of Heironeous. A battle-axe, handle worn from use hangs at his waist by a simple leather strap. Petros rises as the man enters and inclines his head respectfully. “Battle Father Respaltin, these heroes have volunteered to escort you to Hookhill. I’m sure you can become better acquainted on your journey, but I wanted them to see me give you this. Please see this letter safely placed in the hands of the Commandant.”*

*Petros places a sealed letter into a leather packet and hands it to Respaltin. Turning back toward you he speaks again, “For what it is worth, the Commandant will likely see you immediately when he hears of Respaltin’s arrival. He was our weapons’ master and instructor in the ways of the Invincible Knight. I leave you to your journey. If you need horses, Cern will see that you are equipped. Farewell and safe travel.” He stands, “For Commandant and Country!” Taking the wooden sword from Cern, Petros heads back to the practice yard.*

*After his departure, Respaltin looks at you sagely. “I will be ready to depart from the courtyard in one hour. Please gather your things, make what preparations you must and meet me there. May the Lord of Battles shield you.”*

Cern will outfit anyone who needs a horse with a pony, a riding dog, a light warhorse, or a heavy warhorse (depending on what the PC can ride) as well as all the tack they might need. The horses are all standard quality and must be returned upon reaching Hookhill.

The PCs now have a brief time to gather information or supplies in Shiboeth before departing. Attempts to gather information regarding Respaltin at the temple or in reputable local establishments will yield information as follows (Gather Information check DCs below):

DC 15	Respaltin has long been associated with the Gwalchen family.
DC 20	Respaltin served with Petros’ father in the several campaigns against the humanoids of the Lortmils in the decades following the Hateful Wars.
DC 25	Respaltin earned his title “the Sensible” from Petros father when he served as his Battle Runner.



DC 30	Respaltin saved Petros' father's life in a pitched battle. The two men were close friends thereafter. Since retirement decades ago, Respaltin has lived at the Gwalchen home and keeps the sanctuary to Heironeous there.
-------	---

#### All APLs

🐉 **Respaltin the Sensible:** Male human Clr5; see Appendix 5.

🐉 **Petros Gwalchen:** Male human Ftr11/Knight of the Watch4/Pal3; see Appendix 5.

## ENCOUNTER 3: THE JOURNEY BEGINS

*The hour Respaltin granted you has passed and you have begun to assemble in the courtyard of the Temple of Heironeous. As you wait, a shrill whistle sounds and the men training in the area immediately stop their exercises, some in mid swing. Dripping with sweat, Petros walks to a nearby water trough and plunges his head in, to the amusement of his nearby comrades. He stands straight up as the water streams down his face.*

*A voice calls from the gate, "Hail the faithful of Heironeous and Commandant Petros." At the last title, Petros' eyes show on a pained look. Three mounted enter through the gateway. One of the men is an older grizzled-looking veteran of many battles; the other two are a generation younger but they are clearly all family. Petros nods in recognition as the old man emerges from the shadows of the entryway. "Pride Sergeant Hadlo, you're a long way from Gralston and Barony Malthinius. Who are those recruits dogging your heels?"*

*One of the younger men, clearly offended by the question mutters, "Recruits?", but his voice is lost in his father's response. "It's been a long time since I was a Pride Sergeant, sir. These boys are my sons and they just mustered out of the 4<sup>th</sup>. When I heard about you being back, I told them about our time together. They knew what you were doing here and made up their minds to come serve. I wasn't about to let them run off and start a fight without me."*

*Petros nods his head appreciatively, "Hopefully it won't come to fighting, but if it does the March will need every good man we have." Petros walks to him, clasps his hand and smiles, "And Hadlo, my old friend, I haven't been Commandant in a long time and do not aspire to such a title." As Petros says this, Respaltin emerges from the stables mounted on a*

*heavy warhorse in a tabard embossed with silver lightning bolts.*

*"It is time to ride," is all he says to you as he heads through the gate from the temple.*

The PCs are not expected to participate in the exchange above, but it is included in the adventure to provide insight into the force Petros is building and his widespread support in Gran March.

Since Petros mentioned that he might be being watched, some PCs may choose to see if they are being followed. In this case there is no one following them, just watching. He is far down the street and just leaning against the building and watching the gate. As soon as he sees Respaltin leave, he will turn and walk down the short alley and teleport away. To detect him the PCs must make a Spot check DC15 and a Sense Motive check DC20. The PCs can try to catch him but he will get away. All other monitoring of the group will be done using spells. The man is an agent of Maimbua, who has organized this plot against Vrianian. During travel, have PCs who say they are checking to see if they are being followed need to make a scry check. Only if they have an intelligence of 12 or higher can they attempt a scry check. They must make a DC20 Intelligence check to see the sensor. The sensing is done using a scry spell (the caster has met Respaltin and has a lock of his hair) and is generally cast only in the morning to make sure of the path of Respaltin is following.

The PCs can converse with Respaltin over the first two days of their journey if they wish. While he has been somewhat terse thus far, once they are outside the borders of Shibolet he becomes reasonably talkative. He is essentially keeping his peace in case anyone is observing the group. He will share the following about himself and his history with the two Commandants.

- Respaltin will be ninety years old at the next Needfest, despite the fact that he appears to be in his late sixties.
- He served with Petros' father in the several campaigns against the humanoids of the Lortmils in the decades following the Hateful Wars.
- He was Petros' father's Battle Runner.
- After a particularly bloody battle, of which the two men were among the few survivors, Petros' father invited him to live with the Gwalchen family.
- Respaltin has no living family of his own and never married.
- Respaltin keeps the chapel of Heironeous at the Gwalchen estate.
- During Petros Gwalchen and Magnus Vrianian's youth, Vrianian was fostered with the Gwalchen family.



- Respaltin was Petros' and Magnus' first instructor in both the martial and spiritual matters.
- Petros was always the older and stronger of the two men, but Vrianian pushed himself relentlessly to keep up with his older foster brother.
- Petros was very fond of Vrianian and sought to protect him from trouble in their youth.
- Respaltin is honored and pleased to have made a contribution to the lives of two men who served as Commandant.
- Respaltin had lost contact with both men over the past decade until Petros return to Gran March.
- Respaltin has no opinion on the seeming conflict between the two men; he suspects that they are both serving the March according to Heironeous' divine plan.

*Two days travel has brought you into the heart of Barony Harvon within a few hours of Buxton's Crossing as night is falling. Respaltin slows, "We should camp soon, there is a standard caravan site over the next hill, I think. There have been no signs of any scouts or outriders. It appears we shall be on our own again tonight."*

As Respaltin predicted there is a traditional camp for both military and commercial traffic over the next hill. It consists of a cleared circle approximately one hundred feet in diameter with a stone fire circle five feet across at the center. There are obvious marks where wagons have been circled around the fire and signs of several smaller campfires around the perimeter. Allow the PCs to set up their camp, determine watches, and roleplay as appropriate.

As noted earlier, Respaltin and the PCs departure from Shiboletth has not gone unnoticed. Maimbua and his agents in Shiboletth know that Petros gathered a potent group of strangers and sent them on a journey to Hookhill with a priest of Heironeous who was a friend of both him and the Commandant. Maimbua does not know the nature of the journey unless the PCs have discussed it while he is scrying, but has assumed the man is taking some kind of message to the Commandant. To determine if Maimbua knows about the message roll percentile dice any times the PCs are discussing it; there is a 2% chance he is watching. Maimbua is weary of Petros' interference and continuing protection of Vrianian and has sent minions to kill the priest and return with his body.

At lower APLs the minions are phase spiders that, due to limited intelligence, have been given the instruction to attack the creature with the holy symbol of Heironeous, as described to them. If any PCs are wearing such a holy symbol, one of the spiders will attack each such PC instead of Respaltin. At higher APLs, the minions are retrievers who will unerringly attack

Respaltin because Maimbua has seen him. In either case Respaltin with attempt to fight his attackers as valiantly as he is able.

If Respaltin is killed, the PCs are left with several tough choices. If his body is recovered, they can read the letter (*Player Handout #1*) and proceed to Hookhill, not read the letter and proceed to Hookhill, or return to Shiboletth and Petros. If they choose either of the former, those possibilities will be dealt with in later encounters. If they return to Shiboletth, Petros will tell them that he knew Respaltin well enough to know that he would not wish to return at this stage in his life after dying in battle. He will then give the PCs the letter and send them off at greatest speed to warn the Commandant. If Respaltin's body is not recovered, the PCs must either journey on in ignorance or return to Shiboletth and inform Petros. The first option will be dealt with in later encounters. If they return to Shiboletth, a disappointed Petros will pen a second missive and send them off again at greatest speed to warn the Commandant.

If Respaltin survives, he will expect the PCs to journey on the next morning despite any remaining wounds or poisoning. He will pray for as many lesser restorations as necessary within his limit to return the PCs to full health. If Respaltin is dead, the PCs can pay for restorations either at Buxton's Crossing, if they journey onward, or Petros will have them supplied free of charge if they return to Shiboletth.

#### APL 6 (EL 8)

🕷 **Phase Spiders (3):** hp 49 each; see *Monster Manual* page 207.

#### APL 8 (EL 10)

🕷 **Phase Spiders (6):** hp 49 each; see *Monster Manual* page 207.

#### APL 10 (EL 12)

🕷 **Advanced Phase Spiders (4):** hp 124 each; see *Appendix 3*.

#### APL 12 (EL 14)

🐾 **Retrievers (3):** hp 135 each; see *Monster Manual* page 46.

## ENCOUNTER 4: THE KNIGHT'S SHRINE

*Two and a half days after the attack, your journey has brought you deep into Barony Dragus. As you continue traveling the road to Hookhill it is obvious that another day's travel will bring you to the capital. Today however will not be that day. A few hours before dusk a building and stable come into view ahead on the side of the road. It appears to be a recently constructed shrine of some sort.*

*As you move closer it becomes clear that the structure is designed to serve as a strong point. It is pure stone construction, with arrow slits, iron bound doors, a small stone wall, and no windows. The L-shaped building looks to contain both a holy site as well as a stable. Ideal for lodging should you choose to stop.*

If Respaltin is still with the PCs, he will request that they stop here for the day and allow him to pay his respects to Heironeous before continuing on.

*As your horses come even with the shrine, a somewhat wild looking man in chain mail wearing both a longsword and an axe emerges from the building. His eyes bulge in recognition as he looks upon you. "Friends of Petros," he cries, "Please stop. Take your rest within this noble shrine."*

The man is Myndel and he had a vision of the PCs earlier in the day. At the same time an angelic sounding voice commanded him to lend aid to the travelers. Myndel will invite the PCs inside and show them where they can bed down for the evening. A hot meal of rabbit stew is already awaiting them.

#### All APLs

◆ **Myndel:** Male human WARR; see Appendix 5.

Myndel's and his story are simple and he will share all of it with the PCs. Myndel is very lonely and will talk as long as anyone will listen.

- Myndel is in his late thirties. He was born into a farming family in Orlane in CY557.
- He served in the Army of Retribution until after the Battle of Hochoch in CY590.
- He never progressed beyond the rank of Soldier. He is very simple, but earnest and slightly touched.
- After mustering out four years ago, Myndel traveled the southern baronies of Gran March hiring himself out as a field hand.
- Last winter while wandering north, he stumbled upon the empty shrine, which had clearly been used by travelers based on the full tithing box. Myndel set up residence and began cleaning and caring for the place using the funds he found.
- He discovered the chainmail and weapons left on the altar; he therefore views them as his vestments. Unbeknownst to him these were left as tithes by a passing cleric of Heironeous.

#### Shrine Details

The shrine is built on a hill overlooking the road in both directions. In general, the road runs north and south, while the shrine's front door faces somewhat southwest (turn the "L" so the vertical part points at 1 o'clock and

that's about right). The long vertical side of the shrine's "L" being the common room and stable, and the shorter horizontal part of the "L" being the main chapel.

There is a small stone wall that encircles the compound. The entire building is built of worked stone with walls a foot thick, arrow slits, no windows and doors reinforced with iron. The entire chapel and barracks are within radius of a *hallow* spell with an additional *remove fear* affect. The forty by sixty foot chapel itself has a small pulpit and rows of wooden benches. Various weapons (primarily longswords and battleaxes) hang on the walls. Gran March banners of recent make for the 9<sup>th</sup>, 6<sup>th</sup>, and 20<sup>th</sup> Battles hang from the ceiling. There are also symbols of the Knights of the Watch here. Shields and banners bearing the argent owl and a variety of beasts and monsters decorate the shrine interspersed with the weapons and symbols of Gran March military.

A small office is located at the back of the chapel that connects to a small two-room house where the caretaker lives. The work area is a small room with a candle near a desk and chair. This is for correspondence, individuals who wish to speak with a priest, or anything else mundane. Large discussions would usually take place in the chapel. The fifteen-foot square house is connected to the chapel, and has a very small smithy on the backside. There are signs of a previous or different caretaker who was a competent blacksmith.

#### Stable Details

The ninety by thirty foot stable is built to house eight large animals. The stable has brushes and masterwork tools for caring for animals. There is a forty by forty barracks style "common room" attached to the stable which can sleep eight humans comfortably the stacked bunk beds. Inside of barracks are two Myrlund's spoons and the chapel has a small spring that flows continuously fed by a less powerful version of a *decanter of endless water* creating an "ever-full well" inside the chapel.

Allow the PCs to set watches if they wish, but Myndel will tell them that the shrine is protected by angels in the night. If the PCs set watches anyone awake will see the following two hours before dawn. Anyone sleeping in the shrine proper will be awoken by a successful Listen check DC20.

*The predawn twilight casts the faintest glow through the windows and open door of the shrine. Myndel kneels before the altar with his arms outstretched a manic look in his bulging eyes. In one hand he holds his unsheathed longsword and in the other his battleaxe. A soft, glowing light is cast by a humanoid shape floating just above the altar. Myndel speaks to it in hushed tones and it struggles to be heard in response as though it were shouting through storm winds.*

*"My angel, you have returned to me," looking more closely, it is clear that the vision floating*

*before Myndel is a beautiful blonde female warrior in full plate, but with feathery golden wings.*

*"Myndel, my true and faithful servant, listen cl... what I must... you." After the first clear sentence the vision's words are distorted and many impossible to discern. "... Commandant is ... danger. You... warn ... that the enemy... Maimbua ... spies ... major... any shape... to him. Prepare them for... warriors." The vision raises its hands in frustration and winks out of existence.*

If the PCs detect magic, it will detect as a high level of illusionary magic. It is only the image of an avatar that is being seen, not the avatar itself. For reasons that will be revealed in later scenarios, a higher power is blocking the avatar of Heironeous from being clearly heard. A Knowledge (religion) check DC30 will tell the PCs that a higher power must be blocking the message. If a clever PC decides to try to read the lips of the avatar, the message may get through. A PC must move to gain line of sight and be within 30 feet of the altar. A successful Spot check DC20 (again higher due to divine interference) permits receipt of the message, which is as follows:

*"Myndel, my true and faithful servant, listen closely to what I must tell you. The Commandant is aware of the danger. You must warn your visitors that the enemy knows of their mission. Maimbua has spies in all major the major cities. Any shape is available to him. Prepare them for astral warriors."*

Myndel of course has no idea what to make of the broken message, but will convey as much of it as he can remember and make sense of. He will also serve breakfast in the morning.

## ENCOUNTER 5: INTO THE PARLOR

*Journey's end has brought you to Hookhill, the capital of Gran March. The guards at the city gates are still on an increased alert since the attempts on the Commandant's life. They quickly but efficiently took your name, place of origin, and business in the city. A brief ride through Hookhill showed that the men of the 2<sup>nd</sup> Battle are in strong evidence in the streets. Arriving at the Commandant's keep, you are greeted by the sight of the lowered portcullis filling the gateway and a full file of the men of the 1<sup>st</sup> Battle protecting it and the twin sally ports. As you approach, the Staff Sergeant in command steps forward and barks, "Halt in the name of the Commandant! State your business within the keep."*

There are two steps the PCs must complete to reach the Commandant in this encounter. The first is convincing the 1<sup>st</sup> Battle to allow them entry to the keep and then convincing the duty officer to notify the Commandant of their presence.

The Staff Sergeant at the gate is Tirrith Heurnyn, a career soldier who has been in the infantry of Gran March for over forty years. He's been with the 1<sup>st</sup> Battle for the last fifteen years and his assignment for the last several months has been to secure the perimeter of the Commandant's keep. Tirrith and his men take their charge very seriously and are still shamed by the assassination of the Commandant last year, the failure of the First and the infiltration of their ranks.

### All APLs

♣ **Staff Sergeant Tirrith Heurnyn:** Male human Ftr8; see Appendix 5.

Depending upon the make of the party and whether or not Respaltin is still alive, the first part of this encounter could be very easy. If Respaltin is alive, he will dismount approach Tirrith and address him by name. The two men served together briefly in the 3<sup>rd</sup> Battle shortly before Respaltin's retirement and just after Tirrith enlisted. The PCs will then be ushered into the keep, their horses taken and stabled, and then they will be shown to the duty officer's station.

If Respaltin is not with the PCs, things become more complicated, as follows:

- If any of the PCs are officers in the Gran March army, members of the 1<sup>st</sup> Battle, Knights of the Watch (not squires), winners of a Baronial Medal of Valor, the Sword of the March or the Commandant's Shield, then Tirrith will grant them, and anyone they vouch for, admission to the keep and summon the duty officer.
- If the PCs show Tirrith the letter with Petros' seal intact, he will offer to allow the bearer to proceed. The PCs will need to convince him to allow their entire group within. This should require some roleplaying, but not be too difficult if they make an effort.
- If the PCs show Tirrith the letter with Petros' seal broken, he will ask them to surrender their arms and once they comply will take the entire group inside to explain themselves to the duty officer.
- If PCs are not in any of the earlier categories and arrive without Respaltin or the letter they will be denied entrance. Their story will be regarded as more wild rumors. The PCs can get themselves back on track by spending 5 military influence points and returning the next day after their contacts have had time to vouch for them. If they have no military influence, they can find a business man in town who is willing to sell his influence with an Elector for 100 gp times APL. If they return to Petros, he will tell them that they are too late and he does not need them any longer. For them, the adventure is over.

*As the portcullis begins to rise, you hear a slight tinkling of high pitched bells. One of the soldiers on*

*guard mutters to his comrade, "Well it looks like they cleared the evil and magic detection tests. Good luck to 'em with the mental examinations." Tirrith growls a quick, "Secure that, Soldier. Your bonus duty begins in the stable at dusk. Don't be late or you will find yourself back in that stinking swamp," to the man and leads you into the courtyard of the keep. Two of the other guards follow you within. Grooms tend to your horses and a well-armed man in his middle thirties wearing mithral full plate and the insignia of a Captain emerges from a stone outbuilding and stalks your direction. "What's all this, then?"*

The Captain is Vair Tinwurst, he has recently joined the 1<sup>st</sup> Battle after providing some extraordinary service to Knight Field Marshall Helanasdotter in the Geoff campaign. Once Tirrith has explained the nature of the visitors, Vair immediately takes them to the privacy of the building from which he emerged. It is a simple stone barracks that has been converted to a sort of screening chamber, where Vair will review the PCs request for an audience with the Commandant. Captain Tinwurst is always polite and patient, and never condescending. His job is to screen those wishing to see the Commandant without an advanced appointment and that is easier on everyone if all involved are respectful. He will maintain this approach unless the PCs are disrespectful or rude.

#### All APLs

♣ **Captain Vair Tinwurst:** Male human Pal10; see Appendix 5.

*The Captain leads you into the building from which he came, with your two guards from the gate still escorting you. The long bare room you enter seems to take up the entire building. The only furniture is a desk facing you at the far end of the room, a simple chair behind it, and a bench on your side. The Captain walks the length of the hall and sits in the chair, the embers of a recent fire glow warmly in the hearth on his right. The two soldiers move to stand behind him, one wrapping a bell pull that hangs free near the fireplace around his hand. It clearly serves as some kind of alarm. As he gestures for you to take a seat on the bench, the Captain begins, "Please, be seated and tell me why I should interrupt the Commandant and let him know you are here." As you sit you notice a bucket filled with water and a ladle beneath the bench. Two empty, spotless chamber pots sit beside it. It appears someone wants you to be prepared to stay here for a long time.*

Depending upon the makeup of the party and whether or not Respaltin is still alive, this second step to seeing the Commandant will vary in difficulty. If Respaltin is alive, he will show the sealed letter to Vair, explain his history with the Commandants. At this point Vair will ask the PCs to wait while he goes to speak with his superiors.

If Respaltin is not with the PCs things can become more complicated, as follows:

- If any of the PCs are officers in the 1<sup>st</sup> Battle, Vair recognizes them immediately, asks if they vouch for the remainder of the group and if so, then goes to see his superiors.
- If any of the PCs are officers in the Gran March army, members of the 1<sup>st</sup> Battle, or Knights of the Watch (not squires), Vair will ask why they need to see the Commandant. Once the mission for Petros is revealed, Vair will want to know what they know about the threat and why Petros chose them to deliver the message. Once these questions have been resolved, the Captain will ask if the PCs in question vouch for the remainder of their group. If they do, then he will go see his superiors.
- Winners of a Baronial Medal of Valor, the Sword of the March, or the Commandant's Shield, are considered to have great renown and Vair will recognize their names. He will ask if they are indeed the heroes of whom he has heard, and then ask them for the why they need to see the Commandant. Once the mission for Petros is revealed, Vair will want to know what they know about the threat and why Petros chose them to deliver the message. Once these questions have been resolved, the Captain will ask if the PCs in question vouch for the remainder of their group. If they do, then he will go see his superiors.

PCs cleared by any of the above methods (including being vouched for by others) will not have to submit to the scanning described later.

- If the PCs have the letter, but no other credentials, Vair will ask them to give it to him. He will open it without hesitation. After reading it he will ask the PCs to remain in the hall while he has its authenticity confirmed and then goes to see his superiors.
- If the PCs have opened the letter and read it Vair will ask them what authority they had to read the Commandant's correspondence. He will then ask them for the letter and open it without hesitation. After reading it he will ask the PCs to remain in the hall while he has its authenticity confirmed and then goes to see his superiors.
- If the PCs refuse any of Vair's requests he will dismiss them from the keep. The PCs can get themselves back on track by spending 5 military influence points and returning the next day after their contacts have had time to vouch for them.

PCs cleared by either of these two means or dismissed and returning later means will have to submit to being scanned.

No matter when Vair leaves, continue with the following:

*As soon as Captain Vair Tinwurth left the building the two guards moved to position themselves in the exits. A short time later, an elderly man in a simple grey robe enters with a pair of buckets and a pile of rags. The guards acknowledge his presence, but say nothing to him. He replaces the bucket of water beneath the bench, removes the chamber pots and begins polishing their already clean surfaces relentlessly. To no one in particular he begins to speak, "More replacements for the 1<sup>st</sup>, no doubt. Looks like some sneaky types in the bunch, probably Dispatchers. I hope you know about them new tests they put you through. What with all those new priests snooping around in everybody's business. I've even seen them big gold and silver thingies they makes you swear on. Looks like dark business to me. Not a bone in their bodies or blood in their veins. The Commandant's got too many peculiar allies. Comes from the Watchers no doubt." As the man rattles on, one of the guards clears his throat meaningfully, but the servant continues, "Can't blame a fellow for speaking his mind. A bunch of new fellows came in before the boss got himself killed and even more since then, it's like a I don't know nobody in the 1<sup>st</sup> no more. But what does old Dudar know. It's just clean the pots and move along. They even made me talk to that priest what asks all the questions. Looks at you funny like he can see your soul or something. Stay away from him."*

Dudar is just a jabbering disgruntled servant, who is uncomfortable with all the changes in the Commandant's staff over the last year. He does not realize that the changes represent the efforts of two distinct groups to strengthen and weaken the Commandants' Own.

If the PCs attempt to engage him during his soliloquy, he will cut them off with a sharp, "No time for chatter; too much work to do. Dudar gotta go." He will then finish the remainder of it while shuffling out through the far exit.

This interlude is intended to give the PCs a glimpse into the heightened level of vigilance the 1<sup>st</sup> has taken on since the assassination and shows some of the changes from a commoner's perspective.

After this, Captain Vair Tinwurth returns and escorts those who are cleared without needing to be screened to see the Commandant (Encounter Five). Those who must be screened endure the following.

*The Captain returns with a concerned expression. "I have verified that this letter is what and from whom you say it is. However, I have no way of knowing you are who you say you are and how you have come by the document. Before I can allow you into the Commandant's presence, I must*

*ask you to leave all your weapons, magic items and spell components here and submit to several spells from some of members of our spellcaster corps. Your things will be returned to you provided you are who and what you say. The spells involved will require you to speak the truth and grant us a vision of your true nature. Please unequip yourselves and follow me, or if you prefer you may go in peace."*


If the PCs go along they will be subjected to several divinations and true sight to make certain they are who they claim. If the PCs refuse they are shown out of the keep and will not be allowed to return unless they are willing to submit to the screening. There is no need to belabor how this all takes place but the PCs are taken into the keep and each placed in a small room with a door that has a barred window. Several men, obviously wizards and clerics, cast spells in the hall and then observe the PCs through the barred windows. The PCs are asked only to identify themselves. Unless something very odd occurs, all of the PCs should pass the screening. Handle exceptions with your best judgment.

## ENCOUNTER 6: SPINNING THE WEB

*After threading the bureaucracy of the Gran March military, you have gained access to the man in control of the Sheldomar's greatest military power: His Most Resolute Magnitude, Watcher Magnus Vrianian, Fearless Iron Wolf. You are ushered into a well-appointed sitting room decorated in deep blue tones and black. The Commandant sits in a large comfortable chair. He is a tall, gaunt man with dark hair and piercing eyes. He seems sorrowful and perhaps a bit weary, but a hint of a smile and a flash of eagerness play across his face for an instant as you enter the parlor. Once everyone is seated and without preamble, he speaks a most unexpected sentence. "You're late."*

After this remark, the Commandant will greet those who have previously earned his favor by name and thank them for their continued service. He will spend a few moments with Respaltin if he is alive. Make it clear that Respaltin is like a dear uncle to him. He will be treated very kindly, thanked, and promised a nice dinner and much conversation later. Respaltin will leave with a member of the First, saying a brief goodbye to the PCs. If Respaltin is dead, Vrianian will want to hear about how he died. If he was taken, the PCs will see a fire in his eyes as he promises to retrieve the body of his old friend. If the PCs brought the body, Vrianian will thank them and tell that Respaltin long feared he would not die in battle, and that this end was a blessing for him, although he will be missed.

## All APLs

 **Commandant Magnus Vrianian:** Male human Evoker9/Clr3/Mystic Theurge7; see *Appendix 5*.

Vrianian will then explain what he meant by his original comment. Vrianian has been aware of the plot against him since before Petros' first *sending*. He has been unsure until recently of its precise nature and what to do about it. He himself did not respond to the *sendings* and instructed his men to do the same because he could not be certain of their origin and wants Petros to stay out of the affairs of state.

Vrianian has identified the nature of the threat against him as being a trap set to transport him to an unknown location on the Astral Plane the next time he *teleports* from the parlor the PCs are now sitting in. He has a plan that depends on the PCs. He is going to take an elite team with him onto the Astral Plane and ask another group of volunteers to trigger the *teleportation* trap for him. He will then use those volunteers to locate the destination of the trap, move his elite team there and crush those plotting against him. He is asking the PCs to be the volunteers and the bait for his own trap against the enemy.

If the PCs accept the Commandant's request he will send for the six members of his strike team (see *Appendix 5*) and have the group as a whole prepared for the assignment. While they are waiting for the Commandant's team to arrive, the PCs will have an opportunity to ask the Commandant several questions. He will gaze through the PCs as though studying something beyond normal sight as he answers relevant questions, and will merely shake his head and say something along the lines of "that's not important right now" in response to those that are not. The following information is available from the Commandant:

- The parlor is the only unblocked *teleportation* location in the keep. It is guarded twenty-four hours a day since the assassination attempts.
- The parlor is home to a small, permanent *teleport circle* that's destination is a small grove of olive trees in Keoland near Niole Dra. It was used by earlier Commandants to confer with the kings of Keoland.
- The Commandant first learned about the trap through a *commune* he cast in order to follow up on several leads regarding last year's assassination attempts.
- Shortly after this occurred, the Syrloch Masters assigned to regularly inspect the restored wards on the Commandant's keep reported an arcane disturbance overlaying the parlor on the Astral and Ethereal Planes.
- The Commandant does not know who laid the trap or why it was laid. He will add that there are a variety of outsiders, extraplanar creatures, and planar

travelers capable of the magic required, but this does not fit the pattern of any particular race.

- The Commandant views this trap as connected to the assassination attempts last year, but finds it interesting in its departure from the previous attacks. It is more subtle and does not seem designed to kill him.
- The Commandant has a wealth of knowledge regarding the effects of Astral Plane, but will assume the PCs are sufficiently educated to have this knowledge and not think to mention it unless asked. He has traveled there so many times he can't imagine anyone who hasn't been there. If the PCs do inquire about the unique properties of the plane, he will share all of the elements below. Otherwise, they can have the information with a Knowledge (the Planes) check of the indicated DC below.

DC 10	There is no time or gravity on the Astral Plane, and the setting appears as an endless gray expanse. The Astral is mostly empty, but there are substantial chunks of rock of unknown origin that are used to build cities and homes by some races. Some believe that these rocks are the bodies of dead gods. Extra-dimensional spaces and storage items will be unavailable on the Astral Plane.
DC 15	The Astral Plane is infinite in size and movement there is based on a creature's intelligence (10 feet per point), so speeds are vastly increased over those experienced on Oerth. However, familiarity with your destination is more important in determining how long it takes to reach ones destination (see <i>Appendix One</i> for details).
DC 20	The Astral Plane is dotted with "color pools" that are portals to other planes. The pools leading back to Oerth are silver. Psychic storms periodically sweep through the plane, throwing travelers far from their intended destinations.

DC 25	<p>Magic is enhanced on the Astral Plane. All spells and spell-like abilities may be employed as if they were improved by the Quicken Spell Feat. Only one spell per round may be quickened in this fashion and spells that are already quickened are not affected. Magic items are not affected. Spells that are quickened in this way are prepared and cast at unmodified level. Spontaneously cast spells cannot be quickened.</p>
DC 30	<p>Denizens and travelers of the Astral Plane include: astral dreadnoughts, powerful wizards, sorcerers, and clerics from various material planes, celestials of many varieties, couatl, demons of many varieties, devils of many varieties, devourers, genies, githyanki, githzerai, inevitables, mercane, mindflayers, nightmares, and yugoloth.</p>

Once the entire team arrives, Watcher Melerin, will begin the preparations by casting an extended *heroes' feast* for both the PCs and the strike team. During this time, both she, and Brother Drakon will cast *status* on the PCs so that between the two castings all of the PCs are affected. The Commandant will then establish the following plan. He and the strike team will depart for Castle Valorous. From there, they will *plane shift* to the Astral Plane, which will temporarily suppress the *status* spells. When the Commandant's team *plane shifts*, the priests at the Temple of Heironeous have instructions to sound the cathedral's bells. Upon hearing the cathedral's bells sound, the PCs are instructed to activate the *teleport circle* and thus intentionally spring the trap on them. This will transport them to the Astral Plane at which point the Commandant and team will pick them up using a combination of the *status*, *find the path*, and *discern location* and immediately attempt to move to their location. Unfortunately, unknown to the PCs and the Commandant, the *status* may quickly be suppressed when the PCs move into the *antimagic fields* in Encounter 7. However, the Commandant and his team are close enough and familiar enough with the Astral Plane that they will be in place as described in Encounter 8 in any case.

## ENCOUNTER 7: KIDNAPPERS CAUGHT NAPPING

*After the meal, the Commandant and the strike team withdraw from the room, leaving you with several members of the First who are assigned to guard the room. As he leaves, the Commandant turns, smiling, and says, "Good luck, we shall see you again in a few moments. If we can't get to you immediately, do your best to find us. Don't worry, I won't allow you to be left behind. It is time for the wolves to meet a tiger. For Gran March!"*

The PCs now have several minutes to cast any spells they would like. They have about ten minutes until the bells ring and can use the time to cast any spells they choose.

*The tolling of the bells from Cathedral Valorous fades immediately as you step into the teleportation circle. As expected, you do not appear in a Keoish olive grove, but in a stone walled room. Looking about quickly you realize that you are in the bottom of a large, oddly shaped ten foot deep pit in what seems a larger room. A dull gray light suffuses the room revealing two startled looking tall humanoid with yellowish skin, black hair, and pointed ears that are serrated at the back. They reach for their greatswords as soon as they notice you, jabbering in some language.*

The humanoids are two of the three githyanki assigned to guard the twenty by thirty foot room that is the destination of the *teleportation* trap. A PC making a Knowledge (the Planes) check DC 15 will recognize them as githyanki. The third githyanki is in the northeast corner as indicated on DM Aid – Map #1 – Encounter 7. The rear ten feet and central twenty are set in a pit ten feet lower and this is where the PCs arrive. The githyanki have grown somewhat lax in several weeks of waiting for the trap to be activated and are expecting a single spellcaster rather than a well armed party of adventurers.

Neither side is surprised. The githyanki will stick to their plan and attack from the safety of the interlocking *antimagic fields* in the room. They will move to attack immediately, but should be easily overcome. Any PCs that can magically understand the githyanki language (it is a secret language so no PC can take it) will know they are shouting, "It's not him, it's not him."

### APL 6 (EL 5)

🗡️ **Githyanki Fighters (2):** Male githyanki Ftr1; hp 10 each; see Appendix 1.

🗡️ **Githyanki Rogue (1):** Male githyanki Rog1; hp 7; see Appendix 1.



#### APL 8 (EL 7)

👉 **Githyanki Fighters (2):** Male githyanki Ftr3; hp 30 each; see Appendix 2.

👉 **Githyanki Rogue (1):** Male githyanki Rog3; hp 21; see Appendix 2.

#### APL 10 (EL 9)

👉 **Githyanki Fighters (2):** Male githyanki Ftr5; hp 49 each; see Appendix 3.

👉 **Githyanki Rogue (1):** Male githyanki Rog5; hp 34; see Appendix 3.

#### APL 12 (EL 11)

👉 **Githyanki Fighters (2):** Male githyanki Ftr7; hp 69 each; see Appendix 4.

👉 **Githyanki Rogue (1):** Male githyanki Rog7; hp 48; see Appendix 4.

Once the githyanki kidnappers are defeated, the PCs will find that they are locked in the room from the other side. A key hole and barred window are the only openings in the iron door, but through the window, the PCs will be able to see a key hanging on a hook ten feet down the hall. The key hanging on the wall will remove the need for the PCs to break down the door or pick its lock, but only if the PCs can find a way to retrieve it. The githyanki have traditionally used their *mage hand* ability to achieve this. With the door open the PCs are on their way to Encounter 8.

#### All APLs

🔒 **Iron Door:** 2 in. thick; hardness 10; hp 60; Break DC 28; good lock (Open Lock DC 30).

## ENCOUNTER 8: TAKING ORDERS

*Departing the chamber holding the teleport trap you triggered; you begin to float down the ten-foot diameter corridor. The tunnel is smooth and circular. After a few dozen yards the tunnel turns ninety degrees straight up. Anywhere else this might present a problem, but a simple turn in your perspective solves the problem. After a few minutes of floating, the sound of a powerful explosion punctuated by screams reaches your ears.*

Allow the PCs time to react and advance before moving them along to the actual encounter. Should anyone find a creative way to get outside and move back from the surface for perspective, they will see that the outpost they have been teleported into is housed in some kind of asteroid. Those making a Spot check DC30 will be able to discern what looks like a skiff moving away from the surface on the opposite side at incredible speed. Make it plain to the players that this skiff cannot be

caught by mundane means and encourage them back to the plot with the explosion and screams. If they INSIST on chasing it and have a clever plan to catch something moving at supernatural speed, use the stats for the githyanki from this encounter for the occupants of the skiff. Should they manage to defeat those githyanki, the Commandant and his team will have finished off the enemies from Encounters 8 and 10 and be waiting for them at the color pool. Rewards should be modified appropriately.

*Moving through the corridor, it takes only seconds to reach the end of the passage, which opens into a large spherical chamber. A half dozen more githyanki float scattered about the room. Four of them are squared off in the center of the chamber with two of the Commandant's Own. Two githyanki spell-casters hover near the ceiling chanting powerful incantations, but a third member of the 1<sup>st</sup> Battle charges them without regard for his safety. Surveying the scene you see the wrinkled gnome from your breakfast wink into existence in an opening set in the center of the floor. He shouts "all clear" to someone below.*

*You then see Commandant Vrianian flanked by priests of Heironeous and Pholtus wreathed in a crackling aura of power. His eyes are lit with ferocity not present when you met with him earlier in the day. He looks more vibrant than ever as he completes a spell and a wall of rainbow hues springs up between the githyanki spell casters across the room and the rest of the room's occupants. At the same instant a lightning bolt rips from his fingers and bounces between the four githyanki in melee with his men.*

*He turns to you with a manic grin, "I'd nearly forgotten what it felt like to be this alive. We've got this fight; you men go through that passage and scout out a path to find the color pool back to Oerth, I can feel it in that direction somewhere nearby. It will be silver. Our trip home may depend on you, search well. Secure it and wait for us there."*

If the PCs follow the Commandant's orders, they can proceed through the exit he has indicated without event since the githyanki are distracted by the onslaught of the soldiers of the 1<sup>st</sup> Battle. Should the PCs defy the Commandant's instructions, they can enter the fray and accept the consequences of this choice. The actions of both sets of NPCs (Gran March and githyanki) are scripted below as follows:

#### All APLs – Commandant's Force (EL 22)

👉 **Commandant Magnus Vrianian:** Male human Evoker9/Clr3/Mystic Theurge7; hp 132; see Appendix 5.

👉 **Knight Captain Watcher Marteen Thero'kay, Most Intrepid Basilisk:** Male human

Bbn1/Ftr11/Exotic Weapon Master1/Occult Slayer2; hp 168; see *Appendix 5*.

☛ **Senior Staff Sergeant Ivar Trask:** Male human (Suel) Bbn1/Ftr7/Holy Liberator6/Pious Templar1; hp 171; see *Appendix 5*.

☛ **Watcher Knight Captain Previs Hamisti, Cautious Bear:** Male human (Suel) Ftr14/Exotic Weapon Master1; hp 154; see *Appendix 5*.

☛ **Senior Staff Sergeant Drakon of Pholtus:** Male human (Oeridian) Clr4/Church Inquisitor10; hp 88; see *Appendix 5*.

☛ **Lieutenant Watcher Melody Melerin, Vicious Mink:** Female human (Oeridian) Clr15; hp 108; see *Appendix 5*.

☛ **Wideeye Dumble Gnarltip Mennion:** Male gnome Diviner10/Divine Oracle2/Loremaster3; hp 167; see *Appendix 5*.

#### All APLs – Githyanki Force (EL 23)

☛ **Githyanki Fighters (4):** Male githyanki Ftr17; hp 167 each; see *Appendix 5*.

☛ **Githyanki Cleric (1):** Male githyanki Clr17; hp 117; see *Appendix 5*.

☛ **Githyanki Necromancer (1):** Male githyanki Sor17; hp 106; see *Appendix 5*.

The PCs entered the room and received their orders from the Commandant at the conclusion of the second round of the conflict. However, the preceding rounds of combat are included for context.

#### Opening of Combat

- The Gran March team enters the room, but is spotted in the process. Neither group is surprised.

#### Round 1

- Thero'kay moves to the center of the room and readies an action to attack any githyanki coming into range.
- The githyanki fighters swarm Thero'kay in an effort to eliminate him. Thero'kay takes three hits and a critical for 95 points of damage and returns fire on one of the githyanki for 40 points of damage.
- Wideeye is second to enter the room and he casts a *wall of force* sealing the githyanki spellcasters off from the conflict. He then uses the nature of the Astral Plane to cast a second spell (*dimension door*) to go back into the hallway.
- The githyanki cleric then *disintegrates* Wideeye's *wall of force*.

- Hamisti then enters the fray in support of Thero'kay and power attacks the same target for an additional 58 points of damage.
- Drakon emerges from the tunnel, moves, casts *heal*, and then delivers the spell to Thero'kay. He then invokes an extended *greater command*, which fails to affect the githyanki.
- Trask charges into the fray striking a second githyanki for 57 points of damage.
- Merelin enters and casts *holy aura* and *holy word*, the second having no effect on the githyanki.
- The githyanki necromancer cast *spell turning* in anticipation of the capabilities of the attackers.
- Vrianian enters the room casts *greater arcane sight*, sizes up the enemy, and drops a maximized *fireball* on the githyanki necromancer and priest for 30 and 60 points of damage respectively.

#### Round 2

- Thero'kay makes a full attack on the wounded githyanki striking twice for a total of 70 points of damage.
- The githyanki fighters pair off on Thero'kay and Hamisti. Thero'kay and Hamisti take four hits each for 80 points of damage each.
- Wideeye reenters the room, shouts "all clear," and casts *true strike* and then *ray of enfeeblement* on one of the githyanki fighters reducing his Strength by 7 points.
- The githyanki cleric then drops a maximized *flame strike* on the melee combatants for 90 points of damage, dropping both Thero'kay and Hamisti (but not killing them due to the *heroes' feast*), and then *mass heals* his comrades.
- Hamisti lies bleeding.
- Drakon casts *death ward* on the Commandant and then moves and casts *heal* on Thero'kay again.
- With two comrades down, Trask rages and strikes a githyanki fighter for 150 points of damage.
- Merelin enters, casts *magic circle against evil*, and *heals* Hamisti.
- The githyanki necromancer unleashes a *horrid wilting* on all the Marchers doing 34 points of damage to all.
- Vrianian seals the githyanki spellcasters behind a *prismatic wall* and then casts *chain lightning* spells against their fighters, finishing one.

- It is at this point that PCs following orders can cross the room safely and move out of spell ranges due to the speed of travel on the Astral Plane.

### ROUND 3

- Thero'kay full attacks a fresh githyanki fighter for 120 points of damage.
- The three githyanki fighters each attack a different Marcher in the melee. Each Marcher takes 30 points of damage.
- Wideeye mazes one of the githyanki fighters, who disappears. He then unsuccessfully casts *hold monster* on another.
- The githyanki cleric casts *blasphemy* on the defensive at 17<sup>th</sup> level. Any PCs in the room "helping" will be affected as is appropriate for their level. All Gran Marchers EXCEPT the Commandant are weakened and dazed. The githyanki cleric then *dimension doors* from behind the *prismatic wall* into the area next to the Commandant.
- Hamisti is dazed.
- Drakon is dazed.
- Trask is dazed.
- Merelin is dazed.
- The githyanki necromancer cast *greater invisibility* and *dimension doors* from behind the *prismatic wall* next to the Commandant.
- Vrianian, irritated, *dimensional locks* the area, releases a maximized *lightning bolt* into the githyanki cleric for a total of 60 points of damage, nearly killing her.

### ROUND 4

- Thero'kay is dazed.
- The two githyanki fighters remaining gang up on Thero'kay for 100 points of damage.
- Wideeye is dazed.
- The githyanki cleric *heals* herself on the defensive and then casts *implosion* on the defensive. The Commandant makes his Fortitude save.
- Hamisti attacks a githyanki fighter for 95 points of damage.
- Drakon casts *visage of the deity* and then *sunbeam*, blinding the githyanki cleric and doing 25 points of damage.
- Trask finishes the githyanki fighter Hamisti just started and cleaves into his own finishing the fighters.

- Merelin cast twin *flame strikes* on the githyanki cleric for 105 points of damage, killing him.
- The githyanki necromancer tries to *plane shift* away and fails. In frustration he casts *finger of death*, but the Commandant is warded.
- Vrianian finishes the battle by firing twin *cones of cold* (one maximized) into the area from which the *finger of death* originated for 142 points of damage.

If the PCs stay and fight this battle, after it is concluded, the Commandant claims all treasure and gear in the room as possessions of Gran March by "right of conquest."

## ENCOUNTER 9: MY ENEMY'S ENEMY

Depending on the course of actions chosen by the PCs in Encounter 8, two different versions of the text for this encounter are provided. If the PCs followed the Commandant's instructions, ignoring the battle and immediately went in search of the color pool back to Oerth, the githzerai prisoner is still alive; proceed to the text below. Otherwise, Kottyembod has been killed by the githyanki from Encounter 10; proceed to the alternative text at the end of this encounter.

*Following the Commandant's instructions, you proceed immediately from the fight and go in search of the color pool that will lead you home. The sounds of both explosions and alien screams echo down the hall behind you. There is a door to the right here barred from your side and the passage continues on. Through a steel barred window in the door you can see the shriveled naked husk of some creature. As you peer carefully into the twilight, the creature rolls its head toward you. It looks shockingly like the denizens of the outpost you have encountered thus far, but something about it is subtly different. It has obviously endured some sort of heinous torture.*

The door here is trapped:

### All APLs (EL 2)

✂ **Inflict Light Wounds Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1<sup>st</sup> level cleric, 1d8+1 damage, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

A PC making a Knowledge (the Planes) check DC 15 will recognize the creature as a githzerai, the ancient enemies of the githyanki. The PCs can easily open the barred door and enter the room, which is a primitive torture chamber. The table has manacles on it which are holding the githzerai in place and a nearby stand holds all manner of cutting devices and a knotted rope. For his

part the githzerai is badly abused and barely conscious (zero hit points).

#### All APLs

◆ **Kottyembod:** Male githzerai Mnk9; see Appendix 5.

If he is healed and released, he will tell the PCs the tale of his capture and what he knows of recent events in the outpost.

- The githzerai's name is Kottyembod.
- He is a githzerai, distant relatives of the githyanki that control the outpost.
- He was part of a pilgrimage known as a Rrakkma, in which several githzerai set out on a holy quest and do not return to their home on Limbo until they have killed one illithid (mind flayer) for each of their number.
- Illithid are the ancient enemies of both the githyanki and githzerai, and once enslaved their ancestors.
- Kottyembod was not brought here by the githyanki currently in residence. He and his fellow pilgrims were abused by githyanki in an astral skiff deep in the open Astral.
- Only Kottyembod survived the attack to be brought here and interrogated.
- His original captors were run off some time ago (he has no idea how long, but it seems like a while), by what was clearly a senior and more powerful group.
- The new occupants of the outpost had another creature with them when they originally arrived. It appeared to be a humanoid of some kind with tentacles and spoke in a raspy voice the one time Kottyembod heard it.
- The new occupants referred to the creature as Maimbua, and it indicated that if the Vrianian was taken prisoner the mistresses would be pleased. The new occupants seemed to think it might gain them forgiveness with someone they had offended.
- There is a room ahead down the passage that apparently houses gates to several other planes. It is guarded by githyanki sentries and a red dragon. Kottyembod heard his captors discussing the creatures eating habits.

If the PCs share with Kottyembod the fact that they have encountered illithid on Oerth (either in SHE4-02 *Check the Fine Print*, CORS2-02 *Isle of Woe*, or another LIVING GREYHAWK adventure), he will immediately become excited and agitated. Kottyembod will insist that he be allowed to accompany the PCs back to Oerth.

#### PCs Delayed (Alternative Text)

If the PCs delayed and attempted to “assist” the Commandant, then the githzerai has been silenced by the githyanki from Encounter 10. The Commandant will give the PCs a stern lecture about taking orders and then send them ahead (to Encounter 10) while he and his team reconnoiter the exterior of the outpost.

*Your eventual obedience to the Commandant's orders sees you once again exploring the interior of the githyanki outpost. The fresh memory of explosions and alien screams moves down the hall with you as you come abreast of a door barred from your side of the hallway. While the passage continues on, through a steel barred window in the door you can see the shriveled naked husk of some alien creature. As you peer carefully into the twilight, it is clear that the creature is lying in a sticky puddle of its own fresh blood. It seems to resemble the denizens of the outpost you have encountered thus far, but something about it is subtly different.*

A PC making a Knowledge (the Planes) check DC 15 will recognize the creature as a githzerai, the ancient enemies of the githyanki. The PCs are free to *speak with dead* or make other relevant attempts to retrieve information from Kottyembod's corpse, but Kottyembod will resist attempts at *raising* or *resurrecting* him.

## ENCOUNTER 10: SILVER AND RED

If the PCs stayed to “assist” the Commandant against orders, omit the mention of the two githyanki below as they will have used the intervening time to drink their *potions of invisibility* and possibly several others (depending upon the APL).

*Another quick minute of travel brings you floating out of the tunnel and into the base of a long triangular room. In the corner to your left is a solitary githyanki standing before a magenta pool of liquid color stood on end. In the corner to your right his twin stands before an olive green disc of color. At the point farthest from you a shiny silver liquid circle stands poised on edge. Between you and the far corner a red dragon rests atop a mound of treasure. It sneers angrily as it scoops a mouthful of coins from the pile and begins to chew them. Liquid platinum, silver, and gold mix freely as the coins melt across the beast's furnace-like jaws. It is clear this dragon means you ill.*

PCs can enter any of the color pools, but cannot be forced through them against their will short of being carried, and neither the githyanki nor the dragon have any plans to do that. If a PC does choose to enter either of the other color pools, they will be out of the adventure and be dealt with in the Conclusion unless they have

some way to return; give them the appropriate description for their new surroundings (Player Handout #2 or #3). A Knowledge (the Planes) check of DC25 will reveal that the magenta pool leads to the windswept depths of Pandemonium and the olive green pool to the Tarterian depths of Carceri. All of the pools in this room are one-way portals.

#### APL 6 (EL 9)

🔥 **Githyanki Fighters (2):** Male githyanki Ftr5; hp 49 each; see Appendix 1.

🔥 **Very Young Red Dragon (1):** hp 113; see Appendix 1.

#### APL 8 (EL 11)

🔥 **Githyanki Fighters (2):** Male githyanki Ftr5; hp 49 each; see Appendix 2.

🔥 **Juvenile Red Dragon (1):** hp 192; see Appendix 2.

#### APL 10 (EL 13)

🔥 **Githyanki Fighters (2):** Male githyanki Ftr9; hp 88 each; see Appendix 3.

🔥 **Juvenile Red Dragon (1):** hp 192; see Appendix 3.

#### APL 12 (EL 15)

🔥 **Githyanki Fighters (2):** Male githyanki Ftr10; hp 98 each; see Appendix 4.

🔥 **Young Adult Red Dragon (1):** hp 243; see Appendix 4.

Once the PCs have defeated the red dragon and githyanki guardians of the portal, the PCs will have a few minutes to themselves to explore the portals or loot the dragon's horde and githyanki corpses. They can even take the hide of the dragon if they wish. After a few minutes the Commandant and his men return from mopping up and reconnoitering. Should the battle go exceedingly poorly for the PCs remember that the clerics of the 1<sup>st</sup> Battle have them under a Status spell and can swoop in to save them. If the PCs venture into the two color pools of unknown destination, proceed to the appropriate section of the Conclusion.

## CONCLUSION

For PCs who did not get trapped on Pandemonium or Carceri:

*His Resolute Magnitude, Commandant Magnus Vrianian stands before you for the third time today. He seems to have returned to his distracted and aloof manner. However, a sense of eldritch power still emanates from him and it will be difficult to quickly forget the speed, ferocity, and joy with which he hurled arcane death at his astral foes. He turns to you as you stand before the silver color pool.*

*"Loyal servants of Gran March, it is time to go home. Before we leave, I would have you know that I give you my thanks and that of our grateful nation. It is my experience, however, that one can neither eat nor spend thanks. While I am a knight, I know not all could stomach a life by our code. Take what you will from this dragon's horde and from the bodies of your fallen foes. I ask only this, tell Petros you reached me with his warning and all is well. Tell no one where you have been or what you saw here. The security of our nation may depend upon it."*

For PCs who followed his orders in Encounter 8, he will add (this gives them the Follows Orders reward as per the Treasure Summary):

*"In addition, certain spoils of war claimed in the name of Gran March will be made available to you, from time to time." As he says this, Watcher Thero'kay slips a silver greatsword from a newly acquires sheath at his back and whirls it testing its balance admiringly.*

For all the PCs present he will further add:

*"Now enter the color pool. It should return us home, although where on Oerth we will be I cannot say. Be on your guard."*

Once everyone has entered the pool:

*The world spins and whirls as you find yourself sliding down a tube of swirling colors. After a few moments you find yourself standing in an old forest, the sun barely able to filter through the leaves above. You see the Commandant standing near you looking around, a look of mild surprise on his face. "We are in the Dim, I believe, it will be no problem to get home now." He turns to the members of the First, "I look to you to find your way home once you have marked this place for future study." (If anyone went through the wrong color pool, have him continue.) "And please find those that were lost through the color pools. They may need help in returning."*

*He asks you all to join hands with him and you teleport back to a small dim wood paneled room. As you materialize, three more members of the First snap to attention in the room. You are quickly led through a series of tunnels and buildings before coming out near the Commandant's Keep. "Come inside and receive your rewards. Please remember what we agreed upon. I thank you again for your service to me and to Gran March."*

For PCs who became trapped on Pandemonium or Carceri, read the following:

*You find yourself sitting and staring at the plane around you. You have lost track of how long you have been here. You see a bright flash next to you and three men and a gnome appear. You*

*recognize them all as members of the First, but they wear no uniforms, only dark grey robes. Silently they take hold of you as one of them pulls a fork from his robe and begins casting. You soon find yourself in some mountains, the air cold and the wind biting. The gnome then has everyone hold hands as he casts a spell. As you materialize, three more members of the First snap to attention in the room. You are quickly led through a series of tunnels and buildings before coming out near the Commandant's Keep. "Come inside and receive your rewards. Please remember what you and the Commandant agreed upon. He thanks you again for your service to him and to Gran March."*

## The End

## EXPERIENCE POINT SUMMARY

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

### Encounter 3

Defeat the phase spiders/retrievers

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

### Encounter 7

Defeat the githyanki

APL 6: 150 xp.  
APL 8: 210 xp.  
APL 10: 270 xp.  
APL 12: 330 xp.

### Encounter 9

Disarm or survive the trap

All APLs: 60 xp.

### Encounter 10

Defeat the githyanki and dragon

APL 6: 270 xp.  
APL 8: 330 xp.  
APL 10: 390 xp.  
APL 12: 450 xp.

## Story Awards

Interact with the caretaker and the vision of Heironeous to gain insight into the true enemy of Magnus Vrianian

APL 6: 90 xp.  
APL 8: 112 xp.  
APL 10: 135 xp.  
APL 12: 157 xp.

Save the githzerai prisoner, learn about those enlisting the githyanki's aid, and enlist the githzerai's assistance

APL 6: 90 xp.  
APL 8: 113 xp.  
APL 10: 135 xp.  
APL 12: 158 xp.

## Total possible experience

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

## TREASURE SUMMARY

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

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

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

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

the end of the adventure, its total is subtracted from the adventure totals below.

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

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

#### Encounter 7:

APL 6: L: 198 gp, C: 0 gp, M: 3 *silversheens* (21 gp each).

APL 8: L: 198 gp, C: 0 gp, M: 3 *silversheens* (21 gp each), 3 *oils of greater magic weapon* +2 (100 gp each).

APL 10: L: 198 gp, C: 0 gp, M: 3 *silversheens* (21 gp each), 3 *potions of cure serious wounds* (63 gp each), 3 *oils of greater magic weapon* +4 (200 gp each).

APL 12: L: 111 gp, C: 0 gp, M: 3 *silversheens* (21 gp each), 6 *potions of cure serious wounds* (63 gp each), 3 +1 *greatswords* (196 gp each), 3 *oils of greater magic weapon* +5 (250 gp each).

#### Encounter 10:

APL 6: L: 40 gp, C: 700 gp, M: *chime of opening* (250 gp), 2 +1 *keen greatswords* (696 gp each), 2 *astral driftmetal breastplates* (1,017 gp each), 2 *silversheens* (21 gp each), 2 *potions of invisibility* (25 gp each), 2 *potions of bear's endurance* (25 gp each), 2 *potions of cat's grace* (25 gp each).

APL 8: L: 40 gp, C: 1,500 gp, M: *chime of opening* (250 gp), +1 *spell resistance 13 light steel shield* (763 gp), *wand of fireball* – 6<sup>th</sup> level caster – 10 charges (225 gp), 2 +1 *keen greatswords* (696 gp each), 2 *masterwork astral driftmetal breastplates* (1,029 gp each), 2 *silversheens* (21 gp each), 2 *potions of invisibility* (25 gp each), 2 *potions of bear's endurance* (25 gp each), 2 *potions of cat's grace* (25 gp each).

APL 10: L: 40 gp, C: 1,500 gp, M: *chime of opening* (250 gp), +1 *spell resistance 13 light steel shield* (763 gp), *wand of fireball* – 8<sup>th</sup> level caster – 10 charges (300 gp), 2 *githyanki silver swords* (711 gp each), 2 +1 *astral driftmetal breastplates* (1,113 gp each), 2 *silversheens* (21 gp each), 2 *potions of invisibility* (25 gp each), 2 *potions of bear's endurance* (25 gp each), 2 *potions of cat's grace* (25 gp each).

APL 12: L: 40 gp, C: 2,500 gp, M: *chime of opening* (250 gp), +1 *spell resistance 13 light steel shield* (763 gp), *wand of fireball* – 10<sup>th</sup> level caster – 10 charges (375 gp), *staff of fire* (1,479 gp), 2 *keen githyanki silver swords* (1,544 gp each), 2 +1 *light fortification astral driftmetal breastplates*

(1,363 gp each), 2 *silversheens* (21 gp each), 2 *potions of invisibility* (25 gp each), 2 *potions of bear's endurance* (25 gp each), 2 *potions of cat's grace* (25 gp each), 2 *potions of haste* (63 gp each), 2 *belts of giant strength* +4 (1,333 gp each).

#### Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 238 gp, C: 700 gp, M: 3,931 gp – Total: 4,869 gp (900 gp).

APL 8: L: 238 gp, C: 1,500 gp, M: 5,243 gp – Total: 6,981 gp (1,300 gp).

APL 10: L: 238 gp, C: 1,500 gp, M: 6,005 gp – Total: 7,743 gp (2,300 gp).

APL 12: L: 151 gp, C: 2,500 gp, M: 13,444 gp – Total: 16,095 gp (3,300 gp).

## ITEMS FOR THE ADVENTURE RECORD

### Special

☛ **Military Commendation:** This commendation is given to active duty Gran March Military PCs who assisted the Commandant in thwarting an attempt to kidnap him on the Astral Plane.

☛ **Githzerai Cohort:** In return for rescuing him from a githyanki outpost on the Astral Plane, revealing the presence of mind flayers on Oerth, and swearing to aid him in completing his *rrakkma*, a githzerai monk has agreed to join you as a cohort. If you possess the Leadership feat and a Leadership Score of 4 or greater, you may take the githzerai monk as a cohort (and must do so to get him to accompany you). The githzerai monk is created using the rules in the LGCS and the information for a githzerai as a character in the MM (page 129). He starts at least as a 1<sup>st</sup> level monk, can advance as a monk only, and may enter play already advanced, as long as his Cohort Level/ECL (monk levels + 2) is within the limits in the DMG (page 106). The githzerai monk will serve until such time as he has aided in slaying a mind flayer, at which point his holy obligation will be completed and he will feel compelled to return to his monastery on Limbo to report the presence of enemies of the Gith on Oerth. If he is ever slain, he will not return.

☛ **Possessor of a Githyanki Silver Sword:** This PC has taken possession of a githyanki silver sword. Although its original owner was slain, its disappearance has not gone unnoticed by his kin on the Astral Plane. In any future encounter with githyanki during which the PC has the sword in his possession, the githyanki will make slaying this PC and recovery of their sword a top priority. It is possible they may also send a party to reclaim this blade at a later date.



☛ **Recommendation to Squire to the Knights of the Watch:** For valiant service to the Commandant, obedience to the orders of your superiors, and displaying the skills and disposition required to become a member, this PC has earned Captain Watcher Thero'kay's recommendation to squire to the Knights of the Watch.

☛ **Supply of Dragonhide:** This PC has chosen to bring back the hide of the red dragon she slew in the githyanki outpost. It provides her with the raw materials to purchase (Frequency: Regional) one of the following masterwork items (circle the item chosen, if you circle armor, you may also circle a light/heavy shield or buckler): red dragonhide hide armor (Medium or Small at all APLs, also Large at APL 12), red dragonhide heavy shield, red dragonhide light shield, red dragonhide buckler, red dragonhide tower shield, red dragonhide banded mail armor (Small at all APLs, also Medium at APL 12), small red dragonhide half-plate armor (at APL 12 only), red dragoncraft hide armor (Medium or Small at all APLs, also Large at APL 12, *Draconomicon*), red dragoncraft heavy shield (*Draconomicon*), red dragoncraft light shield (*Draconomicon*), red dragoncraft banded mail armor (Small at all APLs, also Medium at APL 12, *Draconomicon*), small red dragoncraft half-plate armor (at APL 12 only, *Draconomicon*), red dragonhide mantle (Medium or Small at all APLs, also Large at APL 12, *Draconomicon*).

☛ **Follows Order:** For valiant service to the Commandant and obedience to the orders of your superiors, this PC has been additionally rewarded by the Commandant. All of the items listed under *Items Found During the Adventure* on this AR gain Frequency: Regional in addition to their current Frequency. This PC also gains access (Frequency: Regional) to purchase some of the following items recovered by the Commandant's forces (circle two items at APL 6, three at APL 8, four at APL 10, and five at APL 12): ring of protection +3, cloak of resistance +3, amulet of health +4, gloves of dexterity +4, belt of giant strength +4, periapt of wisdom +4, cloak of charisma +4, vest of resistance +5 (CA), ring of force shield, bracers of armor +4, ring of major cold resistance, ioun stone – orange prism, ringsword (A&EG), ioun blade (A&EG), bane (humanoids – human, aberrations) githyanki silver sword (MM, price: 32,530 gp), +4 heavy fortification astral driftmetal breastplate (Planar Handbook).

### Item Access

APL 6 (all of the following):

- +1 Keen Greatsword (Adventure; DMG)
- Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- Chime of Opening (Adventure; DMG)
- Silversheen (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- +1 Spell Resistance 13 Light Steel Shield (Adventure; DMG)
- Masterwork Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- Oil of Greater Magic Weapon +2 (Adventure; DMG)
- Wand of Fireball (6<sup>th</sup> level caster; Adventure; DMG)

APL 10 (all of APLs 6, 8 plus the following):

- +1 Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- Githyanki Silver Sword (Adventure; MM; price: 8,530 gp)
- Oil of Greater Magic Weapon +4 (Adventure; DMG)
- Wand of Fireball (8<sup>th</sup> level caster; Adventure; DMG)

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

- +1 Light Fortification Astral Driftmetal Breastplate (Adventure; Planar Handbook)
- Belt of Giant Strength +4 (Adventure; Planar Handbook)
- Keen Githyanki Silver Sword (Adventure; MM; price: 18,530 gp)
- Oil of Greater Magic Weapon +5 (Adventure; DMG)
- Staff of Fire (Adventure; DMG)
- Wand of Fireball (10<sup>th</sup> level caster; Adventure; DMG)

## APPENDIX 1 – APL 6

### ENCOUNTER 3

**Phase Spider:** hp 49; see *Monster Manual* page 207.

### ENCOUNTER 7

**Githyanki Fighter:** male githyanki Ftr1; CR 2; medium humanoid (extraplanar); HD 1d10+3; hp 10; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +1; Grp +3; Atk +5 melee (2d6+3/19-20, masterwork greatsword) or +3 ranged (1d8+1/x3, composite longbow); Full Atk +5 melee (2d6+3/19-20, masterwork greatsword) or +3 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 6 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +5, Ref +2, Will -1; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +5, Intimidate +3, Spot +3; Power Attack, Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*.

**Githyanki Rogue:** male githyanki Rog1; CR 2; medium humanoid (extraplanar); HD 1d6+3; hp 7; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +0; Grp +2; Atk +3 melee (2d6+3/19-20, masterwork greatsword) or +2 ranged (1d8+1/x3, composite longbow); Full Atk +3 melee (2d6+3/19-20, masterwork greatsword) or +2 ranged (1d8+1/x3, composite longbow); SA sneak attack +1d6; SQ darkvision 60 ft., psionics, SR 6 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding; AL LE; SV Fort +3, Ref +4, Will -1; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +5, Diplomacy +3, Disable Device +5, Intimidate +3, Listen +3, Open Lock +6, Search +5, Sense Motive +3, Spot +3; Blind-Fight.

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster

level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*.

### ENCOUNTER 10

**Githyanki Fighter:** male githyanki Ftr5; CR 6; medium humanoid (extraplanar); HD 5d10+15; hp 49; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +8; Atk +10 melee (2d6+7/17-20, +1 *keen* greatsword) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +10 melee (2d6+7/17-20, +1 *keen* greatsword) or +7 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +9, Intimidate +7, Spot +7; Combat Reflexes, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** +1 *keen* greatsword, astral driftmetal breastplate (fully effective against incorporeal attacks as if it was made of force, hardness 12, 30 hp per inch of thickness, *Planar Handbook*), composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *Silversheen*, *potion of invisibility*, *potion of bear's endurance*, *potion of cat's grace*.

**Very Young Red Dragon:** CR 5; Large Dragon (Fire); HD 10d12+30; hp 113; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 18, touch 9, flat-footed 18 (-1 size, +9 natural); Base Atk +10; Grp +19; Atk +14 melee (3d6+7, bite); Full Atk +14 melee (3d6+5, bite) and +9 melee (1d8+2, 2 claws) and +9 melee (1d6+2, 2 wings) and +9 melee (1d8+7, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon (Su, 40 ft. cone, 4d10 fire, Reflex DC 18 halves); SQ blindsense 60 ft., darkvision 120 ft., immunity to sleep and paralysis effects and fire, vulnerability to cold, keen senses; AL CE; SV Fort +10, Ref +7, Will +8; Str 21, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

**Skills and Feats:** Appraise +4, Bluff +14, Concentration +12, Diplomacy +6, Escape Artist +4, Intimidate +4, Jump +6, Knowledge (the Planes) +6, Listen +13, Search +13, Sense Motive +13, Spot +13; Eyes in the Back of Your

Head\*, Improved Initiative, Improved Natural Attack (bite), Power Attack.

\***Eyes in the Back of Your Head:** Attackers do not get the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dex modifier to AC such as when you are flat-footed. You may still be sneak attacked when flanked. Feat, *Complete Warrior*, page 98.

Possessions: 700 gp in gems and coins, *chime of opening*.

## APPENDIX 2 – APL 8

### ENCOUNTER 3

**Phase Spider:** hp 49; see *Monster Manual* page 207.

### ENCOUNTER 7

**Githyanki Fighter:** male githyanki Ftr3; CR 4; medium humanoid (extraplanar); HD 3d10+9; hp 30; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +3; Grp +5; Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+1/x3, composite longbow); Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +5 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 8 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +6, Ref +3, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +7, Intimidate +5, Spot +5; Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +2.

**Githyanki Rogue:** male githyanki Rog3; CR 4; medium humanoid (extraplanar); HD 3d6+9; hp 21; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +2; Grp +4; Atk +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+1/x3, composite longbow); Full Atk +6 melee (2d6+3/19-20, masterwork greatsword) or +4 ranged (1d8+1/x3, composite longbow); SA sneak attack +2d6; SQ darkvision 60 ft., psionics, SR 8 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +1; AL LE; SV Fort +4, Ref +5, Will +0; Str 15, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +7, Diplomacy +5, Disable Device +7, Intimidate +5, Listen +5, Open Lock +8, Search +7, Sense Motive +5, Spot +5; Blind-Fight, Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster

level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *oil of greater magic weapon* +2.

### ENCOUNTER 10

**Githyanki Fighter:** male githyanki Ftr5; CR 6; medium humanoid (extraplanar); HD 5d10+15; hp 49; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +8; Atk +10 melee (2d6+7/17-20, +1 *keen greatsword*) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +10 melee (2d6+7/17-20, +1 *keen greatsword*) or +7 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +7, Ref +3, Will +2; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +9, Intimidate +7, Spot +7; Combat Reflexes, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Psionics (Sp):** 3/day—*daze* (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** +1 *keen greatsword*, masterwork astral driftmetal breastplate (fully effective against incorporeal attacks as if it was made of force, hardness 12, 30 hp per inch of thickness, *Planar Handbook*), composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *potion of invisibility*, *potion of bear's endurance*, *potion of cat's grace*.

**Juvenile Red Dragon:** CR 10; Large Dragon (Fire); HD 16d12+64; hp 192; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 24, touch 9, flat-footed 24 (-1 size, +15 natural); Base Atk +16; Grp +29; Atk +24 melee (3d6+13, bite); Full Atk +24 melee (3d6+9, bite) and +22 melee (1d8+4, 2 claws) and +22 melee (1d6+4, 2 wings) and +22 melee (1d8+13, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon (Su, 40 ft. cone, 8d10 fire, Reflex DC 24 halves), spells (as Sor3); SQ blindsense 60 ft., darkvision 120 ft., immunity to sleep and paralysis effects and fire, vulnerability to cold, keen senses, *locate object*; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

**Skills and Feats:** Appraise +7, Bluff +21, Concentration +23, Diplomacy +11, Escape Artist +6, Intimidate +7, Jump +12, Knowledge (the Planes) +12, Listen +21, Search +21, Sense Motive +21, Spot +21; Ability Focus

(breath weapon), Eyes in the Back of Your Head\*, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack.

**\*Eyes in the Back of Your Head:** Attackers do not get the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dex modifier to AC such as when you are flat-footed. You may still be sneak attacked when flanked. Feat, *Complete Warrior*, page 98.

**Locate Object (Sp):** A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

Sorcerer Spells Known (6/6: DC 12 + spell level): 0 - acid splash, daze, detect magic, disrupt undead, message; 1<sup>st</sup> - mage armor, shield, shocking grasp.

Possessions: 1,500 gp in gems and coins, chime of opening, +1 spell resistance 13 light steel shield, wand of fireball (6<sup>th</sup> level caster, 10 charges).

## APPENDIX 3 – APL 10

### ENCOUNTER 3

**Advanced Phase Spider:** CR 8; Huge Magical Beast; HD 11d10+55; hp 124; Init +6; Spd 40 ft., climb 20 ft.; AC 16, touch 10, flat-footed 14 (-2 size, +2 Dex, +6 natural); Base Atk +11; Grp +26; Atk/Full Atk +17 melee (1d8+10 plus poison, bite); Space/Reach 15 ft./5 ft.; SA poison; SQ darkvision 60 ft., ethereal jaunt, low-light vision; AL N; SV Fort +12, Ref +9, Will +4; Str 25, Dex 15, Con 20, Int 7, Wis 13, Cha 10.

**Skills and Feats:** Climb +15, Move Silently +10, Spot +10; Ability Focus (poison), Improved Initiative, Power Attack, Weapon Focus (bite).

**Ethereal Jaunt (Su):** A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or during a move action). The ability is otherwise identical with *ethereal jaunt* (caster level 15<sup>th</sup>).

**Poison (Ex):** Injury, Fortitude DC 22, 1d8 Con/1d8 Con. The save DC is Con-based.

**Skills:** A phase spider has a +8 racial bonus on Climb checks can always choose to take 10 on a Climb check, even if rushed or threatened.

### ENCOUNTER 7

**Githyanki Fighter:** male githyanki Ftr5; CR 6; medium humanoid (extraplanar); HD 5d10+15; hp 49; Init +2; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +5; Grp +8; Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+1/x3, composite longbow); Full Atk +10 melee (2d6+6/19-20, masterwork greatsword) or +7 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +7, Ref +3, Will +0; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +9, Intimidate +7, Spot +7; Blind-Fight, Combat Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, oil of greater magic weapon +4, *potion of cure serious wounds*.

**Githyanki Rogue:** male githyanki Rog5; CR 6; medium humanoid (extraplanar); HD 5d6+15; hp 34; Init +3; Spd 30 ft. (20 ft. in breastplate); AC 18, touch 13, flat-footed 18

(+3 Dex, +5 armor); Base Atk +3; Grp +5; Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d8+1/x3, composite longbow); Full Atk +7 melee (2d6+3/19-20, masterwork greatsword) or +6 ranged (1d8+1/x3, composite longbow); SA sneak attack +3d6; SQ darkvision 60 ft., psionics, SR 10 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +1, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +2; Str 15, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +9, Diplomacy +7, Disable Device +9, Intimidate +7, Listen +7, Open Lock +11, Search +9, Sense Motive +7, Spot +7; Iron Will, Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** masterwork greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, oil of greater magic weapon +4, *potion of cure serious wounds*.

### ENCOUNTER 10

**Githyanki Fighter:** male githyanki Ftr9; CR 10; medium humanoid (extraplanar); HD 9d10+27; hp 88; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk +9; Grp +12; Atk +15 melee (2d6+7/17-20, *githyanki silver sword*) or +12 ranged (1d8+1/x3, composite longbow); Full Atk +15/+10 melee (2d6+7/17-20, *githyanki silver sword*) or +12/+7 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 14 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +9, Ref +6, Will +4; Str 16, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +13, Intimidate +11, Spot +11; Cleave, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** *githyanki silver sword*, +1 astral driftmetal breastplate (fully effective against incorporeal attacks as if

it was made of force, hardness 12, 30 hp per inch of thickness, *Planar Handbook*), composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *potion of invisibility*, *potion of bear's endurance*, *potion of cat's grace*.

**Juvenile Red Dragon:** CR 10; Large Dragon (Fire); HD 16d12+64; hp 192; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 24, touch 9, flat-footed 24 (-1 size, +15 natural); Base Atk +16; Grp +29; Atk +24 melee (3d6+13, bite); Full Atk +24 melee (3d6+9, bite) and +22 melee (1d8+4, 2 claws) and +22 melee (1d6+4, 2 wings) and +22 melee (1d8+13, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon (Su, 40 ft. cone, 8d10 fire, Reflex DC 24 halves), spells (as Sor3); SQ blindsense 60 ft., darkvision 120 ft., immunity to sleep and paralysis effects and fire, vulnerability to cold, keen senses, *locate object*; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

**Skills and Feats:** Appraise +7, Bluff +21, Concentration +23, Diplomacy +11, Escape Artist +6, Intimidate +7, Jump +12, Knowledge (the Planes) +12, Listen +21, Search +21, Sense Motive +21, Spot +21; Ability Focus (breath weapon), Eyes in the Back of Your Head\*, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack.

**\*Eyes in the Back of Your Head:** Attackers do not get the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dex modifier to AC such as when you are flat-footed. You may still be sneak attacked when flanked. Feat, *Complete Warrior*, page 98.

**Locate Object (Sp):** A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

**Sorcerer Spells Known (6/6: DC 12 + spell level):** 0 - *acid splash*, *daze*, *detect magic*, *disrupt undead*, *message*; 1<sup>st</sup> - *mage armor*, *shield*, *shocking grasp*.

**Possessions:** 1,500 gp in gems and coins, *chime of opening*, +1 spell resistance 13 *light steel shield*, *wand of fireball* (8<sup>th</sup> level caster, 10 charges).



## APPENDIX 4 – APL 12

### ENCOUNTER 3

**Retriever:** hp 135; see *Monster Manual* page 46.

### ENCOUNTER 7

**Githyanki Fighter:** male githyanki Ftr7; CR 8; medium humanoid (extraplanar); HD 7d10+21; hp 69; Init +6; Spd 30 ft. (20 ft. in breastplate); AC 17, touch 12, flat-footed 15 (+2 Dex, +5 armor); Base Atk +7; Grp +10; Atk +12 melee (2d6+7/19-20, masterwork greatsword) or +9 ranged (1d8+1/x3, composite longbow); Full Atk +12/+7 melee (2d6+7/19-20, masterwork greatsword) or +9/+4 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 12 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +8, Ref +4, Will +3; Str 16, Dex 15, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +11, Intimidate +9, Spot +9; Blind-Fight, Combat Reflexes, Iron Will, Improved Initiative, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** +1 greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, oil of greater magic weapon +5, 2 potions of cure serious wounds.

**Githyanki Rogue:** male githyanki Rog7; CR 8; medium humanoid (extraplanar); HD 7d6+21; hp 48; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 18, touch 13, flat-footed 18 (+3 Dex, +5 armor); Base Atk +5; Grp +7; Atk +9 melee (2d6+4/19-20, masterwork greatsword) or +8 ranged (1d8+1/x3, composite longbow); Full Atk +9 melee (2d6+4/19-20, masterwork greatsword) or +8 ranged (1d8+1/x3, composite longbow); SA sneak attack +4d6; SQ darkvision 60 ft., psionics, SR 12 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common, trapfinding, evasion, trap sense +2, uncanny dodge; AL LE; SV Fort +5, Ref +8, Will +3; Str 15, Dex 16, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +11, Diplomacy +9, Disable Device +11, Intimidate +9, Listen +9, Open Lock +13, Search +11, Sense Motive +9, Spot +9; Improved Initiative, Iron Will, Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup>

level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** +1 greatsword, breastplate, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, oil of greater magic weapon +5, 2 potions of cure serious wounds.

### ENCOUNTER 10

**Githyanki Fighter:** male githyanki Ftr10; CR 11; medium humanoid (extraplanar); HD 10d10+30; hp 98; Init +7; Spd 30 ft. (20 ft. in breastplate); AC 19, touch 13, flat-footed 16 (+3 Dex, +6 armor); Base Atk +10; Grp +15; Atk +18 melee (2d6+10/17-20, keen githyanki silver sword) or +13 ranged (1d8+1/x3, composite longbow); Full Atk +18/+13 melee (2d6+10/17-20, keen githyanki silver sword) or +13/+8 ranged (1d8+1/x3, composite longbow); SQ darkvision 60 ft., psionics, SR 15 (Ex, class levels + 5), +4 racial bonus to diplomacy checks with red dragons, speaks Githyanki and Common; AL LE; SV Fort +10, Ref +6, Will +4; Str 16 (20), Dex 16, Con 16, Int 12, Wis 8, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +14, Intimidate +12, Spot +12; Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword), Greater Weapon Focus (greatsword).

**Psionics (Sp):** 3/day—daze (DC 9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC 14) three times per day and *plane shift* (DC 16) once per day. Effective caster level equals the githyanki's class levels; the save DCs are Cha-based.

**Possessions:** keen githyanki silver sword, +1 light fortification astral driftmetal breastplate (fully effective against incorporeal attacks as if it was made of force, hardness 12, 30 hp per inch of thickness, Planar Handbook), composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, *silversheen*, *potion of invisibility*, *potion of bear's endurance*, *potion of cat's grace*, *potion of haste*, *belt of giant strength* +4.

**Young Adult Red Dragon:** CR 13; Huge Dragon (Fire); HD 19d12+95; hp 243; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 26, touch 8, flat-footed 26 (-2 size, +18 natural); Base Atk +19; Grp +37; Atk +27 melee (3d8+13, bite); Full Atk +27 melee (3d8+9, bite) and +25 melee (2d6+4, 2 claws) and +25 melee (1d8+4, 2 wings) and +25 melee (2d6+13, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (Su, 50 ft. cone, 10d10 fire, Reflex DC 26 halves), spells (as Sor5), frightful presence DC 21, crush (ex); SQ blindsense 60 ft., darkvision 120 ft.,

immunity to sleep and paralysis effects and fire, vulnerability to cold, keen senses, *locate object*, DR 5/magic, SR 19; AL CE; SV Fort +16, Ref +11, Will +13; Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

**Skills and Feats:** Appraise +7, Bluff +24, Concentration +27, Diplomacy +11, Escape Artist +6, Intimidate +7, Jump +19, Knowledge (the Planes) +12, Listen +24, Search +24, Sense Motive +24, Spot +24; Ability Focus (breath weapon), Blind-Fight, Eyes in the Back of Your Head\*, Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack.

**\*Eyes in the Back of Your Head:** Attackers do not get the usual +2 bonus on their attack rolls when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dex modifier to AC such as when you are flat-footed. You may still be sneak attacked when flanked. Feat, *Complete Warrior*, page 98.

**Locate Object (Sp):** A juvenile or older red dragon can use this ability as the spell of the same name, once per day per age category.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents). A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8 plus 1-1/2 times the dragon's Strength bonus (round down).

**Frightful Presence (Ex):** 150-ft. radius, HD 19 or less, Will DC 21 negates. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

**Sorcerer Spells Known (6/7/5: DC 12 + spell level):** 0 - *acid splash*, *daze*, *detect magic*, *disrupt undead*, *mage hand*, *message*; 2<sup>nd</sup> - *scorching ray*, *see invisibility*.

**Possessions:** 2,500 gp in gems and coins, *chime of opening*, +1 spell resistance 13 *light steel shield*, *wand of fireball* (10<sup>th</sup> level caster, 10 charges), *staff of fire*.

## APPENDIX 5 – ALL APLS

Note: A number of NPCs in this Appendix are wearing a new magical item called a *ring of release*. The entry for it is provided here for reference.

### Ring of Release

This silver ring allows the wearer to act as if under the effect of a *freedom of movement* spell, once a day, if attacked by any magic that restricts movement. Once activated, the wearer can move and attack normally for 70 minutes. The ring must be worn for 24 hours before the wearer gains the benefit of the ring. Going underwater does not activate the ring; it only activates when the wearer attacked.

Moderate abjuration; CL: 7<sup>th</sup>; Prerequisites: Forge Ring, *freedom of movement*; Market Price: 8,000 gp; Weight: 0 lbs.

### ENCOUNTER 1

**Cern Gwerwon:** Male human Pal1/Clr1; CR 2 medium human HD 1d10+2+1d8+2; hp 13; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 17; Base Atk +1; Grp +3; Atk +4 melee (1d8+2, battleaxe); Full Atk +4 melee (1d8+2, battleaxe); SA smite evil; SQ aura of good, detect evil; AL LG; SV Fort +4, Ref +0, Will +2; Str 15, Dex 14, Con 12, Int 10, Wis 10, Cha 13.

**Skills and Feats:** Concentration +8, Diplomacy +5, Ride +3; Blind-fight, Skill Focus (concentration), Weapon focus (battleaxe).

**Possessions:** Masterwork chain mail, masterwork battleaxe, dagger, masterwork shortbow, 10 normal arrows, 5 cold iron arrows, 5 silvered arrows, wooden holy symbol.

### ENCOUNTER 2

**Respaltin the Sensible:** Male human Clr5; CR 5 medium human HD 5d8+10; hp 32; Init -1; Spd 30 ft.; AC 22, touch 9, flat-footed 22; Base Atk +3; Grp +2; Atk +4 melee (1d8/19-20, longsword); Full Atk +4 melee (1d8/19-20, longsword); SA spells; SQ NA; AL LG; SV Fort +6, Ref +3, Will +7; Str 10, Dex 8, Con 14, Int 12, Wis 16, Cha 13.

**Skills and Feats:** Concentration +6, Diplomacy +6, Knowledge (history) +3, Knowledge (religion) +5, Knowledge (planes) +2, Profession (soldier) +4, Ride +4; Combat Casting, Endurance, Mounted Combat, Weapon focus (longsword).

**Spells:** Domains: War, Good; (5/4+1/3+1/2+1) 0 - detect magic x2, light, mending, purify food and water; 1 - divine favor, sanctuary, shield of faith, protection from evil\*; 2 - lesser restoration, remove paralysis, resist elements, spiritual weapon\*; 3 - dispel magic, magic vestment\*, invisibility purge;

**Possessions:** +1 large steel shield, full plate, +1 shocking longsword, dagger, silver holy symbol.

**Petros Gwalchen, Most Alert Bear:** Male human Ftr11 / KnW4 / Pal3; CR 18; medium humanoid; HD (11d10)+(4d10)+(3d10)+36; hp 162; Init +4; Spd Walk 30

ft.; AC 28, flatfooted 28, touch 14; Base Atk +18; Grp +23; Atk: +25 melee (1d8+8/19-20x3, +1 ghost touch holy shock adamantine battleaxe) or +27 melee (1d8+10/19-20x3, +3 merciful mithral battleaxe) or +20 ranged (1d8+5/19-20x3, +2 composite darkwood longbow (+3)); Full Atk: +25/+20/+15/+10 melee (1d8+8/19-20x3, +1 ghost touch holy shock adamantine battleaxe) or +27/+22/+17/+12 melee (1d8+10/19-20x3, +3 merciful mithral battleaxe) or +20/+15/+10/+5 ranged (1d8+5/19-20x3, +2 composite darkwood longbow (+3)); SA: Smite Evil (Su) 1/day, Unleash Inner Strength (Sp); SQ: Aura of Courage (Su), Aura of Good, Divine Grace (Su), Divine Health (Ex), Enlightenment through Pain (Su), Free Multiclassing, Lay on Hands (Su) 15 hp/day, Secrets of the Order (Ex); Vision: Normal; AL: LG; SV: Fort +25, Ref +14, Will +18; Str 20, Dex 10, Con 14, Int 16, Wis 12, Cha 20.

**Skills and Feats:** Bluff +13, Climb +8, Diplomacy +24, Disguise +7, Escape Artist +5, Handle Animal +13, Heal +4, Intimidate +12, Jump +7, Knowledge (Arcana) +7, Knowledge (Nobility and Royalty) +11, Knowledge (Religion) +8, Ride +7, Sense Motive +13, Swim +6; Cleave, Great Cleave, Greater Weapon Focus (Battleaxe), Improved Critical (Battleaxe), Improved Initiative, Improved Unarmed Strike, Leadership, Mounted Combat, Persuasive, Power Attack, Power Critical (Battleaxe), Ride By Attack, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

**Secrets of the Order (Ex):** At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher or Dispatcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may charm a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, detect thoughts works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

**Unleash Inner Strength (Sp):** Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a

+4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a -2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

**Enlightenment through Pain (Su):** By causing ritual damage to himself (each Knight may choose his own method, but methods emulating the tortures of Trilemain are especially popular) the Knight may gain enlightenment. For each 5 hp of damage inflicted in this way, the Knight gains a temporary point of Intelligence or Wisdom (his choice) to a maximum bonus in each equal to his level in the Watcher (or Dispatcher) prestige class. The boon lasts for 1 hour per level achieved in the Watcher prestige class and the damage cannot be healed, even by magical means, until after the boon has ended. This bonus is treated as an Insight bonus.

If the Knight attempts to invoke this power while he is under an effect that grants temporary hit points, the power fails (though the hit points are still lost). If the Knight comes under an effect that grants temporary hit points after invoking the power, the temporary hit points are lost, though other effects of the spell or power are not impacted. For example, if a Knight under the effects of an Aid spell tries to use this power, it fails. If a Knight under the effects of this power attempts to use an Aid spell, he gains no temporary hit points, but gains the other benefits of the Aid spell normally. Effects that alter the Knight's Constitution (and thus, indirectly, hit points) work normally.

Ritual damage is not subject to regeneration, damage reduction, fast healing, or any other similar power. There is no way to avoid taking the damage while still benefiting from the bonus, nor is there any way to repair the damage while the power is in effect. (Healing and any of the above abilities work normally on damage suffered by the Knight other than the ritual damage. For example, if a Knight using this power is struck by a longsword, a potion of cure light wounds would have its normal effect, up to the damage caused by the sword blow.)

**Power Critical (Feat):** Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts. Prerequisites: Weapon Focus with weapon, base attack bonus +4. Benefit: When using the weapon you selected, you gain a +4 on the roll to confirm a threat. Special: A fighter may select Power Critical as one of his fighter bonus feats. You can gain Power

Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack (Complete Warrior, p. 103).

**Possessions:** *amulet of natural armor* +4, *+1 ghost touch holy shock adamantite battleaxe*, *belt of giant strength* +4, *+3 merciful mithral battleaxe*, *winged boots*, *+2 glamer'd invulnerability light fortification mithral breastplate*, *cloak of charisma* +4, *vest of resistance* +4, *gauntlet of rust*, *glove of storing*, *headband of intellect* +4, *silver holy symbol of Heironeous*, *+2 composite darkwood longbow* (+3), *noble's outfit*, *ring of protection* +4, *ring of regeneration* (not worn), *ring of release\**, *+1 animated arrow deflection mithral heavy shield*. \*see beginning of this Appendix.

Note: All stats do not include any adjustments from Knight abilities.

## ENCOUNTER 4

**Myndel:** Male human War1; CR 1 medium human HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, battleaxe); Full Atk +2 melee (1d8, battleaxe); SA NA; SQ NA; AL LN; SV Fort +2, Ref +1, Will -1; Str 13, Dex 12, Con 11, Int 9, Wis 8, Cha 10.

**Skills and Feats:** Handle Animal +2, Profession (farmer) +1.

**Possessions:** Masterwork chain mail, masterwork battleaxe, masterwork longsword.

## ENCOUNTER 5

**Staff Sergeant Tirrith Heurnyn:** Male human Ftr8; CR 8 medium human; HD 8d10+16; hp 60; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 20; Base Atk +8; Grp +11; Atk +11 melee (1d10+3/19-20, bastard sword); Full Atk +11/+6 melee (1d8+3/19-20, bastard sword); SA NA; SQ NA; AL LN; SV Fort +8, Ref +3, Will +1; Str 15 (17), Dex 13, Con 14, Int 12, Wis 8, Cha 10.

**Skills and Feats:** Climb +5, Intimidate +10, Listen +4, Profession (soldier) +10, Ride +1, Spot +4, Sense Motive +4; Blind-Fight, Cleave, Exotic Weapon Proficiency (bastard sword), Power Attack, Improved Critical, Iron Will, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

**Possessions:** +2 breastplate, heavy wooden shield, *ring of protection* +1, *belt of strength* +2, *+1 flaming bastard sword*.

**Captain Vair Tinwirth:** Male human Pal10; CR 10 medium human HD 10d10+20; hp 75; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +1; Grp +2; Atk +2 melee (1d8, battleaxe); Full Atk +2 melee (1d8, battleaxe); SA smite evil, turn undead; SQ aura of good, detect evil, divine grace, lay on hands, aura of courage, divine health, special mount, remove disease; AL LN; SV Fort +13, Ref +7, Will +8; Str 14, Dex 10, Con 15, Int 10, Wis 12, Cha 15 (19).

**Skills and Feats:** 39 Concentration +2, Diplomacy +5, Heal +5, Knowledge (nobility) +5, Knowledge (religion) +5, Profession (soldier) +7, Ride +5, Sense Motive +5;

Power Attack, Cleave, Endurance, Blind-Fight, Mounted Combat.

Possessions: +4 mithral full plate, +2 holy greatsword, cloak of charisma +4, major ring of energy resistance (fire), silver holy symbol.

## ENCOUNTER 6

**Commandant Watcher Magnus Vrianian, Fearless Iron Wolf:** Male human Evoker9/Clr3/Mystic Theurge7; CR 19; medium humanoid; HD (9d4)+(3d8)+(7d4)+57; hp 121; Init +3; Spd Walk 30 ft.; AC 29, flatfooted 26, touch 19; Base Atk +9; Grp +11; Atk: +13 melee (1d8+4/19-20, +1 axiomatic holy mithral longsword); Full Atk: +13/+8 melee (1d8+4/19-20, +1 axiomatic holy mithral longsword); SA Turn Undead (Su) 7/day (turn level 3) (turn damage 2d6+7); SQ +2 bonus to Spellcraft when learning Evocation, +4 to Concentration to use spell or spell-like ability, Spontaneous casting, Summon Familiar; AL: LG; SV: Fort +17, Ref +15, Will +26; Str 10 (16), Dex 10 (16), Con 10 (16), Int 17 (26), Wis 17 (23), Cha 13 (19).

**Skills and Feats:** Concentration +20, Craft (alchemy) +4, Craft (armorsmithing) +2, Craft (weaponsmithing) +4, Decipher Script +4, Diplomacy +14, Handle Animal +5, Heal +9, Intimidate +7, Knowledge (arcana) +23, Knowledge (dungeoneering) +5, Knowledge (history) +5, Knowledge (local [Sheldomar Valley MR]) +5, Knowledge (nobility and royalty) +14, Knowledge (religion) +13, Knowledge (the planes) +6, Ride +2, Sense Motive +15, Spellcraft +27; Arcane Strike, Combat Casting, Craft Wondrous Item, Extend Spell, Maximize Spell, Quicken Spell, Empower Spell, Mounted Combat, Heavy Armor Proficiency, Medium Armor Proficiency, Light Armor Proficiency, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency (longsword), Scribe Scroll, Weapon Focus (longsword).

**Arcane Strike (Feat):** You channel arcane energy into melee attacks. **Prerequisites:** Ability to cast 3<sup>rd</sup>-level arcane spells, base attack bonus +4. **Benefit:** When you activate this feat (a free action that does not provoke an attack of opportunity), you can channel arcane energy into a melee weapon, your unarmed strike, or natural weapons. You must sacrifice one of your spells for the day (of 1<sup>st</sup> level or higher) to do this, but you gain a bonus on all your attack rolls for 1 round equal to the level of the spell sacrificed, as well as extra damage equal to 1d4 points x the level of the spell sacrificed. The bonus you add to your attack rolls from this feat cannot be greater than your base attack bonus. For example, Yarren the bladesinger has a base attack bonus of +11 and the ability to cast 4<sup>th</sup>-level arcane spells. On his turn, he chooses to sacrifice one of his 4<sup>th</sup>-level spells for the day, marking it off as if he had cast it. Until his next turn, Yareen gains an extra +4 bonus on his attack rolls and an extra 4d4 points of damage with a single melee weapon of his choice (his rapier). (Complete Warrior, p. 96).

Possessions: +1 axiomatic holy mithral longsword, +3 glamered light reinforcement mithral buckler, belt of giant strength +6, bracers of armor +6, cloak of charisma +6, gloves of

dexterity +6, headband of intellect +6, royal outfit, periapt of wisdom +6, ring of force shield, ring of protection +4, vest of resistance +5, robe of stars, large pink rhomboid ioun stone (+6 constitution).

**Contingency:** Commandant Vrianian is under the effect of a contingency spell that when he is attacked will trigger a stoneskin spell.

**Wizard Spells Prepared:** (4+1 / 6+1 / 6+1 / 6+1 / 6+1 / 5+1 / 4+1 / 4+1 / 3+1; Base DC = 18 + Spell Level): 0 - detect magic, light\*, ray of frost\*, read magic, resistance; 1st - comprehend languages, feather fall, mage armor, magic missile (2)\*, shield (2); 2nd - bear's endurance, continual flame\*, false life, glitterdust, scorching ray (2)\*; 3rd - dispel magic, fireball (2)\*, fly, gaseous form, lightning bolt (2); 4th - dimension door (2), lesser globe of invulnerability, shout\*, stoneskin, wall of ice\*, zone of revelation; 5th - cloudkill, cone of cold\*, dismissal, Mordenkainen's private sanctum, teleport, wall of force\*; 6th - chain lightning\*, contingency\*, greater dispel magic, maximized fireball\*, maximized lightning bolt\*; 7th - greater arcane sight, energy immunity, forcecage\*, empowered enervation\*, prismatic spray\*; 8th - greater shout\*, prismatic wall\*, maximized cone of cold\*, empowered chain lightning\*.

**Cleric Spells Prepared:** (6 / 6+1 / 6+1 / 4+1 / 4+1 / 3+1; Base DC = 16 + Spell Level): 0 - cure minor wounds (3), guidance (2), virtue; 1st - cure light wounds (2), divine favor, entropic shield, \* protection from chaos, shield of faith; 2nd - \* calm emotions, cure moderate wounds (2), hold person (2), silence, spiritual weapon; 3rd - cure serious wounds (2), dispel magic, magic circle against evil, \* magic vestment; 4th - discern lies, divine power, greater magic weapon, \* order's wrath, restoration; 5th - break enchantment, \* flame strike.

**Spellbook:** 0 - acid splash, arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st - comprehend languages, enlarge person, expeditious retreat, feather fall, lesser sonic orb, mage armor, magic missile, magic weapon, protection from chaos, protection from evil, ray of enfeeblement, shield, true strike; 2nd - alter self, bear's endurance, blindness/deafness, bull's strength, cat's grace, continual flame, darkness, eagle's splendor, false life, flaming sphere, fox's cunning, ghoulish touch, glitterdust, Melf's acid arrow, owl's wisdom, rope trick, scorching ray, spectral hand, spider climb; 3rd - blink, daylight, dispel magic, explosive runes, fireball, fly, gaseous form, haste, keen edge, lightning bolt, magic circle against chaos, magic circle against evil, nondetection, protection from energy, ray of exhaustion; 4th - arcane eye, bestow curse, Evard's black tentacles, dimension door, dimensional anchor, enervation, fear, fire trap, lesser globe of invulnerability, minor creation, polymorph, remove curse, shout, solid fog, stoneskin, wall of fire, wall of ice, zone of revelation; 5th - baleful polymorph, blight, break enchantment, cloudkill, cone of cold, dismissal, interposing hand, Mordenkainen's private sanctum, magic jar, major creation, teleport, wall of force, waves of fatigue; 6th - acid fog, antimagic field, mass bear's endurance, mass bull's strength, chain lightning, circle of death, contingency, dispel magic, greater, eyebite, flesh to stone, forceful hand, legend lore, Mordenkainen's lucubration, probe thoughts, stone to flesh, Mordenkainen's transformation, true seeing, undeath to death; 7th - greater arcane sight, banishment, delayed blast fireball,

energy immunity, finger of death, forcecage, instant summons, limited wish, Mordenkainen's sword, mass teleport, prismatic spray, spell turning, symbol of weakness, greater teleport, teleport object, waves of exhaustion; 8<sup>th</sup> – Bigby's clenched fist, clone, dimensional lock, greater shout, iron body, maze, polar ray, prismatic wall, sunburst, temporal stasis.

\* - Bonus / Domain Spell; Deity: Heironeous; Domains: Law - You cast law spells at +1 caster level. War - Free Martial Weapon Proficiency with deity's favored weapon (if necessary) and Weapon Focus with the deity's favored weapon. Prohibited Schools: Enchantment, Illusion.

## ENCOUNTER 8

**Githyanki Fighters (4):** Male githyanki Ftr17; CR 18 Medium humanoid (extraplanar); HD 1d8+2+17d10+68; hp 167; Init +6; Spd 30 ft. (20ft. in breastplate); AC 27, touch 17, flat-footed 13; Base Atk +18; Grp +23; Atk +26 melee (2d6+12/17-20, +1 bane aberrations and humanoids (human) Silver Sword) or +20 ranged (1d8+1 composite longbow); Full Atk +26/+21/+16/+11 melee (2d6+12/17-20, +1 bane aberrations Silver Sword) or +20/+15/+10/+5 ranged (1d8+1 composite longbow); SA psionics; SQ darkvision 60ft., psionics, spell resistance 22; AL LE; SV Fort +17, Ref +9, Will +8; Str 16 (20), Dex 14 (18), Con 14 (18), Int 10, Wis 7, Cha 8.

**Skills and Feats:** Craft (weaponsmithing) +10, Intimidate +12, Spot +12; Weapon Focus (greatsword), Power Attack, Combat Reflexes, Weapon Specialization (greatsword), Improved Critical, Greater Weapon Focus (greatsword), Dodge, Improved Initiative, Iron Will, Greater Weapon Specialization (greatsword), Mobility.

**Psionics (Sp):** 3/day—daze (DC9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC14) three times per day and *plane shift* (DC16) once per day. Effect caster level equals the githyanki's class levels the save DCs are charisma based.

**Spell Resistance (Ex):** A githyanki has spell resistance equal to its class levels +5.

**Possessions:** +1 bane aberrations and humanoids (human) silver sword, +4 heavy fortification astral driftmetal breastplate, ring of protection +3, cloak of resistance +3, composite longbow (+1 Str bonus), 20 normal arrows, 20 silver arrows, belt of strength +4, gloves of dexterity +4, amulet of health +4.

**Githyanki Priest:** Female githyanki Clr 17; CR 18 Medium humanoid (extraplanar); HD 1d8+36; hp 117; Init +6; Spd 30 ft. (20ft. in breastplate); AC 28, touch 17, flat-footed 24; Base Atk +13; Grp +14; Atk +17 melee (1d8+1/19-20, +3 longsword (ring sword)); Full Atk +17/+12/+7 melee (1d8+1/19-20, +3 longsword (ring sword)); SA psionics; SQ darkvision 60ft., psionics, spells, spell resistance 22; AL LE; SV Fort +14, Ref +6, Will +8; Str 12, Dex 14 (18), Con 14, Int 10, Wis 16 (20), Cha 7.

**Skills and Feats:** Concentration +26, Craft (weaponsmithing) +2, Intimidate +1, Knowledge (planes)

+10, Spot +1; Martial Weapon Proficiency (longsword), Weapon Focus (longsword), Arcane Disciple, Maximize Spell, Skill Focus Concentration, Combat Casting.

**Psionics (Sp):** 3/day—daze (DC9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC14) three times per day and *plane shift* (DC16) once per day. Effect caster level equals the githyanki's class levels the save DCs are charisma based.

**Spell Resistance (Ex):** A githyanki has spell resistance equal to its class levels +5.

**Possessions:** ring sword (+3 longsword), ring of cold resistance, major, ring of force shield +4 heavy fortification astral driftmetal breastplate, ring of protection +3, cloak of resistance +3, belt of strength +4, gloves of dexterity +4, periapt of wisdom +4.

**Cleric Spells Prepared:** (6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1; Base DC = 15 + spell level) 0 – cure minor wounds, detect magic x2, detect poison x2, guidance; 1 – bane, bless, cause fear\*, cure light wounds x2, obscuring mist, protection from good; 2 – align weapon, calm emotions, cure moderate wounds x2, darkness, resist energy, shatter\*; 3 – bestow curse, blindness/deafness x2, contagion\*, cure serious wounds, invisibility purge, magic circle against good; 4 – cure critical wounds, dimensional anchor, dismissal x2, freedom of movement, inflict critical wounds\*, neutralize poison; 5 – flame strike, righteous might, slay living\* x2, true seeing; 6 – greater dispel magic, heal, heal, hero's feast, harm\*; 7 – blasphemy, disintegrate\* x2, mass cure serious wounds; 8 – earthquake\*, maximized flame strike, firestorm; 9 – implosion\*, mass heal.

**Githyanki Necromancer:** Female githyanki Sor 17; CR 18 Medium humanoid (extraplanar); HD 1d8+2+17d4+68; hp 106; Init +4; Spd 30 ft.; AC 25, touch 25, flat-footed 21; Base Atk +9; Grp +8; Atk +14 touch/ranged touch (damage by spell) or +9 melee (1d4/19-20, +1 dagger, ioun blade); Full Atk 14 touch/ranged touch (damage by spell) +9/+4 melee (1d4/19-20, +1 dagger, ioun blade); SA psionics; SQ darkvision 60ft., psionics, spell resistance 22; AL LE; SV Fort +18, Ref +15, Will +17; Str 8, Dex 14 (18), Con 14 (18), Int 10, Wis 7, Cha 16 (20).

**Skills and Feats:** Bluff +4, Concentration +24, Craft (weaponsmithing) +2, Intimidate +1, Knowledge Arcana +4, Spell Craft +4, Spot +1; Spell Focus (necromancy), Greater Spell Focus (necromancy), Empower Spell, Extend Spell, Maximize Spell, Weapon Focus (ranged touch), Weapon Finesse.

**Psionics (Sp):** 3/day—daze (DC9), *mage hand*. In addition githyanki of 3<sup>rd</sup> level or higher can use *blur* three times per day, githyanki of 6<sup>th</sup> level or higher can use *dimension door* three times per day, and githyanki of 9<sup>th</sup> level or higher can use *telekinesis* (DC14) three times per day and *plane shift* (DC16) once per day. Effect caster level equals the githyanki's class levels the save DCs are charisma based.

**Spell Resistance (Ex):** A githyanki has spell resistance equal to its class levels +5.

Possessions: ioun blade, ioun stone, orange prism, bracers of armor +4, ring of protection +3, vest of resistance +5, cloak of charisma +4, gloves of dexterity +4, amulet of health +4.

Sorcerer Spells Known: (6/8/7/7/7/6/6/4; Base DC = 15 + spell level, except for necromancy spells DC = 17 + spell level. All spells at 18<sup>th</sup> level caster due to ioun stone.) 0 – acid splash, detect poison, detect magic, read magic, disrupt undead, touch of fatigue, message, arcane mark, prestidigitation; 1 – mage armor, shield, chill touch, ray of enfeeblement, magic missile; 2 – spectral hand, blindness/deafness, ghoul touch, false life, web; 3 – ray of exhaustion, vampiric touch, haste, displacement; 4 – enervation, animate dead, phantasmal killer, greater invisibility; 5 – magic jar, waves of fatigue, baleful polymorph, teleport; 6 – circle of death, disintegrate, antimagic field; 7 – finger of death, waves of exhaustion, spell turning; 8 – horrid wilting, create greater undead.

**Knight Captain Watcher Marteen Thero'kay, Most Intrepid Basilisk:** Male human BBn1/Ftr11/EWM1/Occ2; CR 15 Medium humanoid (Suel human); HD 2d8+12d10+1d12+60; hp 154; Init +6; Spd 30 ft./x4; AC 31, touch 15, flat-footed 29; Base Atk +15; Grp +22; Atk +26 melee (1d10+15 +1d6 fire +2d6 holy bane/17-20/x2, +1 flaming holy bastard sword) or +18 ranged (1d8+4;20/x3, MW Composite Longbow (+4 Str)); Full Atk +26/+21/+16 melee (1d10+15 +1d6 fire +2d6 holy bane/17-20/x2, +1 flaming holy bastard sword) or +18/+13/+8 ranged (1d8+4;20/x3, MW Composite Longbow (+4 Str)); SA Rage 3x/day, Weapon Bond (bastard sword), Vicious Strike; SQ Magical Defense, Mind over Magic; AL N; SV Fort +19, Ref +7, Will +9; Str 19 (23), Dex 12 (14), Con 14 (18), Int 12, Wis 10, Cha 12.

**Skills and Feats:** Craft (weaponsmithing) +4, Handle Animal +6, Intimidate +18, Knowledge (arcana) +5, Knowledge (religion) +2, Profession (Soldier) +11, Ride +20, Spellcraft +4, Survival +4; Blind-Fight, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Mounted Combat, Power Attack, Cleave, Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Greater Weapon Focus (bastard sword), Close-Quarters Fighting, Extra Rage, Powerful Charge.

**Rage:** Captain Thero'kay can fly into a screaming frenzy once per encounter, up to 3 times per day. This gives +4 to Strength and Constitution, +30 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. He cannot use any skills that require patience or concentration while enraged. His rage lasts up to 10 rounds.

**Magical Defense (Ex):** Captain Thero'kay has a +1 bonus to saving throws vs. spells and spell-like abilities.

**Weapon Bond (Su):** A successful attack with Captain Thero'kay's bastard sword against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage.

**Mind over Magic (Su):** Captain Thero'kay can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability function like a spell turning spell (caster level 7). He can use this ability 1 time per day.

**Vicious Strike (Ex):** If Captain Thero'kay readies an action to disrupt a spellcaster he deals double damage, if the attack hits.

Possessions: +4 mithral full plate, +2 animated heavy steel shield, +1 flaming holy bastard sword, cloak of displacement (20% miss chance), masterwork composite longbow (+4 Str), belt of giant strength +4, amulet of health +4, gal-ralan +3, ring of protection +2, cape of the mountebank (stowed in backpack), golembane scarab, dusty rose prism ioun stone (+1 ac), gloves of dexterity +2, winged boots, backpack, 20 arrows, spiked gauntlet, sap, 4 potions of cure serious wounds, 2 oils of bless weapon, potion of mage armor, 2 flasks of silver sheen, potion of invisibility, potion of expeditious retreat, potion of spider climb.

**Knight Captain Watcher Marteen Thero'kay, Most Intrepid Basilisk.** Captain Thero'kay commands the 2nd Pride of the 1st Battle. His extreme skill at arms and high status in both the military and the KotW (as well as membership in the Knights of the March) has allowed a certain amount of arrogance to creep into his personality. He is typically very curt and unpersonable when dealing with lower ranking individuals. He tolerates no disrespect from those below him, and extends his utmost respect to his superiors, but brooks no mistreatment of those under his command. However, the Knight Captain is, above all else, a patriot of Gran March, and fiercely loyal to Commandant Vrianian. Captain Thero'kay will gladly give his life for the Commandant, if it means the Commandant will live. As befits his \Watcher title, Captain Thero'kay is absolutely fearless in battle, sometimes recklessly so, charging in battle heedless of the circumstances or warnings of his comrades. The military is the Captain's life, as it was his father's, and his father's father, both now slain in battle. His mother died of grief after his father's death, and the Knight Captain has never had time for a wife, though he does maintain several female acquaintances. He does not plan to have children, leaving his families lineage up to his brother, Knight Captain Alexei Thero'kay (retired) and his family.

**Senior Staff Sergeant Ivar Trask: Male Human (Suel)** BBn1/Ftr7/HoL6/Tem1; CR 15; Medium Humanoid; HD 14d10+1d12+75; hp 171 (raging 201); Init +3; Spd 40 ft./x4; AC 32, touch 16, flat-footed 29; Base Atk/Grapple +15/+22; Full Atk melee +26/+21/+16 Two-handed (2d6+16, +2d6 evil outsider bane +2d6 vicious; 19-20/x2, +1 vicious evil outsider bane adamantite greatsword) or ranged +19/+14/+9 (1d8+5;20/x3, +1 Composite Longbow (+4 Str)); AL CG; SV Fort +22 (24), Ref +10, Will +12 (14); Str 24 (28), Dex 16, Con 20 (24), Int 14, Wis 12, Cha 8; Languages: Common, Suliose (ancient), Celestial.

**Skills and Feats:** Diplomacy +19, Handle Animal +4, Intimidate +17, Jump +8, Knowledge (religion) +6, Profession (Soldier) +12, Ride +23, Sense Motive +6, Swim +3, Combat Expertise, Extra Rage, Improved Disarm, Improved Trip, Iron Will, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword), Close-Quarters Fighting, Monkey Grip, True Believer.



**Rage:** Ivar can fly into a screaming frenzy once per encounter, up to 3 times per day. This gives +4 to Strength and Constitution, +30 hit points, and a +2 morale bonus to Will saves, but gives a -2 penalty to AC. He cannot use any skills that require patience or concentration while enraged. His rage lasts up to 10 rounds.

**Aura of Good (Ex):** Ivar has a strong aura of Good.

**Detect Evil (Sp):** At will, as the spell.

**Smite Evil (Su):** 2 times per day, Ivar can add +0 to your attack roll; if the creature he strikes is evil, he inflicts an extra 6 points of damage.

**Remove Fatigue (Su):** Ivar can eliminate fatigue in any creature he touches. Using this ability is a standard action; he may use this ability 2 times per day.

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

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

**Celestial Companion:** As a full round action, Ivar can call a celestial heavy warhorse for 12 hours a day.

**Mettle (Su):** If Ivar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, he suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

**Possessions:** +3 mithral full plate of light fortification, +2 animated heavy steel shield, +1 vicious evil outsider bane adamantane greatsword, masterwork composite longbow (+4 Str), belt of giant strength +4, amulet of health +4, cloak of resistance +3, ring of protection +3, ring of release\*, dusty rose prism ioun stone (+1 ac), gloves of dexterity +4, boots of striding and springing, backpack, 20 arrows, spiked gauntlet, 4 potions of cure serious wounds, potion of mage armor, 2 flasks of silversheen, potion of invisibility, potion of expeditious retreat, potion of spider climb. \*see beginning of this Appendix.

**Holy Liberator Spells Prepared:** ( 2 / 2 ; Base DC = 11 + Spell Level): 1st – bless weapon (2); 2nd – Aid, Cure Moderate Wounds.

**Pious Templar Spells Prepared:** ( 1 ; Base DC = 11 + Spell Level): 1st – mount.

**Watcher Knight Captain Previs Hamisti, Cautious Bear:** Male Human (Suel) Ftr14/EWM1; CR 15; Medium Humanoid; HD 15d10+60; hp 154; Init +7; Spd 30 ft/x4; AC 31, touch 16, flat-footed 27; Base Attack +15; Grapple +22; Full Atk melee +21/+16/+11 Two-handed (1d10+19, +1d6 acid, +1d6 fire +2d6 holy; 17-20/x2, +1d10 fire (+4 to confirm), +1 acidic holy adamantane bastard sword) or ranged 19/+14/+9 Two-handed (1d8+6;20/x3, +1 Composite Longbow (+5 Str)); AL LG; SV Fort +18, Ref +10, Will +7; Str 17 (23), Dex 16, Con 14 (18), Int 14, Wis 10, Cha 10; Languages, Common, Keoish, Sulioise (ancient).

**Skills and Feats:** Climb +18, Craft (weaponsmithing) +5, Diplomacy +1, Handle Animal +18, Jump +17, Profession (Soldier) +5, Ride +26, Swim +17, Exotic

Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Mounted Combat, Ride-By Attack, Spirited Charge, Power Attack, Cleave, Skill Focus (Ride), Weapon Focus (bastard sword), Weapon Specialization (bastard sword), Greater Weapon Focus (bastard sword), Greater Weapon Specialization (bastard sword), Close-Quarters Fighting, Power Critical (bastard sword).

**Exotic Weapon Stunts, Uncanny Blow (Ex):** when wielding a one-handed exotic melee weapon in two hands, Captain Hamisti can focus the power of his attack so that he deals extra damage equal to his Str bonus x2. If you have the Power Attack feat, you treat the weapon as two-handed for purposes of determining your bonus on damage rolls.

**Possessions:** +1 mithral full plate of moderate fortification, +3 animated heavy darkwood shield, +1 acidic holy adamantane bastard sword, masterwork composite longbow (+5 Str), belt of giant strength +4, amulet of health +4, vest of resistance +3, ring of protection +3, ring of feather falling, dusty rose prism ioun stone (+1 ac), gloves of dexterity +4, boots of striding and springing, saddle of the pegasus (A&EG), backpack, 20 arrows, spiked gauntlet, 4 potions of cure serious wounds, 2 oils of bless weapon, potion of mage armor, 2 flasks of silversheen, potion of invisibility, potion of expeditious retreat, potion of spider climb.

**Senior Staff Sergeant Drakon of Pholtus** (Typically called Brother Drakon): Male human Clr4/ChI 10; CR 14 Medium humanoid (Oeridian human); HD 12d8+14; hp 88; Init +1; Spd 30 ft./x3; AC 27, touch 12, flat-footed 26; Base Atk +9; Grp +9; Atk +13 melee (1d6+3; x2 +3 Quarterstaff) or +11 ranged (1d10; x2 (Heavy crossbow); Full Atk +10/+5 melee (1d6+3; x2 +3 Quarterstaff) or +11/+6 ranged (1d10; x2 (Heavy crossbow); SA Spells, Detect evil at will, Pierce disguise, Force shapechange, Discern lies 3x/day, Learn the truth3x/day; SQ Immune to charms, Pierce illusion, Immunity to possession, cast divination spells at +1 caster level, Greater turning 1/day, +4 to all dispel checks ; AL LG; SV Fort +10, Ref +5, Will +18; Str 10, Dex 12, Con 12, Int 12, Wis 20 (24), Cha 18.

**Skills and Feats:** Bluff +4, Concentration +21, Diplomacy +4, Heal +14, Knowledge (arcana) +4, Knowledge (religion) +15, Knowledge (planes) +4, Profession (Soldier) +18, Ride +10, Spellcraft +5, Sense motive +11, Spot +9, Search +2, Listen +9; Combat casting, Extend Spell, Extra Turning, Great fortitude, Sacred healing, Quicken spell.

**Immune to Charms (Ex):** Immune to all enchantment (charm) spells and effect.

**Pierce Illusion (Su):** Ability to penetrate illusions and disguises at will. Whenever he sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. The Inquisitor does not need to interact with or touch the illusion, visual contact is enough to give the Will save.

**Pierce Disguise (Ex):** A +4 competence bonus on Spot checks against Disguise skill.

**Immune to Compulsion (Ex):** Immune to all compulsion spells and effects.

**Force Shapechange (Su):** Can force a creature into its natural form. He must make a successful melee touch attack against the creature. If the attack is successful, the church inquisitor makes a caster level check as if casting *dispel magic* against the shapechanging effect (including his +4 bonus). This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1d6 rounds. The church inquisitor can use this ability at will.

**Immunity to Possession (Ex):** He is immune to *magic jar*, *soul bind*, *trap the soul*, a ghost's malevolent ability, and all other spells or effects that displace or replace a character's life force. The character can still travel the planes via *astral projection*, if so desired.

**Discern Lies (Sp):** Can use *discern lies* as a spell-like ability three times per day.

**Learn the Truth (Su):** By touching a creature that has lied to him, a church inquisitor can force the creature to tell the truth. The creature can make a Will save (DC 10 + the church inquisitor's level + his Cha modifier) to resist his mind affecting compulsion effect. If the saving throw fails, the creature must speak the true version of the lie it uttered. He may use this ability three times per day.

**Sacred Healing (Ex):** He can spend a turn attempt as a full round action to grant fast healing 3 to all living creatures in a 60 foot burst. The fast healing lasts for a number of rounds equal to 1 + Cha modifier.

**Spells:** Domains: Sun, Knowledge, Inquisition; (6/7+1/7+1/6+1/6+1/4+1/4+1/3+1) 0 level- *detect magic* x2, *detect poison* x2, *purify food and drink*, *read magic*; Level 1 - *endure elements*\*, *bless*, *divine favor*, *protection from evil*, *remove fear*, *sanctuary*, *shield of faith* x2; Level 2- *detect thoughts*\*, *brambles*, *calm emotion*, *deific vengeance*, *lesser restoration*, *remove paralysis*, *silence*, *zone of truth*; :Level 3- *clairaudience/clairvoyance*\*, *chain of eyes*, *daylight*, *dispel magic*, *invisibility purge*, *magic circle versus evil*, *status (extended)*; Level 4- *divination*\*, *air walk*, *dimensional anchor*, *death ward*, *freedom of movement*, *neutralize poison*, *restoration*; Level 5- *true seeing*\*, *break enchantment*, *dragon breath*, *raise dead*; Level 6- *find the path*\*, *anti-life shield*, *greater dispelling*, *heal* x2; Level 7- *sunbeam*\*, *repulsion*, *aspect of the deity*, *mass cure serious wounds*.

**Possessions:** +3 adamantite full plate, +2 animated heavy steel shield, +3 quarterstaff, ring of protection +1, boots of striding and springing, cloak of charisma +4, periapt of wisdom +4, gauntlets of dexterity +2, headband of intellect +2, belt of endurance.

He is a solidly built 5'6" with a shaved head and bright blue eyes. He has a quick wit and a burning love of Pholtus. Brother Drakon is originally from the Theocracy of the Pale, but has been a citizen of Gran March for 25 years. Early in his time in the Theocracy he uncovered corruption within the church there, Elders in the church recommended that Brother Drakon travel to Gran March and work with the church of Pholtus there for his own safety. Once in the March, Drakon soon decided to join the army. He has served in the army for 24 years rising to the rank of Senior Staff Sergeant. He knows he will never

attain higher rank since he is foreign born and does not desire to. Until recently he was assigned to assist the Knight Colonel in the 23<sup>rd</sup> Battle in the Principality of Ulek. Early in his career he served with Vrianian and is a trusted old friend with abilities that make him unique among the soldiers of the First.

**Lieutenant Watcher Melody Melerin, Vicious Mink:** female human CR 15 Medium humanoid (Oeridian human); HD 15d8+30; hp 108; Init +0; Spd 30 ft.; AC 28, touch 10, flat-footed 28; Base Atk +11; Grp +13; Atk +18 melee (1d8+6 +4 adamantine battle axe); Full Atk +18/+13/+8 melee (1d8+6 +4 adamantine battle axe) or; SA Spells; SQ cast good spells at +1 caster level; AL LG; SV Fort +10, Ref +5, Will +19; Str 14, Dex 10, Con 14, Int 10, Wis 19 (23), Cha 10.

**Skills and Feats:** Concentration +18, Craft +2, Diplomacy +10, Heal +14, Knowledge (religion) +2, Profession (Soldier) +6, Ride +5, Speak language (dwarven), Spellcraft +2; Martial Weapon Proficiency (Battleaxe), Weapon Focus (Battleaxe), Combat Casting, Blindfighting, Craft Magic Arms and Armor, Lightning Reflexes, Craft Wondrous Item, Leadership, Quicken Spell.

**Spells:** Domains: War, Good; (6/7+1/7+1/7+1/5+1/5+1/4+1/3+1/1+1) 0 - *detect magic* x2, *detect poison*, *light*, *mending*, *purify food and water*; 1 - *comprehend languages*, *detect evil*, *divine favor*, *remove fear*, *sanctuary*, *shield of faith* x2, *protection from evil*\*; 2 - *align weapon*, *calm emotions*, *remove paralysis*, *resist elements* x2, *silence*, *status spiritual weapon*\*; 3 - *dispel magic*, *magic vestment* x2\*, *invisibility purge*, *magic circle against evil* x2, *speak with dead*, *water breathing*; 4 - *air walk*, *death ward*, *freedom of movement*, *greater magic weapon* x2, *divine power*\*; 5 - *flame strike* x2\*, *quicken divine favor*, *quicken shield of faith*, *righteous might* x2; 6 - *find the path*, *heal* x2, *hero's feast*, *blade barrier*; 7 - *aspect of the deity*, *greater restoration*, *holy word*\*; 8 - *greater spell immunity*, *holy aura*\*.

**Possessions:** +1 moderate fortification full plate, +2 animated heavy steel shield, +1 adamantite battle axe, ring of blinking, boots of striding and springing, cloak of elemental protection, vest of resistance +3, periapt of wisdom +4, strand of prayer beads, rod of extension, lesser rod of extension, Heward's handy haversack, crown of light.

**Wideeye Dimple Gnarltip Mennion:** Male Gnome Wizard (Divination) 10, Divine Oracle 2, Loremaster 3; CR 15 Small humanoid; HD 15d4+90; hp 136; Init +7; Spd 20 ft.; AC 20, touch 12, flat-footed 11; Base Atk +8/+1; Grp -6; Ray Attack +10, Touch Attack +5; SA spells; SQ gnome qualities, evasion, trapfinding, trap sense +1, uncanny dodge; AL NG; SV Fort +19, Ref +14, Will +19; Str 6, Dex 16, Con 18 (22), Int 20 (24), Wis 10, Cha 8.

**Skills and Feats:** Appraise +10, Concentration +24, Craft Alchemy +12, Decipher Script +10, Knowledge Arcane +24, Knowledge History +14, Knowledge Planes +15, Knowledge Nature, Knowledge Religion +22, Knowledge Nobility +10, Knowledge Local Sheldomar +10, Knowledge Geography +10, Knowledge Dungeoneering +10, Knowledge Architecture +10, Spellcraft +25, Spot +17, Lore +12; Scribe Scroll,

Improved Initiative, Craft Wondrous Items, Spell Focus (Enchantment), Skill Focus (Knowledge Religion), Spell Penetration, Quicken Spell, Greater Spell Penetration, Greater Spell Focus (Enchantment), Improved Toughness

Languages: Common, Gnome, Dwarven, Giant, Orc, Draconic, Halfling, Goblin, Ancient Suel, Infernal, Terran, Undercommon, Celestial, Abyssal, Auran, Ignan, Aquan

Gnome Qualities: Small, Low-light Vision, +2 ST vs. Illusion, +1 attack vs. kobolds and goblinoids, +4 dodge AC vs. giant types, +2 listen.

Specialized in divination with opposition school Illusion.

Oracle Domain: Added to spell list

Scry Bonus (Su): +1 DC on divination spells

Prescient Sense (Ex): like evasion

Trap Sense +1 (Ex): +1 reflex ST vs. traps

Possessions: Silver Dagger, Heward's Handy Haversack, Bedroll, Quill & Paper, Extra waterskin, Week worth of quality food and drink, Large Blanket, Crowbar, 3 Candles, Spell Component Pouches, Headband of Intellect +4, Amulet of Health +4, Gloves of Dexterity +2, Cloak of Resistance +4, Winged Boots, Mithral Buckler +1, 3 Pearls of Power 1, 5 Pearls of Power 2, 1 Pearl of Power 3, Luckstone, Eye of Eagle, Boccob's Blessed Book x2 (one on person and copy at the barracks), Rod of Metamagic Lesser Silence, Rod of Metamagic Lesser Extend (2 left), Rod of Metamagic Lesser Empower.

Spells Prepared: 0 – detect magic x2, mending, message, prestidigitation; 1<sup>st</sup> – grease, mage armor(\*extended), protection from evil, ray of enfeeblement x2, shield, true strike; 2<sup>nd</sup> – augury, Bigby's slapping hand, false life, resist energy, Tasha's hideous laughter, web, glitterdust; 3<sup>rd</sup> – clairvoyance, fly, haste x2, ray of exhaustion, slow, suggestion; 4<sup>th</sup> – arcane eye, dimension door x2, enervation, fear, Otiluke's resilient sphere, Rary's mnemonic enhancer; 5<sup>th</sup> – divination(\*), hold monster, quicken ray of enfeeblement, wall of force, empty slot; 6<sup>th</sup> – disintegrate, greater dispel magic x2, probe thoughts, teleport x2; 7<sup>th</sup> – greater arcane sight, Bigby's grasping hand, greater teleport, statue; 8<sup>th</sup> – discern location, maze, Otiluke's telekinetic sphere.

Wideeye Dimple Gnarltip Mennion, Advisor to the 1<sup>st</sup>, Elder Gnome from Mount Munninen in Barony Cavintus. Wideeye, while technically stationed with the 1<sup>st</sup> at the rank of Corporal, is actually assigned to the Commandant's personal guard when he travels. While he might not have as much rank (or stature) as others in the 1<sup>st</sup> his ability to foresee the future both for individuals as well as the unit as a whole has made him respected in the unit. Since he is much older than most in the unit (at 144 years old) he considers most of the others to be children to be protected. He feels physical violence and the use of damaging spells are best left to others. His specialization of Divination especially compliments the Commandant's own specialization of Evocation. When he can, he does like to collect little knick-knacks for his relatives back home in Barony Cavintus. When on leave he thinks nothing of popping off a Greater Teleport to visit them back home. Traveling by foot would of course be too difficult for one of such slight health.

## ENCOUNTER 9

**Kottyembod:** Male, githzerai Mnk9; CR 10, HD 1d8+1+10d8+10; hp 60; Init +1; Spd 60 ft.; AC 18, touch 18, flat-footed 10; Base Atk +6; Grp +8; Atk +10 melee (1d10+2, unarmed); Full Atk +10/+5 melee (1d10+2, unarmed) or +10/+10/+5 (1d10+2, unarmed); SA NA; SQ psionics, inertial armor, SR 14; AL LN; SV Fort +9, Ref +10, Will +9; Str 14, Dex 18, Con 13, Int 6, Wis 17, Cha 10.

Skills and Feats: Balance +5, Climb +5, Concentration +2, Escape Artist +10, Hide +7, Jump +5, Listen +5, Move Silently +7, Sense Motive +5, Spot +5, Tumble +10; Dodge, Mobility, Spring Attack, Weapon Finesse, Stunning Fist, Combat Reflexes, Improved Disarm.

Possessions: None.

Psionics (Sp): 3/day—daze (DC9), feather fall, shatter (DC11). A githzerai of 11<sup>th</sup> level or higher can use plane shift (DC16) once per day. Effect caster level equals the githzerai's class levels the save DCs are charisma based.

Inertial Armor (Sp): Githzerai can use psychic force to block an enemy's blows. This ability gives them a +4 armor bonus to AC as long as they remain conscious. This is the equivalent of a 1<sup>st</sup>-level spell.

Spell Resistance (Ex): A githzerai has spell resistance equal to its class levels +5.

## DM AID – RULES FOR THE ASTRAL PLANE

From *Manual of the Planes*, pages 47-53.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Large tube-shaped clouds slowly coil in the distance, some appearing like thunderheads and others look like immobile tornadoes of gray wind. Erratic whirlpools of color flicker in midair like spinning coins. There are occasional bits of solid matter here, but most of the Astral Plane is an endless, open domain.

The plane has the following traits:

- **No Gravity:** Those traveling through it move by thought. Most of the plane's inhabitants move by merely thinking themselves in a particular direction. This is akin to flight with perfect maneuverability and a maximum speed of 10 feet per point of intelligence. When one is maneuvering through astral space, “up” and “down” are determined solely by the traveler's orientation. Unlike normal flying, climbs and dives on the Astral Plane don't change a character's speed, and there is no minimum speed to avoid a stall. It is possible to double move, but maneuverability drops to average. Four-times movement is possible but drops maneuverability to clumsy. Since there is no gravity combat may occur on all sides, although we have tried to limit this by having combats take place in buildings. Without gravity to affect it, ranged weapons effectively go on forever. The penalty for each range increment beyond the first is -1 instead of -2. There is no maximum range except for the attacker's vision. Travelers on the Astral Plane suffer no penalties to speed for armor or encumbrance, but armor check penalties and arcane spell failure chances still apply.
- **Timelessness:** Age, hunger, thirst, poison, and natural healing don't function on the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane. Magical healing works normally.
- **Enhanced Magic:** All spells and spell-like abilities used within the astral may be employed as if they were improved by the Quicken Spell feat. Already Quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.
- **Magic Items:** All magic items function normally except those that touch the Astral Plane, such as bags of holding. These items do not function on the Astral, but function normally upon leaving it.
- **Color Pools:** The PCs will encounter several color pools on this adventure. Color pools can only be entered when the character makes a conscious choice to do so. A PC may not accidentally be transported by a color pool.

**Notes:** All of the PCs and NPCs in this module are on the Astral Plane in their own physical forms, rather than being in astral form. They can be killed as normal and there is no silver cord.

## DM AID – MAP #1 – ENCOUNTER 7

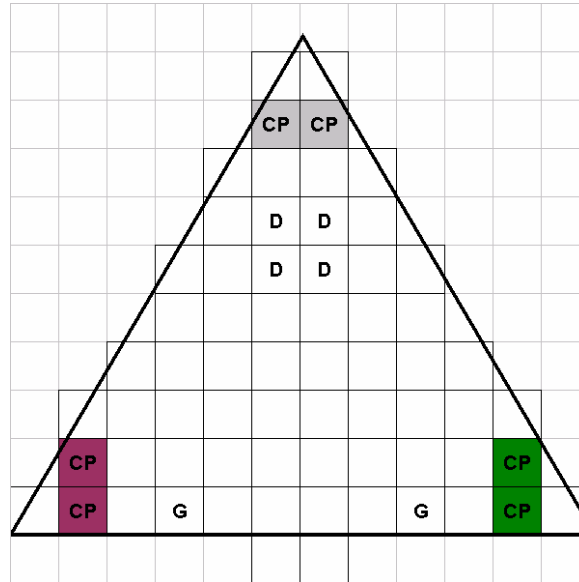
Blue (dark gray) squares are under the effect of one of four permanent *antimagic fields* laid out to protect the arrival room. Yellow (light gray) squares are ten feet below the floor of the blue squares. R represents the position of the githyanki rogue and the Fs represent the positions of the githyanki fighters when the PCs arrive. The exit from the room is in the center of the south edge of the room that is not under the effect of an *antimagic field*.

				R			
PC			PC	PC			PC
			PC	PC			
			F		F		

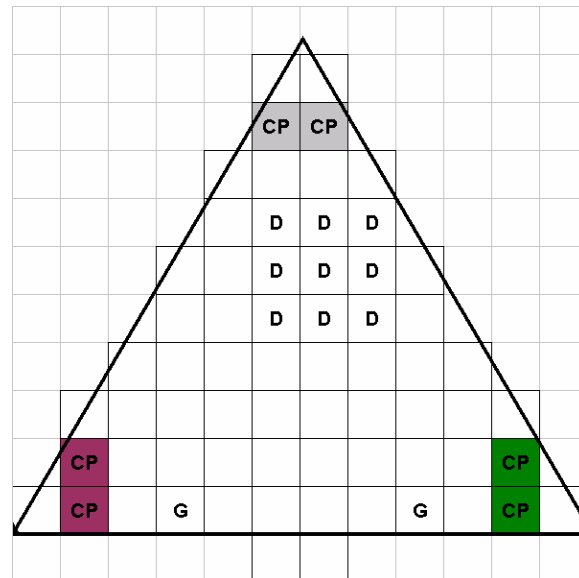
## DM AID – MAP #2 – ENCOUNTER 10

In the dragon's lair, the D squares represent the position of the dragon. The G squares represent the position of the githyanki fighters. The CP squares represent the positions of the three color pools.

**Large Dragon (APLs 6, 8, and 10)**



**Huge Dragon (APL 12)**



**PLAYER HANDOUT #1: LETTER FROM PETROS TO THE  
COMMANDANT**

*To His Resolute Magnitude, Commandant Magnus Vrianian,  
Fearless Iron Wolf,*

*Magnus, you must trust me when I say that you are once again in danger. My sources have revealed to me that some threat hangs over a journey you are taking or planning to take.*

*Numerous divinations, communes, and uses of powers known to you that I will not mention here have hinted at this threat. I can tell you little more than to be on your guard. Some great force stalks you. More than ten days of sendings have fallen upon deaf ears. Whether you are blocked or betrayed is not know to me.*

*I have sent Respaltin with this letter as a sign of my veracity and continuing faith. Be good to him until you return him safely to me.*

*For Commandant and Country!*

*Petros*

**PLAYER HANDOUT #2: FOR ANY PC THAT ENTERED THE  
MAGENTA POOL**

You find yourself in complete darkness. The wind screaming and howling around you and rips the heat from your body. As you stumble to find a place out of the wind you find that no fire will stay lit. The voices continue to scream in your ears, drowning out all other sound. In the far distance there are small lights, or they may just be tricks of your eye. Soon they disappear and the total darkness returns. Welcome to the windswept depths of Pandemonium.



**PLAYER HANDOUT #3: FOR ANY PC THAT ENTERED THE OLIVE  
GREEN POOL**

You find yourself in a fetid jungle. The stench of decay is thick in the air. From the trees above you fall drops of acid, splattering on your skin and clothes and startling to dissolve and burn it all. As you quickly leave the jungle you find yourself on a plain of knees high grasses, all are razor sharp. You can see other individuals here, but none of them move toward you. Welcome to the Tarterian depths of Carceri.

**CRITICAL EVENT SUMMARY: *GRM5-01 THE COMMANDANT'S PARLOR***

1) Were any evil magic items removed from PCs by the Church of Heironeous? If so, please indicate which items.

2) Was Respaltin killed?

3) Were the PCs polite to Myndel and respectful of the Knights' shrine?

4) Did the PCs follow the Commandant's instructions or did they interfere in the battle with the githyanki?

5) Did any of the PCs keep a githyanki silver sword?

Please e-mail the results from this critical event summary to [pflaherty@bellsouth.net](mailto:pflaherty@bellsouth.net) or [niblik2000@aol.com](mailto:niblik2000@aol.com), or have your Senior Gamemaster do so.