

ULP6-01

Written in Stone

A One-Round D&D® LIVING GREYHAWK™

Principality of Ulek Regional Adventure

Version 1.2

by Daniel Gray

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A tremor, a misstep and a plunge ... you find yourself in a place long forgotten, drenched in darkness. Will you turn from this course, or will your adventurer's heart compel you? What knowledge lies beneath the book of Dugmaren Brightmantle? A Principality of Ulek regional adventure for APLs 2-12, and Part One of the *Soul of a Nation* series.

Note: This adventure will be of particular interest to PC worshippers of the Dwarven Pantheon.

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

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

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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, 2007.

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

DEDICATION

In memory of Keith Parkinson

1958-2005

But for your inspiration, I would never have lost

Myself in this wonderful world

ADVENTURE BACKGROUND

The Dwarven Pantheon has always held sway over the Principality of Ulek. Moradin and Clangeddin Silverbeard are on the minds and lips of every dwur in the Principality. There are other gods, however, that once held a greater sway, but whose influence seems to have dissipated with the rise of war. One of these is Dugmaren Brightmantle, the Dwarven god of scholarship, discovery and invention. In more peaceful times, the church of Brightmantle flourished. The most learned dwarves would flock to his temples and schools to follow the path of "The Errant Explorer" and great bastions of philosophies and think tanks sprang up all over Ulek.

One of these groups, dubbed the Templars of Enlightenment, counted amongst their members a large number of diviners who held commune with Brightmantle on a regular basis. Out of these communications and divinations arose a number of prophecies. From generation to generation these were passed down, entrusted to the diviner with the closest connection to Brightmantle himself. More and more prophecies were penned and eventually, the scrolls and parchments became unwieldy and harder to transport. As the Hateful Wars started and the focus of the nation turned to war instead of academic pursuits, it became clear to the Templars that their light was dying. The schools were empty, the temples seemed abandoned, and less and less did the diviners seek commune with Brightmantle. One of these Templars, a mystic theurge named Jaren Starshield, knew the prophecies must be protected and felt they needed to be kept from those who would use them to do harm to the Principality. With the help of his fellows, he constructed a shrine to Dugmaren Brightmantle within the Oerth itself. He used his abilities to prepare traps and trials for anyone who would happen upon the place, and placed within it the totality of the previous 150 years of prophecy, rewritten on parchment and bound in a tome of mithral. With the blessing of Brightmantle, the shrine was then hidden away, to be uncovered again when the prophecies were again needed.

For 75 years, the whereabouts of the shrine has remained a secret, with only the most loyal followers of Brightmantle even knowing of its existence.

Now, Ulek's future is in peril. The Prince's line is thin to the point of near extinction, the country is ripped apart in a seemingly unending war, and the enemy moves both within the minds of its citizens and the streets of its cities.

It is time for the prophecies to be revealed.

PREPARATION FOR PLAY

When collecting information from the players, it would be a good idea to make sure the following information is included:

- Any Knowledge skills the PCs might have (have them include their modifier as well as five pre-rolled checks for each skill). This includes Bardic Knowledge.
- PC's race, deity worshipped, and alignment.
- PC's home region and metaorganization memberships (if any).
- One Reflex save.

Note: The entirety of the shrine is under the effect of a *hallow* spell (detects as moderate evocation). *Detect magic* shows the entire shrine as radiating a strong evocation magic, however, because when it was created, it was imbued with a *wish* spell. This renders the entire shrine inviolate. Any damage done to any of the floors, walls or doors will heal within one round as if a *make whole* spell had been cast.

Each room has different spells anchored to the *hallow* spell. These, as well as any additional magical auras noted with *detect magic*, are noted in the description of each room and all spells, unless otherwise noted, are at CL 20th.

Refer to DM Aid: Map #1 – The Shrine for a map of the multi-room shrine.

INTRODUCTION

Minor earthquakes and the occasional tremor occur as part of the natural course of things, especially in areas of highlands and foothills. In the Lortmil Hills as of late, however, the quakes have been considerably more frequent than 'occasional.' Most of the Hills in the Principality of Ulek are barely populated, if at all, so for the most part, the quakes have been hailed as a portent of spiritual significance by some in religious circles, as a chance to explore the Oerth for riches by treasure seekers, and as a passing curiosity to many others. Two important farming communities lie in the middle of the affected area, however, and the Principality of Ulek wants

to make sure that the supply line to Havenhill stays open, as the refugee camps outside its walls continue to service many displaced by the war. To that end, the Royal Army has sent some of its troops to these villages, Hyll and Hyle, both as a way to offer a change of pace to its troops – an effort to diffuse the stress of constant warfare – and to make sure that the quakes have not upset the efforts of the farmers there. Depending on each PC's home region and/or Metaorganization memberships, this adventure can potentially have different beginnings for each of them.

Any PC who is a member of the Royal Army should be given *Player Handout #1*. They have been given orders to investigate the area near the farming village of Hyle, where the tremors appear to be most prevalent. They are to report anything unusual.

Any Mine Ranger PCs should be given *Player Handout #2*. They have been ordered to investigate the same area near to assure that the quakes have not created any unstable new tunnels and caverns – and if any have been created, to collapse them.

As an additional note, if a PC is a member of both the Royal Army AND the Mine Rangers, then they can be given either set of orders – or both – at your discretion.

The Emerald Conclave has asked some of its members to go to the area to make sure the quakes have not upset the natural balance. They, like some church groups, believe the quakes might be a sign that nature's balance has been disturbed. Members of the Emerald Conclave are under orders as well. Give them *Player Handout #3*.

Even the Bardic Circle is sending representatives into the area, but their interest is more cultural than anything else. They realize that something of historical significance is taking place and want to capture the emotions of the moment, the way it looks and sounds in order to keep it for posterity. Any member of the Bardic Circle should be given *Player Handout #4*.

Any PC that is not a member of the previously mentioned metaorganizations (especially those from out of region) are here of their own volition. They have heard of the quakes via rumors and gossip. Out of concern, greed or simple curiosity, they find themselves sharing the road with the other PCs, walking along a small dirt road toward the village of Hyle. These PCs should be given *Player Handout #5*.

Once all the players have had a chance to read their 'orders,' read or paraphrase the following:

You started out from whatever corner of Ulek you were in, spurred by orders, a desire for wealth or knowledge, or perhaps you were pushed along by a more altruistic bent. In any case, as you approached the winding dirt path that would take you off the main thoroughfare and into the Lortmil Hills, you found yourself sharing the road with others. Each of

you travels to Hyle for your own reasons, but for now you share a destination, if not necessarily a goal.

Allow the players to do character introductions at this time and give them a freedom to role-play a bit, perhaps explaining to each other why they're going to Hyle, what they've heard they'll find there and what they hope to accomplish.

Once this is done and role-playing has noticeably slowed, continue reading:

The first signs of the effects of the tremors in the area become apparent as you turn onto the dirt path that will eventually lead you to Hyle. The usually reliable voice of nature's creatures is absent, filling the air with an uneasy quiet. The already sparse foliage along the side of the path has been further thinned by a number of displaced rocks and small boulders, broken loose from their resting place and tossed to the grass below by the restless Oerth.

As you move closer to Hyle, the eerie silence is joined by a low rolling mist that obscures the ground from your vision. The shadows cast by the hills tempers the daylight as Pelor starts to pass out of sight and soon, you are bathed in the coolness of night. The brightness of day now gone, an odd sight greets your eyes. Visible in the sky is the Handmaiden, Oerth's smaller moon, but the bluish hues of its visible surface have been replaced with a deep, crimson red. The light it sheds is muted and helps you little as you travel the road tonight.

The mist rises to a height of about 10 inches, and any PC making a DC 15 Knowledge (dungeoneering) or a DC 15 Profession (miner) check realizes this sort of foggy mist occurs when the cool air trapped underground is able to escape its confines and comes in contact with the warm ground above. If the numerous displaced rocks had not been enough of a clue, the mist adds to the evidence that a quake happened recently in the area.

The 'blood moon' the PCs see appeared for the first time over the Flanaess on Coldeven 11th, 294 CY (Coldeven being the third month of the Greyhawk calendar). A DC 15 Knowledge (religion) check allows PCs to know that the blood moon is sacred to followers of Nerull and that every year, there is a 'Festival of the Bloodmoon' held in certain less than savory places to commemorate the blood moon's first appearance. The same check allows PCs to remember that the blood moon itself had not been seen since 294 CY, and therefore the sighting of the moon is highly unusual.

Proceed immediately to Encounter 1.

ENCOUNTER 1: FREE FALLING

The PCs walk along the road for another hour or so, continuing west into the hills. The night air is very still and quiet and any words above a whisper seem to echo even louder than one would normally expect compared to the totality of silence the night has offered.

Have the PCs designate a marching order at this time, then read or paraphrase the following text:

With each moment that passes, you trudge closer to Hyle and with each step you take toward your destination, the night seems to grow colder. Soon, you are in the Hills themselves, the mist-covered path rising to meet the low slopes of the fabled foothills of the Lortmil Mountains.

The path continues to twist and turn amongst the buttes and knolls...taking you ever closer to...wait, did you feel that?

One of the tremors the PCs were sent to investigate begins to shake the Oerth at this moment. Small rocks cascade down the sides of the hills on either side of the path and the PCs need to work at keeping their feet.

Refer to the Reflex save collected from each PC at the beginning of the adventure. There is no actual DC for this save (but the players need not know that). Instead, the PC with the lowest save is going to fall out of sight as a small break opens in the ground. With the surface still covered by mist, it is very difficult for the PCs to see where the break actually occurred, if they see it at all.

Once you have determined which PC is the 'victim,' read or paraphrase the following:

You work to keep your feet as the ground quakes beneath you. Most of you succeed with some effort, either by sheer force of will or the luck of grabbing at some low hanging branch, but not everyone is so lucky. With almost no warning, <name of PC with low save> vanishes from sight, as if they have been pulled into the Oerth itself.

Allow the players a few seconds to react, and then continue for the fallen PC:

Before you are able to react, a small rift opens in the ground beneath your feet. Suddenly, you find yourself falling through the mist that covers the ground. An instant later, your fall is broken by something soft and you find yourself rolling...down, down, down you go until you're unceremoniously dumped onto a hard stone floor, surrounded by darkness and unhurt, except for perhaps your pride.

At this time, allow anyone who was within 5 feet of the fallen PC (use the already determined marching

order to determine this) to make a DC 10 Listen check. Anyone succeeding is able to make out a definite whisper upon the air as their companion disappears into the mist. Any PC failing the check still hears something, but cannot discern it as an actual voice.

Any PC making the check successfully that understands the whispered language (Dwarven) is able to discern the words: ***“A prophecy achieved, the prophecies perceived.”***

Let the PCs react as they will. Gather ropes, call to each other, looking for where their friend fell in...let them have some freedom. As they do this, pull the player of the fallen PC aside and read the following:

From where you’ve fallen, you can now see the pile of gravelly dirt that acted as both your cushion and your ramp down to where you find yourself. The walls and the floor are fashioned of smoothly shaped stone and the room – and it is indeed a room – is thirty foot square. Though they are hard to make out from where you lie, you see carvings and etchings of some sort along each wall.

As you pull yourself to your feet, your gaze is drawn to a faint light on the far side of the room. When you look closer, however, you are able to recognize the skillfully carved depiction of an open book in the center of the opposite wall, glowing with an unnatural white flame.

As you watch, the flame surrounding the book comes alive, dancing and flickering brightly. With each movement of your head, hands or feet, the magical flame moves as well, as if keeping time.

A DC 15 Knowledge (religion) check identifies the book as the holy symbol of the dwarven god of scholarship, Dugmaren Brightmantle. Residents of the Principality of Ulek need only make a DC 10 Int check to identify the symbol. Dwarven PCs make this check automatically. If the player decides to investigate the etchings in the walls at this point, the description of what they find can be found in Encounter 2. Otherwise, allow the player to return to the rest of the table at this point.

There are a couple of different directions the situation can take at this point. Most PCs will want to investigate this new find. Some, however, will insist on traveling to Hyle as part of their orders.

Note: Actually proceeding to Hyle will provide little additional information and is a three hour trip from the shrine. If the PCs wish to go to Hyle to resupply, they can do so at “The Broad Spectrum,” which is an adventuring supply store run by Byt Spectrum (both Byt and his store were first seen in ULP2-01 *From All Sides*). PCs can buy items from the “adventuring gear” chart on page 108 of the *Player’s Handbook* as well as masterwork thieves tools (100 gp), masterwork climber’s kits (130 gp) and masterwork healing kits (100 gp).

If the PCs insist on asking around, the townsfolk will admit that yes, lately the tremors had become more frequent but that they have not had one for a few hours (about the time the PCs found the Brightmantle shrine).

There is nothing more in Hyle for the PCs and they should be encouraged to return to the shrine. If the PCs decide not to go investigate the shrine, the adventure is over at this point. Otherwise, proceed to Encounter 2.

Refer to DM Aid: Map #1 – The Shrine for a map of the multi-room shrine.

ENCOUNTER 2: AN OPEN BOOK (ROOM A)

The PCs’ curiosity has won the day and they’ve decided to investigate this new, peculiar site.

They are easily able to lower themselves into the underground chamber as the drop is relatively short (5 feet or so) onto a loosely packed pile of gravel and dirt. From there, it is another twenty feet to the bottom, but that distance can be mitigated by sliding or rolling down the dirt pile to the stone floor.

Once all of the PCs are in the chamber, read the following:

The room is thirty feet square with walls fashioned of stone polished to a smooth sheen. Upon each panel of the side walls are etchings – carvings depicting events in the recent past of the Principality of Ulek.

The first panel on the right wall depicts the village of Hyle as it falls under attack by a band of rampaging orcs, the next shows Prince Olinstaad himself facing off against the Warlord, a massive, scaly beast with fire dripping from its fangs. The last is an image of Prince Volimar Corond assuming the crown.

The entire left side of the room shows an intricate carving of a large dragon, curled up in a cave atop his hoard of treasure. Standing around his form is a group of humanoids figures, staring at the trinket draped around the dragon’s neck – a key on a chain.

The far wall holds no etchings. Instead, positioned in the very center of the wall is a carving of an open book in low-relief. The book is wreathed in a dancing, unnatural flame that bathes the entire room in a diffused white light.

A DC 17 Spellcraft check identifies the fire-like effect on the book as a type of *continual flame* spell and *detect magic* reveals a moderate transmutation effect on the book itself as well as a minor illusion aura on the etching of the key around the neck of the dragon in the etching, where an ACTUAL key hangs, invisible.

Should any PC touch the book, read the following:

As <PC's name>'s hand touches the surface of the stonework, the flame surrounding the book flickers a bit, then quickly envelops their hand. A soft voice flickers through the still air...soft, but you each hear it, as if it were whispering directly into your ear: "The first mystery is unlocked, so we shall move on to the next. Turn the page, then turn the key and be shown the future."

Suddenly, the flame surrounding the relief sculpture begins dying, but the room remains lit by the walls themselves, which seem to glow with self-sustaining light. As the last bit of magical flame flickers out of existence, the sculpted book shimmers and changes in appearance. Where once there was stone, there are now pages.

Note that each PC hears the whispered comment in their native language. Humans hear it in Common.

This is a minor puzzle, but one that should cause little trouble for the PCs. If anyone touches the book at this time, they will find that the stone sculpture has indeed been replaced with an actual book. The binding is still of stone and still carved from the wall, but the pages are real and can be turned.

If anyone takes the hint from the whispered voice and actually turns the pages of the book, a copper keyhole will be revealed. This is a hidden door that must be opened before the PCs will be able to continue.

Opening this door can be done in three different ways:

- A DC 45 Open Lock check (the door is not trapped).
- A *knock* spell cast by a 12th level caster.
- Taking the key from the etching of the dragon and placing it in the keyhole.

Anyone who touches the etching of the key around the dragon's neck notices that there is an actual key in the etching, not just a carving of one. It is easy to remove and fits the keyhole perfectly.

If the PCs are having issues with the puzzle, have them make Wisdom checks. A DC 5 Wis check is what they need to realize that there is only one key in the room – and it is in the etching of the dragon.

The etching is of the copper dragon Kaihonriedwur, who has shown up in ULP3-07 *The Key*, ULP4-02 *Axe of Corond*, and ULP5-IN4 *Brothers in Arms*. The fact that the keyhole is made of copper is meant to be a clue to PCs who have played any of the aforementioned adventures, though the puzzle is quite solvable without this knowledge.

Once the key has been put into the keyhole, read the following:

*As the key is placed in the hole, a loud *click* echoes through the chamber. The book itself vanishes, revealing a large copper trimmed stone door behind it. The key, too, blinks out of existence as the door shudders and begins to open toward you, slowly revealing the room beyond. As the door finishes opening and the scraping of copper against stone finally ceases, the next room is presented in all its glory. Music instruments of all kind and fashion lie about, either on shelves, in racks or loose on the floor.*

Proceed immediately to Encounter 3.

ENCOUNTER 3: THE MUSIC ROOM (ROOM B)

Spell Anchored to Hallow: *dimensional anchor* (detects as moderate abjuration).

Treasure: The music chamber is most likely a haven for any bard in the party. There are masterwork versions of several instruments in this room, as follows:

- drum (*Complete Adventurer*, pg 124)
- flute (*Complete Adventurer*, pg 125)
- horn (*Complete Adventurer*, pg 126)
- mandolin (*Complete Adventurer*, pg 126)

In addition to the masterwork instruments, the room also contains:

- A large piano fashioned of maple wood.
- A harp crafted of brass and gold, the column shaped into the face of an elven woman.
- Several bugles and trumpets resting on a rack on the left side of the room.
- A violin, viola, cello and string bass, sitting next to each other in string quartet formation on the right.

And the following, depending on APL (which can be found via *detect magic* or similar means):

- APLs 2 and 4: *pipes of sounding*.
- APLs 6 and 8: as above, plus *stylus of the masterful hand* (*Complete Adventurer*)
- APL 10: as above, plus *flute of the snake* (*Complete Adventurer*)
- APL 12: as above, plus *mandolin of the inspiring muse* (*Complete Adventurer*)

In addition, *detect magic* reveals an area of moderate illusion magic emanating from behind the curtain. This is the *illusory wall* used to conceal the alcove that leads out of the room.

Should the PCs locate the alcove (either on their own or later on, with Qiebitz's help), they will find a door very similar to the one in the previous room. Opening this door can be done in three different ways:

- A DC 45 Open Lock check (the door is not trapped).
- A *knock* spell cast by a 12th level caster.
- Taking the key from the piano and using it to unlock the door.

As the PCs enter the room, read the following:

Perhaps not what one would expect to find in such a place, this room appears to be nothing more than a vault of exquisite musical instruments. Larger than the previous room, this chamber stretches to dimensions of 50 ft. x 60 ft. Freshly polished trumpets and bugles line a rack along the left side of the room, while an assortment of string instruments: violins through string bass, and even a harp, dominate the right side. Like the previous room, the side walls are decorated with etchings portraying events in the recent history of the Principality.

In the center of the room, there is a large piano fashioned of polished maple wood accompanied by a similarly crafted stool. Along the far side of the room is a slightly elevated stage-like area decorated with a velvet curtain that hangs flush against the wall and a music stand of bright, flawless gold.

Any PC taking the time to look at the music stand notices that it still holds sheets of paper.

The etchings on the walls depict, as follows:

Left (west) wall, in order from entrance to far wall:

- The *Axe of Corond* in the hands of Prince Olinstaad Corond after he retakes the throne during the Spring Festival in 594 CY and rescinds the war tax.
- The body of the Warlord, lying in a heap beneath the men and women that brought about his death. (Note: If any of the PCs has played ULP4-06 *Just Bring It!* and helped kill the Warlord, they see themselves in this etching).
- An elven woman plunging her dagger into the heart of Volimar Corond at the Fharlangathlon.

Right (east) wall, in order from entrance to far wall:

- Spyder locked in magical combat with an Elven Wizardress in the royal throne room in Gryrax.
- A large dragon, seemingly made of magma, bursting through a cave wall and being held back by a small group of heroes, while others lay dead nearby.
- The *Axe of Corond*, decorated with the five *Gems of Ulaa*.

The most curious thing about the room, however, is the haphazard arrangement of small holes in the ceiling. Each is a few inches across and although there are several dozen of them, they do not appear to be arranged in any particular pattern.

All the instruments are in good working condition and almost devoid of dust.

The PCs can search, of course. If someone specifically notes that they are searching the piano, however, and are able to succeed on a DC 24 + APL Search check, they find that one of the piano's keys (specifically, the black key farthest to the right), can be easily removed and that its carved into an actual door key. Its use will not be readily apparent but is used to unlock the small door in the alcove behind the curtain.

Assuming one of the PCs approaches the music stand to look at the sheet music that lay upon it, read the following text:

The sheets on the music stand turn out not to be filled with music after all, but words! The parchment is pristine, unbent on its corners and lacking the typical yellow of age around its edges.

Hand the PCs Player Handout #6 and let them read it to themselves or aloud. As the PCs ponder the meaning of the riddle, read the following text:

As you read the paper upon the music stand, the room is filled with a blindingly bright array of rainbow-colored light which filters through the many holes in the ceiling, then dissipates as quickly as it appeared.

Anyone succeeding on a DC 22 Spellcraft check knows that the light produced is indicative of a *plane shift* spell, and that the light appears at the destination of the shift, not the source.

Read the following text (only PCs facing the back wall can see what is occurring at the curtain):

Even many moments after the flash of light has dissipated, the spots still float in front of your eyes. Many more moments pass, and nothing untoward happens...no demons appear and bathe the room in fire, no oozes drip from the ceiling, and no ghosts manifest and float through the room. So, whatever it was that caused the light, it's obviously nothing to worry about. In fact, other than the large eye peering at you from behind the curtain, nothing at all has changed.

Note: If the PCs have found the magically hidden alcove, adjust the text accordingly.

Allow the PCs to react. When it is clear that he has been spotted, the visitor will enter the room. When he does, read the following:

Feeling eyes on him, your spy floats into the room. It's an odd-looking spherical creature, its

leathery body crowned with four slender eyestalks, each terminating in a small lidless eye. A fifth eye, much larger than these, dominates the front of the sphere above a toothy maw. It breaks into a meek grin, and tilts forward into what looks to be a bow.

Any who has encountered a beholder or gauth before may understandably mistake this creature for one of those similarly built vile beasts, but this particular creature is a spectator, a calm, talkative beholderkin from the Plane of Mechanus.

All APLs (EL 7)

🐉 **Qiebitz:** male spectator CLr5 of Keoghtom; hp 75; see Appendix 7.

Review the pre-rolled knowledge checks at this time and consult the list below. The DCs listed are for Knowledge (dungeoneering). Knowledge (the planes) can be used as well, but in each case, the DC is 5 higher:

- DC 14: The eye beast is a spectator.
- DC 19: Spectators are generally peaceful, but are often used as guardians.
- DC 24: They have the ability to reflect spells back on the caster.
- DC 29: They can implant magical suggestions in their telepathic communications.

Spectators, while not defenseless, try to avoid combat, engaging only when necessary to defend themselves. This particular spectator, however, has taken a vow of peace, so if the PCs draw weapons or make any obvious hostile actions, they might be susceptible to the *calm emotions* aura in constant effect surrounding the creature to a radius of 20 ft. See DM Aid: New Rules for a full explanation of the Vow of Peace feat.

If the PCs are not hostile, and attempt to engage the spectator in conversation, proceed immediately to Encounter 4.

Should the PCs make hostile actions toward the spectator, read the following:

With a pitiful shriek, the eye-creature folds his eyestalks over and ducks quickly behind the curtain. You can see his shaking, bloated form quite clearly outlined through the fabric as he begins to speak. "Pleasssse draw not your weapons against me!" he calls out in a voice reminiscent of both a kobold's pathetic bark and of elven elegance. "I am sent as guardian to this sacred place of the Errant Explorer. I am here to guide, not hinder!"

The spectator, Qiebitz (pronounced Ki'-bits), is telling the truth. 'The Errant Explorer' is the most common nickname for Dugmaren Brightmantle.

If the PCs choose to listen, Qiebitz will come out of hiding, thank the PCs for their wisdom and patience,

then follow them back into the main room. Proceed to Encounter 4.

If, instead, the PCs decide to attack, Qiebitz will remain hidden in his ceiling unless someone tries to come after him, in which case he will use all means necessary to keep himself alive. He will not use any of his spells or abilities that inflict pain or damage, instead relying on his *suggestion* and *hold person* eye rays as well as his non-offensive spells to assist him in getting away. If backed into a corner, he will attack with his bite attack, but only to subdue.

If the PCs kill Qiebitz, they are immediately rejected from the shrine via a *greater teleport* spell, arriving at the Temple of Dugmaren Brightmantle in Gryrax. Some players may protest that they should not be ejected, as they did not seek to destroy the spectator, but in the eyes of the dwarven deities, whom you associate with is as important as your own actions, for it help defines your character.

Only those PCs who had an active part in the death of Qiebitz, however, will be marked (on the AR) as having gained the **Enmity of the Dwarven Pantheon** and the unenviable position of having earned the **Enmity of Keoghtom**. In this case, proceed to the Conclusion: Qiebitz Slain.

Note: If the PCs attack Qiebitz, but cease their assault at any time before he is killed, they can continue the adventure, but for the remainder of the adventure, Qiebitz is skittish and nervous around them, and will only speak directly to PCs not directly involved in his assault. If the entire party was involved, he will say as little as possible to any of them, but at your discretion, he can be brought back to 'normal' with an apology if it's role-played well enough. Should this occur, you may proceed to Encounter 4, but be sure to alter Qiebitz's personality as needed.

ENCOUNTER 4: WHAT DO YOU KNOW?

The PCs have discovered (or have been discovered by) an odd creature: a spectator from the Clockwork Nirvana of Mechanus. Like most of his kind, Qiebitz is happy to engage in philosophical dialogue with any of the PCs and his wisdom and overall knowledge belie his monstrous appearance.

Qiebitz can be very fun to role-play. He likes to have fun with the PCs and, outwardly, his demeanor switches from "wise old sage" to "meddlesome little brother" in the blink of an eye (no pun intended). Like all spectators, he will gleefully engage in philosophical debate with any PC who shows interest, but he becomes depressed rather easily if none of the characters show him any mind. One of Qiebitz's favorite tricks is to use his telepathy eye-ray to cast *suggestion* as a free action in order to get a particularly grumpy PC to lighten up (usually by

'suggesting' that they break into some cheery childhood song).

Qiebitz will ask for each PC's name "for posterity" as well as their path of faith (their deity). He will not comment on any of this at this time, except for an occasional "I see," or "interesting" if confronted with an odd race/deity combination (such as an elf that worships Moradin or a half-orc that worships Yondalla).

He is very open to questions, should the PCs have any. He is also very outward and desperately wants to be liked – he has not had anyone to talk to in over 20 years (his time as appointed guardian) – so he bends over backwards to assure the PCs' comfort and offers his assistance (as long as they're not trying to complete any of the shrine's carefully designed trials).

The introductions complete, the small beholder-like creature performs a slow circuit of the room, pausing every so often in front of an instrument, dipping his body slightly, if necessary, to get a better look. Finally, he returns his attention to you.

"Well, all in good shape still, I must say," he says, nodding (if indeed a floating eyeball can 'nod'). "I must say, it took the lot of you quite long enough to find this place. I was beginning to lose hope. My fellows on Mechanus were beginning to make wagers on whether I would ever be called to duty. But my promise to Brightmantle was binding, and here I am, as called. Now, I see the look on some of your faces...I am harmless, I assure you. My name is Qiebitz, one of what your type calls a spectator, though in ten lifetimes I will never understand why. Spectator? It's rather insulting if you think about it...such a sedentary name...a passive name. You'd think all I did all day was watch things happen. Well, I am no mere snoop, let me tell you!"

Qiebitz floats over to the music stand and wriggles one of his eyestalks in front his large central eye. Attached is a small, silver rimmed lens. Slowly and deliberately, he moves the lens forward and away, trying to focus on the paper. "Hmmm..." he says. "What is this you were reading?"

Without waiting for an answer, he rubs his 'chin' with another of his eyestalks, and appears to lose himself in deep thought for a moment.

"Hmm...nope," he says, moving his body as if to shake his head. "I am sorry, but I have no ideas for you, friend. Then again, I'm a mere visitor to this world. Surely ones like yourselves, with great knowledge of your Oerth, can figure this one out without breaking a sweat, yes?"

If there are any obvious arcane casters in the party, or any clerics of Dugmaren Brightmantle, Qiebitz looks directly at them during this last sentence. He then gives

a half-smirk and floats off to one of the corners, peering with curiosity at the harp.

If any of the players have figured out the riddle by now, they certainly can take action.

The riddle is a parable, and can be quite complicated. The numerous musical adjectives within the riddle are to clue the players into the fact that the answer does in fact relate to music.

The dwarves are "always in front" and "shone bright" and the elves "were a half step behind" and "stayed in shadow," and of them some were "sharp" and some were "flat."

The dwarves equate to the white keys on a piano, and the elves equate to the black keys.

The "Seven squads....each strong with Seven Dwarves and Five Elves" refer to the octaves on a piano.

Each octave contains seven white keys and five black eyes, giving us a total of twelve keys per octave.

A typical piano (including the one in this room) has seven octaves. So far, that gives a total of 84 keys.

The end of the riddle refers to a group of 4 scouts – three dwarves and an elf. This is the group of four 'orphan' keys at the far right end of the piano (three white keys and a black key). More specifically, it is mentioned that the sole elf (black key) in that group has 'the key.' If the farthest right black key is removed from the piano, the PCs will discover that its end is carved in the shape of an actual DOOR key...and this key will fit the lock of the door in the alcove.

Players who enjoy riddles may have a lot of fun with this, but there are players who simply do not enjoy riddles in their adventures. That is fine. This situation can be tailored to either of them.

If the players do not want to take time to figure out the riddle, or if time is running long, proceed with having the PCs make Int checks with the following modifiers (which stack):

- Bards automatically receive a +2 bonus to this check.
- Anyone with at least 2 ranks in any Perform skill that involves a keyboard instrument gains a +4 bonus to this check.
- Any PC that has taken any type of music class at the University of Gryrax (via **ULP5-06 Signs and Portents** or via a similar favor) gains a +2 bonus to this check.

The DC to figure out the riddle is DC 18, but is reduced to DC 13 if any of the PCs realize that the riddle refers to the piano. If one of the PCs is successful, they are able to figure out that the riddle leads them directly to the farthest right black key on the piano.

While the PCs discuss the riddle or go over possible answers, Qiebitz is happy to stay out of their way and make an annoyance of himself by plucking random strings of the harp with his teeth. This seems to amuse him greatly, but as one might expect, the sound is less than musical.

RIDDLE SOLVED

If the PCs are able to figure out the riddle by themselves, whether by player knowledge or by one of the PCs making an Int check, read the following:

As you run your finger over the black key nearest the far right end of the piano, you notice that it seems to be seated more loosely than its neighbors. A few well placed tugs later and you are able to pull it free. Its once concealed end is now visible and has been carved into the shape of an actual door key.

"Ahhh, your first triumph..." Qiebitz says, pulling himself away from the harp. "Excellent, excellent. You have passed the first trial. Perhaps you ARE the ones foretold."

He floats over your heads and then down to look at the key. "Wondrous work, just wondrous," he says, then looks up at <PC who is holding the key>. With a wisp of a smile, he adds "Shall we move on...or shall we celebrate with a meal?"

If the PCs vote for the meal, Qiebitz will use his create food and water ability to conjure up a decent meal for the party.

Once the meal is done and the PCs are ready to continue, proceed to Encounter 5.

RIDDLE UNSOLVED

If the party is unable to figure out the riddle, Qiebitz will begrudgingly give up his aspiring harpist career and float to the center of the room. He will attempt to calm down any PCs who vocalize their frustration by recommending some deep breathing exercises, noting that it has worked for him in the past.

Read the following, focusing on the PC that has shown the most outward frustration toward the riddle. If there has not been any outward frustration, use your discretion.

Qiebitz slowly floats downward until he is about six inches above the piano. "Now, now, my new friends...stuck are we?"

His eyestalks swivel forward and focus on <PC chosen above>. "You are letting words best you? Words alone should never boil the blood. They are mere words. Words need emotion, intent to inflame the soul. These words had intent to twist the mind.

To be lost in their presence is no great sin. Tell me, friend, do you not know the answer to this riddle?"

If the PC refuses to admit that they do not know the answer, Qiebitz will bow slightly and move onto the next PC and ask them the same question. If none of the PCs admit to being stumped by the riddle, Qiebitz will say a soft "very well" and go back to his harp, leaving the PCs to figure out the riddle on their own (but returning if one calls out to him that they give up and that they don't know).

When one of the PCs freely admits that they're stumped or that they just don't know the answer, read the following:

Qiebitz smiles, his pointed teeth forming a creepy, if genuine, grin. "Ah, honesty. In the face of defeat, no less. Honorable...honorable."

"In Brightmantle's embrace, all trials are determined by what you do and do not know. You, my friend," he says, nodding at <PC that admitted they didn't know>, "already know the greatest thing you can know – your limits."

Smiling again, Qiebitz slowly moves back toward the harp in the corner. "Still," he continues, "I am sure you can get this one with a little more thought. I assure you, it's all spelled out in black and white!"

He plucks at the strings of the harp again, calling out notes between each one. He looks over at you, and smiles a bit, then goes back to playing.

The "black and white" comment references the piano. A simple DC10 Int check helps the PCs realize this (should they need it). After that, it's a DC 13 Int check to know which key is being referred to or a DC 24 + APL Search check to locate it. Since the PCs can take 20 on this Search check with some assistance, they will most likely find it. Once they do, read the following:

Your finger tugs on the last black key on the piano and you feel it give a bit. After a few seconds, you are able to pry it free from its home. Carved into the end of the black wood key is...surprise! An actual door key. As you look at this new find, you hear a small chuckle from the corner of the room.

"Good, good," Qiebitz says. "That's done...shall we move on or shall we celebrate with a meal?"

If the PCs vote for the meal, Qiebitz will use his create food and water ability to conjure up a decent meal for the party.

Once the meal is done and the PCs are ready to continue, proceed to Encounter 5.

ENCOUNTER 5: WRITING ON THE WALL (ROOM C)

Spell Anchored to Hallow: *dimensional anchor* (detects as moderate abjuration).

The PCs have opened the adamantine door and have moved on deeper into the shrine of Brightmantle.

When the PCs and Qiebitz have squeezed through the small door and entered the next room, read the following:

The aesthetic opposite of the chamber before it, this room is completely bare of furnishings or decorations. The ceiling again is filled with holes, all of them a few inches wide except for one in the far corner about 4 ft. across. This room is much smaller than the last, about 15 ft. x 15 ft. The side walls are again etched with images of Ulek.

The far wall is devoid of anything – even a door! As you look closer though, you are able to discern some runes carved into its surface.

The historical etchings in this room are, as follows:

Left (west) wall:

- A smiling cat sporting a double-lightning bolt rune on his forehead is peering down over the edge of a mountain at a host of dead reptilian humanoids, each wearing a medallion bearing a grinning skull.

A successful DC 15 Knowledge (religion) check identifies the rune on the cat's forehead as the holy symbol of Zagyg and the grinning skull as the holy symbol of Iuz. Worshipers of Zagyg identify his symbol automatically.

Right (east) wall:

- The ruins of Strandkeep Castle, surrounded by forces of the Pomarj as they flee from a combined regiment of Principality of Ulek and Gran March soldiers.

The runes on the opposite wall are actually words repeated in so many languages, that the text fills the wall. From left to right, the languages are: Dwarven, Common, Gnomish, Halfling, Elven, Giant, Celestial, Fey, and Undercommon. They are in an elegant, if old fashioned script and form a verse, of sorts. The verses differ per APL. See *Player Handout #7* for the list of riddles then separate the one appropriate for the party's APL and provide it to the players.

A DC 11 Knowledge (dungeoneering) check identifies the verse as speaking about oozes. A DC 14 Knowledge (dungeoneering) or DC 16 Knowledge (arcana) check identifies the oozes as living spells.

A successful check allows the PCs to know that not only do living spells have 'ooze traits,' they also, because

of their magical nature, have strong DR against non-magical weapons. Beating the initial DC by 5 (in either case) also tells the PCs that living spells are known to have SR.

If the party is able to determine that the riddle refers to living spells, then they either roll a Spellcraft check (consult the table below) or, failing that, they can guess. Even characters that are not 'well learned' can sometimes make educated guesses or be the beneficiary of blind luck.

In fact, if the riddle is solved in this way, Qiebitz will smirk and say "lucky guess," before continuing.

APL	Spells	DC
2	ray of enfeeblement/color spray	16
4	sound burst	17
6	shout	19
8	enervation	19
10	cone of cold	20
12	flame strike/confusion	20

Qiebitz will not help with this one. All he does while the PCs are trying to solve the riddle is float aimlessly about the room, staring at the pictures. He makes comments under his breath a couple of times and any PC making a DC 12 Listen check can make out the words "...damn grimalkin...laughing at me, I know it..." as he passes the picture with the smiling cat.

The purpose of this riddle is to allow the PCs to better prepare for what might exist beyond this room. If they realize that the riddle refers to living spells, they may be able to take precautions with the proper buffs.

Continue by reading the relevant text below, based on whether or not the riddle was solved.

RIDDLE SOLVED

If the riddle was solved, read the following:

"Hmm...that one was too easy, methinks. Ah well, you have done it again. Oozes are such nasty creatures anyway, but living spells? I would HATE to think about having to face them unprepared. But thanks to your wits, you can avoid that problem, can't you?"

Qiebitz will then wait for the PCs to prepare themselves. If there are no PCs in the party who can cast an appropriate buff or preparatory spell for the encounter, Qiebitz will notice this problem. Should this occur, read the following text as well:

Looking over your party, Qiebitz sighs. "Knowledgeable with the words, but unable to take

advantage...tis a shame. What to do, what to do..." he pauses for a second, and then floats toward the large hole in the ceiling, a mischievous look on his face.

He disappears into the hole and you hear some rustling about. A moment later, this sound is joined by an awkward howl that sets your teeth on edge. Qiebitz is singing.

"I shouldn't be meddlin', but my friends, they are riddlin' and solving them in no time flat. They're off to fight some oozes, so what am I to...er...doozes, and...where is that magic bag at?"

After another painful verse, Qiebitz lets out a shriek of triumph and soon returns to the room, carrying a small leather backpack. He floats to the ground and sets it gently down, then grins. "Just something I was saving for a rainy day, ya know...and since, well, its not gonna rain in here until," he pauses, then looks up at the ceiling, "well, never, I figure you could get more use out of these than I could."

Qiebitz will then say something in Beholder and depending upon APL, a specific item or items will appear at the opening of the backpack. Consult the table below to determine what items are produced:

- APL 2: oil of magic weapon.
- APL 4: 2 oils of magic weapon.
- APL 6: potion of bear's endurance.
- APL 8: divine scroll of death ward (CL 7th).
- APL 10: 2 potions of resist energy (cold) 10.
- APL 12: 2 potions of resist energy (fire) 20.

These are not to be counted against the party's treasure total. If the PCs decide to not use these items, Qiebitz keeps them. In addition, if nobody at the APL 8 table is capable of using the scroll, Qiebitz will offer to do it for them (he can hold the scroll open with two of his eyestalks) though it will require a caster level check, as he is only a 5th level cleric.

Once you assure Qiebitz that you're prepared, he floats across the room, whistling the melody of his "song" until he comes to the etching of Strandkeep Castle. He squints a bit and brings his eyestalks to bear. One of them unleashes a ray of black energy at the etching, striking the tallest tower. When the energy dissipates, the Pomarjian flag at the top of the tower has been snapped in half. As the rune covered wall begins to shudder open, Qiebitz turns around and in an enthusiastic voice, says "For the Prince!"

Proceed to Encounter 6.

RIDDLE UNSOLVED

If the riddle is not solved, read the following:

As it becomes apparent that none of you are going to be able to decipher this riddle, Qiebitz looks a little depressed. "Well, I guess I can't expect perfection. You are only humanoids, after all." He floats over to the etching of Strandkeep Castle and turns to face you. "When you know what you're facing, you can prepare. Knowledge of the enemy makes them easier to defeat. In this case, unfortunately, you do not have that luxury. I have faith in you, however. You can still prevail!"

With that, he spins to face the etching again. He brings one of his eyestalks to bear and it unleashes a ray of black energy at the tallest tower in the picture. When the ray dissipates, the Pomarjian flag atop the tower has been snapped in half. As the rune covered wall shudders open, Qiebitz turns toward you slightly, and with an enthusiastic voice, yells "For the Prince!"

Proceed to Encounter 6.

ENCOUNTER 6: OOZIN' FOR A BRUISIN' (ROOM D)

Spell Anchored to Hallow: *dimensional anchor* (detects as moderate abjuration).

Read the following as the PCs enter the next room:

Unlike the rooms before it, this one is rather plain. There are no runes on the opposite wall, no holes in the ceiling or etchings on the wall. It appears to be a simple, bare 30 ft. square room.

That thought is soon swept away as a singular amorphous form flickers into existence. It appears to be an ooze, and a rather odd one at that. Its surface shimmers and shines with an odd magical glow. After a brief moment it begins lumbering toward you.

Allow Spellcraft checks. A successful DC 21 check identifies the activated spell as a variant on a *summon monster* spell, altered to instead summon these oozes.

The fight immediately drops into initiative.

If any PCs calls out to Qiebitz for help, he will sadly state he is not permitted to directly interfere with the trials and should they need his assistance afterwards, he would be happy to do what he can. After he answers any pleas, he vanishes into a hole into the ceiling.

APL 2 (EL 3)

☛ **Spectral Sickening:** hp 8; see Appendix 1.

APL 4 (EL 5)

☛ **Stunning Sludge:** hp 50; see Appendix 2.

APL 6 (EL 7)

☛ **Reverberating Ooze:** hp 63; see Appendix 3.

APL 8 (EL 9)

☛ **Enervating Pudding:** hp 90; see Appendix 4.

APL 10 (EL 11)

☛ **Very Chilling Fog:** hp 108; see Appendix 5.

APL 12 (EL 13)

☛ **Fiery Befuddler:** hp 117; see Appendix 6.

Treasure: When the ooze is defeated, it sinks to the floor and flickers out of existence, leaving behind several gems reminiscent of the *Gems of Ulaa* (a bloodstone, a ruby, an emerald, an amethyst and a diamond). Value of these gems depends on the APL.

As the PCs collect these gems – spoils of their completed trial – the far wall will open to reveal the next room. Proceed to Encounter 7.

ENCOUNTER 7: A HATEFUL PAST REMEMBER'D (ROOM E)

Spell Anchored to Hallow: *miracle* (detects as strong evocation).

This room was the recipient of a *miracle* spell during its building. This miracle is used to trigger the “time travel” that occurs here (no actual time travel takes place, but the effect is similar, as the PCs will find themselves transported into a “dreamscape” where they appear on the fields of battle during the Hateful Wars).

When the PCs enters the room, read the following:

The oozes defeated, the next room is now open to you. Unlike the previous rooms, this one is cylindrical in shape with walls that extend twice as high as any you've encountered so far. The room is capped by a dome-shaped ceiling about 20 ft. up. Resting in a four foot hole near the base of the domed ceiling is Qiebitz. He visibly breathes a sigh of relief and smiles when he sees you.

The ceiling is painted to depict a single mountain with a ruby at its center. Imposed over the ruby is an image of a warhammer, a longsword, a small greataxe, a club and a short sword, crossing at their centers.

The images represent, as follows:

The mountain and ruby represents the holy symbol of Ulaa. A successful DC 15 Knowledge (religion) check identifies this. PCs who follow Ulaa succeed automatically, and any PC who claims the Principality of

Ulek as a home region can instead make a DC 10 Int check to figure this out.

The warhammer, longsword, small greataxe, club and short sword represent the favored weapons of Moradin, Corellon Larethian, Garl Glittergold, St. Cuthbert, and Yondalla, respectively. PCs know the favored weapon of their racial deity (Dwarves automatically recognize the warhammer as the weapon of Moradin, for example). A DC 15 Knowledge (religion) checks identifies the others.

Once the PCs have gleaned as much information from the mural as they can, have them make Int checks; a successful DC 15 check allows the PC to realize that what they are looking at is a meeting of major deities of each race, along with Ulaa, the patron goddess of the Principality of Ulek.

Read the following:

There is one large etching in this room and it covers about ninety percent of the circular wall to a height of about 10 ft. It depicts a female dwarf dressed in a scaly suit of armor, cut and bleeding, lying on the ground, staring up at two sword-wielding drow. Standing between the fallen dwarf and the two attackers is a figure with spider tattoos covering his arms and wearing a hooded cowl that disguises his face. He also has his sword drawn and appears to be trying to protect the dwarf from the advancing dark elves.

Have PCs make Spot checks. Any succeeding on a DC 15 notice a family crest depicted in the armor of the female dwarf. Principality of Ulek characters immediately recognize it as the Corond family crest. Anyone else must succeed on a DC 15 Knowledge (nobility and royalty) check.

Read the following:

In the small part of the wall not dominated by the etching is a small 3 ft. x 5 ft. niche set back about a foot. Floating in this niche is a broken slab of granite about two feet square. Carved into the slab, in Common, are the following words...

Hand the players Player Handout #8 and let them read it aloud or pass it around the table.

Check the pre-rolled Knowledge checks again. A DC 15 Knowledge (history) check identifies the passage as referring to the Hateful Wars, which took place in the Principality of Ulek from 498 to 510 CY.

In the Hateful Wars, the races of the Ulek states, with outside help from the gnomes of the Kron Hills and the elves of Celene, cleansed invading goblin and orc armies from the Lortmil Hills. Most of the invading troops were utterly destroyed, but those that survived retreated into the Pomarj.

After the PCs have been in the room for a few moments, Qiebitz will float down from his resting place and hover in place behind the characters as they read over the words on the slab.

If the PCs get the reference right away, either through the Knowledge (history) check or through a guess, Qiebitz will smile, nod and lightly, happily bounce atop the head of the PC who gives the correct answer (any reference to the 'Hateful Wars' will do).

PASSAGE RECOGNIZED

If the PCs recognize the passage as dealing with the Hateful Wars, read the following:

"Yes, yes...very good!" Qiebitz says, his enthusiasm obvious. "It is always good to remember your history and to learn from it, hmm?"

He pauses for a moment and looks at each of you, his mouth still forming a smile.

"Still," he continues. "Books...words...how much can you really learn by reading? The stories are nice, for certain. The facts are important, of course. But all that cold information, so impersonal, so...mechanical. You could have learned so much more if you had been there, don't you think?"

With that, he rises into the air, spins completely around and while wearing a great self-satisfied grin, loudly speaks one word: "Rorntyn!"

'Rorntyn' is the Dwarven word for battlefield. Proceed immediately to Encounter 8.

PASSAGE UNRECOGNIZED

If the PCs are unable to make the connection between the passage and the Hateful Wars, read the following:

Sighing, Qiebitz floats through the air as if pacing, his eyestalks moving to stare at you as he moves. "Tis a shame," he says, pausing for a moment to look at the floating stone slab in the wall. "I had heard inklings that the ones of this world ignored their history, but I didn't believe it was so."

He sighs and turns to look at you, his mouth tight. His disappointment is apparent. "Well, history is something that cannot be brushed aside so nonchalantly. It is the essence of WHO we were and the story of who we are now. You miss so much by not knowing your past. You risk your future."

He rises higher into the air and looks down at you. "Perhaps it would be better if I were to give you a history lesson? I can do that, you know. This will not be found in any book, though. Not one here or one in any library. I find the text of such books impersonal and mechanical. The information is

presented so coldly...what can you learn from that? No, no...for you to absorb what happened on the battlefields of the Lortmil Hills during the Hateful Wars almost one hundred years ago, you need a more personal account. Please, remember what you see. For it is what you were and what you have become!"

He nods and lowers his eyestalks, then with a barking voice, calls out one word: "Rorntyn!"

'Rorntyn' is the Dwarven word for battlefield. Proceed immediately to Encounter 8.

ENCOUNTER 8: ALL OUT WAR

Begin by reading the following text:

In an instant, the room begins to fade until all that remains is a blanket of white light that surrounds you.

A moment later, you feel yourself being jerked downward. Farther and farther you fall, feeling as if you are being squeezed through a tube. Then it's over. Your equilibrium returns and the white light fades away...into chaos.

All around you lay bodies...bodies of every manner of race, from dwarf to elf, lie mixed with those of orcish and goblin descent.

The odor of spilt blood saturates the air, spread by a strong westerly wind.

You find yourself in an open area surrounded by low-lying hills. An odd coolness covers the field, shed by an overcast sky which buries Pelor's light in shadow.

In every direction, swords crash together, arrows are loosed and calls of war are sounded.

A gentle but persistent tremor pervades the earth around you and suddenly, an even darker shadow falls upon you.

An instant later, a troop of horse-mounted cavalry rumbles past with swords drawn, barely missing you in their stampede as they advance on an enemy platoon.

Dwarves, men and halflings wearing the colors of the Principality of Ulek fight back wave after wave of goblins dressed in livery sporting a crest -- a red, disembodied head with hair of snakes, frozen in an eternal growl. Seemingly unending carnage follows as forces on both sides continue to fall, their blood painting the battlefield crimson.

Elves dressed in blue tabards, each decorated with a green tree, stand atop a distant hill. They loose arrows at a large force of orcs as they make attempt after attempt to mount a charge up the hill.

Line by line, the orcs fall amongst the rain of arrows...and death surrounds you.

The PCs are now inside a dreamscape conjured up by a *miracle* spell, and triggered by the activation word (Rorntyn). They are literally on the field of a battle during the Hateful Wars. Allow PCs to make checks at this time. A DC 15 Knowledge (nobility and royalty) or Knowledge (local – Sheldomar Valley metaregion) check identifies the goblin's livery as that of the Goblin Tribes of the Pomarj and the elven livery as belonging to Celene.

Depending on APL, the PCs are on different parts of the battlefield, so the descriptive text is different. Consult DM Aid: Map #2 – The Hateful Wars to see an overview of the entire dreamscape. Read the following text, as relevant for the referenced APL.

Note: It is possible (and in some cases likely) that a PC or PCs may try to run toward the Prince to either join his fight, or, at the end, save him. Should anyone try, note that they are unsuccessful. The *miracle* is set up to allow PCs to experience the Battle of Corond's Hills, but not to interact with anything that would alter the outcome of the battle.

If any PC attempts to leave their own fight and join the Prince in his, explain to them that as they run, their steps do not seem to take them any closer to their destination. They still expend the energy and they feel as if they move, but their position on the battlefield does not change.

APLS 2 AND 4

Your attention is drawn to a bright flash of light atop a rocky hill about 100 feet away. There, a group of orcs close in on two allies: one is a dwarf in full adamantine plate, his black beard spilling out from under his horned helm and down onto his chest. In his hands, he grips a fearsome looking dwarven waraxe which he waves menacingly at the advancing Pomarj troops. Standing almost back to back with him is an elf with dark blonde hair wearing simple blue robes. With waves of his hand, he conjures green-hued arrows of acid, which splash against the surrounding orcs in wave after wave, causing many to fall almost instantly. The remaining orcs seem to hesitate for a moment before continuing their movement.

Then, out of the corner of your eye, you see it. A small squad of orcs wearing armor painted with a grinning skull over a field of red, has spotted you from a nearby knoll. Without a word, they draw their weapons and move toward you.

The dwarf and elf mentioned are Prince Olinstaad Corond and Melf, Prince Brightflame of Celene. A DC 17 Spellcraft check identifies the spell cast by Melf as Melf's acid arrow. The PCs cannot note any sigils or crests on the

Princes from this range, but still might know whom it is they see.

If someone in the party made the necessary Knowledge (history) check in Encounter 7 to identify the passage as being relevant to the Hateful Wars, then that PC automatically recognizes this as the Battle of Corond's Hills. In addition, because this particular battle is so well known, the PC is also able to note the identities of both Prince Corond and Prince Brightflame despite their distance.

If the party failed to make the necessary check in Encounter 7, they may still be able to identify where they are and who they are observing. Because Qiebitz clued them into the fact that this was the Hateful Wars before sending them here, the PCs may be able to now make the connection. Anyone succeeding on a DC 15 Int check recalls the same information as outlined in the above paragraph.

The starting encounter distance is 30 ft. There is no surprise round. Because of the numerous fallen troops on the field, there can be no running or charging, though movement is not affected in any other way. There is no map included for this encounter. It is a straight battlefield combat with no trees or other cover provided.

APLS 6 AND 8

As you try to get your bearings, a flash of light atop a hill 30 feet behind you draws your gaze. Standing amongst a circle of orcs are a dwarf and an elf standing almost back-to-back. The dwarf is wearing full adamantine plate armor complete with a traditional horned helm, and wields a dwarven waraxe with a wicked looking edge. Over his armor is a tunic boasting the image of a shield divided into quadrants – the upper right and lower left of which display red dwarven waraxes on fields of white, the upper left showing a pair of mountain peaks and the lower right a singular diamond on a field of red. He swings the axe in a wide arc as he tries to give pause to the advancing horde. The elf is dressed in simple blue robes decorated with a green tree on one sleeve. His hands are a blur as he conjures wave after wave of green-hued acid arrows that slam into the ranks of orcs as they advance, dropping some of them instantly.

The rest seem to hesitate for a moment before continuing their advance, though they do appear more cautious.

Then, a scream. From around the hill, a group of orcs thunders toward you, their weapons drawn.

The dwarf and elf mentioned are Prince Olinstaad Corond of the Principality of Ulek and Melf, Prince Brightflame of Celene. A DC 17 Spellcraft check identifies the spell cast by Melf as Melf's acid arrow.

If someone in the party made the necessary Knowledge (history) check in Encounter 7 to identify the passage as being relevant to the Hateful Wars, then that PC automatically recognizes this as the Battle of Corond's Hills. In addition, because this particular battle is so well known, the PC is also able to identify both Prince Corond and Prince Brightflame.

If the party failed to make the necessary check in Encounter 7, they may still be able to identify where they are and who they are observing. Because Qiebitz clued them into the fact that this was the Hateful Wars before sending them here, the PCs may be able to now make the connection. Anyone succeeding on a DC 15 Int check recalls the same information as outlined in the above paragraph.

Failing that, there is still a chance. Successful Knowledge (nobility and royalty) or Knowledge (local – Sheldomar Valley metaregion) checks grant the following information:

DC 15

- The tree on the elf's sleeve represents Celene.
- The shield on the dwarf's tunic is the old coat of arms for the Principality of Ulek.

DC 18

- The dwarf is, in fact, a young Prince Olinstaad Corond of the Principality of Ulek.

DC 20

- The elf is Melf, Prince Brightflame of Celene.

The starting encounter distance is 30 ft., but the two parties are partially blocked from each other by the sloping hill (see DM Aid: Map #3 – The Hateful Wars, APLs 6 and 8) for a visual representation of the encounter area. There is no surprise round.

APLS 10 AND 12

As you get your bearings, a flash of light brightens the air directly behind you.

Less than 15 feet away, a dwarf and an elf stand back to back, surrounded by an ever advancing circle of orcs.

The dwarf, who is in adamantine full plate complete with a traditionally dwarven horned helm, curses softly into his beard. Upon the dwarf's tunic is the image of a shield divided into quadrants – the upper right and lower left of which display red dwarven waraxes on fields of white, the upper left showing a pair of mountain peaks and the lower right a singular diamond on a field of red. He grips a fearsome looking dwarven waraxe, which he swings in a wide, cautious arc in an attempt to keep the orcs at bay. Next to him, his elf companion is decked out

in robes of blue, decorated with a green tree on his left sleeve. The elf's hands are almost a blur and his voice fills the air with a seemingly non-stop string of magical words. Wave after wave of green-hued arrows flicker into existence and strike the orcs as they advance, felling some instantly.

The other orcs hesitate for a moment, then continue their approach, albeit more cautiously.

A few of the orcs, however, seem content to let their fellow soldiers deal with the pair at the center of the circle, and have turned their attention toward you.

The dwarf and elf mentioned are Prince Olinstaad Corond of the Principality of Ulek and Melf, Prince Brightflame of Celene. A DC 17 Spellcraft check identifies the spell cast by Melf as *Melf's acid arrow*.

If someone in the party made the necessary Knowledge (history) check in Encounter 7 to identify the passage as being relevant to the Hateful Wars, then that PC automatically recognizes this as the Battle of Corond's Hills. In addition, because this particular battle is so well known, the PC is also able to identify both Prince Corond and Prince Brightflame.

If the party failed to make the necessary check in Encounter 7, they may still be able to identify where they are and who they are observing. Because Qiebitz clued them into the fact that this was the Hateful Wars before sending them here, the PCs may be able to now make the connection. Anyone succeeding on a DC 15 Int check recalls the same information as outlined in the above paragraph.

Failing that, there is still a chance. Successful Knowledge (nobility and royalty) or Knowledge (local – Sheldomar Valley metaregion) checks grant the following information:

DC 15

- The tree on the elf's sleeve represents Celene.
- The shield on the dwarf's tunic is the old coat of arms for the Principality of Ulek.

DC 18

- The dwarf is, in fact, a young Prince Olinstaad Corond of the Principality of Ulek.

DC 20

- The elf is Melf, Prince Brightflame of Celene.

The starting encounter distance is 15 ft. There is no map included for this combat because it assumed to be a straightforward battlefield confrontation. There are no trees, rocks or other methods to provide cover or the like. There is no surprise round.

COMBAT

APL 2 (EL 4)

- **Orcs (2):** hp 7 each; see *Monster Manual*, page 203.
- **Hoxren, Male Orc Rgr1:** hp 8; see *Appendix 1*.
- **Pengar, Male Orc Ftr2:** hp 18; see *Appendix 1*.

APL 4 (EL 6)

- **Orcs (4):** hp 7 each; see *Monster Manual*, page 203.
- **Hoxren, Male Orc Rgr2:** hp 15; see *Appendix 2*.
- **Pengar, Male Orc Ftr2:** hp 18; see *Appendix 2*.
- **Draxxe, Male Orc Clr3 of Gruumsh:** hp 23; see *Appendix 2*.

APL 6 (EL 8)

- **Slog, Male Orc Scout3/Ftr1:** hp 32; see *Appendix 3*.
- **Gruul, Male Orc Rog3/Ftr1:** hp 24; see *Appendix 3*.
- **Ougha, Male Orc Ftr5:** hp 49; see *Appendix 3*.
- **Brougha, Male Orc Clr5 of Ilneval:** hp 38; see *Appendix 3*.

Tactics: Slog will stay in the back and use his skirmish ability to pepper the PCs with arrows. Brougha will use *wind wall* to allow himself time to buff and then move forward to make full use of his necromantic spells (spontaneously burning spells as he needs to cast *inflict* spells). Gruul will hang back until Ougha moves in, then try to tumble around behind the fighter's target to gain flanks to get the added sneak attack damage. The hill on the battle field provides partial cover to anyone who stands behind it, unless they lie prone, in which case they have full cover, but have no line of sight (and therefore cannot target the enemy). The hill itself is sloped in such a way that running or charging over it is impossible. To charge, PCs and the orcs will have to move around the base of the hill to move into position.

APL 8 (EL 10)

- **Slog, Male Orc Scout5/Ftr1:** hp 47; see *Appendix 4*.
- **Gruul, Male Orc Rog5/Ftr1:** hp 35; see *Appendix 4*.
- **Ougha, Male Orc Ftr7:** hp 74; see *Appendix 4*.
- **Brougha, Male Orc Clr7 of Ilneval:** hp 53; see *Appendix 4*.

Tactics: Slog will stay in the back and use his skirmish ability to pepper the PCs with arrows. Brougha will use *wind wall* to allow himself time to buff and then move forward to make full use of his necromantic spells

(spontaneously burning spells as he needs to cast *inflict* spells). Gruul will hang back until Ougha moves in, then try to tumble around behind the fighter's target to gain flanks to get the added sneak attack damage. The hill on the battle field provides partial cover to anyone who stands behind it, unless they lie prone, in which case they have full cover, but have no line of sight (and therefore cannot target the enemy). The hill itself is sloped in such a way that running or charging over it is impossible. To charge, PCs and the orcs will have to move around the base of the hill to move into position.

APL 10 (EL 12)

- **Gorgo, Male Orc Hexblade4/Ftr2/Dragon Disciple (Red)2:** hp 75; see *Appendix 5*.
- **Mumph, Male Orc Bbn1/Ftr4/Pious Templar of Gruumsh3:** hp 74; see *Appendix 5*.
- **Krahdm, Male Orc Bbn4/Ftr2/Eye Of Gruumsh3:** hp 92; see *Appendix 5*.
- **Dral, Male Orc Clr9 of Gruumsh:** hp 68; see *Appendix 5*.

APL 12 (EL 14)

- **Gorgo, Male Orc Hexblade4/Ftr2/Dragon Disciple (Red)4:** hp 104; see *Appendix 6*.
- **Mumph, Male Orc Bbn1/Ftr4/Pious Templar of Gruumsh5:** hp 92; see *Appendix 6*.
- **Krahdm, Male Orc Bbn4/Ftr4/Eye of Gruumsh3:** hp 110; see *Appendix 6*.
- **Dral, Male Orc Clr11 of Gruumsh:** hp 83; see *Appendix 6*.

The PCs CAN retreat from this combat. To do so, the entire party (not including any PCs that have fallen) must move at least 100 feet from the closest enemy. The orcs will give chase for two rounds, but will give up after that, allowing the PCs to escape.

Once the fight is over, read the following text:

Your confrontation now over for better or worse, your gaze drifts back to the battle atop the hill. The dwarf and elf are fighting their enemies valiantly, as shown by the number of corpses that lay at and around their feet, but the orcs keep coming, as if pushed by an unseen force, and the circle around the two continuously shrinks. Finally, the sheer number of enemies is too much. With a muffled cry of pain, the dwarf grips his side and falls to his knees, the victim of a well placed sword thrust.

As the orcs move in, hoping to finish their kill, the elf narrows his eyes, grabs the dwarf by the back of his tunic, and while being harangued by at least 10 Pomarj footsoldiers, breathes a few words under his breath. When he is finished, there is a sudden

quick flash of light and both the elf and dwarf vanish, leaving little more than a few drops of blood and sweat as evidence of their presence.

The orcs, momentarily blinded by the flash, now come to the realization that their prey has escaped. In a rage, they storm down the hill in hopes of reinforcing their brethren, but their haphazard charge ends quickly as they are run down by the Ulekian cavalry.

And as the orcs are trampled underfoot, you notice the white light return. Brighter and brighter it gets until the last thing you're able to see is the banner of the Principality of Ulek snapping in the breeze before it too is consumed by the all-encompassing light.

Then, a moment after it surrounded you, the light is gone again.

You find yourself in the very room of the shrine you had been in before.

Qiebitz rests on the floor, one of his eyestalks absently tracing invisible designs on the stone. He lifts his large eye, focusing on each of you in succession.

"Welcome back from the time of hate," he says somberly. "So much hate, in fact," he continues, "That one war could not contain it. Eighty-six years later, it endures and some would say has spread."

He stops here. If there are any elves or half-elves in the party, he fixes his gaze on them, purses his lips slightly, and then pointedly asks them if they agree.

If anyone tried to leave their fight to help the Prince, Qiebitz floats gently over to them at this point. If the PC asks why they were unable to help, or seems distraught that they were unable to, Qiebitz will land gently on their shoulder before answering (adjust text as needed):

"Do not feel sadness at your inability to help your Prince. Your objectives were noble, but what can you do to help someone in a past that has already occurred? Focus on shaping your future, for you cannot remold the past. History is a thing that is written in stone. Waste neither thought nor breath on what you could have done. Focus only on what you can do from now on."

Qiebitz answers any questions concerning the dreamscape truthfully: No, they did not really go back in time; Yes, the combat was real (as evidenced by the very real blood on their weapons); etc.

Treasure: When the PCs returned from the dreamscape, any possessions their orc foes had on them appear in the room in a large steel chest at their feet ... a reward for their undertaking the dream journey.

As Qiebitz talks to the PCs, the front wall of the chamber (where the tablet containing the Hateful Wars

passage is floating) begins to sink into the floor. After about 30 seconds, the wall has sunk into the earth enough to reveal the next room, from where a loud, clear clang of metal on metal can be heard. Once the PCs have finished their roleplaying and are ready to move on, proceed to Encounter 9.

ENCOUNTER 9: THE HAMMER AND THE ANVIL (ROOM F)

Spell Anchored to Hallow: none.

The PCs are getting very close to their goal, though at this point they probably do not know what this "goal" is. This is the last room in the shrine proper.

When the PCs enter, read the following:

The back wall of this room stretches to a length of 50 feet, and the adjoining walls bend around, forming a semi-circle. While the curved walls bear no markings, runes or pictures, the long straight wall boasts an etching of a scene that you can't help but recognize.

A group of familiar looking adventurers stand in a darkened chamber, staring at a glowing stone book set into a wall.

It takes only a second to realize that this is a rendition of the entrance to this shrine, and the people in the picture are, in fact, you and your companions.

Stop here to let the players react, if they wish. After a few moments, Qiebitz will chime in:

"So it was indeed foreseen, and so it has come to pass," Qiebitz says, floating quickly toward the etching to get a better look. "Hmm," he says, "Still, there's no accounting for pictorial accuracy." He turns slightly in the air and smiles at <random PC here>. "They got your hair all wrong."

In the center of the room sits a ghostly anvil. Striking against it in a strict rhythm is an equally ethereal smith's hammer. With each strike, the room reverberates with the tell tale sound of a smith's forge, and every time the hammer raises to ready its next blow, a wisp of light, vaguely humanoid in shape, escapes from the surface of the anvil and floats into space.

A *detect magic* spell reveals two auras on the hammer and anvil: moderate illusion and moderate evocation. The hammer and anvil were created by a *permanent image* spell (CL 20th) and have been affected by a *resetting contingency* trigger (also CL 20th). The *contingency* effect forces anyone who touches the image to be transported to Celestia (more specifically, Moradin's Forge) via a *plane shift* spell.

There are no outward clues, runes, words, riddles or puzzles to push the PCs towards what they are supposed to do here. There are no doors, save for the one the PCs entered through. Eventually, one should try to touch the image. When that happens, read the following:

A slight shimmer surrounds your hand as you touch the image of the hammer and anvil. A warm energy courses forth and envelops you. For a quick moment, the heat is intense and you're blinded by a hot, white light.

Have the PC make a DC 28 Will save to avoid the plane shift. If the PC makes the save, the light dissipates and they find themselves back in the room with the permanent image. If they fail, or forgo the save, explain to the PCs that remain in the room that their friend has vanished in a blip of light. Allow anyone in the room the chance to make a DC 20 Spellcraft check to determine the spell, and then pull the affected player aside and read them the following:

Suddenly, the light vanishes, returning your sight to you. You are on a vast, immeasurably large plain that seems to have no end. A faintly reddish yellow light infuses the area with an eerie dusk-like quality and the air itself is almost stifling in its desert-like heat.

In every direction, evenly spaced smith's forges fill the plain and stretch well beyond your sight, filling the air with a deep, crimson-brown smoke, which totally obscures any sky that might be present, but is surprisingly devoid of ash and the scent of molten metal. Standing before each forge is a short, orange-skinned dwarf with hair so red it appears to be of fire. Each clutches a finely crafted hammer and bangs feverishly on its anvil, creating an ever-present cacophony that rivals the fiercest of storms. Every few seconds, a louder crash joins the innumerable smaller ones, thundering all around you and sending a tremor through the ground.

One by one, the forgers closest to you still their hammers and cease their work, then lift their gaze to meet you.

Once this has been read, ask if any other PCs are touching the image. For any PC that decides to remain behind, the adventure effectively ends here. They may exit the shrine the way they came in and go about their business. Qiebitz will express surprise and disappointment, but will not stop the PC from leaving.

Once all the PCs have been transported to Celestia or have left the shrine, proceed to Encounter 10.

ENCOUNTER 10: THE SOULFORGE

The PCs have been transported to the plane of Celestia, the home of, among others, Moradin and Bahamut. More

specifically, however, they have been dropped inside the Soulforge, the place where the dwarven souls forged by Moradin himself are polished and made ready for life.

While on Celestia, all Lawful Good followers of Lawful Good deities are under the permanent effect of a prayer spell, and, because they are so physically close to their deity, automatically realize where they are. In addition, all Lawful characters gain a +2 bonus to all Char-related skill checks while on the plane; all Good characters likewise gain a similar +2 bonus (these two bonuses stack, giving Lawful Good characters a +4 bonus in total) and all Chaotic characters take a -2 penalty to the same checks.

Everyone else needs to succeed on a DC 15 Knowledge (religion) check or a DC 17 Knowledge (the planes) check to determine their location.

Although the interior of the Soulforge is unbearably hot, the PCs are not affected, due to a protective ward on the entire area.

Consult DM Aid: Map #4 for a map of the Soulforge.

A DC 12 Knowledge (the planes) check identifies the humanoid as azers. They are on Celestia as assistants to Moradin, refining and measuring souls before they are released to the world. Based on their level of success, PCs may be able to learn more about azers:

- DC 17: Azers are lawful and native to the Plane of Fire (and are therefore immune to fire).
- DC 22: Azers' bodies are so hot, they actually conduct heat – their unarmed attacks, as well as any metallic weapon they wield, deal extra fire damage.

The orange skinned dwarves watch you with a bit of caution in their eyes, holding their hammers still, unsure of what to make of you. Moments pass, the awkward stillness shattered by the echo of thousands of hammers on anvils, and then a flash of light in the center of the room announces a new arrival. He looks much like the others here, though his skin is covered with golden scales. He wears a breastplate polished to an almost glowing sheen and carries a heavily rune-etched maul upon his back. Around his neck, he wears a medallion decorated with a bright star above a milky nebula, both over a deep, midnight blue background.

Allow checks at this time. A DC 19 Spellcraft check identifies the *dimension door* spell that was used to transport the azer into the room. A DC 14 Knowledge (arcana) check identifies this azer as being a half-dragon of the gold variety and a DC 15 Knowledge (religion) check identifies the medallion around the azer's neck as the holy symbol of Bahamut.

🐉 **Mreindal Stonescale, Male Half-Gold Dragon**
Azer Ftr2/Pal8 of Bahamut: hp 153; see Appendix 7.

Once checks have been made (or, if the PCs do not think to make any) note their actions. If the PCs choose to attack without allowing a diplomatic exchange, they are setting themselves up for a very difficult (EL = APL + 4) encounter. The azers will defend themselves with full force and fury, using lethal damage to rid themselves of the intruders to Moradin's Forge. Should this occur, skip to initiative immediately. Note that the half-dragon azer paladin only joins in the fight at APL 12. At all other APLs, he barks a couple of commands to the closest azers, then moves away from the party, into the never-ending sea of azers working their forges.

If this occurs, go to Conclusion: Learned Nothing, once the combat is over.

If the PCs do not move to attack, however, they may be able to avoid combat entirely. Assuming combat has not yet broken out, continue by reading the following:

The dragon-scaled azer narrows his eyes at you. He takes a step forward and appears to about to speak when another flash of light momentarily distracts him. Appearing out of thin air next to you is Qiebitz, looking a bit disoriented. He looks at the maul-wielding azer and his large central eye widens, then he ducks behind you, peaking at the goings on through the gaps between your bodies.

The azer smiles a bit at this, but the smile soon vanishes. He draws his maul, holds it in a defensive position and finally speaks. "Who is it that dares set their feet in the Soulforge? Speak your names and your intentions. You are bound to answer!"

Assuming that the PCs are truthful, the azer will be open to more conversation. If any PC tries to deceive him, however, have them roll a Bluff check against his Sense Motive check (+10). If they fail, the azer will rather diplomatically ask them to reconsider their answer. Should the PC refuse to change his answer, or try to unsuccessfully give an alternate false answer, the azer will refuse to speak to that PC for the rest of the encounter. Note the effect this might have on how the encounter ultimately concludes (see below).

Once all PCs have given their names and their intentions, the azer will continue. Read or paraphrase the following, altering as needed based on information the PCs volunteer:

"I am Mreindal Stonescale, Holy Champion of Bahamut, Marshal of Moradin and guardian of the Soulforge. I see that good Qiebitz of Keoghtom accompanies you," he says, nodding with a smile to the still-cowering spectator, "or I would not even deign to speak to your kind, but we were told to expect visitors of your ilk."

He lowers his maul and takes a step forward. "As noted before, you stand upon Moradin's holy ground. Disturb not a single forger, nor their work. What Moradin has forged, we refine and shape with

His guidance...and so the dwarven race is repopulated. As for you...well, you were fated, or at least ones like you. Fated for what, though? The ingenuity and curiosity inborn in your mind must have sparked this question by now."

Mreindal waits for the PCs to admit their confusion as to the bigger picture before continuing.

"Brightmantle wanted you to find his sacred shrine...wanted you to meet Qiebitz, and wanted you to have the experiences you have had. All in all, they may seem disconnected and unimportant, but taken together, they will help point the way to a knowledge that can forge the land of Ulaa much like a soul itself is forged. There are things that must be known and remembered, but only those whom Brightmantle has truly anointed can understand. I want to believe you are the ones He spoke of, but I cannot be sure. You found the shrine and have come this far, but...how can I be truly sure you are the ones?"

There are several things the PCs have learned since stumbling upon Brightmantle's shrine. The most obvious ones are listed below, but if the PCs note something that doesn't appear on the list, allow it as long as it makes sense.

Mreindal will listen intently to anything the PCs have to say. If the PCs note something that they've learned that seems "out of the ordinary," Mreindal will push for some elaboration before he accepts it.

Should any PC ask about the thunderous, encompassing crash that sounds every few seconds, Mreindal will note rather matter-of-factly that what they hear is the hammer of Moradin himself, forging souls on his anvil beyond the sight of any of them.

Mreindal is rather eloquent, and should be role-played as blunt but fair, and while he holds to his code with strict adherence, he will allow for PCs to convince him of things he might dismiss at first, as long as they are able to make sound arguments.

Note: This is designed to be an intense role-play driven encounter. You may, at your own discretion, allow the role-playing that takes place here to totally override the need for a Diplomacy check. If you feel that the players tackled this situation with full relish and role-played it to their fullest ability, hitting on all points and actually turning this into an 'encounter' rather than something that needs to be determined by the luck of a die roll, then by all means give them credit for their ability as role-players and note this as a 'success', acting as if the party made their Diplomacy check. That said, this should not be a given or a walkover. If the players do not wish to role-play or simply don't try, they should not gain this benefit.

If the table is not made up of players with a desire to role-play the encounter out, use the following, but only as

a guide. If the PCs are able to come up with something noteworthy, use your discretion to assign additional modifiers. To succeed in this encounter, the PCs will need to succeed at a DC 25 + APL Diplomacy check, as modified below (the modifiers below are cumulative):

- PC is a follower of a deity of the dwarven pantheon: +2.
- PC is a follower of Moradin or Dugmaren Brightmantle: +2.
- PC is a divine spellcaster of a deity of the dwarven pantheon: +2.
- A PC was caught lying to Mreindal: -10.
- PCs successfully note three things they have learned during this adventure: +10. This includes the following:
 1. PCs learned their limits (by admitting their inability to solve the music riddle, were they unable to).
 2. PCs learned that the past cannot be changed (via the Hateful Wars encounter).
 3. PCs learned to know the enemy is to better prepare for him (from the ooze riddle and encounter).
 4. PCs learned that looks are deceiving (from meeting Qiebitz).
 5. PCs learned to listen first (by not attacking Qiebitz on sight or the azers on sight).
- A PC attacked Qiebitz: -5.
- A PC attempted to help Prince Corond during the Hateful Wars dreamscape: +5.
- Lead “negotiator” is Lawful: +2.
- Lead “negotiator” is Good: +2.
- Lead “negotiator” is Chaotic: -2.

When it is clear that the PCs are done making their case, allow the Diplomacy check (if, again, you determine that it is necessary). **ONLY** those players who actively took place in the conversation may assist.

DIPLOMACY FAILS

If the party fails their check, read the following:

Mreindal frowns a bit, then sighs. “I give you your due for at least trying to reason it out,” he says, “but it is clear to me that if you are indeed the ones Brightmantle foretold, that you still have much to learn.”

He grips his maul in his hand and turns his head toward the other azers in the forge. “These

here need to learn their true place in the world, my friends. Watch thy blades, though. An uncouth tongue is a not a crime punishable by death.”

The azers will prepare for combat now.

As implied by Mreindal, the azers will only use nonlethal damage in this encounter, unless the PCs use lethal damage in which case, the azers will respond in kind. Note that due to their nature, azers always cause fire damage when using unarmed attacks or metallic weapons. This is **LETHAL** damage, but should be negligible. Make sure that the PCs are aware that this damage is not due to any desire or triggered ability, but simply is part of being an azer.

Mreindal stands aside, disappointed, unless the party is at APL 12, in which case he joins in on the fight. Mreindal uses his *merciful* maul to help him subdue the party if necessary. If the party insists on using lethal damage, Mreindal will deactivate the *merciful* ability of the maul and instead use it as a +2 maul.

Note: Use discretion in adjudicating this combat. For instance, if one PC uses lethal force and they are knocked unconscious, or if the party uses lethal force but then changes tactics after realizing their error, give the party the benefit of the doubt. The party should not be punished because of one person’s mistake, nor should they be condemned if they learn from their errors.

APL 2 (EL 6)

🔥 **Azers (3):** hp 14 each; see *Monster Manual*, page 21.

🔥 **Kalen, Male Azer Ftr1:** hp 27; see *Appendix 1*.

APL 4 (EL 8)

🔥 **Kalen, Male Azer Ftr2:** hp 39; see *Appendix 2*.

🔥 **Zhel, Male Azer Clr2 of Bleredd:** hp 30; see *Appendix 2*.

🔥 **Miralan, Female Azer Wiz3:** hp 40; see *Appendix 2*.

🔥 **Thenor, Male Azer Mnk2:** hp 30; see *Appendix 2*.

APL 6 (EL 10)

🔥 **Kalen, Male Azer Ftr4:** hp 60; see *Appendix 3*.

🔥 **Zhel, Male Azer Clr4 of Bleredd:** hp 45; see *Appendix 3*.

🔥 **Miralan, Female Azer Wiz5:** hp 43; see *Appendix 3*.

🔥 **Thenor, Male Azer Mnk4:** hp 45; see *Appendix 3*.

APL 8 (EL 12)

🔥 **Kalen, Male Azer Ftr6:** hp 81; see *Appendix 4*.

✦ Zhel, Male Azer Clr6 of Bleredd: hp 66; see Appendix 4.

✦ Miralan, Female Azer Wiz7: hp 54; see Appendix 4.

✦ Thenor, Male Azer Mnk6: hp 60; see Appendix 4.

APL 10 (EL 14)

✦ Kalen, Male Azer Ftr8: hp 102; see Appendix 5.

✦ Zhel, Male Azer Clr8 of Bleredd: hp 83; see Appendix 5.

✦ Miralan, Female Azer Wiz9: hp 64; see Appendix 5.

✦ Thenor, Male Azer Mnk8: hp 75; see Appendix 5.

APL 12 (EL 16)

✦ Mreindal Stonescale, Male Half-Gold Dragon Azer Ftr2/Pal8 of Bahamut: hp 153; see Appendix 6.

✦ Zhel, Male Azer Clr10 of Bleredd: hp 99; see Appendix 6.

✦ Miralan, Female Azer Wiz12: hp 80; see Appendix 6.

✦ Thenor, Male Azer Mnk10: hp 90; see Appendix 6.

If the PCs tried diplomacy, were unsuccessful, and were able to defeat the azers in honorable (nonlethal) combat, go to Conclusion: Azers Bested.

If the PCs tried diplomacy, were unsuccessful, and were **NOT** able to defeat the azers in honorable (nonlethal) combat, go to Conclusion: Azers Win.

If the PCs tried diplomacy, were unsuccessful, and resorted to lethal combat to defeat the azers, go to Conclusion: Learned Nothing.

Treasure: The PCs cannot claim the possessions of the azers no matter what they do. When they leave this plane, those items will remain here on this plane. However, PCs who defeated the azers in nonlethal combat or succeeded on their Diplomacy check gain access to those items on their Adventure Record.

DIPLOMACY SUCCEEDS

If the PCs succeed in their diplomacy check, read the following:

A wide smile breaks across Mreindal's face. "You are truly touched by the Errant one. You are truly the ones foretold. You have earned the right to enter the vault and retrieve the prophecies of the Enlightened Ones. It is not an easy thing, to remain focused in the face of confusing times, yet you have. Come with me, friends, let us get you to where you need to be."

With that, Mreindal lifts a hand and the other azers immediately go back to work. He beckons you to follow him and begins walking through the reddish smoke away from where he first appeared. While walking, he says something in a strange language and Qiebitz finally comes out of his hiding place behind your backs and joins the half-dragon at the front of the line. "Well done, my five-eyed friend," Mreindal says. "You were called and you have served. Thank you for bringing the fated ones to us."

Qiebitz smiles meekly. "Always here to serve, Mreindal," he says, clearly embarrassed at the praise. "I am glad my new friends are the ones you sought." He looks back at you and smiles, dipping his body in a bow.

After a few more steps, Mreindal reaches a marble arch carved and decorated with adamantite filled runes. He runs his hand across its smooth surface and the runes begin to glow. They reach an almost blinding brightness before the space within the arch bursts into a swirl of shimmering color.

"Through here," he says, "you will find what you were fated to find." He puts his hand in a pouch on his belt and draws forth a key. "You'll need this. It is the only key to the vault. Inside, you will find what you seek, as well as what you have earned."

Proceed to Conclusion: Diplomacy Succeeds.

Treasure: The PCs cannot claim the possessions of the azers no matter what they do. When they leave this plane, those items will remain here on this plane. However, PCs who defeated the azers in nonlethal combat or succeeded on their Diplomacy check gain access to those items on their Adventure Record.

CONCLUSION

DIPLOMACY SUCCEEDS

The PCs have said their goodbyes to Mreindal and have elected to continue through the gate to the place Mreindal only refers to as 'the vault.'

You step through the gate and find yourself in a small cubic room – 20 feet to a side. The room itself is plain, completely devoid of etchings, runes or decorations. The only apparent features are a large iron door which covers the entire northern wall and a small four-foot wide hole in the ceiling. In the center of the door is a single, unimpressive keyhole.

"Here we are, friends...at the end, it seems," Qiebitz says as he enters through the gate, which then blips out of existence. "You have done well. Now, do what you will. These secrets have been secrets for far too long. Your leaders will wish to see them, I think."

Once a PC unlocks the door with the key they were given by Mreindal, read the following:

*With a simple *click*, the door unlocks. It slides open silently, revealing a spacious alcove on the other side. In the center of the alcove rests a closed book, bound in a bright, silver metal. On either side of the book, filling boxes and chests are items of minor curiosity. Hanging above the book, however, are a few items that seem to have been set aside from the rest: An exquisitely crafted bow emblazoned with the holy symbol of Corellon Larethian, a coat of flawless leather armor decorated in a fiery motif, a ring of polished pink stone carved with mystical runes, a staff carved from white ash wood, inlaid with silver runes, and a very thick leather bound tome embossed with the image of a flexing muscle.*

"And so to the victors," Qiebitz says, "Go the spoils."

"This vault, and its secrets, have sat under Oerth for many a year. We are below the fields of Corond's Hills, where the one great overland battle of the Hateful Wars took shape. In here, remembrances of that day were placed and here they remain."

He pauses for a moment. "For now," he says, nodding at the mithral-bound tome. "Take the book, for it is the key to the future of Ulek. Take not the other items, however. Not yet. One day, when you are ready for such finery, you will know it. When you are, you would do well to seek me out and I will bring you back to this place and you will be permitted one – just one – of these to cement your connection to all things past and affirm your readiness for an unknown future."

"There is much to learn here, though I should be cautious...yes, yes, very cautious. Hmm..." he pauses and looks at you for a moment. He seems to grow sad.

"I am sure I shall see you again, yes? At least once more. But that is not for discussing now. Take the book and bring it to where it needs to be."

As Qiebitz finishes speaking, a quick shadow falls as Mreindal appears through the gate. He smiles at Qiebitz, and seems to be watching you intently.

"I am glad I caught you before you left, my friends," Mreindal says. "When you stepped upon Celestia, a feeling arose in my spirit, but I had to confirm my thoughts with those I serve. I see...something unique in some of you. Something that may need to be further explored. If you wish, to stay with me for a time, perhaps I can help you tap into this yet undiscovered potential?"

Mreindal is offering to train the PCs in the ways of the Dwarf and Dragon, as well as the opportunity to strengthen their ties to their own race. Staying with

Mreindal costs 6 additional TUs and will unlock access to several feats and prestige classes depending on the PC's race. To take advantage of this, each PC must make the decision to do so **NOW**, as once they pass through the door, they will be unable to return to Celestia.

For PCs that do not stay, Mreindal will bid them farewell and allow them to take the mithral tome if they wish. The others, he will lead back through the gate to Celestia.

Read the following for any non-dwarven PCs that elect to stay behind:

You've elected to stay on Celestia with Mreindal, despite little knowledge of what you're actually going to be doing. For the next six weeks, you're filled with dwarven lore as well as the ways of dwarven culture and hierarchy. In short, through some rigorous exercises and infusions of knowledge, you have learned, basically, what it means to BE a dwarf.

But, understanding that you are not a dwarf, Mreindal also allows some refining of who you are and helps you unlock some inner strengths you did not perhaps know were there.

Mreindal seems so enthusiastic to share his expertise and his passion lives in his words and actions. At the end of the six weeks, he declares you ready to return to Oerth, and offers his friendship eternal.

For any dwarven PCs that stay behind, read the following:

You've elected to stay on Celestia with Mreindal, despite little knowledge of what you're actually going to be doing. For the next six weeks, you're filled with dwarven lore as well as the ways of dwarven culture and hierarchy. You are taught more rigorously and are given more advanced teachings – you, after all, know what it is to be a dwarf, but perhaps there are aspects of the dwarven spirit that even you have not been unable to unlock?

Mreindal seems so enthusiastic to share his expertise and his passion lives in his words and actions. At the end of the six weeks, he declares you ready to return to Oerth, and offers his friendship eternal.

The PCs that do not go back to Celestia may examine the book if they wish. It is a relatively thick book bound in pure mithral, engraved with the holy symbols of Moradin, Corellon Larethian, Garl Glittergold, Yondalla, St. Cuthbert, and Ulaa. It radiates strong abjuration, evocation and transmutation magic. But, if they try to open it, something prevents them from doing so.

As soon as a PC reaches for the book, Qiebitz smiles and says "Farewell, my two-eyed friends" and disappears into his hole.

When this happens, read the following.

Your hand touches the surface of the book and for the third time today, your body is not your own. You're torn through space as a light swallows you.

A moment later, the light clears and you find yourself on the steps of the Church of Moradin in the city of Gryrax. Citizens stare at you in awe, startled by your sudden appearance.

The book you retrieved from the shrine still rests in your hands. As you look down upon it, you feel it start to gently pull toward the church itself. Perhaps this is where the book is fated to go?

The PCs may elect to keep the book, which they can certainly do, but no manner of magical or physical means can open it. If a PC keeps the book, they receive the **Sacred Mithral Bound Tome** entry on the AR. Only one PC at each table can have the tome (they'll have to decide amongst themselves who will take it). If the PCs deliver the book to the church, they receive the **Known by the Dwarves** entry on the AR.

PCs who achieved this conclusion receive the following on their Adventure Record: **Remembrance of Qiebitz** and **Peaceful Contact**. Those who elected to remain with Mreindal for a time also receive the **Stayed with Mreindal Stonescale** entry on their AR.

AZERS BESTED

The PCs were able to best the azers in honorable combat. Qiebitz brings the azers back to consciousness by casting a cure moderate wounds spell on each of them.

As you best the last of the azers, Qiebitz rises from his place behind you and floats over to your fallen foes. In succession, he says some soft words over their bodies touches an eyestalk to their fallen forms. Soon, they begin to stir, and Qiebitz turns his attention to you.

"Unskilled in words, perhaps," he says, seriously. "But not without honor. You have fought well, and with valor. You have won the day without retreating into the shadows or drawing blood. You again have learned...and you shall continue to. Come with me."

Qiebitz starts to lead you away from where you entered the Soulforge and through the dense, red smoke. As you walk, Mreindal reappears in a flash [or, if the table is APL 12, simply pushes himself to his feet]. He reaches into a pouch on his belt and pulls out a key, then smiles at Qiebitz. "Talkers they're not, but honorable they remain. Ulek is in fair hands, I'd say."

A few moments later, you happen upon a marble arch built directly into the ground, its smooth surface decorated with adamantite filled runes. Mreindal runs a hand across the surface and the

runes begin to glow. After a few moments, the runes have reached an almost blinding intensity and the interior of the arch bursts into a shimmering array of color. He holds the key out to you. "You'll need this. It is the only key to the vault. Inside, you will find what you seek, as well as what you have earned."

Let the PCs roleplay their goodbyes and then read the following when they step through the gate:

You step through the gate and find yourself in a small cubic room – 20 feet to a side. The room itself is plain, completely devoid of etchings, runes or decorations. The only apparent features are a large iron door which covers the entire northern wall and a small four-foot wide hole in the ceiling. In the center of the door is a single, unimpressive keyhole.

"Here we are, friends...at the end, it seems," Qiebitz says as he enters through the gate, which then blips out of existence. "You have done well. Now, do what you will. These secrets have been secrets for far too long. Your leaders will wish to see them, I think."

Once a PC unlocks the door with the key they were given by Mreindal, read the following:

*With a simple *click*, the door unlocks. It slides open silently, revealing a spacious alcove on the other side. In the center of the alcove rests a closed book, bound in a bright, silver metal. On either side of the book, filling boxes and chests are items of minor curiosity. Hanging above the book, however, are a few items that seem to have been set aside from the rest: An exquisitely crafted bow emblazoned with the holy symbol of Corellon Larethian, a coat of flawless leather armor decorated in a fiery motif, a ring of polished pink stone carved with mystical runes, a staff carved from white ash wood, inlaid with silver runes, and a very thick leather bound tome embossed with the image of a flexing muscle.*

"And so to the victors," Qiebitz says, "Go the spoils."

"This vault, and its secrets, have sat under Oerth for many a year. We are below the fields of Corond's Hills, where the one great overland battle of the Hateful Wars took shape. In here, remembrances of that day were placed and here they remain."

He pauses for a moment. "For now," he says, nodding at the mithral-bound tome. "Take the book, for it is the key to the future of Ulek. Take not the other items, however. Not yet. One day, when you are ready for such finery, you will know it. When you are, you would do well to seek me out and I will bring you back to this place and you will be permitted one – just one – of these to cement your connection to all things past and affirm your readiness for an unknown future."

"There is much to learn here, though I should be cautious...yes, yes, very cautious. Hmm..." he pauses and looks at you for a moment. He seems to grow sad.

"I am sure I shall see you again, yes? At least once more. But that is not for discussing now. Take the book and bring it to where it needs to be."

As Qiebitz finishes speaking, a quick shadow falls as Mreindal appears through the gate. He smiles at Qiebitz, and seems to be watching you intently.

"I am glad I caught you before you left, my friends," Mreindal says. "When you stepped upon Celestia, a feeling arose in my spirit, but I had to confirm my thoughts with those I serve. I see...something unique in some of you. Something that may need to be further explored. If you wish, to stay with me for a time, perhaps I can help you tap into this yet undiscovered potential?"

Mreindal is offering to train the PCs in the ways of the Dwarf and Dragon, as well as the opportunity to strengthen their ties to their own race. Staying with Mreindal costs 6 additional TUs and will unlock access to several feats and prestige classes depending on the PC's race. To take advantage of this, each PC must make the decision to do so NOW, as once they pass through the door, they will be unable to return to Celestia.

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As soon as a PC reaches for the book, Qiebitz smiles and says "Farewell, my two-eyed friends" and disappears into his hole.

When this happens, read the following.

Your hand touches the surface of the book and for the third time today, your body is not your own. You're torn through space as a light swallows you.

A moment later, the light clears and you find yourself on the steps of the Church of Moradin in the city of Gyrax. Citizens stare at you in awe, startled by your sudden appearance.

The book you retrieved from the shrine still rests in your hands. As you look down upon it, you feel it start to gently pull toward the church itself. Perhaps this is where the book is fated to go?

The PCs may elect to keep the book, which they can certainly do, but no manner of magical or physical means can open it. If a PC keeps the book, they receive the **Sacred Mithral Bound Tome** entry on the AR. Only one PC at each table can have the tome (they'll have to decide amongst themselves who will take it). If the PCs deliver the book to the church, they receive the **Known by the Dwarves** entry on the AR.

PCs who achieved this conclusion receive the following on their Adventure Record: **Remembrance of Qiebitz** and **Peaceful Contact**. Those who elected to remain with Mreindal for a time also receive the **Stayed with Mreindal Stonescale** entry on their AR.

LEARNED NOTHING

If the PCs resorted to lethal damage in their combat with the azers and were able to best them, read the

following. If they resorted to lethal damage and lost the combat, modify the following as appropriate:

As the last azer falls under your mighty blows, Qiebitz zips from his hiding place behind you and makes a quick check of the fallen. He tends to those he can, then turns to look at you. "You...you have no honor whatsoever! Have you learned NOTHING this day? Brightmantle accepted you into his heart and you do THIS?"

Qiebitz's central eye narrows. "You are not the ones Brightmantle has foreseen. You are nothing more than common thugs. The brethren of Moradin offer you a chance to prove yourself in an honorable way and you turn it into a bloodbath! Begone from my sight and may you never darken my doorway again!"

The air around you suddenly grows incredibly hot. Steam begins to rise from the ground and Qiebitz stares from his place above you, his face is twisted in anger and disappointment. The heat from the steam becomes almost unbearable, then suddenly, you're yanked away. In a flash, you find yourselves standing before the Church of Moradin in the city of Gryrax. Citizens stare, awestruck by your sudden appearance. Whatever it was lay beneath the book of Brightmantle, you will never know. You have slain agents of Moradin himself and have been banished from Celestia. Not exactly what you envisioned when setting out upon the road to Hyle, was it?

PCs who achieved this conclusion receive the following on their Adventure Record: **Enmity of the Dwarven Pantheon.**

AZERS WIN

After failing in their attempts to talk their way through Celestia, the PCs gamely fought with valor against the azers, but to no avail. They were beaten, but not slain. Read the following:

The last thing you remember was the darkness overtaking you. An azer stood over you, his face a mixture of sadness and admiration. Now, as your eyes open, you find yourself lying in a soft bed, surrounded by your companions.

You look about and find yourself in a large, marble chamber. Besides you and your companions, the room is empty...or so you thought.

"Yeeeee!" a voice screeches happily. "Mreindal! They awaken! Come...come!"

Qiebitz floats down before you and brings his eyestalks to bear, scanning your face with them. "None the worse for wear, it seems! Excellent! I was worried."

A moment later, Mreindal enters the chamber and cracks a large smile. "Ah, my honored and valorous friends. It is excellent to see you on the mend."

He sits in a chair across from you and fishes in a pocket on his belt. "Do not consider what happened a defeat, my friends. In the strictest sense, you were bested, but you refused to discard your honor. An honorable defeat glows brighter in the heart of Moradin than an ill-gotten victory. You have proven yourselves of stouter stuff, my friends...and you shall have your prize."

He lifts a key from his pouch and holds it out to you. "Keep this with you," he says. "It is the only key to the vault, wherein the secrets of Brightmantle lay. You truly are the ones foretold."

He sighs and stands up. "When you are ready, come find me. We will make sure you get home."

While the PCs continue their recovery, Qiebitz never leaves their side. He acts like a doting, worried mother most of the time, rushing to get the attention of an attendant should any PC need food, drink or attention. Once the PCs have completed their recovery and are ready to move on, read the following:

Having decided that you were ready to travel again, you sent Qiebitz to retrieve Mreindal. He arrived soon after and beckoned you to follow him. He leads you out of the marble chamber and back into the forge where he crosses to the far wall. When you get there, Mreindal opens a concealed door, which immediately erupts in a shimmer of color. He turns to Qiebitz and smiles then looks at you. "Fair talkers they're not, but fair and honorable they remain. Ulek is in fair hands, I'd say."

Qiebitz nods in agreement. "Indeed, Ulaa's lands will no doubt endure. But for now, my friends, through there is where you need to be, and where you shall find what you have earned this day."

Once the PCs have said their goodbyes and have stepped through the gate, read the following.

You step through the gate and find yourself in a small cubic room – 20 feet to a side. The room itself is plain, completely devoid of etchings, runes or decorations. The only apparent features are a large iron door which covers the entire northern wall and a small four-foot wide hole in the ceiling. In the center of the door is a single, unimpressive keyhole.

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"I am sure I shall see you again, yes? At least once more. But that is not for discussing now. Take the book and bring it to where it needs to be."

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"I am glad I caught you before you left, my friends," Mreindal says. "When you stepped upon Celestia, a feeling arose in my spirit, but I had to confirm my thoughts with those I serve. I see...something unique in some of you. Something that may need to be further explored. If you wish, to stay with me for a time, perhaps I can help you tap into this yet undiscovered potential?"

Mreindal is offering to train the PCs in the ways of the Dwarf and Dragon, as well as the opportunity to strengthen their ties to their own race. Staying with

Mreindal costs 6 additional TUs and will unlock access to several feats and prestige classes depending on the PC's race. To take advantage of this, each PC must make the decision to do so **NOW**, as once they pass through the door, they will be unable to return to Celestia.

For PCs that do not stay, Mreindal will bid them farewell and allow them to take the mithral tome if they wish. The others, he will lead back through the gate to Celestia.

Read the following for any non-dwarven PCs that elect to stay behind:

You've elected to stay on Celestia with Mreindal, despite little knowledge of what you're actually going to be doing. For the next six weeks, you're filled with dwarven lore as well as the ways of dwarven culture and hierarchy. In short, through some rigorous exercises and infusions of knowledge, you have learned, basically, what it means to BE a dwarf.

But, understanding that you are not a dwarf, Mreindal also allows some refining of who you are and helps you unlock some inner strengths you did not perhaps know were there.

Mreindal seems so enthusiastic to share his expertise and his passion lives in his words and actions. At the end of the six weeks, he declares you ready to return to Oerth, and offers his friendship eternal.

For any dwarven PCs that stay behind, read the following:

You've elected to stay on Celestia with Mreindal, despite little knowledge of what you're actually going to be doing. For the next six weeks, you're filled with dwarven lore as well as the ways of dwarven culture and hierarchy. You are taught more rigorously and are given more advanced teachings – you, after all, know what it is to be a dwarf, but perhaps there are aspects of the dwarven spirit that even you have not been unable to unlock?

Mreindal seems so enthusiastic to share his expertise and his passion lives in his words and actions. At the end of the six weeks, he declares you ready to return to Oerth, and offers his friendship eternal.

The PCs that do not go back to Celestia may examine the book if they wish. It is a relatively thick book bound in pure mithral, engraved with the holy symbols of Moradin, Corellon Larethian, Garl Glittergold, Yondalla, St. Cuthbert, and Ulaa. It radiates strong abjuration, evocation and transmutation magic. But, if they try to open it, something prevents them from doing so.

As soon as a PC reaches for the book, Qiebitz smiles and says "Farewell, my two-eyed friends" and disappears into his hole.

When this happens, read the following.

Your hand touches the surface of the book and for the third time today, your body is not your own. You're torn through space as a light swallows you.

A moment later, the light clears and you find yourself on the steps of the Church of Moradin in the city of Gryrax. Citizens stare at you in awe, startled by your sudden appearance.

The book you retrieved from the shrine still rests in your hands. As you look down upon it, you feel it start to gently pull toward the church itself. Perhaps this is where the book is fated to go?

The PCs may elect to keep the book, which they can certainly do, but no manner of magical or physical means can open it. If a PC keeps the book, they receive the **Sacred Mithral Bound Tome** entry on the AR. Only one PC at each table can have the tome (they'll have to decide amongst themselves who will take it). If the PCs deliver the book to the church, they receive the **Known by the Dwarves** entry on the AR.

PCs who achieved this conclusion receive the following on their Adventure Record: **Remembrance of Qiebitz** and **Peaceful Contact**. Those who elected to remain with Mreindal for a time also receive the **Stayed with Mreindal Stonescale** entry on their AR.

QIEBITZ SLAIN

The PCs have killed Qiebitz, an extraplanar guardian, in cold blood. Read the following:

As the spectator's body falls lifelessly to the ground, you feel your body ripped from its surroundings. As you move through time and space, a voice whispers to you. "Your heart is cold and your hands are bloody. Dare not enter my sanctum again..."

Then just as quickly as your trip began, it is over. You find yourself standing in the sanctum of some far flung church, atop a floor decorated with an image of a large, open book. As you regain your equilibrium, you notice a small group of dwarves approaching you angrily. "Begone from this place, infidels. You are not welcome within the walls of the Errant Explorer. Take care of your deals in the future, for our eyes are everywhere, and we will be watching."

You are escorted off the premises of the church and left to find your own way home. Whatever it was lay beneath the book of Brightmantle, you will never know. You have slain an agent of Dugmaren Brightmantle and have been banished from his church.

Not exactly what you envisioned when setting out upon the road to Hyle, was it?

PCs who achieved this conclusion receive the following on their Adventure Record: **Enmity of the Dwarven Pantheon** and **Enmity of Keoghtom**.

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 6

Defeat the living spells.

APL 2: 90 xp.
APL 4: 150 xp.
APL 6: 210 xp.
APL 8: 270 xp.
APL 10: 330 xp.
APL 12: 390 xp.

Encounter 8

Defeat the dreamscape orcs.

APL 2: 120 xp.
APL 4: 180 xp.
APL 6: 240 xp.
APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.

Encounter 10

Defeat the guardians of the Soulforge or successfully negotiate with them.

APL 2: 180 xp.
APL 4: 240 xp.
APL 6: 300 xp.
APL 8: 360 xp.
APL 10: 420 xp.
APL 12: 480 xp.

Story Award

Retrieved the tome from the vault.

APL 2: 30 xp.
APL 4: 50 xp.
APL 6: 75 xp.
APL 8: 95 xp.
APL 10: 120 xp.
APL 12: 140 xp.

Discretionary Roleplaying Award

APL 2: 30 xp.
APL 4: 55 xp.
APL 6: 75 xp.
APL 8: 100 xp.
APL 10: 120 xp.
APL 12: 145 xp.

Total possible experience

APL 2: 450 xp.
APL 4: 675 xp.
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 3:

APL 2: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp).
APL 4: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp).
APL 6: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp), *stylus of the masterful hand* (250 gp).
APL 8: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp), *stylus of the masterful hand* (250 gp).
APL 10: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp), *stylus of the masterful hand* (250 gp), *flute of the snake* (1,283 gp).
APL 12: L: 33 gp, C: 0 gp, M: *pipes of sounding* (150 gp), *stylus of the masterful hand* (250 gp), *flute of the snake* (1,283 gp), *mandolin of the inspiring muse* (3,500 gp).

Encounter 6:

APL 2: L: 0 gp, C: 100 gp, M: 0 gp.
APL 4: L: 0 gp, C: 200 gp, M: 0 gp.
APL 6: L: 0 gp, C: 300 gp, M: 0 gp.
APL 8: L: 0 gp, C: 400 gp, M: 0 gp.
APL 10: L: 0 gp, C: 500 gp, M: 0 gp.
APL 12: L: 0 gp, C: 600 gp, M: 0 gp.

Encounter 8:

APL 2: L: 133 gp, C: 0 gp, M: 2 *potions of cure light wounds* (4 gp each), *potion of enlarge person* (21 gp), +1 *breastplate* (113 gp).
APL 4: L: 228 gp, C: 0 gp, M: 5 *potions of cure light wounds* (4 gp each), *potion of barkskin* +3 (50 gp), *potion of enlarge person* (21 gp), +1 *breastplate* (113 gp), +1 *half-plate* (146 gp), *divine scroll of cure moderate wounds* – CL 3rd (13 gp).
APL 6: L: 248 gp, C: 0 gp, M: 2 +1 *chain shirts* (104 gp each), 2 *potions of cat's grace* (25 gp each), *cloak of resistance* +1 (83 gp), 6 *potions of cure light wounds* (4 gp each), +1 *falchion* (198 gp), *divine scroll of cure moderate wounds* – CL 3rd (13 gp), *periapt of wisdom* +2 (333 gp), 2 *potions of cure moderate wounds* (25 gp each), +1 *full plate* (221 gp).
APL 8: L: 301 gp, C: 0 gp, M: 2 +1 *chain shirts* (104 gp each), 2 *potions of cat's grace* (25 gp each), 2 *cloaks of resistance* +1 (83 gp each), +1 *falchion* (198 gp), +1 *greataxe* (193 gp), *divine scroll of cure moderate wounds* – CL 3rd (13 gp), *periapt of wisdom* +2 (333 gp), 8 *potions of*

cure moderate wounds (25 gp each), +1 full plate (221 gp), +1 composite longbow (+2 Str bonus) (217 gp), ring of protection +1 (167 gp).

APL 10: L: 450 gp, C: 0 gp, M: +1 chain shirt (104 gp), cloak of resistance +1 (83 gp), +1 falchion (198 gp), gauntlets of ogre power (333 gp), 8 potions of cure serious wounds (63 gp each), 2 +1 full plates (221 gp each), 2 rings of protection +1 (167 gp each), pearl of power – 1st level spell (83 gp), +1/+1 orc double axe (388 gp), +1 heavy steel shield (98 gp), +1 spear (192 gp).

APL 12: L: 329 gp, C: 0 gp, M: +1 chain shirt (104 gp), cloak of resistance +1 (83 gp), +1 falchion (198 gp), amulet of health +2 (333 gp), belt of giant strength +4 (1,333 gp), 9 potions of cure serious wounds (63 gp each), 2 +1 full plates (221 gp each), 2 rings of protection +1 (167 gp each), pearl of power – 1st level spell (83 gp), +1/+1 orc double axe (388 gp), +1 heavy steel shield (98 gp), +1 spear (192 gp), +2 full plate (471 gp), +1 bane (dwarf) spear (692 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 2: L: 166 gp, C: 100 gp, M: 292 gp – Total: 558 gp (450 gp).

APL 4: L: 261 gp, C: 200 gp, M: 513 gp – Total: 974 gp (650 gp).

APL 6: L: 281 gp, C: 300 gp, M: 1,580 gp – Total: 2,161 gp (900 gp).

APL 8: L: 334 gp, C: 400 gp, M: 2,366 gp – Total: 3,100 gp (1,300 gp).

APL 10: L: 483 gp, C: 500 gp, M: 4,092 gp – Total: 5,075 gp (2,300 gp).

APL 12: L: 362 gp, C: 600 gp, M: 10,438 gp – Total: 11,400 gp (3,300 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

✦ **Enmity of Keoghtom:** By callously slaying one of his divine agents, you have angered Keoghtom, the hero-god of secret pursuits. For one calendar year from the date on this AR, you take a -4 penalty on all Cha-based checks when dealing with followers of Keoghtom. In addition, you take a -3 penalty on all Bluff, Hide, Move Silently, Sleight of Hand, and Initiative checks over the same period of time, as Keoghtom has marked you for observation.

✦ **Enmity of the Dwarven Pantheon:** For taking it upon yourself to shed the blood of a divine agent of the dwarven pantheon, you are hereby marked as being untrustworthy. For one calendar year from the date on this AR, you take a -2 penalty to all Cha-based checks

when dealing with members of any church of the dwarven pantheon. In addition, because of the influence the dwarven churches have in the Principality of Ulek, any NPC divine spellcasting costs are increased by 15% over that same time frame. Any dwarven divine caster immediately loses their divine abilities, and these cannot be restored until the PC receives an *atonement* (at least CL 13th).

☛ **Peaceful Contact:** This PC has had peaceful contact with direct agents of Bahamut, Moradin, and Keoghtom. This fulfills the related special requirement for the Contemplative prestige class (*Complete Divine*). This PC has also met a group of azer guardians. This fulfills the special requirement for the Elemental Savant prestige class (*Complete Arcane*).

☛ **Remembrance of Qiebitz:** You have befriended a lonely spectator from the plane of Mechanus. In order to assure that he will see you again, he has offered to reserve a special item of your choice from the vault of Dugmaren Brightmantle. After any adventure set in the Principality of Ulek, this PC may spend 1 additional TU to seek Qiebitz in Brightmantle's vault. Doing so grants the PC access (Frequency: Adventure) to purchase one of the following items (circle the item selected): +2 great swordbow (+3 Str bonus) (*Races of the Wild*, 19,050 gp), crimson coat of Ilpharzz (*Complete Arcane*), ring of theurgy (*Complete Arcane*), staff of healing, manual of gainful exercise +1. Mark this favor as USED when it is consumed.

☛ **Known by the Dwarves:** You have recovered an important historical and religious artifact for the Church of Moradin. For one year from the date on this AR, you receive a +4 circumstance bonus to all Cha-based checks with any dwarven pantheon church and its members.

☛ **Sacred Mithral Bound Tome:** This is a thick book bound in pure mithral, engraved with the holy symbols of the head of each racial pantheon, as well as St. Cuthbert and Ulaa. No matter what method you've tried, you cannot open it; though if a *detect magic* is cast upon it, the book radiates strong abjuration, evocation and transmutation magic.

☛ **Stayed with Mreindal Stonescale:** This PC has elected to stay on Celestia for a period of time (6 additional TUs) under the guidance of Mreindal Stonescale, half-dragon azer paladin of Bahamut. Mreindal sees different strengths and potential abilities in each PC, and he does his best to hone these to a sharp edge. By staying with Mreindal, the PC gains the following:

Dwarven PCs gain a permanent +2 competence bonus to their stonecunning ability. They gain access to the following feats from *Races of Stone*: Dwarven Armor Proficiency, Moradin's Smile, Improved Weapon Familiarity, Ancestral Knowledge, Battle Hardened. They gain access (Frequency: Regional and Metaregional) to purchase masterwork versions of any of the following from *Races of Stone*: dwarven buckler-axe, throwing

hammer, dwarven double spear, dwarven warpike, battle plate, interlocking plate, interlocking scale, mountain plate, extreme shield, steel tower shield, heavy plate, stone plate.

Non-dwarven PCs gain access to the Stoneblessed prestige class (dwarven variety only) from *Races of Stone*.

All paladins who stay may, at any time during their stay, request access to an unusual mount. Mreindal will provide the PC with access to a celestial version of one of the following as a mount, which they can then take when they meet the prerequisites (required paladin level noted): dire badger (6th level), deep hound (*Races of Stone*, 8th level), dire eagle (*Races of Stone*, 8th level), griffon (9th level), heavy warhorse (6th level), or riding dog (6th level). The PC must pay 4,000 gp in special training costs, which can be paid immediately or when the PC is ready to accept the mount.

All PCs who stay gain access to the following feats and prestige classes: *Races of Stone* – Exotic Armor Proficiency, Exotic Shield Proficiency, Heavy Armor Optimization, Greater Heavy Armor Optimization; *Dragon #315* – Giantkiller, Expert Dungeoneer; *Lords of Madness* – Parrying Shield; *Frostburn* – Mountaineer; *Draconomicon* – Dragonsong, Dragonfriend, Dracolite of Bahamut prestige class (gold dragon for the foster dragon, *summon dragon* abilities), *Dragonsong* Lyrlist.

Item Access

APL 2:

- Masterwork Drum, Flute, Horn or Mandolin (*Adventure*; *Complete Adventurer*)
- Pipes of Sounding (*Adventure*; *Dungeon Master's Guide*)

APL 4 (all of APL 2 plus the following):

- Metamagic Rod, Substitution (Fire), Lesser (*Adventure*; *Complete Arcane*)
- Potion of Barkskin +5 (*Adventure*; *Dungeon Master's Guide*)
- Vest of Resistance +1 (*Adventure*; *Complete Arcane*)

APL 6 (all of APLs 2, 4 plus the following):

- Stylus of the Masterful Hand (*Adventure*; *Complete Adventurer*)

APL 8 (all of APLs 2, 4, 6 plus the following):

- Bracers of Armor +2 (*Adventure*; *Dungeon Master's Guide*)
- Brooch of Shielding (*Adventure*; *Dungeon Master's Guide*)

- Cloak of Resistance +2 (*Adventure*; *Dungeon Master's Guide*)

APL 10 (all of APLs 2, 4, 6, 8 plus the following):

- Flute of the Snake (*Adventure*; *Complete Adventurer*)
- Headband of Intellect +4 (*Adventure*; *Dungeon Master's Guide*)
- Masterwork Composite Longbow (+5 or +6 Str Bonus) (*Adventure*; *Player's Handbook*)
- Pearl of Power, 1st Level Spell (*Adventure*; *Dungeon Master's Guide*)
- Vest of Resistance +2 (*Adventure*; *Complete Arcane*)

APL 12 (all of APLs 2, 4, 6, 8, 10 plus the following):

- +1 Bane (Dwarf) Spear (*Adventure*; *Dungeon Master's Guide*)
- +2 Full Plate (*Adventure*; *Dungeon Master's Guide*)
- +2 Merciful Maul (*Adventure*; *Dungeon Master's Guide*/*Complete Warrior*)
- +2 Mithral Breastplate (*Adventure*; *Dungeon Master's Guide*)
- Amulet of Health +4 (*Adventure*; *Dungeon Master's Guide*)
- Belt of Giant Strength +4 (*Adventure*; *Dungeon Master's Guide*)
- Headband of Intellect +6 (*Adventure*; *Dungeon Master's Guide*)
- Mandolin of Inspiring Muse (*Adventure*; *Complete Adventurer*)
- Masterwork Composite Longbow (+8 Str Bonus) (*Adventure*; *Player's Handbook*)
- Monk's Belt (*Adventure*; *Dungeon Master's Guide*)
- Periapt of Wisdom +4 (*Adventure*; *Dungeon Master's Guide*)
- Ring of Protection +2 (*Adventure*; *Dungeon Master's Guide*)

APPENDIX 1 – APL 2

ENCOUNTER 6

Spectral Sickening: Medium Ooze; CR 3; HD 1d10; hp 8; Init -1; Spd 20 ft.; AC 10, touch 10, flat-footed 10 (+1 deflection, -1 Dex); Base Atk/Grp: +1/+1; Atk +1 melee (1d4 plus enfeeblement plus color spray, slam); Full Atk +1 melee (1d4 plus enfeeblement plus color spray, slam); SA enfeeblement, color spray, engulf; SQ ooze traits, DR 10/magic, SR 11; AL N; SV Fort +1, Ref +0, Will +0; Str 11, Dex 8, Con 11, Int -, Wis 8, Cha 11. *Monster Manual* III, page 91.

Enfeeblement (Su): A creature hit by a spectral sickening's slam attack or engulfed by it takes a 1d6+1 penalty to Str for 1 min. Multiple hits are not cumulative and the subject's Str score cannot drop below 1.

Color Spray (Su): A creature hit by a spectral sickening's slam attack or engulfed by it must succeed on a DC 11 Will save or be affected as if by *color spray*.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 11 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the enfeeblement and color spray effects (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Hoxren, Male Orc Rgr1: CR 1; Medium Humanoid (Orc); HD 1d8+2; hp 8; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+4 armor, +1 shield, +2 Dex); Base Atk/Grp: +1/+4; Atk: +6 melee (1d6+3/18-20, masterwork scimitar) or +3 ranged (1d6+3/x3, composite shortbow); Full Atk +6 melee (1d6+3/18-20, masterwork scimitar) or +3 ranged (1d6+3/x3, composite shortbow); SA favored enemy (dwarf); SQ darkvision 60 ft., light sensitivity, wild empathy -1; AL CE; SV Fort +4, Ref +4, Will -1; Str 17, Dex 14, Con 15, Int 10, Wis 8, Cha 6.

Skills & Feats: Hide +5, Knowledge (dungeoneering) +4, Listen +3, Move Silently +5, Spot +3, Survival +3; Track^B, Weapon Focus (scimitar).

Languages: Common, Orc.

Possessions: masterwork scimitar, masterwork chain shirt, masterwork buckler, composite shortbow (+3 Str bonus), quiver w/ 40 arrows, *potion of cure light wounds*.

Pengar, Male Orc Ftr2: CR 2; Medium Humanoid (Orc); HD 2d10+4; hp 18; Init +2; Spd 20 ft.; AC 18, touch

12, flat-footed 16 (+6 armor, +2 Dex); Base Atk/Grp: +2/+5; Atk: +7 melee (2d6+4/19-20, masterwork greatsword) or +4 ranged (1d6+3, javelin); Full Atk +7 melee (2d6+4/19-20, masterwork greatsword) or +4 ranged (1d6+3, javelin); SA —; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +0; Str 17, Dex 14, Con 15, Int 8, Wis 10, Cha 6.

Skills & Feats: Jump +4, Ride +4; Improved Bull Rush, Power Attack, Weapon Focus (greatsword).

Languages: Common, Orc.

Possessions: +1 breastplate, masterwork greatsword, 5 javelins, *potion of cure light wounds*, *potion of enlarge person*.

ENCOUNTER 10

Kalen, Male Azer Ftr1: CR 3; Medium Outsider (Extraplanar, Fire); HD 2d8+1d10+9; hp 27; Init +2; Spd 20 ft.; AC 25, touch 12, flat-footed 23 (+5 armor, +2 shield, +2 Dex, +6 natural); Base Atk/Grp: +3/+6; Atk: +7 melee (1d8+3/x3 plus 1 fire, masterwork warhammer) or +6 ranged (1d6+3 plus 1 fire, masterwork shortspear); Full Atk +7 melee (1d8+3/x3 plus 1 fire, masterwork warhammer) or +6 ranged (1d6+3 plus 1 fire, masterwork shortspear); SA heat; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 14 (13 + class levels); AL LN; SV Fort +8, Ref +5, Will +3; Str 16, Dex 15, Con 17, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +7, Climb +4, Craft (blacksmithing) +7, Craft (gemcutting) +7, Craft (weaponsmithing) +3, Hide +3, Jump +4, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +5, Search +7, Spot +5; Blind-fight^B, Dodge, Power Attack.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Dwarven.

Possessions: masterwork breastplate, masterwork heavy steel shield, masterwork warhammer, 3 masterwork shortspears, 2 *potions of cure moderate wounds*.

APPENDIX 2 – APL 4

ENCOUNTER 6

Stunning Sludge: Medium Ooze; CR 5; HD 6d10+6; hp 50; Init -1; Spd 20 ft.; AC 11, touch 11, flat-footed 11 (+2 deflection, -1 Dex); Base Atk/Grp: +3/+4; Atk +4 melee (1d4+1 plus sound burst, slam); Full Atk +4 melee (1d4+1 plus sound burst, slam); SA sound burst, engulf; SQ ooze traits, DR 10/magic, SR 16; AL N; SV Fort +4, Ref +2, Will +2; Str 12, Dex 9, Con 12, Int -, Wis 9, Cha 12. *Monster Manual III*, page 91.

Sound Burst (Su): A creature hit by a stunning sludge's slam attack or engulfed by it takes an additional 1d8 sonic damage and must succeed on a DC 13 Fort save or be stunned for 1 round.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 13 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the sound burst effect (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Hoxren, Male Orc Rgr2: CR 2; Medium Humanoid (Orc); HD 2d8+4; hp 15; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+4 armor, +1 shield, +2 Dex); Base Atk/Grp: +2/+5; Atk: +7 melee (1d6+3/18-20, masterwork scimitar) or +5 ranged (1d6+3/x3, composite shortbow); Full Atk +7 melee (1d6+3/18-20, masterwork scimitar) or +5 ranged (1d6+3/x3, composite shortbow) or +3/+3 ranged (1d6+3/x3, composite shortbow); SA favored enemy (dwarf); SQ darkvision 60 ft., light sensitivity, wild empathy +0; AL CE; SV Fort +5, Ref +5, Will -1; Str 17, Dex 14, Con 15, Int 10, Wis 8, Cha 6.

Skills & Feats: Hide +6, Knowledge (dungeoneering) +5, Listen +4, Move Silently +6, Spot +4, Survival +4 (+6 underground); Track^B, Rapid Shot^B, Weapon Focus (scimitar).

Languages: Common, Orc.

Possessions: masterwork scimitar, masterwork chain shirt, masterwork buckler, masterwork composite shortbow (+3 Str bonus), quiver w/ 40 arrows, 2 *potions of cure light wounds*, *potion of barkskin* +3.

Pengar, Male Orc Ftr2: CR 2; Medium Humanoid (Orc); HD 2d10+4; hp 18; Init +2; Spd 20 ft.; AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex); Base Atk/Grp:

+2/+5; Atk: +7 melee (2d6+4/19-20, masterwork greatsword) or +4 ranged (1d6+3, javelin); Full Atk +7 melee (2d6+4/19-20, masterwork greatsword) or +4 ranged (1d6+3, javelin); SA —; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +0; Str 17, Dex 14, Con 15, Int 8, Wis 10, Cha 6.

Skills & Feats: Jump +4, Ride +4; Improved Bull Rush, Power Attack, Weapon Focus (greatsword).

Languages: Common, Orc.

Possessions: +1 *breastplate*, masterwork greatsword, 5 javelins, *potion of cure light wounds*, *potion of enlarge person*.

Draxxe, Male Orc Clr3 of Gruumsh: CR 3; Medium Humanoid (Orc); HD 3d8+6; hp 23; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18 (+8 armor); Base Atk/Grp: +2/+5; Atk: +7 melee (1d8+3/x3, masterwork spear) or +3 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d8+3/x3, masterwork spear) or +3 ranged (1d8/19-20, masterwork light crossbow); SA spells, spontaneous casting, rebuke undead 1/day; SQ darkvision 60 ft., light sensitivity, aura; AL CE; SV Fort +5, Ref +1, Will +4; Str 17, Dex 10, Con 14, Int 10, Wis 13, Cha 6.

Skills & Feats: Concentration +8, Knowledge (religion) +6, Heal +5; Endurance, Diehard, Weapon Focus^B (spear).

Languages: Common, Orc.

Cleric Spells Prepared (4/3+1/1+1; base DC = 11 + spell level): 0 – *cure minor wounds*, *guidance* x2, *resistance*; 1st – *cure light wounds*, *divine favor*, *enlarge person**, *protection from good*; 2nd – *bull's strength**, *cure moderate wounds*.

*Domain spell. **Domains:** Strength (feat of strength 1/day), War.

Possessions: +1 *half-plate*, masterwork spear, masterwork light crossbow, quarrel w/ 20 bolts, 2 *potions of cure light wounds*, *divine scroll of cure moderate wounds* (CL 3rd).

ENCOUNTER 10

Kalen, Male Azer Ftr2: CR 4; Medium Outsider (Extraplanar, Fire); HD 2d8+2d10+16; hp 39; Init +2; Spd 20 ft.; AC 26, touch 12, flat-footed 24 (+6 armor, +2 shield, +2 Dex, +6 natural); Base Atk/Grp: +4/+7; Atk: +9 melee (1d8+3/x3 plus 1 fire, masterwork warhammer) or +7 ranged (1d6+3 plus 1 fire, masterwork shortspear); Full Atk +9 melee (1d8+3/x3 plus 1 fire, masterwork warhammer) or +7 ranged (1d6+3 plus 1 fire, masterwork shortspear); SA heat; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 15 (13 + class levels); AL LN; SV Fort +10, Ref +5, Will +3; Str 16, Dex 15, Con 18, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +7, Climb +4, Craft (blacksmithing) +7, Craft (gemcutting) +7, Craft (weaponsmithing) +7, Hide +3, Jump +4, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +5,

Search +7, Spot +5; Blind-fight^B, Dodge, Power Attack, Weapon Focus^B (warhammer).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Dwarven.

Possessions: +1 breastplate, masterwork heavy steel shield, masterwork warhammer, 3 masterwork shortspears, 2 potions of cure moderate wounds.

Zhel, Male Azer Clr2 of Bleredd: CR 4; Medium Outsider (Extraplanar, Fire); HD 4d8+8; hp 30; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+6 armor, +2 shield, +1 Dex, +6 natural); Base Atk/Grp: +3/+5; Atk: +6 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells, turn undead 5/day; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 15 (13 + class levels), aura, spontaneous casting; AL LN; SV Fort +9, Ref +5, Will +10; Str 14, Dex 12, Con 15, Int 10, Wis 16, Cha 14.

Skills & Feats: Appraise +5, Craft (blacksmithing) +5, Craft (gemcutting) +5, Heal +8, Jump +3, Knowledge (religion) +5, Knowledge (the planes) +4; Augment Healing^{CD}, Martial Weapon Proficiency (warhammer).
^{CD}Complete Divine.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan.

Cleric Spells Prepared (4/3+1; base DC = 13 + spell level): 0 – guidance x2, resistance, virtue; 1st – bless, burning hands*, cause fear, shield of faith.

*Domain spell. **Domains:** Fire (turn or destroy water creatures as a good cleric turns undead; rebuke, command, or bolster fire creatures as an evil cleric rebukes undead; 5/day); Strength (feat of strength 1/day).

Possessions: +1 breastplate, masterwork heavy steel shield, masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, vest of resistance +1^{CA}. ^{CA}Complete Arcane.

Miralan, Female Azer Wiz3: CR 4; Medium Outsider (Extraplanar, Fire); HD 2d8+3d4+15; hp 40; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk/Grp: +3/+3; Atk: +4 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +4 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +5 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 16 (13 + class levels), summon familiar; AL LN; SV Fort +7, Ref +6, Will +8; Str 10, Dex 15, Con 16, Int 18, Wis 14, Cha 8.

Skills & Feats: Appraise +9, Climb +5, Concentration +8, Craft (blacksmithing) +9, Craft (gemcutting) +9, Decipher Script +7, Hide +7, Knowledge (arcana) +9, Knowledge (history) +7, Knowledge (nobility & royalty)

+7, Knowledge (the planes) +7, Knowledge (religion) +7, Listen +7, Search +9, Spellcraft +8, Spot +7; Empower Spell, Nonlethal Substitution^{CA} (fire), Scribe Scroll^B.
^{CA}Complete Arcane.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Draconic, Dwarven, Elven.

Wizard Spells Prepared (4/3/2; base DC = 14 + spell level): 0 – daze x2, message, touch of fatigue; 1st – charm person, color spray, ray of enfeeblement; 2nd – glitterdust, Tasha's hideous laughter.

Possessions: masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, potion of barkskin +5, metamagic rod (substitution, lesser (fire))^{CA}. ^{CA}Complete Arcane.

Thenor, Male Azer Mnk2: CR 4; Medium Outsider (Extraplanar, Fire); HD 4d8+8; hp 30; Init +3; Spd 30 ft.; AC 23, touch 17, flat-footed 20 (+3 Dex, +6 natural, +4 Wis); Base Atk/Grp: +3/+7; Atk +7 melee (1d6+4 plus 1 fire, unarmed strike) or +8 melee (1d4+4 plus 1 fire, masterwork sai) or +6 ranged (1d2+4 plus 1 fire, shuriken); Full Atk +7 melee (1d6+4 plus 1 fire, unarmed strike) or +5/+5 melee (1d6+4 plus 1 fire, flurry of blows w/ unarmed strike) or +8 melee (1d4+4 plus 1 fire, masterwork sai) or +6/+6 melee (1d4+4 plus 1 fire, flurry of blows w/ masterwork sai) or +6 ranged (1d2+4 plus 1 fire, shuriken); SA heat, flurry of blows, unarmed strike; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 15 (13 + class levels), evasion; AL LN; SV Fort +8, Ref +9, Will +10; Str 18, Dex 16, Con 14, Int 12, Wis 16 (18), Cha 8.

Skills & Feats: Balance +10, Climb +9, Craft (blacksmithing) +6, Craft (gemcutting) +6, Escape Artist +8, Hide +8, Jump +11, Listen +9, Spot +9, Tumble +10; Combat Reflexes^B, Flying Kick^{CW}, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B (Fort DC 15, 2/day).
^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial.

Possessions: masterwork sai, 10 shuriken, potion of bull's strength, potion of cure moderate wounds, periapt of wisdom +2.

ENCOUNTER 6

Reverberating Ooze: Large Ooze; CR 7; HD 7d10+14; hp 63; Init +0; Spd 20 ft.; AC 13, touch 13, flat-footed 13 (+4 deflection, -1 size); Base Atk/Grp: +5/+11; Atk +6 melee (1d6+3 plus shout, slam); Full Atk +6 melee (1d6+3 plus shout, slam); SA shout, engulf; SQ ooze traits, DR 10/magic, SR 17; AL N; SV Fort +8, Ref +6, Will +6; Str 14, Dex 11, Con 14, Int -, Wis 11, Cha 14. *Monster Manual* III, page 91.

Shout (Su): A creature hit by a reverberating ooze's slam attack or engulfed by it takes an additional 5d6 sonic damage and is deafened for 2d6 rounds (DC 16 Fort save negates the deafening and halves the sonic damage). Any exposed brittle or crystalline object is also affected, taking 7d6 sonic damage; a creature holding such objects can make a DC 16 Reflex save to negate the damage. This effect cannot penetrate a *silence* spell.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the shout effect (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Slog, Male Orc Scout3/Ftr1: CR 4; Medium Humanoid (Orc); HD 3d8+1d10+8; hp 32; Init +4; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+5 armor, +1 shield, +3 Dex); Base Atk/Grp: +3/+5; Atk: +6 melee (1d8+2/19-20, masterwork longsword) or +8 ranged (1d8+2/x3, masterwork composite longbow); Full Atk +6 melee (1d8+2/19-20, masterwork longsword) or +8 ranged (1d8+2/x3, masterwork composite longbow); SA skirmish (+1d6, +1 AC); SQ darkvision 60 ft., light sensitivity, trapfinding, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step; AL CE; SV Fort +7, Ref +7, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 6. *Complete Adventurer*, page 10.

Skills & Feats: Balance +9, Hide +7, Jump +10, Knowledge (dungeoneering) +6, Listen +6, Move Silently +7, Spot +6, Tumble +9, Survival +0 (+2 underground); Point Blank Shot, Precise Shot, Weapon Focus^B (longbow).

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any

round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Orc.

Possessions: +1 chain shirt, buckler, masterwork composite longbow (+2 Str bonus), masterwork longsword, quiver w/ 40 arrows, *cloak of resistance* +1, *potion of cat's grace*, 2 *potions of cure light wounds*.

Gruul, Male Orc Rog3/Ftr1: CR 4; Medium Humanoid (Orc); HD 3d6+1d10+4; hp 24; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex); Base Atk/Grp: +3/+7; Atk: +9 melee (2d4+7/18-20, +1 falchion) or +6 ranged (1d6+4, javelin); Full Atk +9 melee (2d4+7/18-20, +1 falchion) or +6 ranged (1d6+4, javelin); SA sneak attack +2d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion, trap sense +1; AL CE; SV Fort +4, Ref +6, Will +0; Str 18, Dex 16, Con 13, Int 10, Wis 8, Cha 6.

Skills & Feats: Balance +10, Gather Information +0, Hide +8, Jump +13, Knowledge (local – Sheldomar Valley metaregion) +6, Move Silently +8, Ride +9, Spot +5, Tumble +10; Improved Initiative, Power Attack, Weapon Focus^B (falchion).

Languages: Common, Orc.

Possessions: +1 chain shirt, +1 falchion, 5 javelins, *potion of cat's grace*, 2 *potions of cure light wounds*.

Ougha, Male Orc Ftr5: CR 5; Medium Humanoid (Orc); HD 5d10+15; hp 49; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex); Base Atk/Grp: +5/+9; Atk: +11 melee (1d12+8/x3, masterwork greataxe) or +7 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +11 melee (1d12+8/x3, masterwork greataxe) or +7 ranged (1d8+4/x3, masterwork composite longbow); SA —; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills & Feats: Climb +5, Jump +5; Cleave, Improved Overrun^B, Power Attack, Weapon Focus^B (greataxe), Weapon Specialization^B (greataxe).

Languages: Common, Orc.

Possessions: +1 full plate, masterwork greataxe, masterwork composite longbow (+4 Str bonus), quiver w/ 40 arrows, 2 potions of cure moderate wounds.

Brougha, Male Orc Clr5 of Ilneval: CR 5; Medium Humanoid (Orc); HD 5d8+10; hp 38; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+6 armor, +2 shield, +1 Dex); Base Atk/Grp: +3/+5; Atk: +7 melee (1d8+1/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7 melee (1d8+1/19-20, masterwork longsword) or +5 ranged (1d8/19-20, masterwork light crossbow); SA spells, spontaneous casting, rebuke undead 1/day; SQ darkvision 60 ft., light sensitivity, aura; AL CE; SV Fort +6, Ref +2, Will +7; Str 14, Dex 13, Con 14, Int 10, Wis 14 (16), Cha 6.

Skills & Feats: Concentration +10, Knowledge (religion) +6, Heal +5; Combat Casting, Martial Weapon Proficiency^B (longsword), Spell Focus (necromancy), Weapon Focus^B (longsword).

Languages: Common, Orc.

Cleric Spells Prepared (5/4+1/3+1/2+1; base DC = 13 + spell level, 14 + spell level for necromancy spells): 0 – cure minor wounds x2, guidance x2, resistance; 1st – cure light wounds, divine favor, inflict light wounds*, protection from good, shield of faith; 2nd – cure moderate wounds, sound burst, spiritual weapon*, wave of grief^{SC}; 3rd – bestow curse, contagion*, wind wall. ^{SC}Spell Compendium.

*Domain spell. **Domains:** Destruction (smite 1/day), War.

Possessions: banded mail, heavy steel shield, masterwork longsword, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure light wounds, divine scroll of cure moderate wounds (CL 3rd), periapt of wisdom +2.

ENCOUNTER 10

Kalen, Male Azer Ftr4: CR 6; Medium Outsider (Extraplanar, Fire); HD 2d8+4d10+24; hp 60; Init +2; Spd 20 ft.; AC 26, touch 12, flat-footed 24 (+6 armor, +2 shield, +2 Dex, +6 natural); Base Atk/Grp: +6/+9; Atk: +11 melee (1d8+6/x3 plus 1 fire, +1 warhammer) or +9 ranged (1d6+3 plus 1 fire, masterwork shortspear); Full Atk +11/+6 melee (1d8+6/x3 plus 1 fire, +1 warhammer) or +9/+4 ranged (1d6+3 plus 1 fire, masterwork shortspear); SA heat; SQ darkvision 60 ft., immunity to fire, vulnerability

to cold, SR 17 (13 + class levels); AL LN; SV Fort +11, Ref +6, Will +4; Str 16, Dex 15, Con 18, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +7, Climb +6, Craft (blacksmithing) +9, Craft (gemcutting) +9, Craft (weaponsmithing) +7, Hide +3, Jump +6, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +5, Search +7, Spot +5; Blind-fight^B, Cleave, Dodge, Power Attack, Weapon Focus^B (warhammer), Weapon Specialization^B (warhammer).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Dwarven.

Possessions: +1 breastplate, masterwork heavy steel shield, +1 warhammer, 3 masterwork shortspears, 2 potions of cure moderate wounds.

Zhel, Male Azer Clr4 of Bleredd: CR 6; Medium Outsider (Extraplanar, Fire); HD 6d8+12; hp 45; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+6 armor, +2 shield, +1 Dex, +6 natural); Base Atk/Grp: +5/+7; Atk: +8 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +7 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells, turn undead 5/day; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 17 (13 + class levels), aura, spontaneous casting; AL LN; SV Fort +10, Ref +6, Will +12; Str 14, Dex 12, Con 15, Int 10, Wis 16 (18), Cha 14.

Skills & Feats: Appraise +5, Craft (blacksmithing) +5, Craft (gemcutting) +5, Heal +11, Jump +3, Knowledge (religion) +7, Knowledge (the planes) +4; Augment Healing^{CD}, Divine Vigor^{CW}, Martial Weapon Proficiency (warhammer). ^{CD}Complete Divine, ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan.

Cleric Spells Prepared (5/4+1/3+1; base DC = 14 + spell level): 0 – guidance x2, resistance x2, virtue; 1st – bless, burning hands*, command, doom, shield of faith; 2nd – aid, bear's endurance, bull's strength*, status.

*Domain spell. **Domains:** Fire (turn or destroy water creatures as a good cleric turns undead; rebuke, command, or bolster fire creatures as an evil cleric rebukes undead; 5/day); Strength (feat of strength 1/day).

Possessions: +1 breastplate, masterwork heavy steel shield, masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, vest of resistance +1^{CA}, periapt of wisdom +2. ^{CA}Complete Arcane.

Miralan, Female Azer Wiz5: CR 6; Medium Outsider (Extraplanar, Fire); HD 2d8+5d4+21; hp 43; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk/Grp: +4/+4; Atk: +5 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +6 ranged (1d8/19-20, masterwork light crossbow); Full Atk +5 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +6 ranged

(1d8/19-20, masterwork light crossbow); SA heat, spells; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 18 (13 + class levels), summon familiar; AL LN; SV Fort +8, Ref +7, Will +9; Str 10, Dex 15, Con 16, Int 18 (20), Wis 14, Cha 8.

Skills & Feats: Appraise +9, Climb +5, Concentration +10, Craft (blacksmithing) +9, Craft (gemcutting) +9, Decipher Script +7, Hide +7, Knowledge (arcana) +11, Knowledge (history) +9, Knowledge (nobility & royalty) +7, Knowledge (the planes) +9, Knowledge (religion) +9, Listen +7, Search +9, Spellcraft +10, Spot +7; Empower Spell, Greater Spell Focus (enchantment), Nonlethal Substitution^{CA} (fire)^B, Scribe Scroll^B, Spell Focus (enchantment). ^{CA}Complete Arcane.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Draconic, Dwarven, Elven.

Wizard Spells Prepared (4/5/3/2; base DC = 15 + spell level, 17 + spell level for enchantment spells): 0 – daze x2, message, touch of fatigue; 1st – burning hands, charm person, color spray, ray of enfeeblement, lesser orb of fire^{SC}; 2nd – glitterdust, nonlethal lesser orb of fire^{SC}, Tasha's hideous laughter; 3rd – hold person, nonlethal scorching ray. ^{SC}Spell Compendium.

Possessions: masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, potion of barkskin +5, headband of intellect +2, metamagic rod (substitution, lesser (fire))^{CA}. ^{CA}Complete Arcane.

Thenor, Male Azer Mnk4: CR 6; Medium Outsider (Extraplanar, Fire); HD 6d8+12; hp 45; Init +3; Spd 40 ft.; AC 23, touch 17, flat-footed 20 (+3 Dex, +6 natural, +4 Wis); Base Atk/Grp: +5/+13; Atk +9 melee (1d8+4 plus 1 fire, unarmed strike) or +10 melee (1d4+4 plus 1 fire, masterwork sai) or +8 ranged (1d2+4 plus 1 fire, shuriken); Full Atk +9 melee (1d8+4 plus 1 fire, unarmed strike) or +7/+7 melee (1d8+4 plus 1 fire, flurry of blows w/ unarmed strike) or +10 melee (1d4+4 plus 1 fire, masterwork sai) or +8/+8 melee (1d4+4 plus 1 fire, flurry of blows w/ masterwork sai) or +8 ranged (1d2+4 plus 1 fire, shuriken); SA heat, flurry of blows, unarmed strike, ki strike (magic); SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 17 (13 + class levels), evasion, still mind, slow fall 20 ft.; AL LN; SV Fort +10, Ref +11, Will +12; Str 18, Dex 16, Con 14, Int 12, Wis 16 (18), Cha 8.

Skills & Feats: Balance +12, Climb +11, Craft (blacksmithing) +6, Craft (gemcutting) +6, Escape Artist +10, Hide +8, Jump +13, Listen +9, Spot +9, Tumble +12; Combat Reflexes^B, Flying Kick^{CW}, Improved Grapple, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B (Fort DC 16, 4/day). ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial.

Possessions: masterwork sai, 10 shuriken, *potion of bull's strength*, *potion of cure moderate wounds*, *periapt of wisdom* +2, *vest of resistance* +1^{CA}. ^{CA}Complete Arcane.

ENCOUNTER 6

Enervating Pudding: Large Ooze; CR 9; HD 10d10+20; hp 90; Init +0; Spd 20 ft.; AC 13, touch 13, flat-footed 13 (+4 deflection, -1 size); Base Atk/Grp: +7/+13; Atk +8 melee (1d6+3 plus enervation, slam); Full Atk +8 melee (1d6+3 plus enervation, slam); SA enervation, engulf; SQ ooze traits, DR 10/magic, SR 20; AL N; SV Fort +9, Ref +7, Will +7; Str 14, Dex 11, Con 14, Int -, Wis 11, Cha 14. *Monster Manual III*, page 91.

Enervation (Su): A creature hit by an enervating pudding's slam attack or engulfed by it gains 1d4 negative levels (as per *enervation* spell cast by 10th level caster).

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 16 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the enervation effect (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Slog, Male Orc Scout5/Ftr1: CR 6; Medium Humanoid (Orc); HD 5d8+1d10+12; hp 47; Init +8; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+5 armor, +1 shield, +3 Dex); Base Atk/Grp: +4/+6; Atk: +7 melee (1d8+2/19-20, masterwork longsword) or +9 ranged (1d8+3/x3, +1 composite longbow); Full Atk +7 melee (1d8+2/19-20, masterwork longsword) or +9 ranged (1d8+3/x3, +1 composite longbow) or +7/+7 ranged (1d8+3/x3, +1 composite longbow); SA skirmish (+2d6, +1 AC); SQ darkvision 60 ft., light sensitivity, trapfinding, battle fortitude +1, uncanny dodge, fast movement +10 ft., trackless step, evasion; AL CE; SV Fort +7, Ref +8, Will +2; Str 14, Dex 16, Con 14, Int 10, Wis 11, Cha 6. *Complete Adventurer*, page 10.

Skills & Feats: Balance +11, Hide +9, Jump +12, Knowledge (dungeoneering) +8, Listen +8, Move Silently +9, Spot +8, Tumble +11, Survival +0 (+2 underground); Improved Initiative^B, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus^B (longbow).

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve her defense. She deals an extra 1d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after the scout has moved at least 10 feet. The skirmish ability cannot be used while

mounted. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level). The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level). A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If she gains the skirmish ability from another class, the bonuses stack.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Languages: Common, Orc.

Possessions: +1 chain shirt, buckler, +1 composite longbow (+2 Str bonus), masterwork longsword, quiver w/ 40 arrows, cloak of resistance +1, potion of cat's grace, 2 potions of cure moderate wounds.

Gruul, Male Orc Rog5/Ftr1: CR 5; Medium Humanoid (Orc); HD 5d6+1d10+6; hp 35; Init +3; Spd 30 ft.; AC 19, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 deflection); Base Atk/Grp: +4/+8; Atk: +10 melee (2d4+7/18-20, +1 falchion) or +7 ranged (1d6+4, javelin); Full Atk +10 melee (2d4+7/18-20, +1 falchion) or +7 ranged (1d6+4, javelin); SA sneak attack +3d6; SQ darkvision 60 ft., light sensitivity, trapfinding, evasion, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +7, Will +0; Str 18, Dex 16, Con 13, Int 10, Wis 8, Cha 6.

Skills & Feats: Balance +12, Gather Information +0, Hide +10, Jump +15, Knowledge (local – Sheldomar Valley metaregion) +8, Move Silently +10, Ride +11, Spot +7, Tumble +12; Hamstring^{CW}, Improved Initiative, Power Attack, Weapon Focus^B (falchion). ^{CW}Complete Warrior.

Languages: Common, Orc.

Possessions: +1 chain shirt, +1 falchion, 5 javelins, potion of cat's grace, 2 potions of cure moderate wounds, ring of protection +1.

Ougha, Male Orc Ftr7: CR 7; Medium Humanoid (Orc); HD 7d10+28; hp 74; Init +1; Spd 20 ft.; AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex); Base Atk/Grp: +7/+11; Atk: +13 melee (1d12+9/x3, +1 greataxe) or +9 ranged (1d8+4/x3, masterwork composite longbow); Full Atk +13/+8 melee (1d12+9/x3, +1 greataxe) or +9/+4 ranged (1d8+4/x3, masterwork composite longbow); SA —; SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +3; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills & Feats: Climb +6, Jump +6; Cleave^B, Close-Quarters Fighting^{CW}, Improved Overrun^B, Improved Toughness^{CW}, Power Attack, Weapon Focus^B (greataxe), Weapon Specialization^B (greataxe). ^{CW}Complete Warrior.

Languages: Common, Orc.

Possessions: +1 full plate, +1 greataxe, masterwork composite longbow (+4 Str bonus), quiver w/ 40 arrows, 2 potions of cure moderate wounds, cloak of resistance +1.

Brougha, Male Orc Clr7 of Ilneval: CR 7; Medium Humanoid (Orc); HD 7d8+14; hp 53; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+8 armor, +2 shield, +1 Dex); Base Atk/Grp: +5/+7; Atk: +9 melee (1d8+1/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9 melee (1d8+1/19-20, masterwork longsword) or +7 ranged (1d8/19-20, masterwork light crossbow); SA spells, spontaneous casting, rebuke undead 1/day; SQ darkvision 60 ft., light sensitivity, aura; AL CE; SV Fort +7, Ref +3, Will +8; Str 14, Dex 13, Con 14, Int 10, Wis 14 (16), Cha 6.

Skills & Feats: Concentration +12, Knowledge (religion) +7, Heal +6; Combat Casting, Greater Spell Focus (necromancy), Martial Weapon Proficiency^B (longsword), Spell Focus (necromancy), Weapon Focus^B (longsword).

Languages: Common, Orc.

Cleric Spells Prepared (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15 + spell level for necromancy spells): 0 – cure minor wounds x2, guidance x3, resistance; 1st – cure light wounds, divine favor, doom, inflict light wounds*, protection from good, shield of faith; 2nd – cure moderate wounds x2, sound burst, spiritual weapon*, wave of grief^{SC}; 3rd – bestow curse, contagion*, prayer, wind wall; 4th – divine power*, freedom of movement. ^{SC}Spell Compendium.

*Domain spell. Domains: Destruction (smite 1/day), War.

Possessions: masterwork full plate, masterwork heavy steel shield, masterwork longsword, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, divine scroll of cure moderate wounds (CL 3rd), periapt of wisdom +2.

ENCOUNTER 10

Kalen, Male Azer Ftr6: CR 8; Medium Outsider (Extraplanar, Fire); HD 2d8+6d10+32; hp 81; Init +3; Spd 20 ft.; AC 27, touch 13, flat-footed 24 (+6 armor, +2 shield, +3 Dex, +6 natural); Base Atk/Grp: +8/+11; Atk: +13 melee (1d8+6/x3 plus 1 fire, +1 warhammer) or +12 ranged (1d6+3 plus 1 fire, masterwork shortspear); Full Atk

+13/+8 melee (1d8+6/x3 plus 1 fire, +1 warhammer) or +12/+7 ranged (1d6+3 plus 1 fire, masterwork shortspear); SA heat; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 19 (13 + class levels); AL LN; SV Fort +14, Ref +10, Will +7; Str 16, Dex 16, Con 18, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +7, Climb +8, Craft (blacksmithing) +10, Craft (gemcutting) +10, Craft (weaponsmithing) +9, Hide +4, Jump +8, Knowledge (religion) +4, Knowledge (the planes) +4, Listen +5, Search +7, Spot +5; Blind-fight^B, Cleave, Dodge, Mobility^B, Power Attack, Weapon Focus^B (warhammer), Weapon Specialization^B (warhammer).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Dwarven.

Possessions: +1 breastplate, masterwork heavy steel shield, +1 warhammer, 3 masterwork shortspears, 2 potions of cure moderate wounds, brooch of shielding, cloak of resistance +2.

Zhel, Male Azer Clr6 of Bleredd: CR 8; Medium Outsider (Extraplanar, Fire); HD 8d8+24; hp 66; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+6 armor, +2 shield, +1 Dex, +6 natural); Base Atk/Grp: +6/+8; Atk: +9 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d8+2/x3 plus 1 fire, masterwork warhammer) or +8 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells, turn undead 6/day; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 19 (13 + class levels), aura, spontaneous casting; AL LN; SV Fort +12, Ref +7, Will +13; Str 14, Dex 12, Con 16, Int 10, Wis 16 (18), Cha 14 (16).

Skills & Feats: Appraise +5, Craft (blacksmithing) +5, Craft (gemcutting) +5, Heal +13, Jump +3, Knowledge (religion) +9, Knowledge (the planes) +4; Augment Healing^{CD}, Divine Vigor^{CW}, Martial Weapon Proficiency (warhammer). ^{CD}Complete Divine, ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan.

Cleric Spells Prepared (5/4+1/4+1/3+1; base DC = 14 + spell level): 0 – guidance x2, resistance x2, virtue; 1st – bless, burning hands*, command, doom, shield of faith; 2nd – aid, bear's endurance x2, bull's strength*, status; 3rd – dispel magic, invisibility purge, protection from energy, resist energy*.

*Domain spell. Domains: Fire (turn or destroy water creatures as a good cleric turns undead; rebuke, command, or bolster fire creatures as an evil cleric rebukes undead; 6/day); Strength (feat of strength 1/day).

Possessions: +1 breastplate, masterwork heavy steel shield, masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, vest of resistance +1^{CA}, periapt of wisdom +2, cloak of charisma +2. ^{CA}Complete Arcane.

Miralan, Female Azer Wiz7: CR 8; Medium Outsider (Extraplanar, Fire); HD 2d8+7d4+27; hp 54; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 natural, +2 armor); Base Atk/Grp: +5/+5; Atk: +6 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +6 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +8 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 20 (13 + class levels), summon familiar; AL LN; SV Fort +9, Ref +9, Will +10; Str 10, Dex 16, Con 16, Int 18 (20), Wis 14, Cha 8.

Skills & Feats: Appraise +9, Climb +5, Concentration +12, Craft (blacksmithing) +9, Craft (gemcutting) +9, Decipher Script +7, Hide +8, Knowledge (arcana) +13, Knowledge (history) +11, Knowledge (nobility & royalty) +9, Knowledge (the planes) +11, Knowledge (religion) +11, Listen +7, Search +9, Spellcraft +12, Spot +7; Empower Spell, Greater Spell Focus (enchantment), Maximize Spell, Nonlethal Substitution^{CA} (fire)^B, Scribe Scroll^B, Spell Focus (enchantment). ^{CA}Complete Arcane.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Draconic, Dwarven, Elven.

Wizard Spells Prepared (4/6/4/3/2; base DC = 15 + spell level, 17 + spell level for enchantment spells): 0 – daze x2, message, touch of fatigue; 1st – burning hands, charm person, color spray, ray of enfeeblement x2, lesser orb of fire^{SC}; 2nd – glitterdust, nonlethal lesser orb of fire^{SC}, Tasha's hideous laughter x2; 3rd – haste, hold person, nonlethal scorching ray; 4th – crushing despair, nonlethal fireball. ^{SC}Spell Compendium.

Possessions: masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, potion of barkskin +5, bracers of armor +2, headband of intellect +2, metamagic rod (substitution, lesser (fire))^{CA}. ^{CA}Complete Arcane.

Thenor, Male Azer Mnk6: CR 8; Medium Outsider (Extraplanar, Fire); HD 8d8+16; hp 60; Init +3; Spd 50 ft.; AC 24, touch 18, flat-footed 21 (+3 Dex, +6 natural, +4 Wis, +1 monk); Base Atk/Grp: +6/+15; Atk +11 melee (1d8+5 plus 1 fire, unarmed strike) or +12 melee (1d4+5 plus 1 fire, masterwork sai) or +9 ranged (1d2+5 plus 1 fire, shuriken); Full Atk +11/+6 melee (1d8+5 plus 1 fire, unarmed strike) or +10/+10/+5 melee (1d8+5 plus 1 fire, flurry of blows w/ unarmed strike) or +12/+7 melee (1d4+5 plus 1 fire, masterwork sai) or +11/+11/+6 melee (1d4+5 plus 1 fire, flurry of blows w/ masterwork sai) or +9/+4 ranged (1d2+5 plus 1 fire, shuriken); SA heat, flurry of blows, unarmed strike, ki strike (magic); SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 19 (13 + class levels), evasion, still mind, slow fall 30 ft., purity of body; AL LN; SV Fort +11, Ref +12, Will +13; Str 18 (20), Dex 16, Con 14, Int 12, Wis 17 (19), Cha 8.

Skills & Feats: Balance +14, Climb +13, Craft (blacksmithing) +6, Craft (gemcutting) +6, Escape Artist +12, Hide +12, Jump +14, Listen +9, Spot +9, Tumble +13;

Combat Reflexes^B, Flying Kick^{CW}, Improved Disarm^B, Improved Grapple, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B (Fort DC 17, 6/day). ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial.

Possessions: masterwork sai, 10 shuriken, *potion of bear's endurance*, *potion of cure moderate wounds*, *gauntlets of ogre power*, *periapt of wisdom* +2, *vest of resistance* +1^{CA}. ^{CA}Complete Arcane.

APPENDIX 5 – APL 10

ENCOUNTER 6

Very Chilling Fog: Large Ooze; CR 11; HD 12d10+24; hp 108; Init +1; Spd 20 ft.; AC 15, touch 14, flat-footed 14 (+5 deflection, -1 size, +1 Dex); Base Atk/Grp: +9/+15; Atk +10 melee (1d6+3 plus cone of cold, slam); Full Atk +10 melee (1d6+3 plus cone of cold, slam); SA cone of cold, engulf; SQ ooze traits, DR 10/magic, SR 22; AL N; SV Fort +11, Ref +10, Will +10; Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15. *Monster Manual III*, page 91.

Cone of Cold (Su): A creature hit by a very chilling fog's slam attack or engulfed by it takes an additional 12d6 cold damage (DC 17 Reflex half).

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the cone of cold effect (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Gorgo, Male Orc Hexblade4/Ftr2/Dragon Disciple (Red)2: CR 8; Medium Humanoid (Orc); HD 6d10+2d12+16; hp 75; Init +0; Spd 20 ft.; AC 21, touch 11, flat-footed 21 (+9 armor, +1 deflection, +1 natural); Base Atk/Grp: +7/+14; Atk +16 melee (2d4+11/18-20, +1 falchion) or +14 melee (1d6+7, bite) or +14 melee (1d4+7, claw) or +8 ranged (1d8+6/x3, masterwork composite longbow); Full Atk +16/+11 melee (2d4+11/18-20, +1 falchion) and +9 melee (1d6+3, bite) or +14 melee (1d6+7, bite) and +9 melee (1d4+3, 2 claws) or +8/+3 ranged (1d8+6/x3, masterwork composite longbow); SA hexblade's curse 1/day, spells; SQ darkvision 60 ft., light sensitivity, arcane resistance, mettle; AL CE; SV Fort +9, Ref +1, Will +5; Str 24, Dex 10, Con 14, Int 10, Wis 6, Cha 12. *Complete Warrior*, page 5.

Skills & Feats: Concentration +5, Intimidate +2, Knowledge (arcana) +9, Ride +1, Spellcraft +7; Cleave, Improved Bull Rush^B, Power Attack, Shock Trooper^{CW}, Weapon Focus^B (falchion). ^{CW}Complete Warrior.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save

(DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like abilities (not included in save modifiers listed above).

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

Languages: Common, Orc, Draconic.

Hexblade Spells Known (3; save DC 11 + spell level); 1st – *expeditious retreat*, *protection from good*.

Possessions: +1 full plate, +1 falchion, masterwork composite longbow (+6 Str bonus), quiver w/ 40 arrows, 2 potions of cure serious wounds, ring of protection +1.

Mumph, Male Orc Bbn1/Ftr4/Pious Templar of Gruumsh3: CR 8; Medium Humanoid (Orc); HD 1d12+7d10+16; hp 74; Init +1; Spd 20 ft.; AC 20, touch 12, flat-footed 19 (+8 armor, +1 deflection, +1 Dex); Base Atk/Grp: +8/+13; Atk +15 melee (1d8+10/19-20/x3, +1 spear) or +10 ranged (1d8+5/x3, masterwork composite longbow); Full Atk +15/+10 melee (1d8+10/19-20/x3, +1 spear) or +10/+5 ranged (1d8+5/x3, masterwork composite longbow); SA rage 1/day, smite 1/day, spells; SQ darkvision 60 ft., light sensitivity, fast movement, mettle, DR 1/—; AL CE; SV Fort +11, Ref +3, Will +6; Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 6. *Complete Divine*, page 50.

Skills & Feats: Concentration +4, Jump +5, Knowledge (religion) +3, Listen +5; Cleave^B, Improved Critical^B (spear), Power Attack, Power Critical^{CW} (spear), True Believer^{CD}, Weapon Focus^B (spear), Weapon Specialization^B (spear). ^{CW}Complete Warrior, ^{CD}Complete Divine.

Mettle (Su): A pious templar's special blessing allows his to shrug off magical effects that would otherwise affect her. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Pious Templar Spells Prepared (2/1; save DC 12 + spell level): 1st – *corrupt weapon*, *divine sacrifice*^{SC}; 2nd – *zeal*^{SC}. ^{SC}Spell Compendium.

Possessions: masterwork full plate, +1 spear, masterwork composite longbow (+5 Str bonus), quiver w/ 40 arrows, 2 potions of cure serious wounds, ring of protection +1, pearl of power (1st level spell).

Krahnum, Male Orc Bbn4/Ftr2/Eye of Gruumsh3: CR 9; Medium Humanoid (Orc); HD 7d12+2d10+18; hp 92; Init +3; Spd 40 ft.; AC 20, touch 13, flat-footed 20 (+5 armor, +3 Dex, +1 natural, +1 shield); Base Atk/Grp: +9/+13; Atk +15 melee (1d8+7/x3, +1/+1 orc double axe) or +13 ranged (1d6+4, masterwork javelin); Full Atk +15/+10 melee (1d8+7/x3, +1/+1 orc double axe) or +13/+8 melee (1d8+5/x3, +1/+1 orc double axe) and +13/+8 melee (1d8+3/x3, +1/+1 orc double axe) or +13/+8 ranged (1d6+4, masterwork javelin); SA rage 2/day, swing blindly; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge, trap sense +1, command the horde, ritual scarring +1; AL CE; SV Fort +12, Ref +5, Will +2; Str 17 (19), Dex 17, Con 14, Int 8, Wis 10, Cha 6. *Complete Warrior*, page 31.

Skills & Feats: Climb +7, Jump +7, Listen +7, Ride +9, Survival +5; Blind-Fight^B, Exotic Weapon Proficiency (orc double axe), Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe).

Command the Horde (Ex): An Eye of Gruumsh can direct the actions of any non-good orcs or half-orcs that are within 30 feet of him and whose hit dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses the bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an additional +4 to Str, but his AC penalty goes from -2 to -4.

Languages: Common, Orc.

Possessions: +1 chain shirt, +1/+1 orc double axe, 5 masterwork javelins, 2 potions of cure serious wounds, gauntlets of ogre power.

Dral, Male Orc Clr9 of Gruumsh: CR 9; Medium Humanoid (Orc); HD 9d8+18; hp 68; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 Dex); Base Atk/Grp: +6/+7; Atk: +8 melee (1d8+2/x3, +1 spear) or +8 ranged (1d8/19-20, masterwork light crossbow); Full Atk +8/+3 melee (1d8+2/x3, +1 spear) or +8 ranged (1d8/19-20, masterwork light crossbow); SA spells, spontaneous casting, rebuke undead 7/day; SQ darkvision 60 ft., light sensitivity, aura; AL CE; SV Fort +9, Ref +5, Will +11; Str 12, Dex 12, Con 14, Int 10, Wis 16 (18), Cha 10.

Skills & Feats: Concentration +14, Knowledge (religion) +6, Heal +10; Chain Spell^{CA}, Divine Metamagic^{CD} (Chain Spell), Extend Spell, Extra Turning, Spell Focus^B (enchantment). ^{CA}Complete Arcane, ^{CD}Complete Divine.

Languages: Common, Orc.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 15 + spell level for enchantment

spells): 0 – cure minor wounds x2, detect magic, guidance x2, resistance; 1st – bless, command*, cure light wounds, protection from good, resurgence^{SC}, shield of faith; 2nd – cure moderate wounds x2, curse of ill fortune^{SC} x2, enthrall*, resist energy; 3rd – contagion, curse serious wounds x2, suggestion*, wind wall; 4th – dominate person*, freedom of movement, poison, recitation^{SC}; 5th – flame strike, greater command*. ^{SC}Spell Compendium.

*Domain spell. Domains: Destruction (smite), Domination.

Possessions: +1 full plate, +1 heavy steel shield, +1 spear, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure serious wounds, cloak of resistance +1.

ENCOUNTER 10

Kalen, Male Azer Ftr8: CR 10; Medium Outsider (Extraplanar, Fire); HD 2d8+8d10+40; hp 102; Init +3; Spd 20 ft.; AC 27, touch 13, flat-footed 24 (+6 armor, +2 shield, +3 Dex, +6 natural); Base Atk/Grp: +10/+14; Atk: +17 melee (1d8+7/x3 plus 1 fire, +1 warhammer) or +14 ranged (1d6+4 plus 1 fire, masterwork shortspear); Full Atk +17/+12 melee (1d8+7/x3 plus 1 fire, +1 warhammer) or +14/+9 ranged (1d6+4 plus 1 fire, masterwork shortspear); SA heat; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 21 (13 + class levels); AL LN; SV Fort +15, Ref +10, Will +7; Str 16 (18), Dex 16, Con 18, Int 14, Wis 10, Cha 8.

Skills & Feats: Appraise +7, Climb +9, Craft (blacksmithing) +10, Craft (gemcutting) +10, Craft (weaponsmithing) +9, Hide +4, Jump +9, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +5, Search +7, Spot +5; Blind-fight^B, Cleave, Dodge, Greater Weapon Focus^B (warhammer), Mobility^B, Power Attack, Spring Attack, Weapon Focus^B (warhammer), Weapon Specialization^B (warhammer).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Dwarven.

Possessions: +1 breastplate, masterwork heavy steel shield, +1 warhammer, 3 masterwork shortspears, 2 potions of cure serious wounds, brooch of shielding, cloak of resistance +2, gauntlets of ogre power.

Zhel, Male Azer Clr8 of Bleredd: CR 10; Medium Outsider (Extraplanar, Fire); HD 10d8+30; hp 83; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+6 armor, +2 shield, +1 Dex, +6 natural); Base Atk/Grp: +8/+10; Atk: +11 melee (1d8+3/x3 plus 1 fire, +1 warhammer) or +10 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6 melee (1d8+3/x3 plus 1 fire, +1 warhammer) or +10 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells, turn undead 6/day; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 21 (13 + class levels), aura, spontaneous casting; AL LN; SV Fort +13, Ref +7, Will +14; Str 14, Dex 12, Con 16, Int 10, Wis 16 (18), Cha 14 (16).

Skills & Feats: Appraise +5, Craft (blacksmithing) +5, Craft (gemcutting) +5, Heal +15, Jump +3, Knowledge (religion) +11, Knowledge (the planes) +4; Augment

Healing^{CD}, Divine Might^{CW}, Divine Vigor^{CW}, Martial Weapon Proficiency (warhammer). ^{CD}Complete Divine, ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan.

Cleric Spells Prepared (6/5+1/4+1/4+1/3+1; base DC = 14 + spell level): 0 – guidance x3, resistance x2, virtue; 1st – bless, burning hands*, command, doom, shield of faith x2; 2nd – aid, bear's endurance x2, bull's strength*, status; 3rd – dispel magic x2, invisibility purge, protection from energy, resist energy*; 4th – death ward, freedom of movement, recitation^{SC}, spell immunity*. ^{SC}Spell Compendium.

*Domain spell. Domains: Fire (turn or destroy water creatures as a good cleric turns undead; rebuke, command, or bolster fire creatures as an evil cleric rebukes undead; 6/day); Strength (feat of strength 1/day).

Possessions: +1 breastplate, masterwork heavy steel shield, +1 warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, vest of resistance +2^{CA}, periapt of wisdom +2, cloak of charisma +2. ^{CA}Complete Arcane.

Miralan, Female Azer Wiz9: CR 10; Medium Outsider (Extraplanar, Fire); HD 2d8+9d4+33; hp 64; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 natural, +2 armor); Base Atk/Grp: +6/+6; Atk: +7 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +9 ranged (1d8/19-20, masterwork light crossbow); Full Atk +7/+2 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +9 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 22 (13 + class levels), summon familiar; AL LN; SV Fort +9, Ref +9, Will +10; Str 10, Dex 16, Con 16, Int 18 (22), Wis 14, Cha 8.

Skills & Feats: Appraise +10, Climb +5, Concentration +14, Craft (blacksmithing) +10, Craft (gemcutting) +10, Decipher Script +10, Hide +8, Knowledge (arcana) +16, Knowledge (history) +14, Knowledge (nobility & royalty) +12, Knowledge (the planes) +14, Knowledge (religion) +14, Listen +7, Search +10, Spellcraft +15, Spot +7; Empower Spell, Greater Spell Focus (enchantment), Maximize Spell, Nonlethal Substitution^{CA} (fire)^B, Scribe Scroll^B, Spell Focus (enchantment). ^{CA}Complete Arcane.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Draconic, Dwarven, Elven.

Wizard Spells Prepared (4/6/6/4/3/2; base DC = 16 + spell level, 18 + spell level for enchantment spells): 0 – daze x2, message, touch of fatigue; 1st – burning hands, charm person x2, ray of enfeeblement x2, lesser orb of fire^{SC}; 2nd – glitterdust x2, nonlethal lesser orb of fire^{SC} x2, Tasha's hideous laughter x2; 3rd – haste, hold person, nonlethal scorching ray, slow; 4th – crushing despair, nonlethal fireball x2; 5th – dominate person, maximized nonlethal lesser orb of fire^{SC}. ^{SC}Spell Compendium.

Possessions: masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, potion of barkskin +5, bracers of armor +2, headband of intellect +4, metamagic rod (substitution, lesser (fire))^{CA}. ^{CA}Complete Arcane.

Thenor, Male Azer Mnk8: CR 10; Medium Outsider (Extraplanar, Fire); HD 10d8+20; hp 75; Init +3; Spd 50 ft.; AC 24, touch 18, flat-footed 21 (+3 Dex, +6 natural, +4 Wis, +1 monk); Base Atk/Grp: +8/+17; Atk +13 melee (1d10+5 plus 1 fire, unarmed strike) or +14 melee (1d4+5 plus 1 fire, masterwork sai) or +12 ranged (1d2+5 plus 1 fire, masterwork shuriken); Full Atk +13/+8 melee (1d10+5 plus 1 fire, unarmed strike) or +12/+12/+7 melee (1d10+5 plus 1 fire, flurry of blows w/ unarmed strike) or +14/+9 melee (1d4+5 plus 1 fire, masterwork sai) or +13/+13/+8 melee (1d4+5 plus 1 fire, flurry of blows w/ masterwork sai) or +12/+7 ranged (1d2+5 plus 1 fire, masterwork shuriken); SA heat, flurry of blows, unarmed strike, ki strike (magic); SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 21 (13 + class levels), evasion, still mind, slow fall 40 ft., purity of body, wholeness of body; AL LN; SV Fort +13, Ref +14, Will +15; Str 18 (20), Dex 16, Con 14, Int 12, Wis 17 (19), Cha 8.

Skills & Feats: Balance +14, Climb +14, Craft (blacksmithing) +7, Craft (gemcutting) +7, Escape Artist +14, Hide +14, Jump +14, Listen +10, Spot +10, Tumble +14; Combat Reflexes^B, Earth's Embrace^{CW}, Flying Kick^{CW}, Improved Disarm^B, Improved Grapple, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B (Fort DC 18, 8/day). ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial.

Possessions: masterwork sai, 10 masterwork shuriken, potion of bear's endurance, potion of cat's grace, potion of cure moderate wounds, gauntlets of ogre power, periapt of wisdom +2, vest of resistance +2^{CA}. ^{CA}Complete Arcane.

APPENDIX 6 – APL 12

ENCOUNTER 6

Fiery Befuddler: Huge Ooze; CR 13; HD 13d10+26; hp 117; Init +1; Spd 40 ft.; AC 14, touch 14, flat-footed 13 (+5 deflection, -2 size, +1 Dex); Base Atk/Grp: +9/+19; Atk +9 melee (1d8+3 plus flame strike plus confusion, slam); Full Atk +9 melee (1d8+3 plus flame strike plus confusion, slam); SA flame strike, confusion, engulf; SQ ooze traits, DR 10/magic, SR 23; AL N; SV Fort +11, Ref +10, Will +10; Str 15, Dex 12, Con 15, Int -, Wis 12, Cha 15. *Monster Manual III*, page 91.

Flame Strike (Su): A creature hit by a fiery befuddler's slam attack or engulfed by it takes an additional 13d6 damage, half fire and half divine, DC 17 Reflex half.

Confusion (Su): A creature hit by a fiery befuddler's slam attack or engulfed by it must succeed on a DC 16 Will save or become *confused*, as per the *confusion* spell, for 13 rounds.

Engulf (Ex): A living spell can flow around creatures that fit within its space as a standard action. It can not make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are affected by the flame strike and confusion effects (see above) each round on the living spell's turn, and are considered to be grappled.

ENCOUNTER 8

Gorgo, Male Orc Hexblade4/Ftr2/Dragon Disciple (Red)4: CR 10; Medium Humanoid (Orc); HD 6d10+4d12+30; hp 104; Init +0; Spd 20 ft.; AC 23, touch 11, flat-footed 23 (+10 armor, +1 deflection, +2 natural); Base Atk/Grp: +9/+17; Atk +19 melee (2d4+13/15-20, +1 falchion) or +17 melee (1d6+8, bite) or +17 melee (1d4+8, claw) or +10 ranged (1d8+8/x3, masterwork composite longbow); Full Atk +19/+14 melee (2d4+13/15-20, +1 falchion) and +12 melee (1d6+4, bite) or +17 melee (1d6+8, bite) and +12 melee (1d4+4, 2 claws) or +10/+5 ranged (1d8+8/x3, masterwork composite longbow); SA hexblade's curse 1/day, spells, breath weapon; SQ darkvision 60 ft., light sensitivity, arcane resistance, mettle; AL CE; SV Fort +11, Ref +2, Will +6; Str 26, Dex 10, Con 14 (16), Int 10, Wis 6, Cha 12. *Complete Warrior*, page 5.

Skills & Feats: Concentration +9, Intimidate +2, Knowledge (arcana) +9, Ride +1, Spellcraft +8; Cleave^B, Improved Bull Rush^B, Improved Critical (falchion),

Power Attack, Shock Trooper^{CW}, Weapon Focus^B (falchion). ^{CW}*Complete Warrior*.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like abilities (not included in save modifiers listed above).

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

Breath Weapon (Su): The breath weapon is a 30 ft. cone of fire that can be used 1/day. It deals 2d8 points of fire damage (DC 17 Reflex half).

Languages: Common, Orc, Draconic.

Hexblade Spells Known (4; save DC 11 + spell level); 1st – *expeditious retreat*, *protection from good*.

Possessions: +2 full plate, +1 falchion, masterwork composite longbow (+8 Str bonus), quiver w/ 40 arrows, 2 potions of cure serious wounds, ring of protection +1, amulet of health +2.

Mumph, Male Orc Bbn1/Ftr4/Pious Templar of Gruumsh5: CR 10; Medium Humanoid (Orc); HD 1d12+9d10+20; hp 92; Init +1; Spd 20 ft.; AC 21, touch 12, flat-footed 20 (+9 armor, +1 deflection, +1 Dex); Base Atk/Grp: +10/+15; Atk +17 melee (1d8+10/19-20/x3, +1 bane (dwarf) spear) or +12 ranged (1d8+5/x3, masterwork composite longbow); Full Atk +17/+12 melee (1d8+10/19-20/x3, +1 bane (dwarf) spear) or +12/+7 ranged (1d8+5/x3, masterwork composite longbow); SA rage 1/day, smite 2/day, spells; SQ darkvision 60 ft., light sensitivity, fast movement, mettle, DR 2/—; AL CE; SV Fort +12, Ref +3, Will +7; Str 20, Dex 12, Con 14, Int 8, Wis 14, Cha 6. *Complete Divine*, page 50.

Skills & Feats: Concentration +6, Jump +5, Knowledge (religion) +3, Listen +5; Cleave^B, Extra Smiting^{CW}, Greater Resiliency^{CW}, Improved Critical^B (spear), Power Attack^B, Power Critical^{CW} (spear), True Believer^{CD}, Weapon Focus^B (spear), Weapon Specialization^B (spear). ^{CW}*Complete Warrior*, ^{CD}*Complete Divine*.

Mettle (Su): A pious templar's special blessing allows his to shrug off magical effects that would otherwise affect her. If he makes a successful Will or

Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Pious Templar Spells Prepared (2/2; save DC 12 + spell level): 1st – *corrupt weapon, divine sacrifice*^{SC}; 2nd – *wave of grief*^{SC}, *zeal*^{SC}. ^{SC}Spell Compendium.

Possessions: +1 full plate, +1 bane (dwarf) spear, masterwork composite longbow (+5 Str bonus), quiver w/ 40 arrows, 3 potions of cure serious wounds, ring of protection +1, pearl of power (1st level spell).

Krahnum, Male Orc Bbn4/Ftr4/Eye of Gruumsh3: CR 11; Medium Humanoid (Orc); HD 7d12+4d10+22; hp 110; Init +3; Spd 40 ft.; AC 20, touch 13, flat-footed 20 (+5 armor, +3 Dex, +1 natural, +1 shield); Base Atk/Grp: +11/+16; Atk +18 melee (1d8+8/19-20/x3, +1/+1 orc double axe) or +15 ranged (1d6+5, masterwork javelin); Full Atk +18/+13/+8 melee (1d8+8/19-20/x3, +1/+1 orc double axe) or +16/+11/+6 melee (1d8+6/19-20/x3, +1/+1 orc double axe) and +16/+11 melee (1d8+3/19-20/x3, +1/+1 orc double axe) or +15/+10/+5 ranged (1d6+5, masterwork javelin); SA rage 2/day, swing blindly; SQ darkvision 60 ft., light sensitivity, fast movement, uncanny dodge, trap sense +1, command the horde, ritual scarring +1; AL CE; SV Fort +13, Ref +6, Will +3; Str 17 (21), Dex 17, Con 14, Int 8, Wis 10, Cha 6. *Complete Warrior*, page 31.

Skills & Feats: Climb +9, Jump +9, Listen +7, Ride +9, Survival +5; Blind-Fight^B, Exotic Weapon Proficiency (orc double axe), Improved Critical^B (orc double axe), Improved Two-Weapon Fighting, Power Attack, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Focus (orc double axe).

Command the Horde (Ex): An Eye of Gruumsh can direct the actions of any non-good orcs or half-orcs that are within 30 feet of him and whose hit dice are lower than his character level. Those who follow the character's orders gain a +2 morale bonus on Will saves. Any eligible orc or half-orc that willingly goes against the eye of Gruumsh's directions loses the bonus immediately.

Swing Blindly (Ex): An eye of Gruumsh's rage becomes more powerful when he reaches 2nd level, but at the cost of lowered defenses. The character adds an additional +4 to Str, but his AC penalty goes from -2 to -4.

Languages: Common, Orc.

Possessions: +1 chain shirt, +1/+1 orc double axe, 5 masterwork javelins, 2 potions of cure serious wounds, belt of giant strength +4.

Dral, Male Orc Clr11 of Gruumsh: CR 11; Medium Humanoid (Orc); HD 11d8+22; hp 83; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21 (+9 armor, +2 shield, +1 Dex); Base Atk/Grp: +8/+9; Atk: +10 melee (1d8+2/x3, +1 spear) or +10 ranged (1d8/19-20, masterwork light

crossbow); Full Atk +10/+5 melee (1d8+2/x3, +1 spear) or +10 ranged (1d8/19-20, masterwork light crossbow); SA spells, spontaneous casting, rebuke undead 7/day; SQ darkvision 60 ft., light sensitivity, aura; AL CE; SV Fort +10, Ref +5, Will +13; Str 12, Dex 12, Con 14, Int 10, Wis 16 (20), Cha 10.

Skills & Feats: Concentration +16, Knowledge (religion) +7, Heal +12; Chain Spell^{CA}, Divine Metamagic^{CD} (Chain Spell), Extend Spell, Extra Turning, Spell Focus^B (enchantment). ^{CA}Complete Arcane, ^{CD}Complete Divine.

Languages: Common, Orc.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level, 16 + spell level for enchantment spells): 0 – cure minor wounds x2, detect magic, guidance x2, resistance; 1st – bless, command*, cure light wounds x2, protection from good x2, resurgence^{SC}, shield of faith; 2nd – cure moderate wounds x2, curse of ill fortune^{SC} x2, enthrall*, resist energy; 3rd – contagion, curse serious wounds x2, protection from energy, suggestion*, wind wall; 4th – dominate person*, freedom of movement, poison, recitation^{SC}, wrack^{SC}; 5th – flame strike x2, greater command*, spell resistance; 6th – antilife shell, harm*. ^{SC}Spell Compendium.

*Domain spell. Domains: Destruction (smite), Domination.

Possessions: +1 full plate, +1 heavy steel shield, +1 spear, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure serious wounds, cloak of resistance +1.

ENCOUNTER 10

Mreindal Stonescale, Male Half-Gold Dragon Azer Ftr2/Pal8 of Bahamut: CR 14; Medium Dragon (Extraplanar, Fire); HD 12d10+84; hp 153; Init +2; Spd 30 ft.; AC 31, touch 14, flat-footed 29 (+7 armor, +2 Dex, +10 natural, +2 deflection); Base Atk/Grp: +12/+18; Atk: +21 melee (1d10+11/19-20/x3 plus 1 fire plus 1d6 [all damage nonlethal], +2 merciful maul) or +18 melee (1d6+6 plus 1 fire, bite) or +18 melee (1d4+6 plus 1 fire, claw); Full Atk +21/+16/+11 melee (1d10+11/19-20/x3 plus 1 fire plus 1d6 [all damage nonlethal], +2 merciful maul) and +13 melee (1d6+3 plus 1 fire, bite) or +18 melee (1d4+6 plus 1 fire, 2 claws) and +13 melee (1d6+3 plus 1 fire, bite); SA heat, breath weapon, smite evil 2/day, turn undead 7/day, spells; SQ darkvision 60 ft., low-light vision, immunity to fire, vulnerability to cold, SR 23 (13 + class levels), immunity to sleep and paralysis effects, aura of good, detect evil, divine grace, lay on hands 32 hp/day, aura of courage, divine health, special mount (axiomatic pegasus), remove disease 1/week; AL LG; SV Fort +25, Ref +13, Will +13; Str 20 (22), Dex 14, Con 20 (24), Int 12, Wis 14, Cha 18.

Skills & Feats: Concentration +15, Diplomacy +11, Heal +7, Knowledge (religion) +9, Ride +8, Sense Motive +10, Craft (blacksmithing) +6, Craft (gemcutting) +6, Listen +6, Search +4, Spot +6; Cleave, Divine Might^{CW}, Divine Vigor^{CW}, Improved Critical^B (maul), Improved Overrun, Power Attack, Weapon Focus^B (maul). ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Breath Weapon (Su): The breath weapon is a 30 ft. cone of fire than can be used 1/day. It deals 6d8 points of fire damage (DC 18 Reflex half).

Languages: Common, Ignan, Celestial, Draconic, Dwarven.

Paladin Spells Prepared (2/1; save DC = 12 + spell level; CL 4th): 1st – divine sacrifice^{SC}, golden barding^{SC}; 2nd – zeal^{SC}. ^{SC}Spell Compendium.

Possessions: +2 mithral breastplate, gauntlets of ogre power, amulet of health +4, cloak of resistance +2, ring of protection +2, +2 merciful maul^{CW}. ^{CW}Complete Warrior.

Special Mount, Axiomatic Pegasus: CR 4; Large Magical Beast; HD 6d10+18; hp X; Init +2; Spd 60 ft., fly 120 ft. (average); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Base Atk/Grp: +6/+14; Atk: +9 melee (1d6+4, hoof); Full Atk +9 melee (1d6+4, 2 hooves) and +4 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA smite chaos 1/day; SQ darkvision 60 ft., low-light vision, scent, spell-like abilities, resistance to cold 5, electricity 5, fire 5, and sonic 5, SR 9 (HD + 5), empathic link, improved evasion, share spells, share saving throws; AL LG; SV Fort +15, Ref +7, Will +8; Str 19, Dex 15, Con 16, Int 10, Wis 13, Cha 13. *Planar Handbook*, page 110.

Skills & Feats: Diplomacy +3, Listen +10, Sense Motive +9, Spot +10; Flyby Attack, Hover, Iron Will.

Smite Chaos (Su): Once per day, the creature can make a normal attack to deal extra damage equal to its HD (max 20 pts.) against a chaotic opponent.

Spell-like Ability: At will—detect good and detect evil within a 60 ft. radius. CL 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

Languages: understands Common.

Possessions: exotic military saddle.

Zhel, Male Azer Clr10 of Bleredd: CR 12; Medium Outsider (Extraplanar, Fire); HD 12d8+36; hp 99; Init +1; Spd 20 ft.; AC 25, touch 11, flat-footed 24 (+6 armor, +2 shield, +1 Dex, +6 natural); Base Atk/Grp: +9/+11; Atk: +12 melee (1d8+3/x3 plus 1 fire, +1 warhammer) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +12/+7 melee (1d8+3/x3 plus 1 fire, +1 warhammer) or +11 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells, turn undead 6/day; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 23 (13 + class levels), aura, spontaneous casting; AL LN; SV Fort +14, Ref +8, Will +16; Str 14, Dex 12, Con 16, Int 10, Wis 16 (20), Cha 15 (17).

Skills & Feats: Appraise +5, Craft (blacksmithing) +5, Craft (gemcutting) +5, Heal +18, Jump +3, Knowledge (religion) +13, Knowledge (the planes) +4; Augment Healing^{CD}, Divine Might^{CW}, Divine Vigor^{CW}, Martial Weapon Proficiency (warhammer), Sacred Healing^{CD}. ^{CD}Complete Divine, ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan.

Cleric Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0 – guidance x3, resistance x2, virtue; 1st – bless, burning hands*, command x2, doom, shield of faith x2; 2nd – aid x2, bear's endurance x2, bull's strength*, status; 3rd – dispel magic x2, invisibility purge, protection from energy, resist energy*; 4th – death ward, divine power, freedom of movement, recitation^{SC}, spell immunity*; 5th – dragon breath^{SC}, flame strike, greater command, righteous might*, ~~stahwart~~ ~~paet~~^{SC}. ^{SC}Spell Compendium.

*Domain spell. **Domains:** Fire (turn or destroy water creatures as a good cleric turns undead; rebuke, command, or bolster fire creatures as an evil cleric rebukes undead; 6/day); Strength (feat of strength 1/day).

Possessions: +1 breastplate, masterwork heavy steel shield, +1 warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure serious wounds, vest of resistance +2^{CA}, periapt of wisdom +4, cloak of charisma +2. ^{CA}Complete Arcane.

Miralan, Female Azer Wiz12: CR 13; Medium Outsider (Extraplanar, Fire); HD 2d8+12d4+42; hp 80; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +6 natural, +2 armor); Base Atk/Grp: +8/+8; Atk: +9 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +11 ranged (1d8/19-20, masterwork light crossbow); Full Atk +9/+4 melee (1d8/x3 plus 1 fire, masterwork warhammer) or +11 ranged (1d8/19-20, masterwork light crossbow); SA heat, spells; SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 25 (13 + class levels), summon familiar; AL LN; SV Fort +10, Ref +10, Will +12; Str 10, Dex 16, Con 16, Int 19 (25), Wis 14, Cha 8.

Skills & Feats: Appraise +11, Climb +5, Concentration +16, Craft (blacksmithing) +12, Craft (gemcutting) +12, Decipher Script +13, Hide +8, Knowledge (arcana) +19, Knowledge (history) +17, Knowledge (nobility & royalty) +15, Knowledge (the planes) +17, Knowledge (religion) +17, Listen +7, Search +11, Spellcraft +18, Spot +7; Craft Wondrous Item^B, Empower Spell, Greater Spell Focus (enchantment), Maximize Spell, Nonlethal Substitution^{CA} (fire)^B, Quicken Spell, Scribe Scroll^B, Spell Focus (enchantment). ^{CA}Complete Arcane.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial, Draconic, Dwarven, Elven.

Wizard Spells Prepared (4/6/6/6/4/4/3; base DC = 17 + spell level, 19 + spell level for enchantment spells): 0 – daze x2, message, touch of fatigue; 1st – burning hands, charm person x2, color spray, ray of enfeeblement x2, lesser orb of fire^{SC}; 2nd – glitterdust x2, nonlethal lesser orb of fire^{SC} x2, Tasha's hideous laughter x2; 3rd – haste, hold person, nonlethal scorching ray x2, slow, suggestion; 4th – crushing despair, nonlethal fireball x2, empowered nonlethal lesser orb of fire^{SC}; 5th – dominate person, maximized nonlethal lesser orb of fire^{SC}, mind fog, nonlethal orb of fire^{SC}; 6th – empowered

nonlethal fireball, mass suggestion, maximized nonlethal scorching ray. ^{SC}Spell Compendium.

Possessions: masterwork warhammer, masterwork light crossbow, quarrel w/ 20 bolts, 2 potions of cure moderate wounds, potion of barkskin +5, bracers of armor +2, headband of intellect +6, metamagic rod (substitution, lesser (fire))^{CA}. ^{CA}Complete Arcane.

Thenor, Male Azer Mnk10: CR 12; Medium Outsider (Extraplanar, Fire); HD 12d8+24; hp 90; Init +3; Spd 60 ft.; AC 27, touch 21, flat-footed 24 (+3 Dex, +6 natural, +5 Wis, +3 monk); Base Atk/Grp: +9/+18; Atk +14 melee (2d6+5 plus 1 fire, unarmed strike) or +15 melee (1d4+5 plus 1 fire, masterwork sai) or +13 ranged (1d2+5 plus 1 fire, masterwork shuriken); Full Atk +14/+14/+9 melee (2d6+5 plus 1 fire, flurry of blows w/ unarmed strike) or +15/+15/+10 melee (1d4+5 plus 1 fire, flurry of blows w/ masterwork sai) or +13/+8 ranged (1d2+5 plus 1 fire, masterwork shuriken); SA heat, flurry of blows, unarmed strike, ki strike (magic, lawful); SQ darkvision 60 ft., immunity to fire, vulnerability to cold, SR 23 (13 + class levels), evasion, still mind, slow fall 50 ft., purity of body, wholeness of body, improved evasion; AL LN; SV Fort +14, Ref +15, Will +17; Str 18 (20), Dex 16, Con 14, Int 12, Wis 18 (20), Cha 8.

Skills & Feats: Balance +16, Climb +16, Craft (blacksmithing) +7, Craft (gemcutting) +7, Escape Artist +14, Hide +16, Jump +16, Listen +11, Spot +11, Tumble +16; Combat Reflexes^B, Earth's Embrace^{CW}, Flying Kick^{CW}, Improved Disarm^B, Improved Grapple, Improved Unarmed Strike^B, Power Attack, Stunning Fist^B (Fort DC 20, 11/day). ^{CW}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Languages: Common, Ignan, Celestial.

Possessions: masterwork sai, 10 masterwork shuriken, potion of bear's endurance, potion of cat's grace, potion of cure moderate wounds, gauntlets of ogre power, periapt of wisdom +2, monk's belt, vest of resistance +2^{CA}. ^{CA}Complete Arcane.

APPENDIX 7 – ALL APLS

ENCOUNTER 3

Qiebitz: Spectator Clr5 of Keoghtom; CR 7; Medium Aberration (Extraplanar); HD 4d8+5d8+27; hp 75; Init +2; Spd 5 ft., fly 20 ft. (good); AC 23, touch 14, flat-footed 21 (+2 Dex, +7 natural, +2 deflection, +2 exalted); Base Atk/Grp: +6/+5; Atk +8 ranged touch attack (eye rays) and +5 melee (1d6-1, bite); Full Atk +8 ranged touch attack (eye rays) and +5 melee (1d6-1, bite); SA eye rays, spell-like abilities, spells; SQ all-around vision, darkvision 60 ft., flight, planar fast healing, spell turning, SR 12, aura, spontaneous casting, turn undead 7/day; AL LG; SV Fort +8, Ref +4, Will +13; Str 8, Dex 14, Con 14 (16), Int 18 (20), Wis 20, Cha 18. *Lords of Madness*, page 140.

Skills and Feats: Diplomacy +19, Heal +10, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (the planes) +12, Knowledge (religion) +10, Listen +14, Search +18, Sense Motive +14, Spot +19, Spellcraft +12, Survival +5 (+7 following tracks or on other planes); Alertness^B, Negotiator, Sacred Vow^{BoED}, Vow of Nonviolence^{BoED}, Vow of Peace^{BoED}. *BoED* *Book of Exalted Deeds*.

Eye Rays (Su): Each of a spectator's four small eyes can produce a magical ray once per round as a free action. During a single round, it can aim only one eye ray at targets in any one 90-degree arc (up, forward, backward, left, right or down). Each ray has a range of 60 feet and a save DC of 16 (CL 6th), DC 20 against humanoids or monstrous humanoids for all but the *Inflict* ray. The save DCs are Cha-based. The four eye rays include:

Fatigue: The target must make a Fort save or become fatigued. A fatigued creature that fails to save against this effect becomes exhausted.

Inflict Moderate Wounds: This ray works like the spell, causing 2d8+6 points of damage (Will half).

Hold Monster: The target must succeed on a Will save or be affected as though by the spell.

Telepathy: A spectator can communicate telepathically with its target for the round. As a free action, a spectator can make a *suggestion* (as the spell; Will negates) to any creature it is currently telepathically speaking to.

Spell-Like Abilities: 3/day – *create food and water*, 1/day – *plane shift* (DC 19, DC 23 against humanoids or monstrous humanoids). Caster level 6th. The save DCs are Cha-based.

Flight (Ex): A spectator's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect (as the spell) with personal range.

Planar Fast Healing (Ex): While on Mechanus, a spectator has fast healing 3.

Spell Turning (Su): A spectator's central eye produces a 90-foot cone that reflects any spell cast upon it by a creature within the cone back upon its source. This

functions just like *spell turning* (caster level 6th). Up to one spell can be reflected per round.

Languages: Common, Beholder, Celestial, Dwarven, Elven, Gnome.

Cleric Spells Prepared (5/5+1/3+1/2+1; save DC 15 + spell level, 19 + spell level for non-damaging spells); 0 – *detect magic*, *mending*, *purify food and drink*, *read magic* x2; 1st – *comprehend languages*, *detect evil*, *detect secret doors**, *entropic shield*, *sanctuary*, *shield of faith*; 2nd – *curse of ill fortune*^{SC}, *darkness*, *detect thoughts**, *divine insight*^{SC}; 3rd – *blindsight*^{SC}, *clairaudience/clairvoyance**, *invisibility* *purge*. ^{SC}*Spell Compendium*.

***Domain spell.** Domains: Knowledge (divination spells cast at +1 CL), Travel (freedom of movement for total of 5 rounds per day).

Possessions: *amulet of health* +2, *headband of intellect* +2, *brooch of shielding*, *eyes of the eagle*, *goggles of minute seeing*.

Description: Qiebitz is a lonely, meek individual who above all else, wishes to fulfill his vow to serve the Dwarven Pantheon. Aside from that, he has little ambition other than to make friends. Because of this and his promise of non-violence, Qiebitz is quite easily shaken. He wants to avoid fighting at all costs, and will use his spells and spell like abilities to hinder those attempting to do him harm, without actually hurting them.

He is very knowledgeable and wise and loves a good debate. Despite his skittish nature, if presented with an ideal or an opinion that he knows to be false, he will display paladin-like zeal to discount it and bring forth what he knows (or thinks) to be the truth.

He is very personable, especially toward those who show respect for his wisdom and knowledge. He treats people with as much kindness and respect as they show him, and will remain aloof and distant from anyone who is outwardly rude or distant toward him. He is overtly concerned about anyone and anything he considers a friend and his personality shifts often from knowledgeable sage to meddling sibling, sometimes in mid-sentence. If one of his charges is injured, he shifts into 'mother hen' mode and plays sentinel over them until they are recovered.

It is possible that the PCs will have several questions for Qiebitz. Answer them using your own discretion. Included below, however, are a few example questions and answers to help you flesh the conversation out:

Q: What is this place?

A: *This? This is a shrine built by the Templars of Enlightenment to honor the Errant Explorer, Dugmaren Brightmantle.*

Q: Who are the Templars of Enlightenment?

A: *The Templars were the holy champions of Brightmantle, focused more on knowledge and the pursuit of truth than battle. When war broke out, their numbers dwindled, and now they are part of the very history they strove to protect.*

Q: Why are you here?

A: *There are things about that should not be seen by everyone. It is my place to make sure that only the right ones see what Brightmantle has ordained and that the wrong ones turn from this place.*

Q: Are we the 'right ones'?

A: *grinning* *Now, now, that would be telling....be assured. Brightmantle knows, history knows and soon, you will know.*

Q: Who really created the Lortmil Mountains?

A: *Mountains? Ah, yes, the Mountains. Well, there are stories told all over the Flanaess about how things were created and when. I say we let them believe what they like. It's not hurting anyone, really...now when the truth comes to light, someone is going to be a bit...how do you say...put out? But until then, let the stories flow. All they do is enrich the world.*

ENCOUNTER 10

Mreindal Stonescale, Male Half-Gold Dragon Azer Ftr2/Pal8 of Bahamut: CR 14; Medium Dragon (Extraplanar, Fire); HD 12d10+84; hp 153; Init +2; Spd 30 ft.; AC 31, touch 14, flat-footed 29 (+7 armor, +2 Dex, +10 natural, +2 deflection); Base Atk/Grp: +12/+18; Atk: +21 melee (1d10+11/19-20/x3 plus 1 fire plus 1d6 [all damage nonlethal], +2 *merciful maul*) or +18 melee (1d6+6 plus 1 fire, bite) or +18 melee (1d4+6 plus 1 fire, claw); Full Atk +21/+16/+11 melee (1d10+11/19-20/x3 plus 1 fire plus 1d6 [all damage nonlethal], +2 *merciful maul*) and +13 melee (1d6+3 plus 1 fire, bite) or +18 melee (1d4+6 plus 1 fire, 2 claws) and +13 melee (1d6+3 plus 1 fire, bite); SA heat, breath weapon, smite evil 2/day, turn undead 7/day, spells; SQ darkvision 60 ft., low-light vision, immunity to fire, vulnerability to cold, SR 23 (13 + class levels), immunity to sleep and paralysis effects, aura of good, *detect evil*, divine grace, lay on hands 32 hp/day, aura of courage, divine health, special mount (axiomatic pegasus), remove disease 1/week; AL LG; SV Fort +25, Ref +13, Will +13; Str 20 (22), Dex 14, Con 20 (24), Int 12, Wis 14, Cha 18.

Skills & Feats: Concentration +15, Diplomacy +11, Heal +7, Knowledge (religion) +9, Ride +8, Sense Motive +10, Craft (blacksmithing) +6, Craft (gemcutting) +6, Listen +6, Search +4, Spot +6; Cleave, Divine Might^{cw}, Divine Vigor^{cw}, Improved Critical^B (maul), Improved Overrun, Power Attack, Weapon Focus^B (maul).
^{cw}Complete Warrior.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Breath Weapon (Su): The breath weapon is a 30 ft. cone of fire that can be used 1/day. It deals 6d8 points of fire damage (DC 18 Reflex half).

Languages: Common, Ignan, Celestial, Draconic, Dwarven.

Paladin Spells Prepared (2/1; save DC = 12 + spell level; CL 4th): 1st – *divine sacrifice*^{SC}, *golden barding*^{SC}; 2nd – *zeal*^{SC}.
^{SC}Spell Compendium.

Possessions: +2 mithral breastplate, gauntlets of ogre power, amulet of health +4, cloak of resistance +2, ring of protection +2, +2 *merciful maul*^{cw}. ^{cw}Complete Warrior.

Special Mount, Axiomatic Pegasus: CR 4; Large Magical Beast; HD 6d10+18; hp X; Init +2; Spd 60 ft., fly 120 ft. (average); AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Base Atk/Grp: +6/+14; Atk: +9 melee (1d6+4, hoof); Full Atk +9 melee (1d6+4, 2 hooves) and +4 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA smite chaos 1/day; SQ darkvision 60 ft., low-light vision, scent, spell-like abilities, resistance to cold 5, electricity 5, fire 5, and sonic 5, SR 9 (HD + 5), empathic link, improved evasion, share spells, share saving throws; AL LG; SV Fort +15, Ref +7, Will +8; Str 19, Dex 15, Con 16, Int 10, Wis 13, Cha 13. *Planar Handbook*, page 110.

Skills & Feats: Diplomacy +3, Listen +10, Sense Motive +9, Spot +10; Flyby Attack, Hover, Iron Will.

Smite Chaos (Su): Once per day, the creature can make a normal attack to deal extra damage equal to its HD (max 20 pts.) against a chaotic opponent.

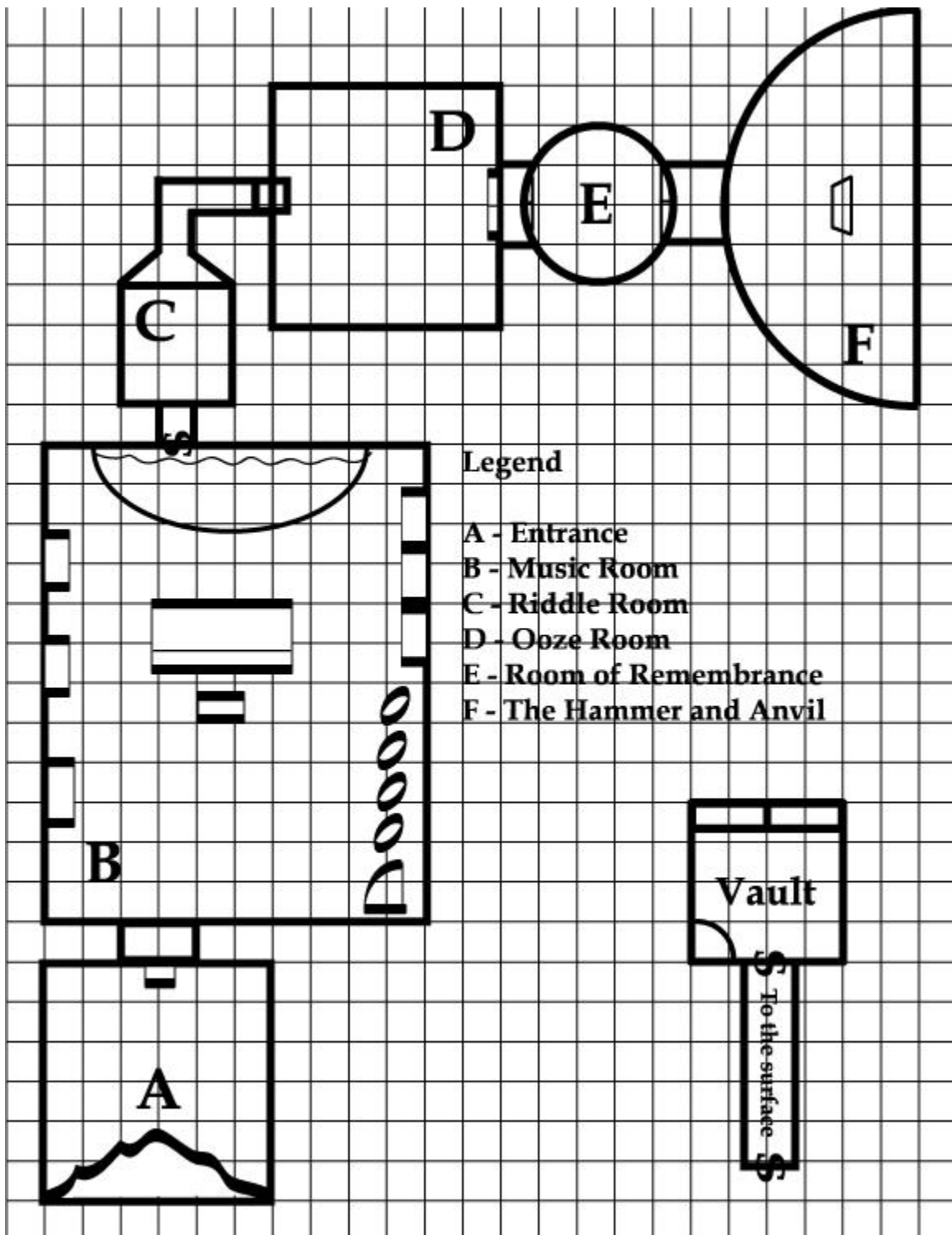
Spell-like Ability: At will—*detect good* and *detect evil* within a 60 ft. radius. CL 5th.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

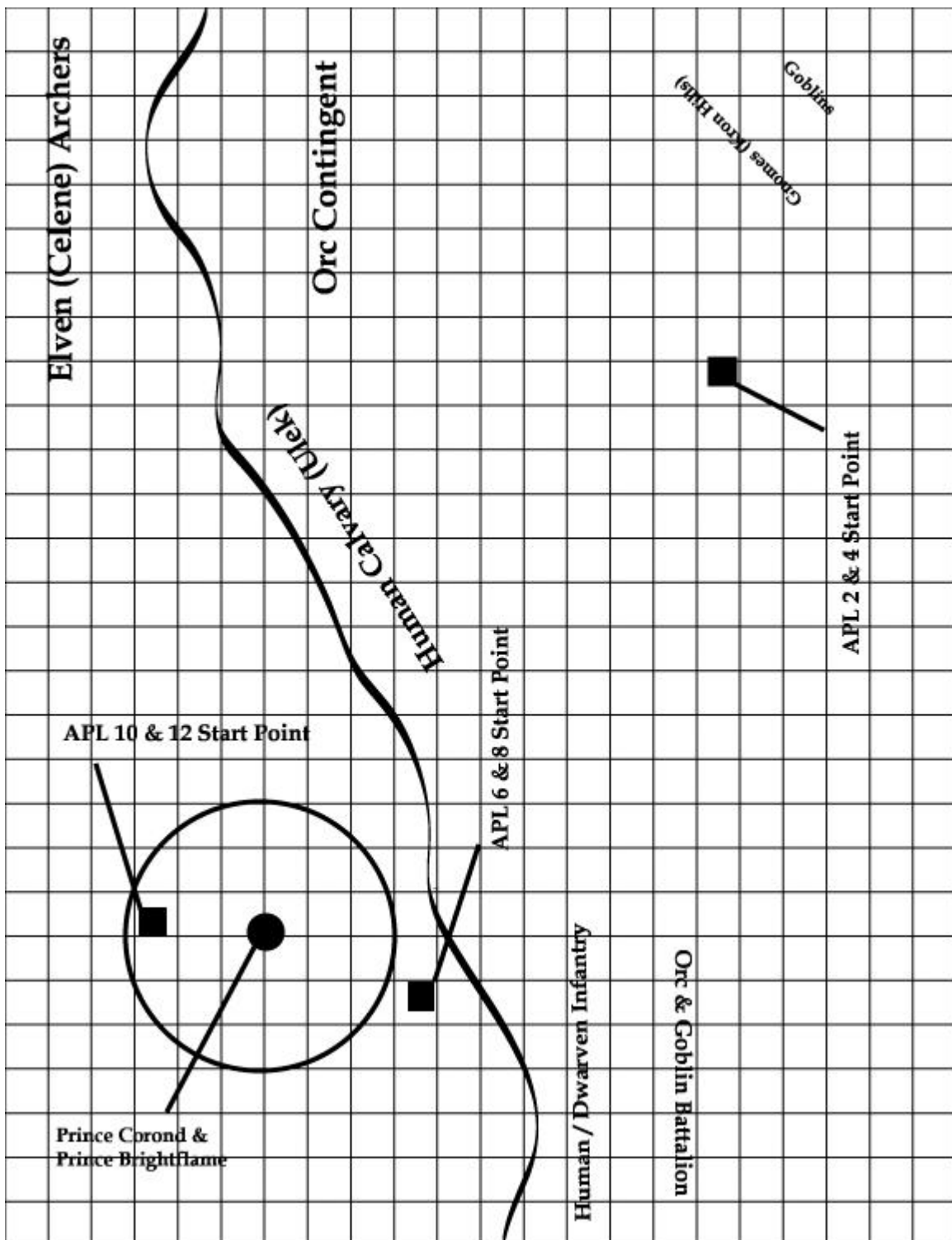
Languages: understands Common.

Possessions: exotic military saddle.

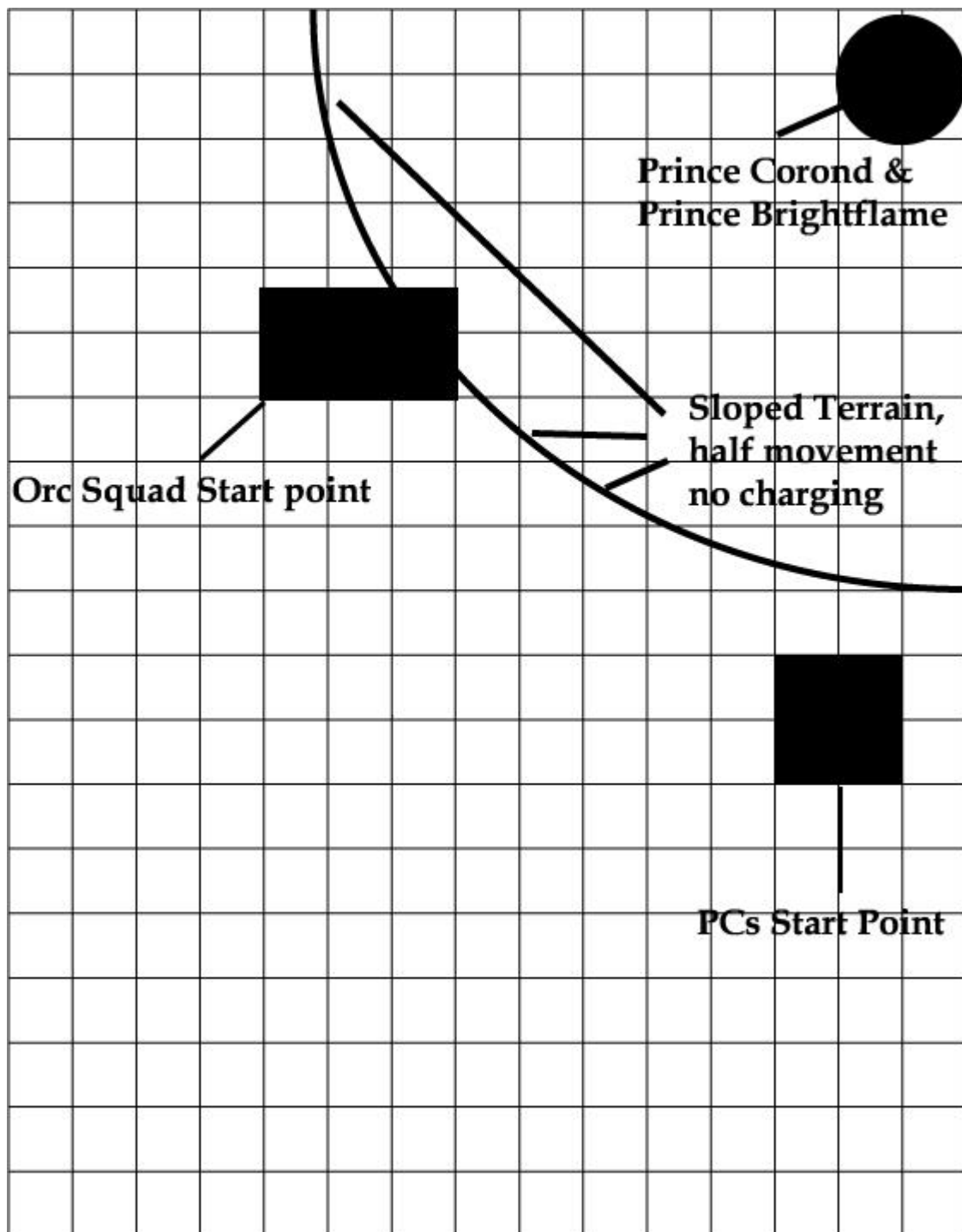
DM AID: MAP #1 – THE SHRINE



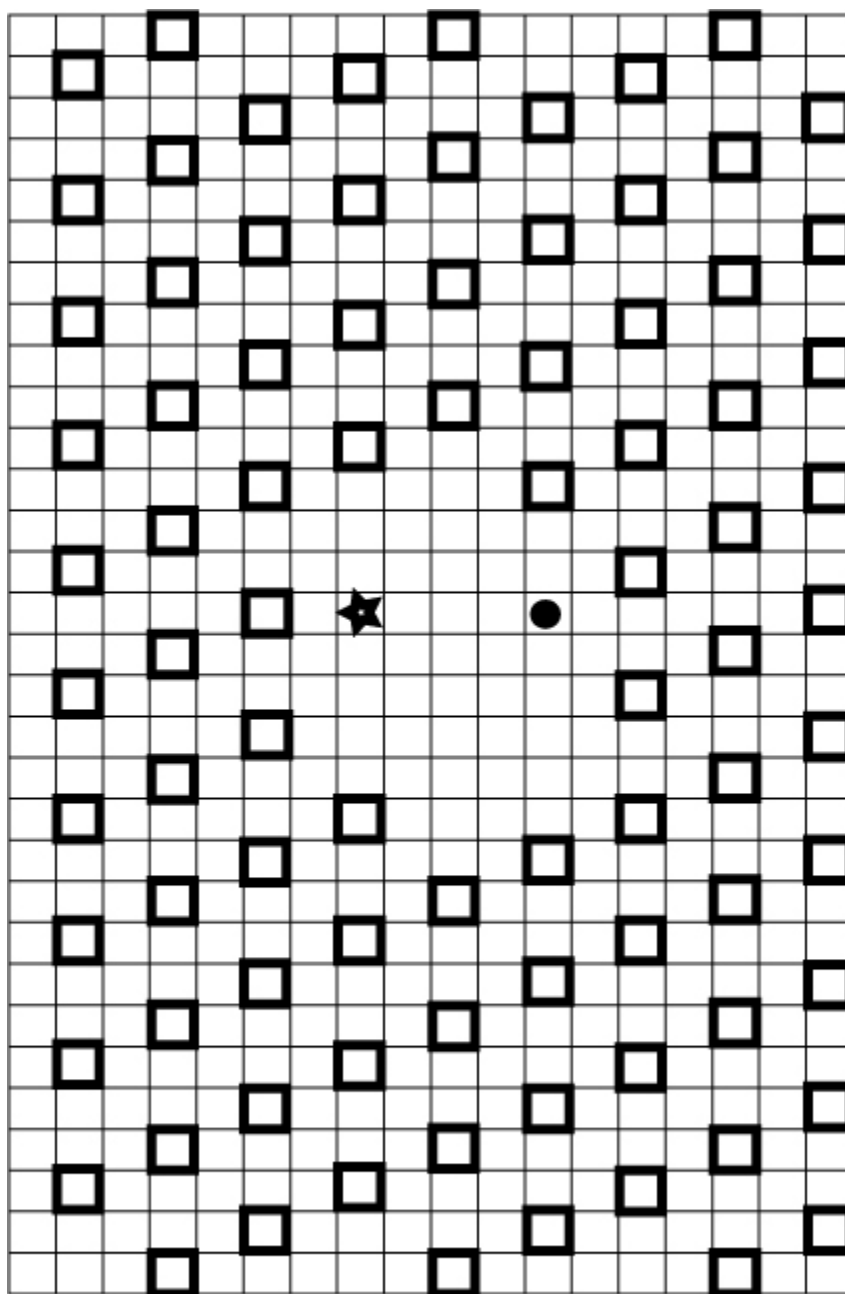
DM AID: MAP #2 – THE HATEFUL WARS



DM AID: MAP #3 – THE HATEFUL WARS, APLS 6 AND 8



DM AID: MAP #4 – THE SOULFORGE



Legend:

★ - Mreindal's Entrance Point

● - PC's Entrance Point

◻ - Forge w/ Azer

DM AID: NEW RULES

NEW FEATS

Augment Healing (*Complete Divine*)

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjuration [Healing] spell that you cast.

Chain Spell (*Complete Arcane*)

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifies a single target and has a range greater than touch can be chained so as to affect that primary target normally, then arc to a number of secondary targets equal to your caster level (maximum 20). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, and none of which can be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the save DCs against arcing effects are reduced by 4. For example, a 10th level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to 10 of his nearby guards at DC 10.

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

Close-Quarters Fighting (*Complete Warrior*)

You are skilled at fighting close range and resisting grapple attempts.

Prerequisites: BAB +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any sort of grappling special ability or feat, it fails to start a grapple. Then an ankheg – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his fighter bonus feats.

Divine Metamagic (*Complete Divine*)

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

Prerequisites: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat that you have. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to divine spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

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

Divine Might (*Complete Warrior*)

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefits: As a free action, spend one of your turn or rebuke undead attempts to add your Cha bonus to your weapon damage for 1 full round.

Divine Vigor (*Complete Warrior*)

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefits: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hp per character level. These effects last a number of minutes equal to your Cha modifier.

Earth's Embrace (*Complete Warrior*)

You can crush opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike.

Benefit: While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Energy Substitution (*Complete Arcane*)

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

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

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

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

Extra Smiting (*Complete Warrior*)

You can make more smite attacks.

Prerequisites: Smite ability, BAB +4.

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you have (the paladin's smite evil ability or the hunter of the dead's ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Flying Kick (*Complete Warrior*)

You literally leap into battle, dealing devastating damage.

Prerequisites: Str 13, Jump 4 ranks, Improved Unarmed Strike, Power Attack.

Benefit: When fighting unarmed and using the charge action, you deal an extra 1d12 points of damage with your unarmed attack.

Greater Resiliency (*Complete Warrior*)

Your extraordinary resilience to damage increases.

Prerequisite: DR as a class feature or innate ability.

Benefit: Your DR increases by 1. If it would normally rise thereafter with level, it does so at its previous rate, adding the +1 normally. This feat has no effect on the type of weapon or damage that overcomes your DR. If you have more than one form of DR, choose which to increase when you take this feat.

Hamstring (*Complete Warrior*)

You can wound an opponent's legs, hampering their movement.

Prerequisite: Sneak attack ability, BAB +4.

Benefit: If you hit with a melee sneak attack, you may choose to forego 2d6 points of extra sneak attack damage to reduce your opponent's base speed by half. This speed reduction ends after 24 hours have passed or a successful DC 15 Heal check or the application of any cure spell or other magical healing is made. Creatures immune to sneak attack damage and creatures with no legs or more than four legs can't be slowed down with a hamstring attack. It takes two successful hamstring attacks to affect quadrupeds. Other speeds (fly, burrow, and so on) aren't affected. You may use this ability once per round.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Nonlethal Substitution (*Complete Arcane*)

You can modify an energy spell to deal nonlethal damage.

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

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt— for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area. A nonlethal spell uses a spell slot one level higher than the spell's normal level.

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

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this 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. A fighter may select this feat as a fighter bonus feat.

Sacred Healing (*Complete Divine*)

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60 ft. burst. The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

Sacred Vow (*Book of Exalted Deeds*)

You have willingly given yourself to the service of a good deity or cause, denying yourself an ordinary life to better serve your highest ideals.

Benefit: You gain a +2 perfection bonus on Diplomacy checks.

Shock Trooper (*Complete Warrior*)

You are adept at breaking up formations of soldiers when you rush into battle.

Prerequisites: Improved Bull Rush, Power Attack, BAB +6.

Benefit: The Shock Trooper feat enables the use of three tactical maneuvers.

Directed Bull Rush: To use this maneuver, you must make a successful bull rush attempt as part of a charge. For every square you push your foe back, you may also push that foe one square to the left or right.

Domino Rush: To use this maneuver, you must make a successful bull rush attempt that forces a foe into the same square as another foe. You may make a free trip attempt against both foes at the same time, and neither foe gets a chance to trip you if your attempt fails.

Headless Charge: To use this maneuver, you must charge and make an attack at the end of your charge using your Power Attack feat. The penalty you take on your attack roll must be –5 or worse. In addition to normal charge modifiers (which give you a –2 penalty to AC and a +2 bonus on the attack roll), you can assign any portion of the attack roll penalty from Power Attack to your Armor Class instead, up to a maximum equal to your base attack bonus.

Special: A fighter may select Shock Trooper as one of his fighter bonus feats.

True Believer (*Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

Vow of Nonviolence (*Book of Exalted Deeds*)

You have taken a sacred vow to avoid violence against humanoids.

Prerequisite: Sacred Vow.

Benefit: The saving throw DC for spells you cast or other special abilities you use against humanoid or monstrous humanoid targets is increased by +4 if the spell does not deal damage (including ability damage but not nonlethal damage), bestow negative levels, or cause death. Spells affected by this feat include most Abjuration, Enchantment, and Illusion spells (though not *phantasmal killer*, for example), those few Divination spells that have targets and require saving throws (including *detect thoughts* and *discern lies*), and even Necromancy spells such as *waves of fatigue* and *ray of exhaustion*. It does not affect most Evocation, Conjuration, and Transmutation spells.

The bonus granted by this feat does not stack with the bonus granted by the Spell Focus feat. It affects only saving throw DCs, not caster level checks or other elements of a spell.

The benefit of this feat extends to special abilities other than spells that allow a saving throw, but only if the ability does not deal damage and is not dependent on dealing damage. For example, a character with the Stunning Fist feat can increase the saving throw DC to avoid being stunned by +4 if she deals nonlethal damage, rather than regular damage,

with her stunning attack. A couatl's venom would not become more virulent because of this feat, however, because it deals ability damage and requires the couatl to deal hp damage in order to deliver it.

Special: To fulfill your vow, you must not cause harm or suffering to humanoid or monstrous humanoid foes. You may not deal real damage or ability damage to such foes through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, pain effects, or other spells that have the immediate potential to cause death, suffering, or great harm.

Your purity is so great that any ally of yours who slays a helpless or defenseless foe within 120 feet of you feels great remorse. Your ally takes a -1 morale penalty on his attack rolls for 1 hour per your character level. For each helpless foe slain, the attack penalty increases by 1, to a maximum equal to your character level. The duration of the increased penalty starts from the latest slaying.

You may ask your allies to give you an oath that a helpless foe will not be slain. If the oath is sworn, an ally who later breaks the oath takes the penalty for doing so as if you were present. If you leave a helpless foe to be killed by your allies, you have broken your vow. You may ask a defeated creature to give you an oath of surrender or noninterference in exchange for its life. If the creature breaks this oath to you, you can allow your allies to deal with the creature as they see fit without breaking their oaths or your vow of nonviolence.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of a magical compulsion, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell.

Vow of Peace (*Book of Exalted Deeds*)

You have taken a sacred vow to abstain from harming any living creature.

Prerequisite: Sacred Vow, Vow of Nonviolence.

Benefit: This sacred vow grants significant supernatural benefits, but its cost is high.

First, you are constantly surrounded by a calming aura to a radius of 20 feet. Creatures within the aura must make a successful Will save (DC 10 + $\frac{1}{2}$ your character level + your Cha modifier) or be affected as by a *calm emotions* spell. Creatures who leave the aura and reenter it receive new saving throws. A creature that makes a successful saving throw and remains in the aura is unaffected until it leaves the aura and reenters. The aura is a mind-affecting, supernatural compulsion.

Second, you gain a +2 natural armor bonus to your AC, a +2 deflection bonus to your AC, and a +2 exalted bonus to your AC. This exalted bonus does not apply to touch attacks and does not hinder incorporeal touch attacks. Brilliant energy weapons, however, do not ignore it. It does not stack with an armor bonus. If you also have the Vow of Poverty feat, the natural armor, deflection, and exalted AC bonuses granted by that feat all increase by +2. If a creature strikes you with a manufactured weapon, the weapon must immediately make a successful Fort save (DC 10 + $\frac{1}{2}$ your character level + your Con modifier) or shatter against your skin, leaving you unharmed.

Finally, you gain a +4 exalted bonus on all Diplomacy checks.

Special: To fulfill your vow, you must not cause harm to any living creature (constructs and undead are not included in this prohibition). You may not deal real damage or ability damage to such creatures through spells or weapons, though you may deal nonlethal damage. You may not target them with death effects, *disintegrate*, or other spells that have the immediate potential to cause death or great harm. You also may not use nondamaging spells to incapacitate or weaken living foes so that your allies can kill them – if you incapacitate a foe, you must take him prisoner.

If you intentionally break your vow, you immediately and irrevocably lose the benefit of this feat. You may not take another feat to replace it. If you break your vow as a result of a magical compulsion or otherwise unwittingly, you lose the benefit of this feat until you perform a suitable penance and receive an *atonement* spell. (Characters who have taken a Vow of Peace are known to drink water through a strainer in order to avoid accidentally swallowing, and thereby causing harm to, a small insect.)

NEW ITEMS

Metamagic Rod of Substitution (Fire) (Complete Arcane)

The wielder can cast up to three spells per day as though using the Energy Substitution (fire) feat. The normal version of this rod can be used with spells of up to 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Strong (no school); CL 17th; Craft Rod, Energy Substitution (fire); Price 2,700 gp (lesser), 10,500 gp (normal), 24,300 gp (greater).

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight 1 lb.

NEW SPELLS

Blindsight (Spell Compendium)

Transmutation

Level: Clr 3, Drd 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (Monster Manual, page 306) effective out to 30 feet.

Curse of Ill Fortune (Spell Compendium)

Transmutation

Level: Blackguard 2, Clr 2

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Letting loose a stream of foul incantations, you curse the subject.

You place a temporary curse upon the subject, giving it a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. Curse of ill fortune is negated by any spell that removes a bestow curse spell.

Divine Insight (Spell Compendium)

Divination

Level: Clr 2, Pal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until discharged (D)

Clutching the focus of your spells to your chest, you let your eyes flutter shut. As you complete the short prayer you feel your deity's presence fill you with confidence.

*Once during the spell's duration, you can choose to use its effect. This spell grants you an insight bonus equal to 5 + your caster level (maximum bonus of +15) on any single skill check. Activating the effect requires an immediate action. You must choose to use the insight bonus before you make the check you want to modify. Once used, the spell ends. You can't have more than one *divine insight* effect active on you at the same time.*

Divine Sacrifice (Spell Compendium)

Evocation

Level: Blackguard 1, Pal 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Giving up some of your life force to win the battle, you empower your next blow against your foe.

Your first attack each round for the duration of the spell deals an extra 5d6 points of damage if it hits, and you take 10 points of damage each time you make such an attack, whether or not the attack is successful.

Dragon Breath (Spell Compendium)

Evocation [Good or Evil]

Level: Clr 5, Sor/Wiz 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Using magic to mimic a dragon's breath, you spew forth a gout of energy.

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast *dragon breath*, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Arcane Material Component: A dragonscale of appropriate color.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of <i>sleep</i> , last 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of <i>slow</i> , last 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis, last 1d6 rounds	Fort negates

Golden Barding (Spell Compendium)

Conjuration (Creation)

Level: Blackguard 1, Pal 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

With a flash, a glowing, golden suit of barding for your special mount appears.

You create a suit of barding your mount to wear. The armor appears on your mount, fitting perfectly. The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level — 2nd-3rd: scale mail barding (+4 armor bonus), 4th-5th: chainmail barding (+5 armor bonus), 6th-7th: splint mail barding (+6 armor bonus), 8th-9th: half-plate barding (+7 armor bonus), 10th+: full plate barding (+8 armor bonus). You can cast *magic vestment* or other spells that target a suit of armor on the *golden barding*.

Orb of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Recitation (Spell Compendium)

Conjuration (Creation)

Level: Clr 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

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

Resurgence (Spell Compendium)

Abjuration

Level: Blackguard 1, Clr 1, Pal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject of *resurgence* is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or nauseated, that were caused by the spell, spell-like ability, or supernatural ability. If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), the *resurgence* won't help the subject recover.

Stalwart Pact (Spell Compendium)

Evocation

Level: Cleric 5, Pact 5

Components: V, S, M, DF

Casting Time: 10 minutes

Range: Touch

Target: Willing living creature touched

Duration: Permanent until triggered, then 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your ally and empower him with a spell that will later take effect in dire need.

Once this spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hp. Once the subject has taken enough damage to reduce it to half or lower hp, it immediately gains 5 temporary per 2 caster levels (maximum 35 hp at 14th level), DR 5/magic, and a +2 luck bonus on saving throws. The hp, DR, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

Wave of Grief (Spell Compendium)

Enchantment [Evil, Mind-Affecting]

Level: Brd 2, Blackguard 2, Clr 2

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Emitting a mournful wail, you send out a pulse of magic imbued with sorrow and sadness.

All within the cone when the spell is cast take a -3 penalty on all attack rolls, saving throws, ability checks, and skill checks.

Material Component: Three tears.

Wrack (Spell Compendium)

Necromancy [Evil]

Level: Clr 4, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Zeal (Spell Compendium)

Abjuration

Level: Blackguard 2, Pal 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to your AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of the spell, as long as you finish your movement closer to your chosen foe than when you began it.

PLAYER HANDOUT #1 – ROYAL ARMY ORDERS

Look alive, soldier!

Recent reports from our outposts in the Lortmil Hills indicate an increase in the frequency of earthquakes in and around the farming villages of Hyll and Hyle.

We need you to go to this area and determine if the tremors have caused any undue stress on the land, the people or their livelihood.

Compared to what's been asked of you lately, this mission should be a walk in the park, but keep in mind that as a soldier in our Prince's army, you're always on duty specifically informed of the contrary.

As an additional reminder, remember that when you are away from active combat, as now, your primary function as a soldier is to be the eyes and ears of your commanding officers. As such, be ready to investigate and report on anything that the Royal Army and the Prince might consider important or unusual.

For the Prince,

Captain Mandian Felhammer

Fort Stonewall

PLAYER HANDOUT #2 – MINE RANGER ORDERS

Friend, soldier, and compatriot:

The recent increase in seismic activity within the Lortmil Hills has the Mine Rangers concerned. There are, according to our historical documents, several buried, forgotten and abandoned caverns and tunnels in the affected area.

Your orders are to investigate the hilly area near the farming villages of Hyll and Hyle to determine whether any of these caverns have been uncovered and if so, if they are stable and suitable for investigatory mining. Should you determine that they are unstable and therefore too dangerous to be usable, you have further orders to collapse the entrances to prevent accidental injury or death.

In addition, we've had word from the Bardic Circle that these tremors – especially the frequency at which they're occurring – are highly unusual throughout the history of the Principality. Due to these facts, you have additional unofficial orders to determine if these quakes are being caused by anything unusual and report your findings to me in Havenhill immediately.

Tread with careful feet and a full belly,

Sgt. Major Gorky Littlenose, Havenhill Mine Rangers.

PLAYER HANDOUT #3 – EMERALD CONCLAVE ORDERS

Fellow Guardian of the Land and Nature's Children,

Can you feel the Oerth rumble in anger? The Gem of Life was stolen away, kept from its rightful and destined place to heal the Land, and now Ulaa is trembling with rage.

I wish to make sure that the disturbances within the Oerth have not upset the balance of nature or scarred the land.

Please travel with haste to the affected area near the farming villages of Hyle and Hyll within the Lortmil Hills. Both these settlements hold dear Ehlonna as a beacon and may be in need of assistance.

Report your findings, whatever they may be, to your direct superiors.

I thank you for looking into this for me.

Cyrlinn Arnwold

PLAYER HANDOUT #4 – BARDIC CIRCLE ORDERS

Greetings teller of tales, spinner of yarns, Bard of Ulek...

You want to know a secret? There are 'quakes happening as we speak in the Lortmil Hills. Normally, this would not cause eyebrows to raise even a twitch, I know, but these here quakes aren't normal, I'm sure of it.

You see, quakes don't happen all that often, especially at the rapid rate these tremors seem to be happening. I've heard from several passing through that they're goin' off every quarter hour or so, and have been for a good week!

I can't believe nobody's been sent out there yet, but here's a chance to help the Circle and perhaps cement your name next to the greats!

These quakes are happening near the farming village of Hyle. Take a gander out there and see what you can find. Rumors older than the Prince himself speak of ruined Flan temples filled with unspeakable treasure. What better way to get yerself noticed, eh?

Remember, if ya should happen to find anything, keep what's yers but remember to give to the Circle what the Circle deserves, understand? I thought so.

Hope to hear from you soon, mate,

Greigor Nallianti, Master of the Bardic Circle

PLAYER HANDOUT #5 – RUMORS ABOUND

You've traveled from town to town and village to village and the talk has been the same everywhere you go: There's been earthquakes in the Lortmil Hills!

That is a fact. Unfortunately, as with most facts, this one is blanketed in hearsay. Rumors abound about what's causing the quakes to what they've uncovered. In your travel over the last few days, you're pretty sure you've heard them all:

"...Ulaa's mad about something, that's for sure. The land is a' rumbling something fierce!"

"...it's the Necromancer, I'm sure of it! The dead are waking!"

"...all those hidden Flan temples are sure to be found now...can you imagine the treasure we could dig up?"

"I dunno, mate...quakes just startin' up? Something evil's afoot I tell ya...that just ain't natural. I'd stay far away from there if I was you."

Whatever it was that piqued your interest, here you are, traveling along a road to a place in the middle of nowhere. You're not alone, at least. You've got other with you...but who knows what their motivation might be?

PLAYER HANDOUT #6 – MUSIC ROOM RIDDLE

The battle begun, the sons of Ulek came together in harmony.

Such concert was needed or all would be lost.

Seven squads were sent to the fields to tame the savage beast;

Each one strong with seven Dwarves and five Elves.

The Dwarves shone bright and sang a dirge, and all attention was drawn to them.

The Elves remained in shadow and let fly their arrows, almost unnoticed.

The Dwarves, as one, pounded fiercely at the beast with hammers that echoed with thunder.

The Elves kept the beast at bay from shadows -

Some were armed with longbows, their eyes clear and sharp.

Others, with crossbows, threw themselves flat.

The Dwarves' might was laid bare and obvious.

The Elves subtle grace was not overt, but still invaluable.

Two peoples united with a common goal.

The flag was raised, cheers rang out, but not all joined in the revelry.

Three Dwarves and an Elf watched the celebration from their place.

This band of scouts had done their job in silence.

They set the field and laid the foundation for what would come after.

When the crescendo had faded and the songs of victory had ended, things returned to silence.

The Dwarves led the way.

And the Elves seemed always a half step behind.

Yet one knew how to overcome this. Only one understood the key.

It was the Elven scout, standing amongst a trio of dwarves, who knew this truth.

This truth, this secret, he would keep to himself.

One day, he knew that a hero of Ulek would come to him.

And only then would he relinquish the key.

PLAYER HANDOUT #7: RIDDLES IN THE RUNES

APL 2

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
This prismatic burst may leave you depleted,
woozey, enrapt and feeling defeated.*

APL 4

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
Satres of sound that leave you bedazzled
Or at the least, a little bit frazzled.*

APL 6

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
At the top of their voice, but not really singing,
Thunders their call, and leaves your ears ringing.*

APL 8

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
Tendrils of blackness that siphon your soul,
Leave you less of a man, and short of your goal.*

APL 10

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
A funnel of mist that chills to the bone,
Duck out of the way, or stay out of its zone!*

APL 12

*Black, orange or grey, or no color at all
These mindless soldiers drip, drip as they fall.
Holy fire from heaven sears the soul pure,
dazes, befuddles and leaves you unsure.*

PLAYER HANDOUT #8

The five with common bond
in the Hills of Dwarven Homes,
Clasped their hands in unity.

Axe and sword bit deep, Club and hammer brought thunder.
But the blood of brothers ran together
And fire-eyed disdain was unvanquished.

Arrows loosed and found their mark,
but woodland sons did fall
And one-eyed Hatred did persist.

The scale did not tip for twelve cycles of seasons
Death on each side balanced the trays.
Advantage sought, never achieved by either.

Then the sun did rise.
The battle joined by Prince and Prince
Son of Rock and Son of Arbors
One from a family endured, one a child of magic and flame.

Back to back they stood.
Axe and acid struck together
Blood did spill and boil.
Hatred and disdain fled from the field.

And spread to the four winds.

CRITICAL EVENT SUMMARY: ULP6-01 WRITTEN IN STONE

For use only at HuunyCon 2005-2006.

1. Did anyone in the party attack Qiebitz? Yes No

If so, list player names/PC names here:

- 1a. Was Qiebitz killed? Yes No

2. During the Hateful Wars, did anyone attempt to rescue the Prince?

Yes No

If so, list player names/PC names here:

3. Were any PCs banished from the Soulforge for using lethal force?

Yes No

If so, list player names/PC names here:

4. Was the Mithral-Bound Tome of Prophecies recovered?

Yes No

5. If the book was recovered, was it turned over to an authority or organization?

Yes No

If so, list whom the book was given to here:

If not, give the name of the player and PC that kept the book:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):