

SHE7-07

# Prophecies

## A One-Round D&D<sup>®</sup> LIVING GREYHAWK<sup>™</sup>

### Sheldomar Valley Metaregional Adventure

Version 0.5.0

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A Prelate is worried about the priests he sent to investigate a sinkhole that disturbed a graveyard that no one knew was there. Those he sends find far more going on than he suspects. Prophecy is dangerous for all involved; trying to fulfill or decrypt one can have unfortunate consequences – to do so with dozens can be catastrophic. A Sheldomar Valley metaregional adventure for APLs 8-16. This adventure can run long, especially at higher APLs.

**Note:** This adventure is of great interest to Squires and Knights of the Watch and Dispatch and those with the Enmity of the Knights of the Watch and Dispatch.

**Resources:** *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Complete Scoundrel* [Mike McArtor & F. Wesley Schneider], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen KC Stephens, John Snead], *Miniatures Handbook* [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet], *Players Handbook Two* [David Noonan], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

## RPGA® SANCTIONED PLAY

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

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

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

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

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## PLAYERS READ NO FARTHER

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

sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D 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.

- 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.
- If you are running a table of six PCs, add one to that average.

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

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

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

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

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

- Enlist a sixth player.

- Advise characters to buy riding dogs to help protect them, and fight for them.

## TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

## ADVENTURE BACKGROUND

This section details any history relevant to the adventure and any regional background relevant to running the adventure.

### DHABIHULLAH SHAH

In the long past, far closer to the formation of the Knights of the Watch than to the present day, there rose a Baklunish leader named Dhabihullah Shah [DAH-bih-HOOL-ah SHAW], who was an effective commander and an excellent warrior with uncanny luck. He might fall in battle, but his wounds would not kill him. He might lie in a field of battle for hours and once even a day, yet no scavengers would feed on his flesh nor would

human scavengers take from his body. All these were taken as a sign that the gods favored him. And it could well be that the Gods favored him, but these lucky events were as much because his old friend Uffa (an awakened leopard) came back as a ghost to remain his protector.

Dhabihullah clashed often with the early Knights and grew to hate them for their constant opposition to the expansion of his people. He began seeking out the Knights to kill and capture (and later torture to death). If a ceremony painted with the blood of tortured Knights Dhabihullah swore that he would never rest until the Knights were wiped from the world.

In one skirmish, the Knights tricked him into making an attack with insufficient forces. In the fighting, a Squire of the Watch slew Dhabihullah Shah. Later, after much celebration, when the Squire was risen to Vigil, Dhabihullah returned as a ghost with his companion Uffa and slew the celebrants. They used their telekinesis to move his body (for he found he could not move far from it) and he picked up his spiked chain (possible since it was a ghost touch weapon). Later, his followers finding his body mysteriously found nearby brought him back from the dead.

With the chance of another life, Dhabihullah was an even fiercer opponent against the Knights and Keoish Empire. The Knights were shocked to learn this, especially since they had his body, and began researching solutions.

Eventually his recklessness again brought about his death, though this time he shared that death with a hundred of his followers and his chief lieutenant Aslim Taran. Alerted to his demise, the Knights consecrated nearby ground and buried Dhabihullah and Aslim in this ground. His men were placed in a mass grave, also in the consecrated ground. With Dhabihullah safely stilled (burial of his bones in consecrated ground being what the research had revealed) the Knights and Keoish craftsmen formed a more secure tomb for the remains. An attack by Dhabihullah's followers convinced them that special precautions were needed and so specific physical guardians were constructed (golems) or bound (elementals) to the scene to prevent the removal of the bones or his items.

The knights that had fought him this last time and the sponsors of those that fought his ghost the first time believed that Dhabihullah might still be dangerous in the future. Certain prophecies implied that Dhabihullah would return to wreak

havoc against the Knights at a most vulnerable time. Considering Dhabihullah had moved his bones once before, they pledged themselves to watch the tomb area. One by one, these living guardians fell to the passage of time or to other enemies so that eventually there was only one.

Watcher Hammond did not see that the Knights were in any way vulnerable and feared the time would be in the far future. He solemnly pledged not to rest until the Dhabihullah menace was gone. He evoked a Miracle to Heironeous, and Heironeous slew him. He awoke as a positive energy ghost-like being (an incorporeal deathless [*Book of Exalted Deeds*]) and was given the task to watch the site. His squires knowing his pledge, but not the result of his spell, broke up his body and spread the pieces across the land in hopes that he would get his wish to be an eternal guardian. They also remained in the area to instill fear in the locals that this was a place that no plow should touch it. In time though, they well sent elsewhere or also died.

With the passage of time, an underground stream cut a new path through the ground, and it loosened the dirt above it. With a shift not yet discernable on the surface, the lead-lined box that held Aslim Taran's remains cracked. As the consecrated earth from above slowly filled the box holding his remains and special items, the ghost Aslim was able to slip from the box and through voids in the earth go free. He had just entered the large cavern underground when he heard a noise like horses, and then Watcher Hammond's sword cut off his head. As a ghost, this was not a final death as he could but return to his bones, but when he did so he was immersed in consecrated ground and as one not as strong as Dhabihullah, he perished completely. Seeing the cavern and flowing water himself, he knew the day was coming that the ground would again shift and that Dhabihullah Shah would rise as a similar undead.

He waited then, as the Clerics of Phyton would one day see him, waiting for the return of evil and the fulfilling of that dark prophecy.

## **THE ORDER OF DHABIHULLAH**

When the "gods" showed that Dhabihullah was in their favor upon the miraculous return of his body, a group of followers became fanatics for him rather than his cause. So upon his second death they waited for him to return. When Dhabihullah did not return many left for other leaders, but some felt that the Knights had done something to stop their leader from returning and swore that they

would find their late master's remains and return him to glory. A seer spoke prophecy about a time when Dhabihullah would rise up and bring down the highest of Knights but that his remains would need to be out of his consecrated prison before this could happen.

The Order of Dhabihullah grew from this group. As time passed the horrific and evil deeds of their master were forgotten, and only his ideals remained. They spoke how he lived and emulated their order on his life. The primary purpose became to find his remains and to bring him back from the dead. As time passed, that goal would not be possible, but it was clear that Dhabihullah would rise as a ghost and he would need flesh. The members sought out the items Dhabihullah had with him at this death and kept them safe so his ghost would have use of them when he rose again. The members of this order then not only strived to find his remains, but to be the best they could be so that Dhabihullah might choose them as his vessel to act in the physical world.

Each year their most powerful cleric (and usually their oldest one) would call upon their god to ask about the bones. For all of these recent years the bones were securely wrapped in lead buried in concentrated ground with guardians around them, and the message was not one of particulars. This year, it was learned when the bones would be free of the earth, the Miracle told the Order that the bones would be free soon at the border of Bissel and Gran March and Dhabihullah would soon wake thereafter.

While many followers in the Order were from the West, some others were among the Baklunish communities throughout the Sheldomar Valley. These small groups of Order members would pass their heritage and oaths from parent to child. As the Baklunish assimilated into the cultures of new lands, they took up other faiths though they still revered their old hero. With knowledge that the bones would soon be free and possibly Dhabihullah might walk the Oerth again, the Order members sought out all the places where they needed to be. When the sinkhole and Phyton clergy broke the last tethers, the Order learned the location and sped nearby people to the site.

Along the border of Bissel and Gran March are clots of order members seeking their ancient leader. A few know he will return as a ghost and so seek the honor to be his vessel when he returns. The majority of this small group came to the sinkhole a short time after the PCs left it, and it is generally believed that the PCs have the bones

and perhaps the rest of his items. The members are dedicated fanatics and while they will uphold their good tendencies they seek the remains and sword of Dhabihullah..

## **NORRIS JABBAR**

Norris Jabbar is a Senior Squire of the Watch that came late to his role within the Order. He was serving in the Gran March Cavalry when a visiting knight saw honor in his actions and sponsored Norris in the order. His sponsor, Dispatcher Arju Callingstar, Elegant Weasel, taught him of the order and met with him often.

When the Grandiose Imperial Wyvern died, a search began for a successor. Part of this process is to review the prophecies known to the Order in relationship to particulars on how the Wyvern met his end, along with secrets only known to the Great Beasts. Prophecies are cryptic and rarely straightforward. One that might seem major can be unfulfilled while others that appear not to apply can be important. Such minor prophecies and information would need to be investigated and where possible the investigators need not be given background to their search. Still, for delicate operations, some knowledge must be provided, and so Seekers were introduced to this Search, given what little information as they needed. Where Seekers keep their silence in word and thought, more small portions of information can be relayed.

It seems, according to one of the minor prophecies, that when the Grandiose Imperial Wyvern is revealed, Norris Jabbar will have spoken in his presence. So Seekers have been tasked to locate Norris Jabbar, do nothing to allow him harm, and speak with him to determine what Knights and Squires he has spoken with, so that a roster of potential candidates might be assembled (these, of course, include the Seekers that have been successful in getting information from him).

Unfortunately, some of the elements of how the last Wyvern fell have become knowledge outside the Order, and many prophecies were uttered by outside seers and gathered for the Order's business. There are those who seek to influence selection through what little they can discern. Outside forces also have determined the importance of Norris Jabbar, and one such, the Shadow Dragon of the Dim Forest, seeks to slay every Knight that this squire has spoken to. It was the Dragon that slew Norris's sponsor. It figures that if it can slay all the candidates for the position,

then only those aligned to her thinking will take the Wyvern. Alas for her, there is much she does not know.

Other elements and information and prophecy have come to pass where now it appears that were Norris Jabbar a knight he would be a candidate for the Wyvern. The Vigil ceremony would not be unreasonable if tidings show it needed to be, but Norris Jabbar must be found, kept safe, and brought to the site of the prophesied selection. There it will become clear if he is the next Wyvern or if the other candidate more true.

## **THE SINKHOLE**

As the flowing river cut more and more of the ground out from under the pasture which this land became, it became clear to the Watcher Ghost that the time of trouble was near.

After several years, the ground shook, for reasons no one knows for sure, but the shaking was the catalyst for the events to come. The ground fell from above to fill the cavern, and massive sections of earth slid and shifted over the entire area. The mass grave was spilled of its contents. The sinkhole not only cut off the bottom half of Dhabihullah Shah's tomb, its shifting of the earth broke the consecration on the ground that had so carefully been laid and scattered the physical guardians around the site.

Yet Dhabihullah did not emerge. Watcher Hammond kept watch and waited for the Ghost of the West to appear. It did not. He did not know that the consecration was broken, and so he came to hope that his bones in the earth had prevented his rising as an undead.

Then the delegation from Phyton arrived and began to gather the unearthed bones and objects buried with them. It was good work, but it did not interest him. Then Norris Jabbar rode into view and he saw a Grandiose Imperial Wyvern riding that horse; he realized it was not an Imperial Wyvern of the now but one of the future. He took strength in that such a power was here to aid him. When the newcomers became aware of him and his honor to the squire, it did not change the way the Squire kept his eye. That vision of the future broke the Vigil that he kept, and Dhabihullah Shah's ghost slipped from his broken tomb, and he carried a material sword with him. For the Adagio was a ghost touch weapon that a man could use to strike the incorporeal, but with which the incorporeal could use to strike the man.

Dhabihullah was almost caught when he too saw the Squire, the power that could be, and the Watcher's fascination, but he realized that he had to hide, and he left to hide among the bones and gear gathered by the clerics and waited.

When the chance was right, Dhabihullah joined with Norris Jabbar's flesh through malevolence and took control of him. It was his first step of revenge against the knights, and with one of their members in his control he could wreck their good name and soil their honor. The priests and their guardians had to be dealt with, but all that required was for him to set a table where the physical guardians of this place would react. Uffa moved a couple items from his tomb to a place where the priests might find them. With Norris still in his control, Dhabihullah waited a short distance away to watch the guardians defeat the priests. The guardians slew the priests and their protectors and returned to the earth and air as they were instructed (not knowing that the reason for that work had passed). Unfortunately, one of the guardians in the battle went berserk, destroying and bashing everything in sight. After it had shredded the camp, and the bodies, and, alas, some of the items of value, including the Watcher's sword, it spotted Dhabihullah/Norris waiting from afar and began to chase him. He rode away faster than the golem could follow, but not so fast that the golem would lose him. Dhabihullah thought that the berserk guardian could be useful. Uffa retrieved the casket with his bones and smashed the casket a bit to prevent such use in the future.

He saw the village some time later and made for it. He made sure his knight's pin was prominent (he did wonder when the Knights went from very visible tabards to barely visible pins, but he supposed getting shot by arrows convinced them to stop the easy targets), and had Norris speak to the villages. They did not seem surprised to see him, and also did not give him that much respect. Through conversations he had learned that other knights had come here on their way to Trilesimain's Rest. He learned of the guest house of Heironeous and knew he had his means to deal great revenge.

First he had to deal with the berserk guardian attack. He shot some arrows at it, causing it to attack him, but Dhabihullah made sure there was a house between him and it to cause more destruction. Eventually, the fun became old, especially when as many villages shot at his captive and horse more than at the guardian, so

he rode away. Intending to do whatever he could to desecrate this holy place of the knights and their god.

## **THE SECRET**

The final means of determining if a person is the Gradiouse Wyvern is not going to be discussed here. That is a secret at the highest level of the campaign. It may or may not come out before the campaign ends. Nevertheless it is a significant secret exposed that the Grandiose Imperial Wyvern just isn't picked or decided, but that there are tests and prophecies to match. There is even a final test at the end, which results in a Wyvern or a dead candidate (something that in the original game series was going to be used in the story, but there is no time now.) Suffice it to say Watcher Vrainian will be Wyvern or dead. Gran March needs a new Commandant either way.

## **THE WYVERN CANDIDATE**

Norris Jabbar and Magnus Vrianian both are potential candidates for Grandiose Imperial Wyvern. Norris's possession by Dhabihullah Shah and the deeds he does while possessed removes him from consideration for the Wyvern, this time (he still meets the prophecies for the Wyvern's next successor). By the time the game starts, the powers that be are awfully sure that Magnus Vrianian is the one – and he spoke with Pride Sergeant Squire Norris Jabbar while the Pride Sergeant was stationed in Hookhill. There are a few more prophecies that should come to pass to be more certain. One prophecy that does not fit is that Magnus was not present when Hugo died. The prophecy was one stated by Hugo in his last days, "The next Wyvern will be present when a Wyvern falls." However, Norris Jabbar represents a future Wyvern that falls from consideration with his possession and under that possession the murder of innocence. With Magnus near the Shrine, he is present as a Wyvern falls.

Magnus Vrianian, the Commandant of Gran March, travels with much of the 1<sup>st</sup> Battle of the Gran March military as escorts. He has survived many attempts on his life. He has been told to attend the Great Beasts at the shrine with no more than two protectors.

# **ADVENTURE SUMMARY**

## **INTRODUCTION**

The characters meet in the village of Tankard along the Gran March/Bissel border. Through a retired dwarven Knight of the Watch they learn of the Prelate's need.

## **ENCOUNTER ONE**

The characters travel to meet the Prelate to learn the mission and get information for their task.

## **ENCOUNTER TWO**

The characters travel to the Sinkhole site. They discover the thrashed camp the bodies torn apart and not being eaten by scavengers, though insects have begun their work. They find broken objects including those that were magical, and they find the casket from the tomb. If they look for the ethereal knight, they find him along with the ghost of one of the priests. They can speak with the priest after slaying the tomb guardians and to the knight beforehand, but also likely after. They learn what must be done to stop Dhabihullah Shah and that Norris Jabbar is important to save as well.

## **ENCOUNTER THREE**

Going south, following the distinctive track and eventually chasing the smoke from the village, the characters come upon the village that eventually defeated the berserking Grave Dirt Golem. Many of the people are dead, including women and children who tried to help. Most buildings are damaged or destroyed. The people have much ill to say about Knights of the Watch, for it was one of that order that murdered a villager in cold blood and led the evil pile of earth around the village. The characters can tell them that the squire was not in control of himself and mitigate some of the hatred. In doing that they can learn that before he came another group of knights came through, he was most interested in that fact. The characters can learn that the knights and he are headed to Trilesimain's Rest.

## **ENCOUNTER FOUR**

The characters come upon two travelers coming north as they go south. They stop and demand the bones and sword of Dhabihullah from the PCs

Unfortunately, the player characters do not have items, and so it is likely a conflict will occur. The

opponents do non-lethal damage only, unless forced to do otherwise by the PCs (in the unlikely event of their success, they search through the PCs' possessions taking anything made of bone, tie up someone, bring him back conscious with a knife nearby so he can free himself and help others)

## **ENCOUNTER FIVE**

The characters travel to Trilesimain's Rest as night falls. Bodies are draining the blood into dirty water at the trough, and war horses are dead in the corral. Two large buckets of similar water lie near the chapel entrance, and as the characters arrive, Norris Jabbar exits the chapel and mounts up. There is a short (at most APLs) fight, and Norris Jabbar goes down. A search of the complex finds the chapel desecrated, more dead in the guest house with one very hurt survivor, and for the unlucky few they find the ghost of Dhabihullah and Uffa taking their toll upon their numbers. Only by finding the bones on Norris's horse and taking them towards or upon consecrated ground can they force Dhibihullah to fight in the open. The former not wanting his bones to go into that space. Uffa begins possessing the horse, but quickly takes advantage of the situation to do harm to those who pursue his master.

## **CONCLUSION**

When Dhabihullah and Uffa are defeated, Magnus and the Great Beasts arrive. The characters witness an exchange between one of the Great Beasts and the Commandant, ending in one of the Great Beasts transforming into a dragon form and carrying Magnus south. Most of the Great Beasts and escorts leave, but one remains. He assists in the burial of Dhabihullah's remains and weapon and speaks with the player characters. Afterwards, he escorts Norris or his corpse away as well.

Also, once any Squire or Knight steps upon the ground of the Rest at this time, he or she feels a sharp burning feeling in the chest and remains in pain throughout the rest of the adventure. If check, a jagged scar is found on the character's chest about 5 inches long below his or her sternum.

## **PREPARATION FOR PLAY**

Determine which characters are Knights or Squires of the Watch and Dispatch and whether they are seekers already (played GRM7-05 *Currents* as knights).

Determine the alignment and race of each character. If they are human, determine which extraction (Suel, Oeridian, Bakluni, etc.).

## **INTRODUCTION**

***Why you travel towards the Bissel/Gran March border is question only you know. It could be that you have heard of the delightful ales of the village of Tankard. Perhaps it is by Fharlanghn's will that you find yourself on the road in this very under populated area. Regardless of the reasons, you arrived at the village of Tankard two days ago. This small village had four taverns, two inns, two breweries, and a Havest-church temple mostly dedicated to Wenta.***

***The proprietor of the Third Yard Inn, Yacob Porter, was a kindly man who provided not only brews from the two breweries but his own house beer, called Knight's Ale. Anyone who could drink three yards of Knight's Ale and walk up the stairs could stay for free at their best room. The yard was a glass as long as a man's arm, from elbow to fingertip, and the ale was as dark as the earth the grain came from. While there, you saw three people try the task, and only an very old dwarf succeed. His success was greeted by jeers of the crowd as he took almost ten minutes longer to do it this time as it had the last six times. He apologized to the crowd and declined the free room. More jeers followed as it seemed he was a co-owner of the inn. He seemed a very jovial old dwarf and while the people gave him a little grief on his drinking prowess, they were generally very respectful of him, otherwise.***

***As he began to leave the room, he pauses near your table, He seems to be listening to something you cannot hear, then he looks at each person at your table.***

Ask for character introductions.

***Then he speaks without any noise, though you can clearly hear the din of the crowded inn.***



Spot Check (DC 20) to read lips to see what he said. Those who are successful receive *Player Handout #1*.

***When he has finished, he addresses your table, "Good evening. Could I by chance speak privately with you on a matter of some importance? I will pay you each 50 gold pieces to hear me out regarding my business."***

***"If you are interested, please follow me." He then turns towards Yacob and shouts, "I'm taking the Blue Room to meet with these folks." Yacob starts like the request was very unexpected and then vigorously shakes his head giving consent. As the very old dwarf heads upstairs, Yacob moves to the stairs as well.***

To those going up the stairs, Yacob says the following:

***"Since you have Blue Room business with Watcher Holderherk, your tab for tonight's room is on me. May the Valiant Knight bless your venture,"***

To anyone not going up the stairs, Yacob says the following:

***"He has been retired for longer than I have been alive. If he can force his old knees up the stairs, you could at least hear him out."***

If anyone asks the significance of the Blue Room:

***"From time to time we have military officers stay here when their platoon or pride are on patrol. The Blue room is usually reserved in case someone on official business is in town and needs a room even when a festival is going on. For him to request the Blue room means he needs to talk to you on a matter of some significance."***

If players ask about a blue room in the inn, they have never seen one. There is a room with a blue room number instead of the normal white number.

If characters do not go up to the room, then give the players their AR with everything crossed off except possibly roleplaying experience. Do give them a chance to reconsider before giving the AR.

## **IN THE BLUE ROOM**

***The room with the blue room number looks not much different from your room, except instead of a small table and a large bed, it has a smaller bed and a large table with seven chairs. Watcher Holderherk puts a number of gold pieces on the table, and as you sit, he divides them into stacks of 50 gold pieces.***

***"I am Watcher Grim Holderherk, Elder Somber Bat. A friend of mine, Prelate Harlowe, across the border in Bissel, in the Barony of Burning Stalks, has just sent me a Sending."***

***"The Prelate has some priests of his that have gone quiet. The messages each day have stopped coming. He seeks persons to investigate this for him, and he is willing to pay 50 gold just to have you come and listen to his need and then decide. He asks that you arrive tomorrow morning, giving his priests a few more hours to return in case there was just some unexpected mishap is the cause. He will cast another sending in the morning on whether they are still missing and for me to reply as to whether I have found anyone to come. Will you do this?"***

If the player characters ask for more information, Watcher Holderherk replies that there is only so much information that can be sent in a sending. The Prelate is at a village of Shamarin, just across the border with Bissel. The village is a long day's march north.

Watcher Holderherk tells them he will meet with them in the morning, with news from the Prelate, and bids them good night.

## **ONCE THE PLAYER CHARACTERS GO TO BED**

Tell the non-Knight/Squire characters that they have a dream and give them *Player Handout #3*.

Tell the Squires and Knights of the Watch and Dispatch that they have a visitor, and give them *Player Handout #5* to Squires, *Player Handout #6* to Knights that are not already Seekers [must have played GRM7-05 Currents], and *Player Handout #7* to Knights that are already Seekers).

## **MORNING COMES**

Upon morning, at the breakfast table, Watcher Holderherk asks if adventurers plan to assist the Prelate with his problem.

Those who agree to go and hear the Prelate out receive 50 gold pieces.

Those who do not agree are asked to please reconsider, as they will miss an opportunity to help others and possibly expand their experience and wealth along the way. If the player characters still do not agree, then the players are given ARs, and characters are sent on their way.

## ENCOUNTER 1: WORRY

***The trip to Shamarin is uneventful. When one crossed into Bissel was not at all clear, but also not so important. A keen notice would see land is made of flatter hills, and the grasses are a little less healthy. There are fewer trees here, and most of the older ones show signs of surviving fire. Closer to the village, there are grain and vegetable fields with livestock grazing around as well, but even these seem to be not as healthy as they could be.***

***The Phyton temple is the only two-story building in Shamarin besides grain silos. There were another couple dozen small houses making up the village. Livestock wanders the ways between houses that are less roads here than just places not built upon. As the day comes to a close, the villagers look up at your arrival. Many have hope in their eyes while others look on dispassionately.***

If there are no half-elves or Baklunish in the party, all go back to what they were doing after you pass.

If there are any half-elves or Baklunish in the party, all scowl as you pass and turn away quickly.

***The door to the temple is open as you arrive, and an unarmored man watches you. When you are close he says, "Greetings. I am Brother Alorus. Are you here to see the Prelate about my brothers?"***

If the PCs agree that is the reason they have arrived, he shows them to the Prelate.

Brother Alorus is a six-foot tall Oeridian man with brown hair and brown eyes, in a cassock with no armor or weapons.

If the PCs ask about his brothers, he tells them that Brother Aspel, Brother Telgar, and Brother Gaspar, along with an escort of a half-dozen protectors, left nine days ago to investigate a sinkhole. They sent back their findings each day

for a week, but no such message came yesterday, and the Prelate's divination spoke of danger.

If the PCs ask about the protectors, he recalls that two were from the village, Thorin Coopersmith and Gallen Potter. The other four were people the Prelate had asked to accompany them. He didn't know them, but one was of the Knights of the Watch.

The PCs may give money to the villages (Certainly Squires of the Watch or Dispatch are very likely to do so, as its something asked about on the squire questionnaire). The people respond politely to such gifts, and if the givers are Baklunish or half-elves, they apologize for judging too hastily.

Brother Alorus leads the PCs past a small worship area upstairs to the living quarters. There are eight doors at this level, equally spaced out (representing eight sets of quarters). On the door farthest from the stairs, the brother knocks four times and says, "The heroes that you asked about are here," and a voice inside answers, "Bring them in."

## THE PRELATE

***Inside is a room with a desk and chairs, with each wall covered in bookcases filled with books. The far wall also holds a door, partly open, revealing a sleeping area. The Prelate, an Oeridean man wearing a mithril chain shirt with a dagger by his side, stands as you enter, showing his barely five feet of stature. Underneath his right hand on the desk are several pouches.***

***"Good evening, and thank you for coming. Before we get down to business, I believe I owe you 50 pieces of gold for coming." He picks up the pouches on the desk and begins to hand them out."***

***"Two weeks ago we received word that a large sinkhole opened up in a field west of here. Apparently, the ground shift exposed several graves that no one knew were even there. Apparently, a nearby village had always thought that area of ground was unlucky to plant crops, and so they left it as grazing areas.***

***Nine days ago, I sent three of the Brothers with the most investigative experience to look over the sinkhole and contents of the graves that had been spilled. When the investigation concluded, they were to gather up the remains,***

***the right bones to the same body, and bury the remains in marked graves.***

***I sent four protectors and two messengers with them. They were to send me a report each and every day with their findings, using each messenger in succession. Since the sinkhole was only a few hours away by horseback, the two messengers were enough to keep up communication.***

***When I failed to receive a messenger, I asked Phyton regarding what I should do, and his message, though cryptic, tells me that they are in some trouble. The reply was "Watcher Holderherk will send help when you ask." I sent a Sending to my friend, and now you have come."***

The Prelate has a summary of the information in the letters relative to sinkhole.

The Prelate has information related to the Brothers, Protectors, and Messengers (Player Handout #5).

He will pay an additional three hundred gold pieces to each character for each Brother returned alive to him; or one hundred gold each to know what happened to them if they did not survive.

He also gives them in advance the following supplies: one *potion of cure serious wounds*, one *restoration* scroll, and a *wand of see invisibility* wand with five charges left. He does expect the items back if unused (they do not count against treasure).

If the characters agree, he sends Brother Alorus as a guide to the sinkhole area, but he must return immediately. He offers horses for the PCs to use if they do not have horses (has two ponies, five light horses, and one light war horse that the PCs can borrow).

#### **Treasure:**

ALL APLs: L: 50 gp, C: 0 gp, M: 0 gp.

## **ENCOUNTER 2: DEVASTATION**

***Following the directions of the Prelate, you come first upon a fresh burial mound, the bare earth already sprouting weeds and grasses, perhaps even more healthy than the surrounding plants. At this time, Brother Alorous takes this as a sign that he must leave and so parts company with you. The mound is***

***a hundred feet long, fifteen feet wide, and eight feet high. As if a sign, the low overcast sky weeps, and a slow gentle drizzle begins to fall. Light rain, almost too soft to feel, but a darkening sky foretells more rain ahead.***

***Beyond the mound the sinkhole can clearly be seen, but so can a visage of destruction. The ground on all sides of the sinkhole has been stripped of vegetation. Scattered around the bare dirt are pieces of flesh, wearing what you may realize are the remains of armor or clothing. Shreds of canvas from what may have been tents, pieces of weapons, and equipment are scattered about. In addition, the bodies of dead scavengers, birds mostly but one or two dogs as well, lie here and there. They are the only things not ripped apart.***

### **OBJECTS (DM MAP #1)**

#### **In the camp area**

Most objects have been smashed or broken until they are only a couple inches across. It is hard to recognize equipment at that size. The exception to that smashing is as follows and are marked on the map where they are found:

1. Brother Gaspar's body and the broken longsword.
2. An apparently banged up adamantine rapier.
3. A box, 3 feet long, 2 feet wide, and 2 feet high, with silver designs on the outside. It is open, but face down. The lid has been partly torn from the lid, and there are a great deal of cuts, dents, and scrapes on the sides of the box cutting any value significantly.
4. Two dead dogs by a number of scraps of uneaten flesh.
5. Three dead buzzards near a shreds of leather.

#### **In the Sinkhole**

6. Location where the air elemental can come out of should he be trapped in the the tomb somehow.

#### **In Dhabihullah's Tomb**

**DS.** Inside the tomb (*'DS' on DM Map #1*), To get inside the tomb player characters must make a DC 15 Climb Check. On success or failure there is a 50% chance the wall crumbles out beneath them dropping them 30 feet (taking 3d6 damage).

Tying off with ropes is recommended, but one might also levitate or fly there. The open tomb is ten feet below the ground (the sinkhole is 40 feet deep total). The tomb space is lead lined and is empty.

## **PEOPLE OR PIECES THEREOF**

Everything outside of the Sinkhole was smashed or ripped into small pieces, and that includes those that died. However, Brother Gaspar tried to get down the sinkhole to safety when he was killed). His body fell to the base of the sinkhole, and the rampaging golem did not smash him to bits. A Heal Check (DC 15) can tell most of the injuries on bodies were bludgeoning or tearing wounds, though many wounds show some form of rot in the wounds. A successful Knowledge (the planes) check (DC 15) can determine that this rot seems to be negative energy damage but not from undead.

If a character casts *Speak with Dead* and is a divine caster of Fharlanghn, Kelenan, Obad-Hai, or Pelor; or is half or more Baklunish; or is half-elf; or half-orc; or has any necromancy spells memorized or ready to be cast other than *Speak with Dead*, Brother Gaspar resists the *Speak with Dead*. Otherwise no saving throw is required.

His story of the events pretty much match the letters. They discovered a few items had been uncovered from the crumbling sinkhole walls. When they touched a leather helmet, large creatures made of earth rose from the ground and started hitting everyone. He noticed that the earth moved around the sinkhole so he tried to climb it, but got hit as he went down. He took the sword with him because he thought it was a clue. He can also describe where the knight was seen. Note that *Speak with Dead* speaks with residuals of the body, not with the actual spirit. If the player characters want to speak with the actual spirit, they must talk with his ghost.

## **Tracks**

In the area of the camp, there are no tracks to find. The rampaging golem has walked over every place several times, eliminating other and his own tracks. Certainly anyone with the Track feat can tell something Large ran over the area many times in almost random directions for many minutes. A Survival check (DC 15) can tell that the thing was actually Large in size and quite heavy.

Regardless of using tracking, anyone spending time searching the area can determine where the

large thing went tromping to the south. It takes a Search (DC 0) to find this. If the player characters follow the tracks before dealing with the guardians, they can do so; however, they miss some elements of the game. If there are knights or squires in the party that do this, the Knight materializes and says, "Innocent blood is on your hands if you leave things like this. Saving the Wyvern is important, but that deed should not be bathed in the blood of innocents," and then he dematerializes.

Norris Jabbar's horse (named Thomas) also left the scene; the rear left horseshoe has a distinctive notch in it, making the horse print distinctive, and a character making a Survival check using a -2 to the DC to find or follow the tracks.

## **Scavengers**

With a Heal check (DC 10), one can tell that two buzzards on the map were bludgeoned to death, and the two dogs are dead without any visible wounds (cutting open the dogs can find internal damage that did not damage the skin (DC 10 Knowledge (religion) after learning this to determine some form of incorporeal attack.

## **GHOSTS**

When a *see invisibility* or other effect to see into ethereal space is used, the characters can see two ghosts, not one. The PCs were given a *wand of see invisibility* for this purpose.

## **The Knight**

**KW.** The Knight of the Watch in chain mail points at the open tomb with his longsword (the sword appears to have red gems along the blade like the broken sword with Brother Gaspar's body). If a Knight or Squire of the Watch openly wearing the Order's Argent Owl symbol or someone openly wearing a Holy Symbol of Heironeous motions that he wants to talk with him, the Knight materializes. He says, "*The Wyvern must be saved, but Dhabihullah Shah must be destroyed and his bones buried in holy ground or my* [“our Order” if the PC is a Knight or Squire] *Order and the Empire is at risk.*" And then go back into ethereal space still pointing at the open tomb.

## **Brother Gaspar's Ghost**

**BG.** The cleric looks a lot like Brother Gaspar at the bottom of the sinkhole. He looks angry and impatient but does not speak to the party until the Guardians are dispatched. He is watching the knight and occasionally looking at his body.

Once the Guardians are dispatched, he materializes. He reports that a Baklunish Ghost of great power has used his power to take over the will of a Squire who had come as one of their protectors (Norris Jabbar, if he is asked). The ghost must be killed, and his bones and if possible, his sword, laid to rest in the holiest ground possible within hours of the ghost's demise, or else the ghost will return to the land and rampage some more. The squire was last seen riding south on the squire's war horse with one of the guardians in pursuit.

## **THE GUARDIANS**

Touching the silver lead-lined box or coming within 10 feet of the box while touching the ground activates the guardians. They aim to kill anyone at the sinkhole site. These creatures rise from the earth, come out from the companion tomb, or drop from the sky.

Use *DM Map #1* to note where creatures begin, and roll initiative.

At APL 8 - 12, the air elemental begins in the open tomb of next to Dhabihullah Shah's tomb. It exits the tomb the round after the golems begin the fight. The first Grave Dirt Golem is at location "A." If there is a second golem, it is at location "B."

At APL 14 and 16, one sorcerer begins in the open tomb, casts *ray deflection*, and then exits the tomb in the same round the golems act. The other elemental hides in the low lying clouds 500 feet above the ground directly above the silver lead-lined box, it double moves the first round getting closer to the ground before casting spells.

All the elementals begin with *see invisibility* cast. Half the normal duration of the spell remains.

### **APL 8 (EL 11)**

**(A) Grave Dirt Golem (1):** hp 105 each; see *Appendix 1*.

**Huge Air Elemental Sorcerer 4 (1):** hp 168 each; see *Appendix 1*.

### **APL 10 (EL 13)**

**(A & B) Grave Dirt Golem (2):** hp 105 each; see *Appendix 2*.

**Greater Air Elemental Sorcerer 4 (1):** hp 213; see *Appendix 2*.

### **APL 12 (EL 15)**

**(A & B) Advanced Grave Dirt Golem (2):** hp 182 each; see *Appendix 3*.

**Greater Air Elemental Sorcerer 6 (1):** hp 225 each; see *Appendix 3*.

### **APL 14 (EL 17)**

**Greater Air Elemental Sorcerer 9 (2):** hp 237 each; see *Appendix 4*.

**(A & B & C) Advanced Grave Dirt Golem (3):** hp 182 each; see *Appendix 4*.

### **APL 16 (EL 19)**

**Greater Air Elemental Sorcerer 13 (2):** hp 249 each; see *Appendix 5*.

**(A & B & C) Advanced Grave Dirt Golem (3):** hp 182 each; see *Appendix 5*.

**(D) Advanced Tombstone Golem (1):** hp 185; see *Appendix 5*.

### **Tactics:**

The Golems are slow moving and may not be able to catch the player characters. The golems have no intelligence but follow detailed instructions to attack those living beings who handled Dhabihullah's items or bones and those in the vicinity. If they are unable to fight anyone else, they bury themselves back into the ground in the area. One of the most successful ways to fight the golems would be to keep moving. The role of the air elemental sorcerers, besides their own significant fighting power, is to slow the PCs down so that the golems can catch up to them or reduce their ability to damage the golems. In addition to spells, the air elementals position themselves in such a way that the golems can catch some of the player characters. Any living person in the vicinity when any of the guarded objects are touched are fair attack victims.

The air elementals know the spell *mass fly* and how it works. If these see people flying in such a mass, they can bull rush people outside of the 30 foot range or turn into a whirlwind and suck the people up to 60 feet upward so that they are more than 30 feet from another person. When that happens, the person separated falls. *Ray of dizziness* also slows down the flyers as they can either take a standard or move action, not both.

The air elemental can also use their whirlwind or bull rush to push people into the sinkhole.

**APL 8 and 10:** At this level the air elemental sorcerer does not have much in the way of slow-down spells, but they can use *grease* in that matter. The *ray of enfeeblement* can be used to reduce the strength of fighters. The first priority of the ray would be those doing damage with weapons to the elemental or golem. Since the elemental begins with *see invisibility* up, it may use its alternate class ability to double the range of a couple 1<sup>st</sup> level spells on the fly (without taking a full round action to do so). The vortex ability of the air elemental can be a useful blocking method to hem in characters.

**APL 12:** At this level, the air elemental sorcerer has access to the *ray of dizziness* spell. It means the character can either move or take a standard action. For a party severely underpowered for their APL, a judge can decide to use their 3<sup>rd</sup> level slots for enlarged 2<sup>nd</sup> level spells instead of *ray of dizziness*. The *ray of weakness* also slows the character down. The vortex ability of the air elemental can be useful for blocking or dropping people.

**APL 14:** Like APL 12, the air elementals have the *ray of dizziness*, which can hamper the movement and damaging dealing of the PCs. It is very likely some or all the PCs are flying an inaccessible to the golems. The higher level sorcerer has *dispel magic*, which is limited to caster level 10, but on a targeted *dispel magic* or even an area *dispel magic* can debuff PCs. The *wall of ice* spell allows a Reflex save if created in the reach of a PC (PHB pg 299). However, the spell can block PCs' line of sight, line of effect, and future movement when placed on the battlefield. It must be anchored to the ground, but it can be made quite high. The hemisphere option at 8<sup>th</sup> level is 11 foot radius and can close in a character for a time.

**APL 16:** A Split *ray of dizziness* is the first strike of at least of the elementals if there are two targets within 30 feet of each other and within the medium range of the targets. These elementals have a lot of spells at their disposal, and they are less likely to get involved in physical combat unless forced. Also, electrical damage heals the grave dirt golems, and they get no saving throw. The air elemental sorcerers can use their 10 HD lightning bolts to "heal" the grave dirt golem (with hit points healed more than their damage becoming temporary hit points). Note that these sorcerers have *disintegrate*. The intent of this knowledge is not that the spell will be cast at players but as a means to knock down force

effects. Casting the spells at steeds or winged mounts would be appropriate.

**Treasure:** Treasure in this encounter consists of the the ioun stones from the sorcerers at higher levels, the adamantine rapier, and the rubies in the broken sword. The value of the rubies and admantine rapier accounts for the loot value below. In the event that the PCs do not keep the broken sword (leave it at the new burial mound or at Dhibahullah Shah's old burial location; if they give the sword to the Knights or bury it at Dhibihullah's new burial site, the knights will pay for the rubies), subtract that value from each PCs' gold total. The box is scratched and dented and is no longer of any value. The sword gems have different value at different APLs (8-12 1000 gp, 14-16 400 gp).

APL 8: L: 1250 gp, C: 0 gp, M: 0 gp.

APL 10: L: 1250 gp, C: 0 gp, M: 0 gp.

APL 12: L: 1250 gp, C: 0 gp, M: *dusty rose prism ioun stone* (417 gp).

APL 14: L: 650 gp, C: 0 gp, M: *dusty rose prism ioun stone* (417 gp), *blue sphere ioun stone* (667 gp).

APL 16: L: 650 gp, C: 0 gp, M: two blue sphere ioun stone (1333 gp), two red sphere ioun stone (1333 gp).

## THE BURIAL MOUND

The Brothers of Phyton buried the personal effects that were with the bodies in the new grave. Many of these items were made of precious metals. With a couple hours of work, an additional 1,800 gold piece per participating character can be gained that would be over-the-cap gold. This value is not figured into the treasure amounts, as it is not intended to be taken, but could be spent on useful after-action needs. If a party takes this time, Dhabihullah Shah will have desecrated the shrine before the PCs arrive. The DM should confirm with the players that they are absolutely sure that they want to take the treasure from the bodies in the new grave, since the consequence of taking this treasure is receiving the Burial Curse on the AR.

## ENCOUNTER 3: IT TAKES A VILLAGE

**DM Note:** It is possible the PCs might skip this entire encounter. They may determine somehow

(possibly through scry or other divinations) that Norris is on his way to the Shrine. They also may see the village and go around it looking for tracks and, finding them leaving the village, avoid it.

***You come upon a village that has seen better days. Small fires burn here and there, as well as the remains of much larger house fires that sent thin reeds of smoke skyward. Houses that have not burned usually have been damaged in some way, and eleven new graves mark the devastation of lives. Many villages wander the streets or repair their homes. Human children run up to you shouting, "Heroes have come to help!" where their parents and other adults look on with suspicion, fear, or dread.***

## **THE VILLAGE**

When Dhabihullah Shah came here, he first spoke with a few people to establish his identity as a knight and his disdain for them. He then outright murdered one of the village folk to make people afraid of him. Then when the berserk grave dirt golem caught up with him, he rode around the village and shot arrows at it to entice it to follow him through the village buildings. He did what he could to cause as much damage to property and people as possible before becoming bored and rode away once a building was between him and the golem. This left the remaining villagers to dispatch the golem, and this added to the loss of life.

No more than a dozen healthy adults and about two dozen children remain alive in the aftermath of the destruction. The adults are in a daze, and they can be heard bitterly complaining about why the Knights of the Watch hate them so. A series of Diplomacy checks, made by different characters, can overturn this. Three successful PC interactions with DC 15 Diplomacy checks are enough to convince the village that the Knights were not at fault. DMs are encouraged to give bonuses to success for good roleplaying.

There is plenty to do to help shore up houses or bury the dead.

## **WHAT HAPPENED?**

Only the children are willing to talk about what happened. They don't realize quite yet how bad things are.

By talking respectfully and gently with the children, the PCs can gain the following points.

Diplomacy or Intimidate checks are not enough to draw this information. They don't understand fancy words, and intimidation scares them to silence. Indeed, a gruff response might send the children screaming as they run away.

- When the bad knight came, he talked to people. The cooper talked about a church some place near, and then the knight killed the cooper and laughed and said such is how traitors die.
- He also talked with the baker right before the dirt pile came to the village. The village didn't have an inn, but the bad knight sought rest.
- There was another knight in town a couple hours earlier, and the grown-ups were good to him. He was nice looking but called himself a vulture. He also was looking for some place to "try some rest".
- Follow-up questions can get some children to say he was an Elder Zealous Vulture, and he was looking for the "main rest" or a black pyramid.
- The second bad knight spoke to people for a little bit, especially the baker.
- The bad person was followed by a bad dirt pile that chased him around the village. The bad dirt knocked down houses to get to him. He would shoot it and then hide behind the house, and it would knock them down.
- The bad person wanted to know where the vulture had gone.
- The bad person wanted to find a church, but he didn't want a Phyton church.

## **THE BAKER**

The baker is one of the surviving adults. If the player characters ask about the bad man and the party had not yet calmed down the village, all she says is that the bad knight wanted to know where a Church of Heironeous was, and she told him about the Chapel and Guest house to the south east.

If the player characters calm down the village by relating that the person was not a knight and not under his own will, then she adds that he originally came in friendly, and the first Knight of the Watch said that others would be coming this way, and I was to send them to the Trilesimain's Rest next to

the Chapel and Guest House. So I told him that, and he was very interested.

## **REGARDING TRILESIMAIN'S REST**

All Squires of the Watch and Dispatch know of this place, but few have been there. It is likely that all traveling Knights of the Watch and Dispatch have been here at least once. These characters do not need to make a check to know the information below (the character would know if, even if the player does not):

In the legend of Trilesimain, he tried to save a peasant girl from fiends. She turned into a fiend, and he was taken to the Abyss. Trilesimain's Rest is a shrine that marks where he last rested on Oerth (at a shrine to Heironeous) and has a pyramid marker where he last stepped foot on the Oerth (before the fiends took him). It is said that the Knights of the Watch and Dispatch sometimes perform esoteric rituals at the Rest. It is located on the border of Gran March and Bissel, roughly a day's ride east of the Dim Forest, far from any large pocket of civilization. Trilesimain's Rest is holy ground, and people have claimed the spring has healing powers at certain times of the year.

All others must make one of the following checks:

Knowledge (geography) (DC 15) or

Knowledge (local - Sheldomar Valley) (DC 22) or

Knowledge (nobility or royalty) (DC 22) or

Knowledge (religion) (DC 25) or

Bardic or Loremaster Lore (DC 18)

(Gran March and Bissel PCs get +5 modifier).

The Baker can tell the PCs that Trilesimain's Rest is the Heironeous Shrine where the legendary hero Trilesimain spent his last day on Oerth and that the Heironeans and Knights deem it a special place.

## **ENCOUNTER 4: ORDER OF DHABIHULLAH**

**DM Note:** In the likely occasion that the player characters *teleport* or *wind walk* (or even fly overland) the party will skip this conflict temporarily. The Order will then show up a minute after the fight with Dhabihullah and Uffa is over.

The Order of Dhabihullah is dedicated to recovering his bones and weapons and returning him as a Baklunsh Champion. Their lore is such that with him again as their leader, the Baklunish people will take their just due. This just due is in complete opposition of the goals of the Knights. Nevertheless, the order is populated with non-evil aligned people who have a different political view.

There is another set of Order members who have visited the sinkhole site and determined that the bones are gone (if the player characters did not take them, someone else did)). They have sent a *sending* to this group. They believe that the characters have the bones and weapon, and as they are fanatics who have vowed to recover them at all costs, they are here. They are a bit daunted at being outnumbered, but they do what they can to soften up the player characters enough so the second group of Order members can dispatch them.

The Order members begin the battle dealing non-lethal damage only and switch to lethal damage if one of their members is killed (consider each has an innate status on the other). Even if their comrade takes lethal damage, they do not initiate dealing lethal damage. Likewise, they only deal lethal damage to someone who has done lethal damage. The exception to this is if the PCs take away all reasonable ways to do non-lethal damage.

The truncheons they use are martial one-handed weapons that by default do non-lethal damage. They are not light weapons so Power Attack may be used with it.

Both are of Baklunish decent and grew up in southern Bissel but have traveled widely. They used their *hats of disguise* to hide their Baklunish roots. Any character that interacts with them get a DC 11 Will save to see the illusion for what it is.

The PCs see the pair of them riding north as they ride south. Unless the PCs ask that the Bakluni stop farther away, Kyra stops 100 feet from the party and politely asks for the remains and weapon of Dhabihullah Shah, stating that the party has no right to the remains and weapon and only the two of them know the proper respect for the hero. She knows they are coming from the sinkhole and has been told that the weapons and remains are missing from the site.

Since at this point the player characters do not have the items these three seek and the player characters should know that permanently burying



the items is necessary to stop Dhabihullah, it is likely this meeting will result in conflict

**The Game Map:** This is open territory with no real terrain features to get in the way. Make sure both NPCs are far enough apart when they meet the player characters that a 20-foot radius burst can only catch one of them.

The Order members, in all likelihood, stick to non-lethal damage. For this reason, the EL of this encounter was reduced by one. Because of better than usual equipment, spells, and abilities their individual CRs were increased by one.

**Truncheon:** A truncheon is essentially a heavier version of the sap – a one-handed martial weapon that deals nonlethal damage (a rogue may only sneak attack if she is proficient). One-handed martial melee weapon, **Cost:** 2gp, **Dmg S/M/L:** 1d6<sup>NL</sup>/1d8<sup>NL</sup>/2d6<sup>NL</sup>, **Critical:** x2, **Weight:** 12 lb., **Type:** Bludgeoning.

**Success:** In the unlikely occasion of their success in dropping the player characters, they search in vain for the items they seek and then leave the player characters alone. The player characters can continue to the Shrine and defeat Dhabihullah, but they will be too late to stop the desecration of the shrine. He will have smeared innocent blood and horse dung on the pyramid, tombstones, and altar.

## **SURRENDER**

There is often very little chance for surrender in the timing of higher APL combat. Nevertheless, if their situation looks bleak, either Order member will surrender to the PCs. Their view is that they may get killed and join their god, but it is possible that they might slow down the PCs on their tasks.

If anyone kills the surrendering Order members who have done nothing but non-lethal damage, those characters have done a serious evil act, and this should be recorded on the AR.

### **APL 8 (EL 8)**

**Kyra Horn F Human (Baklunish) Ranger6 :** hp 57; see *Appendix 1*.

**Indigo Kar M Human (Backlunish) Knight4 Fighter2:** hp 72; see *Appendix 1*.

**Heavy War Horse:** hp 40; with light chain barding +4 AC; see *Monster Manual*, page 273.

**Light War Horse:**with light chain barding +4 AC ; hp 30; see *Monster Manual*, page 273.

### **APL 10 (EL 10)**

**Kyra Horn F Human (Baklunish) Ranger6 Occult Slayer2:** hp 76; see *Appendix 2*.

**Indigo Kar M Human (Baclunish) Knight4 Fighter4:** hp 91; see *Appendix 2*.

**Heavy War Horse:** hp 40; with light chain barding +4 AC; see *Monster Manual*, page 273.

**Light War Horse:**with light chain barding +4 AC ; hp 30; see *Monster Manual*, page 273.

### **APL 12 (EL 12)**

**Kyra Horn F Human (Baklunish) Ranger6 Occult Slayer4:** hp 95; see *Appendix 3*.

**Indigo Kar M Human (Baklunish) Knight6 Fighter4:** hp 114; see *Appendix 3*.

**Heavy War Horse:** hp 40; with light chain barding +4 AC; see *Monster Manual*, page 273.

**Light War Horse:** with light chain barding +4 AC; hp 30; see *Monster Manual*, page 273.

### **APL 14 (EL 14)**

**Kyra Horn F Human (Baklunish) Ranger6 Monk1 Occult Slayer5:** hp 114; see *Appendix 4*.

**Indigo Kar M Human (Baklunish) Knight6 Fighter4 Marshal2:** hp 133; see *Appendix 4*.

**Heavy War Horse:** hp 40; with light chain barding +4 AC; see *Monster Manual*, page 273.

**Light War Horse:** with light chain barding +4 AC ; hp 30; see *Monster Manual*, page 273.

### **APL 16 (EL 16)**

**Kyra Horn F Human (Baklunish) Ranger6 Monk3 Occult Slayer5:** hp 133; see *Appendix 5*.

**Indigo Kar M Human (Baklunish) Knight8 Fighter4 Marshal2:** hp 158; see *Appendix 5*

**Heavy War Horse:** hp 40; with light chain barding +4 AC; see *Monster Manual*, page 273.

**Light War Horse:** with light chain barding +4 AC; hp 30; see *Monster Manual*, page 273.

### **Tactics:**

Both Order members know they are likely to die, but plan to go down fighting in that they can hamper the party and possibly delay them enough so that their brethren can catch up. Kyra has sent her animal companion looking for their brethren.

At the start of the battle, Indigo moves forward and right, ready to fight and use her Test of Mettle.

Her role is to draw as many PCs as possible to attack her. Her armor class is quite high, and Shield Ward allows her to apply her shield bonus to touch, disarm, trip, bull rush, and grapple attempts, so she is hard to hit in those ways as well. Kyra knows her horse is her mobility and shield and uses Shield Ally at times to take some damage that is intended for her horse. Kyra attempts to use her horse for cover against all attacks (giving +4 cover bonus to all ACs).

Kyra is an archer. When hostilities begin, he especially targets casters with the least amount of armor or any that cast *fly* spells. He too uses his horse for cover, but expects in due time it will be shot out from under him. While he has the horse, the mobility helps greatly.

One can shoot a full round action of shots from a moving horse, but it takes place at the middle of the travel. If the horse moves more than a single move, the archer takes a penalty without mounted archery.

At higher APLs, both Kyra and Indigo have Dragon Masks that allow them, twice per day, to use a swift command to see invisibility. They also may have rings of communication which they can use to communicate silently and up to a mile away.

## **IN THE UNLIKELY EVENT**

In the unlikely event that these two succeed in bringing down the party, they search through the unconscious PCs' equipment, taking anything made of bone and any ghost touch weapons (the one characteristic they know for sure about Dhibihullah Shah's weapon), tie up one PC, wake him, and leave a knife nearby. The PCs arrive in Encounter 4 at Trilesimain's Rest in the first stage of the blood of innocents and dung spread around in an initial desecration.

APL 8: L: 369 gp, C: 0 gp, M: *two hats of disguise* (333 gp), *three remove blindness/deafness potions* (225 gp), *two potions of lesser vigor* (8 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of*

*resist energy (acid)* (25 gp), *three entangle scrolls* (6 gp).

APL 10: L: 440 gp, C: 0 gp, M: *two hats of disguise* (333 gp), *four remove blindness/deafness potions* (250 gp), *two potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *two rings of protection +1* (333 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), *three entangle scrolls* (6 gp), *potion of cure serious wounds* (63 gp), *+1 truncheon* (192 gp).

APL 12: L: 365 gp, C: 0 gp, M: *two hats of disguise* (333 gp), *four remove blindness/deafness potions* (250 gp), *two potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *two rings of protection +1* (333 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), *three entangle scrolls* (6 gp), *potion of cure serious wounds* (63 gp), *+1 truncheon* (192 gp), *+1 magebane long composite (str +2)* (717gp), *+1 merciful dark wood lance* (703 gp).

APL 14: L: 365 gp, C: 0 gp, M: *two hats of disguise* (333 gp), *four remove blindness/deafness potions* (250 gp), *two potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *one ring of protection +1* (167 gp), *one ring of protection +2* (667 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +2* (333 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), *three entangle scrolls* (6 gp), *potion of cure serious wounds* (63 gp), *+1 truncheon* (192 gp), *+1 magebane long composite (str +2)* (717gp), *+1 merciful dark wood lance* (703 gp), *two dusty rose ious stone* (834 gp), *boots of stiding and springing* (450 gp), *two anklets of translocation* (250 gp).

APL 16: L: 365 gp, C: 0 gp, M: *two hats of disguise* (333 gp), *four remove blindness/deafness potions* (250 gp), *two potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *one ring of protection +1* (167 gp), *one ring of protection +2* (667 gp), *wand of spike growth* (10 charges) (76 gp), *cloak of resistance +2* (333 gp), *potion of cat's grace* 25 gp), *potion of*

*bull's strength (25 gp), potion of resist energy (electricity) (25 gp), three entangle scrolls (6 gp), potion of cure serious wounds (63 gp), +1 truncheon (192 gp), +1 magebane merciful long composite (str +2) (1550 gp), +1 merciful dark wood lance (703 gp), two dusty rose ious stone (834 gp), boots of sliding and springing (450 gp), two anklets of translocation (250 gp), dragonhide mask (417 gp), bronze griffon (833 gp), cloak of resistance +3 (750 gp).*

## ENCOUNTER 5: SCENE OF THE CRIME

**DM Note:** You'll need to change the Read Aloud Text according to the means by which the player characters return to the Chapel. It is quite possible that some or all of them might *teleport* or *wind walk* back to the guesthouse or chapel. In such a case, it is not be close to sunset but there will be more daylight. The events unfold as they are related below; it is only how well the players can see into Encounter Five from this encounter that might cause them to combine the encounters. The read aloud text below assumes they traveled overland back to the beginning.

Also, if the party skipped Encounter 4 by using transportation methods before the encounter, then a minute (ten rounds) after they finish Dhabihullah Shah, the Order of Dhabihullah arrives. At this point, the player characters have possession of the bones even if they do not know it.

**Regarding Battle Maps:** *DM Map #2* may encompass more space than your battle map can cover; what is important is that the corral is between the player characters and a direct line to the chapel. If you need to use a smaller map and move them closer, adjust the corral accordingly.

***Sunset is threatening as the chapel, guesthouse, and shrine come into view. West of the two buildings is the edge of a stone wall barely a foot tall. The stone wall surrounds a large patch of grassland almost one hundred yards across. Forty feet inside the nearest portion of that wall is a black stone pyramid six feet tall and two feet by two feet at the base. At the center of this area is a copse of trees, a small worn altar, and some stone benches. A small stream, fed by a spring, meanders from beyond the corpse of trees around the area and exits from the wall to the southwest. About fifty feet from the black***

***pyramid are four headstones adjacent to each other.***

***The two buildings appear to be a small temple of Heironeous and a small inn with a large corral. A murder of crows is gathered along the rails of the corral. A thick, deep clunking noise can be heard as a heavy war horse kicks back into the wooden rails, and the crows take flight. The still saddled war horse with saddle bags and lance secured moves to better grazing near the chapel, and the fleeing crows reveal two people lying over the water trough, their faces submerged in the blood-tainted water. Both persons seem to be wearing Gran March military tabards.***

***A side door to the chapel opens. A human, probably male, in full plate armor, with a battle axe at each side, a steel shield and long composite bow across his back, and a wooden holy symbol of Heironeous around his neck with an argent owl pinned to it, steps though. His arms are coated in blood to the elbows; the same liquid is splattered on the rest of his armor and coats the blades of both axes.***

***He looks up at you, smiles, and says, "I was going to have the Knights Shrine all nicely desecrated by now. I've gathered plenty of blood and other materials. I don't suppose you'll let me get on horseback before we start, or have I misjudged your purpose?"***

This is Squire Norris Jabbar, controlled by Dhabihullah Shah. Dhabihullah plans to have the player characters kill Norris, so he makes him reckless. He does not voluntarily leave Norris except for a few situations. He is completely within Norris's body and cannot be turned or rebuked, or even truly seen. Uffa is in a similar situation.

Uffa, Dhabihullah Shah's long dead friend, is possessing Thomas and remains there until he sees an opportunity once Dhabihullah leaves the Squire.

Dhabihullah converses with the player characters if they are open to a conversation, all the while walking to his horse and mounting up. He readily admits when he saw the old knight paying homage to the body he is in and saw his chance to do harm against the Order that prevented his people from taking their rightful land. When he learned about a shrine sacred to that same Order, he couldn't wait to get here. He thought that dung and blood would be a good

desecration liquid, and there were a few young soldiers easy to surprise and kill (their bodies are draining into the trough, but now he doesn't need it). He didn't need the shrinekeeper's blood so he thought to have some fun.

If after all this provocation the player characters don't attack, he casts a few spells and then begins the attack.

Heironeous has not taken away Norris's spells because this is not Norris in control. However, his murder of innocents, desecration of the chapel, and intent to desecrate the shrine means he is unfit to be the Wyvern without a huge cleansing and atonement process.

### **Creatures:**

As this encounter begins, Dhabihullah Shah and Uffa remain within their hosts (Uffa in the horse). Each living being is completely under the control of the ghost, though it may not be immediately noticed regarding the horse.

When Norris Jabbar is knocked unconscious or killed, Dhabihullah comes out and acts on his own. He goes immediately into the ground and begins buffing himself. At lower APL this means *see invisibility*, *protection from law*, *false life*, and *mirror image*. at higher APLs, this includes *corrupt weapon* if he has his ghost scimitar.

He watches as the PCs explore his handiwork, using a ghost's ability to hide in walls and ceiling to watch them and pick out a time period when one or two will be vulnerable to attack. He can attack by touch or weapon or try to take control of them, though if he loses control he abandons the body. Note that if Dhibihullah is under a *protection from law*, its effects do not apply to anyone he possesses. If he is successful with a possession the protection from law does not help the person possessed.

If the PCs get his remains and/or sword and move them near the consecrated ground of Triliesimain's Rest, he exposes himself fully, trying to wrest the remains from them. Also, he attacks before his 1 minute per level duskblade buffs run out.

Adagio is his sword. As long as no one else possesses his real sword, he has the ghostly version. The sword is in the bedroll tied to Norris's horse's saddle. If a PC takes out the sword and wields it, Dhibihullah loses his ghostly scimitar. He also seeks out the one person to slay first. When no one possesses his sword, he gets it back.

If Norris's horse is knocked unconscious or killed, Uffa must come out. However, if Norris is dropped without his horse being dropped, Uffa can bide his time looking for a good first strike. At higher APLs, Uffa can pounce in a charge and with his scout levels can do considerable damage with his corrupting touch. Uffa prefers to make pounce attacks, even moving away one round to line up another pounce (at some APLs he is very good with tumble and will do so to avoid attacks of opportunity in his charge/pounces). Remember for determining charge lanes for Uffa that physical objects are not impediments (though he needs to be able to see his target before he begins his charge). Also remember that both ghosts are utilizing perfect flight. It costs nothing extra to go up in altitude but dropping altitude can double their speed.

Ghosts, even manifested ghosts cannot target spells on things in the material plane. However, area effect spells work fine, and their targeted spells work on other manifested ghosts or persons on the ethereal plane. Normally, a ghost's weapons, other than corrupting touch, only do damage to ethereal creatures. The exception to this is if the weapon is a ghost touch weapon. In such a case, the weapon can affect the material plane. Note that the weapon that Dhabihullah Shah is using is part of his ghostly self, a ghostly weapon – not the actual weapon. If anyone seeks to take the weapon off Norris's horse and Uffa has not come out of him, he comes out, giving up the pounce. However, the most likely occasion of this is after Uffa is out and Norris is down.

**A Note on Control:** *Protection from evil* type spells prevent a ghost from controlling the person he is possessing; however, they do not force them to leave their host. While many ghosts might decamp at that point, DHABIHULLAH wants the player characters to kill Norris, so even if he is not in control he stays. The only way to force Dhabihullah from leaving is an *exorcism* (from Sacred Exorcist), knocking Norris unconscious, killing Norris, or to begin burying the bones and weapon in consecrated ground.

If Norris regains control of his own self, he is horrified at what he has done. The first round free he drops any weapons he is holding and begins dropping other weapons on his person except his dagger. Once that is completed he dismounts and kneels, asking to be bound. If he is not bound within a minute, he draws the dagger and cuts his own throat.

#### APL 8 (EL 11)

**Dhabihullah Shah Duskblade7 Pious Templar1 Ghost:** hp 72; see *Appendix 1*.

**Uffa; Ghost Awakened Leopard Expert4:** hp 63; see *Appendix 1*.

**Squire Norris Jabbar Cleric2 Fighter4:** hp 55; see *Appendix 6*.

**Norris's Horse; Heavy War Horse:** hp 40; see *Monster Manual*, page 273.

#### APL 10 (EL 13)

**Dhabihullah Shah Duskblade7 Pious Templar3 Ghost:** hp 90; see *Appendix 2*.

**Uffa; Ghost Awakened Leopard Expert4 Scout4:** hp 99; see *Appendix 2*.

**Squire Norris Jabbar Cleric2 Fighter4:** hp 55; see *Appendix 6*.

**Norris's Horse; Heavy War Horse:** hp 40; see *Monster Manual*, page 273.

#### APL 12 (EL 15)

**Dhabihullah Shah, male Ghost Duskblade7 Pious Templar5:** hp 108 ; see *Appendix 3*.

**Uffa; Ghost Awakened Leopard Expert4 Scout6:** hp 117; see *Appendix 3*.

**Squire Norris Jabbar Cleric2 Fighter4:** hp 55; see *Appendix 6*.

**Norris's Horse; Heavy War Horse:** hp 44; see *Monster Manual*, page 273.

#### APL 14 (EL 17)

**Dhabihullah Shah Duskblade7 Pious Templar7 Ghost:** hp 126; see *Appendix 4*.

**Uffa Ghost Awakened Leopard Expert4 Scout6, Fighter2:** hp 135; see *Appendix 4*.

**Squire Norris Jabbar Cleric2 Fighter4:** hp 55; see *Appendix 6*.

**Norris's Horse; Heavy War Horse:** hp 44; see *Monster Manual*, page 273.

#### APL 16 (EL 19)

**Dhabihullah Shah Duskblade7 Pious Templar9:** hp 144; see *Appendix 5*.

**Uffa Ghost Awakened Leopard Expert4 Scout6, Fighter4:** hp 135; see *Appendix 5*.

**Squire Norris Jabbar Cleric2 Fighter4:** hp 55 each; see *Appendix 6*.

**Norris's Horse; Heavy War Horse:** hp 44; see *Monster Manual*, page 273.

These sections cover these three areas that the PCs may explore.

### Chapel

Margon, the shrinekeeper, can be found here; he is not in his armor, but in good clothing that he might have been the host in the night before. His body is wearing a magic necklace and magic belt. He is splayed across the Heironeous altar with numerous cuts and bruises, and his fingers have been removed (like by an axe) and parts of his hands and arms flayed up to his elbows. Blood has been splashed around the room. A large chest containing his magic light repeating crossbow, two sending scrolls, his studded leather armor, one battle axe, and more clothing, and ten wooden holy symbols of Heironeous are in the back of the chapel.

### Guest House

There are sure signs that a combat took place in the common room. And there is an old dead war horse just inside the corral door, effectively blocking access from there. Both young soldiers were attacked in their rooms, but each made it out into the larger common area before being knocked unconscious. Norris drug them out to the corral, cut their throats, and let the blood (and such) drain in the empty trough. The young men had Gran March military gear (chainmail, light crossbows, long spears, longsword, or morning star; the Paladin and Cleric each had a wooden holy symbol of Ulaa). One was a corporal and one a soldier in the 5th Battle. Norris used healing potions each had as well to heal himself from the damage.

### TRILESIMAIN'S REST

With the two Wyverns (Norris the future/Magnus the present) near, the Rest has become fully active and charged, and the certain things related to secrets of the Order unfold (but will not be explained here). If the battle moves into this area, any Knight or Squire of the Watch or Dispatch that steps upon the ground of Trilesimain's Rest or flies no higher than 10 feet above it or whose spells include the pyramid, stream, or altar in the area of effect, receives the Wound (described below). It does not matter if the character is immune to pain or poison or anything. It happens.

## The Wound

***A sudden, sharp pain strikes you in the chest, which splits wide open as blood oozes from the wound. Then the sensation of claws reaching into the wound and pulling the skin back intensifies the agony you feel. Poison from the claws course through your body, bypassing any protections. You feel yourself in a place very hot and dark, and then this experience stops and you are, where you were, not damaged as you thought, with no extra poisons in your system. Your chest hurts greatly where you felt the wound, and you realize things have gone on without your attention.***

The character is dazed, no saving throw, for one round. The character takes a -2 penalty to skill checks and initiative checks until the end of the adventure. The skill penalty is doubled for Spot, Listen, and Search because the character is distracted by the experience and pain. The character also gains a +1 bonus to saving throws, and if he or she goes to between -1 and -9 hit points, he or she automatically stabilizes once per day. And once per adventure, a 9 hit point *close wound* spell comes off on him or her if he or she ever takes damage that take him or her beyond -9 hit points (DM note, don't tell the player characters about this until they need it).

Norris will not gain the wound as long as he is controlled.

## Protected Areas

Within 30 feet of the Stone Pyramid and the central altar is an area strongly protected against teleportation effects. Anyone who uses teleportation-type magic into or out of these areas is affected by the *maze* spell. Once they succeed on the Intelligence check, required they return to where they teleported from. There is no saving throw, and while spell resistance normally succeeds, the Rest can make even an infinite spell resistance check. For specific reference on the maze spell, see Players Handbook page 252.

The area within 20 feet of the altar is further protected with a widened *globe of invulnerability* (20 foot radius from center of altar).

## Others Entering Trilesimain's Rest

Characters of non-good alignment feel uneasy (-1 penalty to all dice rolls) within the stone ring unless they are Knights of the Watch or Dispatch.

Characters of non-lawful *and* non-good alignment have the strong, uneasy feeling they are being watched (-2 penalty to all dice rolls).

Animals and magical beasts (including familiars) refuse to enter the grounds voluntarily. If their masters speak with them, they say it feels like they are watched by a pack of predators and makes them very uneasy.

If any character does something seriously disrespectful (like urinating, defecating, speaking ill of Trilesimain or Heironeous) the above penalties remain for the rest of the adventure. If a good character does these things, he gets the -2 penalty to all dice rolls.

If the player characters intentionally damage the headstones, pyramids, stone benches, stone altar, or any of the trees, or try to pollute the stream, they die, no saving throw, and are immediately reincarnated as per the spell – limited to half-elf, mountain dwarf, or human of the opposite sex (re-roll until an acceptable result; the human or part human above will be Oridean). A second such act results in irrevocable death.

The headstones each have an impression of a holy symbol. The number in parentheses is the Knowledge (religion) DC to know the faith (those of the faith would know):

- A mask of oak leaves and acorns (DC 10: Obad-Hai; Nature, Woodlands, Freedom)
- A crumpled hat (DC 10; Saint Cuthbert; Common Sense, Wisdom, Zeal)
- A copper sun (DC 20: Nola; Touv god of the Sun)
- A black lotus blossom (DC 15; Xan Yae; Twilight, Shadows, Stealth)

## ONCE DHABIHULLAH IS DEFEATED

The Ghost of Brother Gaspar should have told the player characters that once Dhabihullah has been dispatched, they have only a few hours to get him buried in consecrated ground. It is possible that the player characters could *teleport* or *wind walk* to places a few hours away. And that will meet the requirements for keeping him from rejuvenating. However, in the time spent doing that, those that leave miss the concluding scene.

More than likely, the player characters try to bury the remains and his weapon in Trilesimain's Rest.

## **IF THE PCS SKIPPED ENCOUNTER 4**

If the PCs skipped Encounter 4 with the Order members, probably by teleport or by flying, the order members show up 1 minute after Uffa and Dhibihullah are gone. The PCs may well have the items they seek at this point, and the fight takes place here.

## **TREASURE**

In the traditional sense, there is no treasure here that is intended for the player characters. Still, they may decide to loot Norris's body (other than Adagio), Margon's body, or the Chapel of Heironeous.

**DM Note:** Ask specifically of each character if they wish to profit on their ARs from this loot. Players may opt out even if other players decide to go ahead. Confirm with the player that he or she absolutely intends to loot the body of Norris, Margon, or the chapel. Doing this yields the player characters more items on the AR, but has serious consequences.

Looting Margon, the chapel, or Norris's body and profiting from the act (getting money value and items on AR) nets the character the Curse of Heironeous.

### **Looting Margon or the Chapel/Guest House**

ALL APLS: L: 500 gp C: 200 gp M: +1 *light repeating crossbow, merciful, bane (humans)* (1550 gp), *periapt of wisdom +2* (333 gp), *monk's belt* (1083 gp), Owl Pin (333 gp)

### **Looting Norris Jabbar**

ALL APLS: L: 71 gp C: 20 gp M: +1 *full plate* (221 gp), +1 *battle axe* (192 gp), *Heward's handy haversack* (167 gp), *potion of cure moderate wounds* (13 gp), *potion of cure serious wounds* (63 gp).

## **CONCLUSION: WYVERN'S FIRST FLIGHT**

After the player characters resolve all issues left over from the fighting, including searching and investigating, these concluding events take place.

**DM Note:** These events unfold before the player characters' eyes. All they can do is watch or leave. There is an option at the end for interaction. As to the Wound and the Great Beast

and Wyvern Candidate, the Wound has expressed on them, but at an earlier time.

*An unarmed man wearing the arms of the Knights of the Watch and the Commandant of Gran March appears at the headstones with two unarmored women, wearing military tabards of the 1st Battle, the protectors of the Commandant. They watch vigilantly.*

*Magnus Vrianian walks to the center altar leaving behind his two unhappy bodyguards. When he bows before the altar, five figures wearing the arms of the Knights of the Watch prominently appear near where the stream flows through the wall around Trilesimain's Rest. Three wear little in the way of armor or weapons and seem to be in ceremonial if plain robes and cloaks, and each have a single long sword across their back. The two in mithril full plate call their celestial griffon mounts and circle above.*

*Almost any Sheldomar Valley adventurer here recognizes at least one of the three unarmored figures, and Knights know them all:*

- *Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend*
- *Watcher Illeyna Valerric, Most High Magnificent Thoughtful Lich*
- *Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing*

*As the group of five approach the center, Magnus turns to face them.*

*Watcher Wargrym Tenellos begins, "Hammer of the Neheli, Most Resolute Magnitude, Watcher —"*

*Magnus Vrianian interrupts, "If you have come to ask me to be the Grandiose Imperial Wyvern, I must tell you that I gave my word to Owen that if offered I would turn it down. There are forces acting —"*

*Watcher Tenellos interrupts, "Watcher Vrianian, we are not asking for volunteers. Come with me." He places his hand on Watcher Magnus Vrianian's shoulder. In an eyeblink where a man, once stood, stands a huge dragon with a claw around Vrianian's body. Watcher Vrianian does not struggle in the dragon's grasp and commands the two 1<sup>st</sup> battle bodyguards, "Hold and Report!" as the dragon flies southwest, with the two griffon riders as escorts.*

**Knowledge (arcana) DC 24** to recognize it is a Steel Dragon, also called a Greyhawk Dragon.

**Spellcraft (DC 30)** to realize the transformation was not the casting of a spell but the dismissal of one.

***Watcher Valerric stands at the central bench as Dispatcher Egraldin, walks out of the central altar area, stopping near the four headstones, and motions for you to come forward to him.***

All Squires and Knights of the Watch and Dispatch will receive "the Wound" (see the previous encounter) when they step upon the ground or fly low over it.

When the player characters arrive, he gives his name and titles and asks their names, titles, and ranks in return.

He addresses each character formally, never faltering to familiarity.

If the player characters have already buried the bones in consecrated ground when the conclusion event occurs, this counts as having the bones.

If the player characters transported elsewhere to bury the bones or weapons, they still get the conclusion benefits but they miss the events of conclusion and if a squire is promoted to Vigil, he is sponsored by a Vigil rather than a Great Beast.

### **CONCLUSION A: DHIBALLUSH STOPPED, THEY HAVE THE BONES, TRILESIMAIN'S REST NOT DESECRATED.**

This is a complete success.

***"Thank you," the Great Beast begins. "Your defeat and recapture of this menace, prevented his likely desecration of this holy place,***

***If Norris Jabbar was not killed.***

***and keeping Squire Jabbar alive,***

***Continue:***

***...has aided the Sheldomar Valley greatly. A storm is coming, a storm that threatens to sweep the people of the Sheldomar Valley into death, destruction, and loss of freedom. The Knights of the Watch and Dispatch are now fully ready to meet this challenge, and no doubt as heroes you will stand for the Valley as well.***

***You have stopped Dhabhilluah Shah, who as you may know, is a powerful ghost warrior.***

***With the bones once more in consecrated ground he will remain asleep, and until another complex to protect the remains can be constructed we will guard this place from those who seek it.***

If any have the Enmity or a Disfavor of the Knights of the Watch, read this section before continuing:

***"Those of you who have been in our disfavor in the past, are no longer. Your slate is wiped clean of its stains. Only your future actions guide our relations, and you start out well indeed in our estimations."***

If the bones and sword have not been buried in consecrated ground.

***"Come, let us bury the bones in consecrated ground so that this menace does not return."***

The Great Beast walks to where the headstones sits, and will assist in the labor needed to dig a hole and place the bones, and bury them.

If there are any Knights or Squires of the Watch or Dispatch in the party:

***"I must now ask that those not of our order give us some time together."***

***To the Knights and Squires he says, "Come let us meet where Trilesimain was taken by the fiends, a small portion of that pain I believe you may have experienced recently."***

***The Great Beast walks to the black pyramid and speaks when all come within ten feet of the pyramid.***

Anyone outside of the 15 foot radius of the stone cannot hear or read lips on anything within that area. Non-knights/squires must make a DC 30 Will save to enter the area or be repulsed. Those that make the save know they will be Cursed if they enter, and if they do so they are rendered unconscious (no save) and receive a Curse of Heironeous.

***Prophecies and the interpretation of them are a tricky art. A previous Grandiose Imperial Wyvern once prophecized of this search, that "One Wyvern will rise as another does fall." This has concerned us greatly regarding our search because those present at the death of our Wyvern were not candidates. It later became clear that Norris Jabbar, were he a***



*vigil, was a Wyvern candidate. And in being possessed by that evil, he fell as a candidate. "One Wyvern rise as another Wyvern falls." This should bring us hope in that the troubles ahead will mean another Wyvern will be selected and the continuation of our Order. It should also breed vigilance as Trilesimain has already indicated where we must go next, so at that time there will be little luxury of time.*

*This may be the time prophecized, but only the Grandiose Imperial Wyvern knows the answers. So when the Wyvern is reborn we will know of it. Still, there is a time of great tribulation ahead. The old limits in our Order have been rescinded.*

To any Squire of the Watch or Dispatch he says:

*You have done well. When you are done here, go to the Knights Castle in Hookhill. There you will complete the ritual that will make you Vigil.*

To Knights of the Watch or Dispatch he says:

*You have done well indeed. The Great Beasts will look well upon your promotion. The old limits of numbers of Beasts and Monsters of the Earth and Air are waived for you. When you earn a promotion to the next rank, a space will be added for you among their number. This honor is related to that wound you received upon this ground.*

### **CONCLUSION B: DHIBALLUSH STOPPED, THEY HAVE THE BONES AND WEAPON, TRILESIMAIN'S REST WAS DESECRATED.**

This is a partial success.

*"Thank you," the Great Beast begins. "Your defeat and recapture of this menace is a great accomplishment. If only he had been stopped before his desecrations.*

*Nevertheless, this deed has aided the Sheldomar Valley greatly. A storm is coming, a storm that threatens to sweep the people of the Sheldomar Valley into death, destruction, and loss of freedom. The Knights of the Watch and Dispatch are now fully ready to meet this challenge, and no doubt as heroes you will stand for the Valley as well.*

*You have stopped Dhabhilluah Shah, who as you may know, is a powerful ghost warrior.*

*With the bones once more in consecrated ground he will remain asleep, and until another complex to protect the remains can be constructed, we will guard this place from those who seek it.*

If any have the Emnity or a Disfavor of the Knights of the Watch, read this section before continuing:

*"Those of you who have been in our disfavor in the past, are no longer. Your slate is wiped clean of its stains. Only your future actions guide our relations, and you start out well indeed in our estimations."*

If the bones and sword have not been buried in concecrated ground:

*"Come, let us bury the bones in consecrated ground so that this menace does not return."*

The Great Beast walks to where the headstones sits, and will assist in the labor needed to dig a hole and place the bones, and bury them.

*I have a task for you to do, if you are willing. Assist me in cleaning the stains of the desecration from Rest.*

If there are any Knights or Squires of the Watch or Dispatch in the party:

*"I must now ask that those not of our order give us some time together."*

*To the Knights and Squires he says, "Come, let us meet where Trilesimain was taken by the fiends, a small portion of that pain I believe you may have experienced recently."*

*The Great Beast walks to the black pyramid and speaks when all come within ten feet of the pyramid.*

Anyone outside of the 15 foot radius of the stone cannot hear or read lips on anything within that area. Non-knights/squires must make a DC 30 Will save to enter the area or be repulsed. Those that make the save know they will be Cursed if they enter, and if they do so they are rendered unconscious (no save) and receive a Curse of Heironeous.

*This may be the time prophecized but only the Grandiose Imperial Wyvern knows the answers. So when the Wyvern is reborn, we will know of it. Still, there is a time of great tribulation ahead.*

To Squires and Knights of the Watch or Dispatch he says:

***You have done well indeed. The Great Beasts will look well upon your promotion. The old limits of numbers of Vigils, Beasts and Mons ters of the Earth and Air are waived for you When you earn a promotion to the next rank, a space will be added for you among their numberThis honor is related to that wound you received upon this ground.***

### **CONCLUSION C: DHIBALLUSH STOPPED, BUT BONES LOST**

This is a failure.

***“Thank you for trying to defeat this menace. Dispatching his form is not enough. Without the bones in concecreted ground he will return as a ghost once more seeking to cause harm to the people of the Sheldomar Valley.***

The following sections only apply if the Rest was not desecrated. If the Rest was desecrated with the blood and the player characters lost the weapon and bones, skip this part.

If any PC has the Emnity or Disfavor of the Knights of the Watch:

***“Those of you who have been in our disfavor in the past, are no longer. Your slate is wiped clean of its stains. Only your future actions guide our relations.***

If there are any Knights or Squires of the Watch or Dispatch in the party:

***“I must now ask that those not of our order give us some time together.”***

***To the Knights and Squires he says, “Come let us meet where Trilesimain was taken by the fiends, a small portion of that pain I believe you may have experienced recently.”***

***The Great Beast walks to the black pyramid and speaks when all come within ten feet of the pyramid.***

Anyone outside of the 15 foot radius of the stone cannot hear or read lips on anything within that area. Non-knights/squires must make a DC 30 Will save to enter the area or be repulsed. Those that make the save know they will be Cursed if they enter, and if they do so they are rendered unconscious (no save) and receive a Curse of Heironeous.

***It is unfortunate that you were unable to prevent this menace from returning. Still, you prevented the desecration of the Rest just when the first of many important ceremonies was to begin. Strive to do better***

***Dhabhilluah Shah is a powerful ghost warrior. In his time he led the Baklunish forces deep into the frontiers of the Keoish Empire. His people revered him, and he seemed to come back from death many times. Indeed, when he was finally brought down by knights, great steps were taken so that his ghost could not wander, nor his bones be found by the order dedicated to doing just that. That the Order may have his bones and sword is not a good thing. Can I have your word that when we discover the location of both items that you will undertake the mission to retrieve them once and for all?***

### **CONCLUSION D: DHIBALLUSH NOT STOPPED**

This is a total failure.

***You tried, and failed. A great menance is loose upon the land, and a new threat to the Sheldomar Valley must be contended with. Can I have your word that when we discover the location of both items that you will undertake the mission to retrieve them?***

### **TREASURE**

The Prelate will learn the fate of his people and send each character their 300 gp.

ALL APLS: L: 0 gp C: 300 gp M: 0 gp

### **SPECIALS ON THE ADVENTURE RECORD**

Alll Knights and Squires of the Watch and Dispatch that received The Wound. Get the **Line of Trilesimain**: Item.

If the characters killed Dhabihullah and buried his bones in consecrated ground, they get the **Favor of the Knights of the Watch and Dispatch**.

If Norris Jabbar survived and is not possessed of Dhabihullah, then the characters get **Favor of Knight Colonel Jabbar**.

All squires of the Watch and Dispatch get **Knighthood** if the team got a complete success.

All knights and squires of the Watch get **The Way is Open for You** if the team got a complete or partial success.

All non-knights/squires get **Blessing of the Knight** if the team got a complete or partial success.

For those with Enmity or Disfavor of the Knights of the Watch, anything but a total failure gets **Enmity/Disfavor Removal**.

**The Special Favor of the Knights of the Watch** is available one of three ways. All three ways require a complete or partial victory:

The PCs convinced the villagers in Encounter 3 that the bad knight was not a knight or was a person possessed.

The PCs buried Adiago (Dhibihullah Shah's weapon) with the bones in consecrated ground (the +1 ghost touch scimitar would be crossed off the AR).

The PCs helped clean the desecration from Trilesimain's Rest (in the event it was desecrated).

If the characters convinced the villagers about the fact that Norris Jabbar was not a knight and not of his own will, and did not take Norris Jabbar's equipment as loot, and the characters got a **failure**, then they get the **Favor of the Knights of the Watch and Dispatch** instead.

If the players had their characters accept any of the loot value from the Chapel/Guest House of Heironeous, or Margon, the character gets the **Curse of Heironeous**. Note that this must be asked of each character individually, and thus some characters could have more gold over cap than others by turning down value from this loot. Any AR for people who did this should have it noted that they committed a chaotic act. Persons who must be lawful will need an *atonement* to keep their powers

If the plays had their characters accept any of the loot value from the burial mound, the character gets the **Burial Curse**. Note that this must be asked of each character individually, and thus some characters could have more gold over cap than others by turning down value from this loot. Any AR for people who did this should have it noted that they committed a chaotic act. Persons who must be lawful will need an *atonement* to keep their powers.

## 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 2

Eliminating Guardians.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

### Encounter 4

Defeating Order of Dhabihullah Members.

APL 8: 240 xp.

APL 10: 300 xp.

APL 12: 360 xp.

APL 14: 420 xp.

APL 16: 480 xp.

### Encounter 5

Defeating Dhabihullah and Uffa.

APL 8: 330 xp.

APL 10: 390 xp.

APL 12: 450 xp.

APL 14: 510 xp.

APL 16: 570 xp.

### Story Award

Dhabihullah's Bones Buried in Concecrated Ground..

APL 8: 30 xp.

APL 10: 45 xp.

APL 12: 60 xp.

APL 14: 75 xp.

APL 16: 90 xp.

Norris Jabbar Survived.

APL 8: 30 xp.

APL 10: 60 xp.

APL 12: 90 xp.

APL 14: 120 xp.

APL 16: 150 xp.

Trilesimain's Rest was not desecrated by Dhabihullah.

APL 8: 30 xp.

APL 10: 45 xp.

APL 12: 60 xp.

APL 14: 75 xp.

APL 16: 90 xp

### Discretionary Roleplaying Award

APL 8: 135 xp.

APL 10: 120 xp.

APL 12: 105 xp.

APL 14: 90 xp.

APL 16: 75 xp.

### Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 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.

## INTRODUCTION

ALL APLS: L: 0 gp C: 50 gp M: 0 gp

### ENCOUNTER ONE:

ALL APLS: L: 0 gp C: 50 gp M: 0 gp

### ENCOUNTER TWO:

APL 8: L: 1250 gp, C: 0 gp, M: 0 gp

APL 10: L: 1250 gp, C: 0 gp, M: 0 gp.

APL 12: L: 1250 gp, C: 0 gp, M: *dusty rose prism ioun stone* (417 gp).

APL 14: L: 650 gp, C: 0 gp, M: *dusty rose prism ioun stone* (417 gp), *blue sphere ioun stone* (667 gp).

APL 16: L: 650 gp, C: 0 gp, M: two *blue sphere ioun stone* (1333 gp), two *red sphere ioun stone* (1333 gp).

## **ENCOUNTER FOUR**

APL 8: L: 369 gp, C: 0 gp, M: two *hats of disguise* (333 gp), three *potions of remove blindness/deafness* (225 gp), two *potions of lesser vigor* (8 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (acid)* (25 gp), three *scrolls: entangle* (6 gp)

APL 10: L: 440 gp, C: 0 gp, M: two *hats of disguise* (333 gp), four *potions of remove blindness/deafness* (250 gp), two *potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), two *rings of protection +1* (333 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), three *scrolls: entangle* (6 gp), *potion of cure serious wounds* (63 gp), +1 *truncheon* (192 gp)

APL 12: L: 365 gp, C: 0 gp, M: two *hats of disguise* (333 gp), four *potions of remove blindness/deafness* (250 gp), two *potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), two *rings of protection +1* (333 gp), two *rings of communication* (333 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +1* (83 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), three *scrolls: entangle* (6 gp), *potion of cure serious wounds* (63 gp), +1 *truncheon* (192 gp), +1 *magebane composite longbow* (Str +2) (717gp), +1 *merciful darkwood lance* (703 gp).

APL 14: L: 365 gp, C: 0 gp, M: two *hats of disguise* (333 gp), four *potions of remove blindness/deafness* (250 gp), two *potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *ring of protection +1* (167 gp), *ring of protection +2* (667 pg), two *rings of communication* (333 gp), *wand of spike growth* (5 charges) (38 gp), *cloak of resistance +2* (333 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), three *scrolls: entangle* (6 gp), *potion of cure serious wounds*

(63 gp), +1 *truncheon* (192 gp), +1 *magebane composite longbow* (Str +2) (717gp), +1 *merciful darkwood lance* (703 gp), two *dusty rose ious stone* (834 gp), *boots of stiding and springing* (450 gp), two *anklets of translocation* (250 gp).

APL 16: L: 365 gp, C: 0 gp, M: two *hats of disguise* (333 gp), four *potions of remove blindness/deafness* (250 gp), two *potions of lesser vigor* (8 gp), *wand of lesser vigor* (10 charges) (13 gp), *ring of protection +1* (167 gp), *ring of protection +2* (667 pg), two *rings of communication* (333 gp), *wand of spike growth* (10 charges) (76 gp), *cloak of resistance +2* (333 gp), *potion of cat's grace* 25 gp), *potion of bull's strength* (25 gp), *potion of resist energy (electricity)* (25 gp), three *scrolls: entangle* (6 gp), *potion of cure serious wounds* (63 gp), +1 *truncheon* (192 gp), +1 *magebane merciful composite longbow* (Str +2) (1550 gp), +1 *merciful darkwood lance* (703 gp), two *dusty rose ious stone* (834 gp), *boots of stiding and springing* (450 gp), two *anklet of translocation* (250 gp), *dragonhide mask* (417 gp), *bronze griffon* (833 gp), *cloak of resistance +3* (750 gp).

## **ENCOUNTER FIVE**

ALL APLS: L: 0 gp C: 000 gp M: +1 *ghost touch scimitar* (695 gp).

### **Looting Margon or the Chapel/Guest House**

ALL APLS: L: 500 gp C: 200 gp M: +1 *light repeating crossbow*, *merciful, bane (humans)* (1550 gp), *periapt of wisdom +2* (333 gp), *monk's belt* (1083 gp), *Owl Pin* (333 gp)

### **Looting Norris Jabbar**

ALL APLS: L: 71 gp C: 20 gp M: +1 *full plate* (221 gp), +1 *battle axe* (192 gp), *Heward's handy haversack* (167 gp), *potion of cure moderate wounds* (13 gp), *potion of cure serious wounds* (63 gp).

## **CONCLUSION**

ALL APLS: L: 0 gp C: 300 gp M: 0 gp.

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

APL 8: L: 1619 gp, C: 400 gp, M: 1425 gp –  
Total: 3,440 gp (1,300 gp).

APL 10: L: 1690 gp, C: 400 gp, M: 2089 gp –  
Total: 4179 gp (2,300 gp).

APL 12: L: 1615 gp, C: 400 gp, M: 4261 gp – Total: 6274 gp (3,300 gp).

APL 14: L: 1015 gp, C: 400 gp, M: 7211 gp – Total: 8,626 gp (6,600 gp).

APL 16: L: 1015 gp, C: 400 gp, M: 11664 gp – Total: 13,079 gp (9,900 gp).

### **Additional Cursed/Disfavor Treasure (Maximum Reward Allowed)**

ALL APLS: : L: 2371 gp, C: 220 gp, M: 3995 gp – Total: 6,586 gp (all over maximum treasure at all APLs).

## **ITEMS FOR THE ADVENTURE RECORD**

### **Special**

**Line of Trilesimain:** The vision has left a 5-inch scar on your chest. You have been marked as being part of the Line of Trilesimain, either direct descendant or of one of his blood brothers or adopted children. Once per adventure, if you should take enough damage to go beyond -9 hit points, you receive a 9-point *close wounds* spell. Once per day, if you go to -1 to -9 hit points, you automatically stabilize. Having this AR item grants you 10 promotion points in the Knights of the Watch or Dispatch, and Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing will recommend you for promotion.

**Enmity/DisFavor Removal:** If you have the Enmity or Disfavor of the Knights, it is eliminated, and you get the Favor(s) of the Knights as well if you earn them.

**Special Favor of the Knights of the Watch and Dispatch:** May circle two things on Item Access list and those become metaregional access, not adventure, or you get another enhancement to circle on the Favor of the Knights below (circle your choice).

**Favor of the Knight of the Watch and Dispatch:** The Knights give you metaregional access to two of the following enhancements or spells (circle the two desired; none are for CMI): Armor: Twilight (MIC) Improved Slick, Healing (MIC), Blueshine (MIC), Command (MIC) Weapon: Shocking, Shocking Burst, Bane (Constructs), Distance, Bane (Giants); Spells: *close wounds* (SpC),

*panacea* (SpC), *g'elsewhere chant* (SpC), *crabwalk* (SpC).

**Favor of Knight Colonel Jabbar:** Knight Colonel Jabbar uses his contacts with the Knights to give you access to one additional item on the Favor of the Knights above. Additional favors of Knight Colonel Jabbar gained prior to this AR can be used in the same way.

**Kighthood:** You have been promoted from Squire to Vigil. Contact your regional POC to get documents related to this promotion.

**The Way is Open to You:** The normal limits to the number of each rank in the Order do not apply to you. The Order will allow you to advance as far as your promotion points allow (but no higher than Monster of the Air; and no more than one promotion per real month). Contact your regional POC to get document related to each rank as you advance. Squires are promoted to Vigil one calendar month after the date of this AR, if they are not promoted sooner.

**Blessing of the Knight:** Once per adventure, you may ask a question to the air in a normal speaking voice and the knight will answer in your mind. For this question, you are treated as if you have 10 ranks in any one Knowledge skill.

**Curse of Heironeous:** When receiving conjuration (healing) spells or temporary hit points from worshipers of Heironeous, all dice automatically roll 1s.

**Burial Curse:** You are affected by positive energy spells as if you were undead.

### **Item Access**

APL 8 & 10:

- *adamantine rapier* (Adventure, MIC)
- *+1 ghost touch scimitar* (Adventure, DMG)
- *+1 repeating light crossbow, merciful, bane (humans)\** (Adventure, DMG):
- *adamantine arrow* (Adventure, DMG):
- *hat of disguise* (Adventure, DMG):

APL 12

- *dusky rose prism ioun stone (Adventure, DMG):*
- *ring of communication [Limit 1] (Adventure, MIC)*
- *+1 merciful dark wood lance*

APL 14 & 16

- *blue sphere ioun stone:(Adventure, DMG)*
- *red sphere ioun stone (Adventure, DMG)*
- *dragon mask [Limit 1] (Adventure, MIC)*

## APPENDIX 1 – APL 8

### ENCOUNTER 2

#### GRAVE DIRT GOLEM

CR 9

N Large Construct

**Init** -1; **Senses** Listen +0, Spot +0

**AC** 20, touch 8, flat-footed 20  
(-1 size, -1 Dex, +12 natural)

**hp** 105 (11 HD); DR 5/Adamantine and Bludgeoning

**Immune** magic

**Fort** +3 **Ref** +2, **Will** +3

**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run;

**Melee** Slam +13 (2d6+6 plus soiled wound) or 2 Slams +13 (2d6+6 plus soiled wound)

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

**Base Atk** +8; **Grp** +19

**Atk Options** Berserk, soiled wound

**Abilities** Str 23, Dex 9, Con –, Int –, Wis 11, Cha 1

**SQ** Darkvision 60 ft, Low Light Vision

**Berserk (Ex):** When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

**Soiled Wound (Ex):** The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound does an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

**Construct Traits:** A grave dirt golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Immunity to Magic (Ex):** A grave dirt golem is immune to spells, spell-like abilities and supernatural effects, just as if the attack had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 damage. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 damage. The golem receives no saving throw against any of these effects. Any magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives

no saving throw against magical attacks that deal electricity damage.

**Source:** *Libris Mortis*

#### HUGE AIR ELEMENTAL SORC4

CR 9

N Huge Elemental (Air; Extraplanar)

**Init** +13; **Senses** Listen +24, Spot +21

**Languages** Auran

**AC** 20, touch 17, flat-footed 12  
(-2 size, +9 Dex, +4 natural)

**hp** 168 (20 HD); DR 5/-

**Fort** +12, **Ref** +22, **Will** +13

**Speed** 100 ft. flight, perfect (20 squares),;

**Melee** 2 slams +21 (2d8+3) or/and

**Ranged** ranged touch attack +21 (1d6+2 Str from *Ray of Enfeeblement*)

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

**Base Atk** +12; **Grp** +25

**Atk Options** Slam

**Special Actions** Whirlwind

**Class Spells Known** (CL 4th); Save 13+sp lvl:

2nd (4/day)— See Invisibility

1st (7/day)— *Ray of Enfeeblement*, *Grease*, *Shield*

0 (6/day)— *Acid Splash*, *Touch of Fatigue*, *Disrupt Undead*, *Detect Magic*, *Flare*, *Message*

‡ Already cast

**Abilities** Str 16, Dex 28, Con 19, Int 10, Wis 14, Cha 16

**SQ** Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits, Metamagic Specialist (4 times)

**Feats** Dodge, Combat Reflexes, Flyby Attack, Improved Initiative, Mobility, Springing Attack, Weapon Finesse, Enlarge Spell, Eshew Materials

**Skills** Listen +21, Spot +18, Spellcraft +8, Concentration +11,

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds.. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 36 feet wide at the top, and up to 50 feet tall The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take



the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (DC 21). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

**Elemental Traits:** Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking. Elementals do not eat, sleep, or breathe.

**Metamagic Specialist:** (see New Rules): Three times a day may apply metamagic feats to spells WITHOUT increasing casting time.

## ENCOUNTER 4

### KYRA HORN

CR 7

Female Human Ranger6

[CR +1 for equipment/spells/abilities]

NG Medium Human (Baklunish)

**Init** +9; **Senses** Listen +11, Spot +11

**Aura:** Good

**Languages** Common, Baklunish

**AC** 20, touch 14, flat-footed 16 (with taking cover behind horse (DC 15 ride check) this becomes AC 24, touch 18)

(+0 size, +4 Dex, +0 class, +6 armor, +0 deflection, +0 insight, +0 natural)

**hp** 57 (6 HD) + 12 temporary hit points (12 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (potion)

**Fort** +10, **Ref** +11; **Will** +6

**Speed** 30 ft. in *chain shirt* (6 squares), base movement 30 ft, light war horse 60 ft.

**Melee** masterwork truncheon in 2-handed +10/+5 non-lethal (1d8+3/x3)

Or masterwork composite longbow (Str +2) +15/+15/+10 (1d8+4/x3)

Or other weapon +9/+4 Or Manyshot masterwork composite longbow +11 (2d8+8/x3) standard action.

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

**Base Atk** +6; **Grp** +8

**Atk Options** Non-lethal with truncheon, blunt arrows/regular arrows with bow, non-lethal/lethal with other weapons; favored enemy attacks, many shot, horse can move and she take full attack action with bow from middle of horse movement (penalties for more than single move)

**Combat Gear** masterwork composite longbow (Str +2) (with *greater magic weapon* CL 8), masterwork chain shirt (with *magic vestment* CL 8), *hat of disguise*, 80 cold iron blunt arrows, 40 regular arrows, 2 adamantine arrows, left silver spiked gauntlet, masterwork truncheon, three *scrolls of entangle* (CL 1), *potion of lesser vigor*, *potions of remove blindness/deafness*, longsword, sap, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of owl's wisdom*~~, ~~*potion of bear's endurance*~~, *potion of cat's grace*, *potion of resist energy (acid)*, *cloak of resistance* +1

**Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level

1st— *Entangle*

**Abilities** Str 14, Dex 16 (20), Con 14 (18), Int 10, Wis 11 (14), Cha 10

**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot

**Skills** Speak +1 language Ride +14, Handle Animal +9, Spot +11, Listen +11, Knowledge (Arcana) +4, Balance +5, Concentration +13, Spellcraft +3, *Under the effect of a: Freedom of Movement* CL 8 (5 minutes left), *Healthful Rest* CL 8, long composite bow is under a CL 8 *Greater Magic Weapon* (+2; 1 hours left); *Hero's Feast* CL 11; 5 hours left); *chain shirt* has *magic vestment* CL 8 (1 hour left)

**Possessions** light war horse, military saddle, holy symbol of Ehlonna

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +2 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Description:** The hat of disguise shows a tall blonde Flan woman in adamantine breastplate, gold holy symbol of Ehlonna, a composite longbow, 2 quivers of arrows, a truncheon, and two morning stars.

**Sources** *Healthful Rest*, *Lesser Vigor* (Spell Compendium), *Improved Rapid Shot* (Complete Warrior), *Truncheon* (Book of Exalted Deeds).

INDIGO KARR

CR 7

[CR +1 for equipment/spells/abilities]

Male Human Knight 4 / Fighter 2

NG Medium Human (Baklunish)

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

**Aura** Good

**Languages** Common, Baklunish

**AC** 24, touch 14, flat-footed 21 (AC 28, Touch 18 when using horse for cover (DC 15 ride))

(+0 size, +1 Dex, +0 class, +10 armor, +3 shield, +0 deflection, +0 insight, +0 natural)

**hp** 72 (6 HD) + 12 temporary hit points (12 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire 10 (potion)*

**Fort** +8, **Ref** +3; **Will** +4

**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.; Heavy War Horse 50 ft

**Melee** lance +14/+9 (1d8+7/x3) (+16, 3d8+21 on spirited charge)

Or truncheon +11 (1d8+5/x3) (+13, 2d8+10 on spirited charge)

Or scimitar +11 (1d6+5/18-20) (+13, 2d6+10 on spirited charge)

Or spiked gauntlet +11 (1d4+5/18-20) (+13, 2d4+10 on spirited charge)

Non-lethal is -4 to hit for all except the truncheon

Or composite longbow (Str +2) +9/+4 (1d8+2/x3)

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

**Base Atk** +6; **Grp** +11

**Atk Options** Ride-by Attack, Spirited Charge, Non-lethal damage or lethal in rare circumstances, regular attack, Test of Mettle

**Combat Gear** masterwork spiked full plate (with *magic vestment* CL 8), masterwork heavy steel shield, masterwork lance (with *greater magic weapon* CL 8), masterwork lance, *hat of disguise*, truncheon, scimitar, spiked gauntlet, masterwork composite longbow (Str +2), 40 blunt arrows, *potion of lesser vigor*, two *potions of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of eagle's splendor*~~, ~~*potion of bear's endurance*~~, ~~*potion of bull's strength*~~.

**Abilities** Str 16 (20), Dex 10 (14), Con 14 (18), Int 10, Wis 10, Cha 15 (19)

**SQ** Knight's Challenge (Ex), Shield Block (Ex), Bulwark of Defense (Ex)

**Feats** Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride-by Attack Shield Specialization, Spirited Charge, Shield Ward

**Skills** Ride +11, Handle Animal +12, Balance +0, Speak +1 Language

Under the effect of a: Freedom of Movement CL 8 (5 minutes left), Healthful Rest CL 8, lance is under a CL 8 Greater Magic Weapon (+2; 1 hours left); Hero's Feast CL 11; 5 hours left); plate has magic vestment CL 8 (1 hour left)

**Possessions** holy symbol of Al'Akbar (Exalted Faith), two alchemy fire, two tanglefoot bags

**Knight's Code:** He forgoes his +2 bonus gained when he is flanking opponents, he will not strike flat-footed opponent, and never deals lethal damage to a helpless foe.

**Knight's Challenge:** He may use this 4 (6 with eagle's splendor) per day by shouting a challenge. Even if they share no language in common he can make himself known. It only works with creatures of intelligence of 5 or higher (excluding most animal companions, and including familiars)

**Fighter's Challenge (Ex):** As a swift action the knight can challenge a single opponent, if they have int 5+ and a CR 5+ (PC level 5+) the knight gets +1 morale bonus on Will saves, plus +1 hit and damage morale bonus vs the target of challenge. This lasts 9 rounds. If opponent drops the knight to 0 or fewer hit points he loses two knight's challenges for the day. It can only be used on a new opponent in an encounter when the first is defeated or flees.

**Test of Mettle (Ex):** As a swift action the knight can challenge everyone in an area. All creatures of Int 5+ with line of sight and line of effect to the knight within 100 feet of CR 4 or higher must make a Will save of 16. All creatures that fail the save must attack the knight with melee or ranged attacks over available other targets. A spellcaster who fails the saving throw may use spells against the knight directly or by including him in the area of effect. If the knight is reduced to 0 or fewer hit points he gets an additional knight's challenge for the day. The effect lasts for 9 rounds, but any target that is attacked by someone other than the knight has the test of mettle effect turned off. People who would incur attacks of opportunity to attack the knight can choose to use ranged attack, or attack people they threaten for that round instead.

**Bulwark of Defense (Ex):** An opponent that starts in his threaten area treats all squares he threatens as difficult terrain

**Shield Block (Ex):** He may designate a single target to which his shield provides +1 AC (with shield ward this also applies to touch attacks, trips, grapples, etc).

**Description:** The hat of disguise shows a tall Flan man with mithril chain shirt with an adamantine dire flail dripping acid on one end and composite long bow with 120 arrows. He appears to be wearing a gold holy symbol of Ehlonna.

**Sources),** Healthful Rest, Lesser Vigor (Spell Compendium), Knight, Shield Specialization, Shield Ward (Player Handbook II)

## ENCOUNTER 5

**DHABIHULLAH SHAH**

**CR 10**

Male Ghost (Human-Baklinish) Duskblade 7 Pious Templar1 (Kelenan)

CN Medium Ghost/Undead/Incorporeal

**Init** +3; **Senses** Listen +10, Spot +10

**Languages** Common, Baklunish

**AC** 24, touch 15, flat-footed 21

(+0 size, +3 Dex, +0 class, +5 armor, +4 shield, +2 deflection, +0 insight, +0 natural)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as **16 HD** creature

**hp** 72 (8D12);

**Fort** +7, **Ref** +5 **Will** +9

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**Speed** flight 30 ft. (perfect)

**Melee** ghost touch scimitar +13/+8 (1d6+5/18-20);

or corrupting touch +11/+6 (1d6);

or draining touch +11(1d4 ability drain – see enc text);

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

**Base Atk** +8; **Grp** +8 (+10 vs. ethereal)

**Atk Options** ghost touch falchion, corrupting touch, draining touch, malevolence

**Gear that appears on his ghostly body:** “ anklet of translocation, breastplate, +1 heavy wood shield, gloves of dexterity +2, +1 ghost touch scimitar “Adagio”

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

0th (6/day) – ray of frost, prestidigitation

1st (7/day)— greater mage hand, ray of enfeeblement, kelgore’s fire bolt, hold portal, protection from law

2nd (5/day) – mirror image, see invisibility, false life

**Divine Class Spells Prepared** (CL 1<sup>st</sup>) Save = 12 + spell level

1<sup>st</sup> -- corrupt weapon (pg 182 DMG)

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**Abilities** Str --/16, Dex 16, Con --, Int 12, Wis 14, Cha 14

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: scimitar , , Combat Casting, True Believer, Improved Turn Resistance,

**Skills** Concentration +6 [+10 casting on defensive or in grapple], Knowledge (Religion) +3, Listen +10, Spellcraft +5, Sense Motive +7, Spot +10, , Hide +16 , Search +7, Always moves silently **Mettle (Su):**. If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target’s space; moving into the target’s space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 19). A creature that successfully saves is immune to that same ghost’s

malevolence for 24 hours, and the ghost cannot enter the target’s space. If the save fails, the ghost vanishes into the target’s body.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost’s incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost’s touch spells don’t work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The “destroyed” spirit will restore itself in 2 days unless it is bones and sword are buried together in holy consecrated ground within four hours of its “death.” Even in this case, it only stops the rejuvenation; if the bones or sword are removed from consecrated ground the ghost could return. Ultimately the Knights of the Watch has to be gone from Bissel for him to rest.

**Arcane Attunement (Sp):** He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex):** he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su):** Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved. This is the ONLY way he can deliver touch spells to non-ethereal creatures.

**Quick Cast:** He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex):** If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter.

**Description** A five foot, five inch tall human with golden skin and jet black hair. He has a translucent bladed scimitar, chain mail armor, and dark wood wooden shield.

**Sources** Duskblade (*Player Handbook II*), Improved turn Resistance (*Libris Mortis*), Pious Templar, True Believer (*Complete Divine*).

## UFFA

## CR 6

Male Ghost (Magic Beasts – Augmented Animal (Awakened Leopard)) Expert4

N Medium Ghost/Undead/Incorporeal

**Init** +5; **Senses** Listen +14, Spot +18

**Languages** Common

**Non-Ethereal creatures** AC 21, touch 15, flat-footed 17 (+0 size, +4 Dex, +0 class, +6 armor, +1 deflection, +0 insight, +0 natural)

**Ethereal creatures AC:** 20, touch 14, flat-footed 17 (+0 size, +4 Dex, +0 class, +6 armor, +1 natural)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as 15 HD creature

**hp** 63 (7 HD);

**Fort** +4, **Ref** +9, **Will** +6

**Speed** flight 30 ft. (perfect)

**Melee** bite/corrupting touch +10 (1d6)

or bite/corrupting touch +10 (1d6) and 2 claws/corrupting touch +5 +1d6. Pounce also adds two rakes at +7 doing 1d6)

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

**Base Atk** +5; **Grp** +5 (+8 vs. ethereal)

**Atk Options** pounce with a charge, full attack, or non-charge move and attack

**Gear that appears on his ghostly body:** +2 chain shirt barding

**Abilities** Str --/16, Dex 20, Con --, Int 14, Wis 12, Cha 13

**Feats** Alertness, Weapon Finesse, Improved Turn Resistance,

**Skills**, Tumble +11, Listen +14, Spellcraft +9, Spot +18, Escape Artist +11, Hide +19, Search +18, Sense Motive +7 Always moves silently

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength\* modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. (\*this creature has weapon finesse and uses dexterity to attack)

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's

space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (**DC 16**). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 12<sup>th</sup>; save DC 18 where applicable). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 4 days unless Dhabihullah Shah is permanently destroyed, which cannot happen in the duration of the campaign.

**Description** a leopard in light chain barding

**Sources** Improved Turn Resistance (*Libris Mortis*)

## APPENDIX 2 – APL 10

### ENCOUNTER 2

#### GRAVE DIRT GOLEM

CR 9

N Large Construct

**Init** -1; **Senses** Listen +0, Spot +0**AC** 20, touch 8, flat-footed 20

(-1 size, -1 Dex, +12 natural)

**hp** 105 (11 HD); DR 5/Adamantine and Bludgeoning**Immune** Construct traits, immunity to magic**Fort** +3 **Ref** +2, **Will** +3**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run.;**Melee** Slam +13 (2d6+6 plus soiled wound) or 2 Slams +13 (2d6+6 plus soiled wound)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +19**Atk Options** Berserk, soiled wound**Abilities** Str 23, Dex 9, Con --, Int --, Wis 11, Cha 1**SQ** Darkvision 60 ft, Low Light Vision

**Berserk (Ex):** When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

**Soiled Wound (Ex):** The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound does an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

**Construct Traits:** A grave dirt golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Immunity to Magic (Ex):** A grave dirt golem is immune to spells, spell-like abilities and supernatural effects, just as if the attack had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 damage. A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 damage. The golem receives no saving throw against any of these effects. Any magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives

no saving throw against magical attacks that deal electricity damage.

Source: *Libris Mortis*

#### GREATER AIR ELEMENTAL SORC4

CR 11

N Huge Elemental (Air; Extraplanar)

**Init** +14; **Senses** Listen +24, Spot +21**Languages** Auran**AC** 26, touch 18, flat-footed 16

(-2 size, +10 Dex, +8 natural)

**hp** 213 (25 HD); DR 10/-**Fort** +12, **Ref** +23, **Will** +15**Speed** 100 ft. flight, perfect (20 squares),;**Melee** 2 slams +23 (2d8+3) or/and**Ranged** ranged touch attack +25 (1d6+2 Str from *ray of enfeeblement*)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +17; **Grp** +28**Atk Options** Slam**Special Actions** Whirlwind**Class Spells Known** (CL 4th); Save 13+sp lvl:2nd (4/day)— See *Invisibility*\*1st (7/day)— *Ray of Enfeeblement*, *Grease*, *Shield*0 (6/day)— *Acid Splash*, *Touch of Fatigue*, *Disrupt Undead*, *Detect Magic*, *Flare*, *Message*

\*Already cast

**Abilities** Str 17, Dex 30, Con 19, Int 13, Wis 14, Cha 16**SQ** Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits, Metamagic Specialist (4 times)**Feats** Dodge, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Springing Attack, Weapon Finesse, Enlarge Spell, Eshew Materials**Skills** Listen +24, Spot +21, Spellcraft +8, Concentration +11,**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds.. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 36 feet wide at the top, and up to 60 feet tall The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An

affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (DC 22). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

**Elemental Traits:** Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking. Elementals do not eat, sleep, or breathe.

**Metamagic Specialist:** (see New Rules): Four times a day may apply metamagic feats to spells without increasing casting time.

## ENCOUNTER 4

### KYRA HORN

CR 9

Female Human Ranger6 Occult Slayer2

[CR +1 for equipment/spells/abilities]

NG Medium Human (Baklunish)

**Init** +9 ; **Senses** Listen +11, Spot +11

**Aura:** Good

**Languages** Common, Baklunish

**AC** 22, touch 16, flat-footed 17 (with taking cover behind horse (DC 15 ride check) this becomes AC 26, touch 20)

(+0 size, +5 Dex, +0 class, +6 armor, +1 deflection, +0 insight, +0 natural)

**hp** 76 (8 HD) + 12 temporary hit points (16 from bear's endurance)

**Immune** to Fear and Poison from *hero's feast*; *resist fire* 10 (*potion*)

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

**Speed** 30 ft. in *chain shirt* (6 squares), base movement 30 ft, light war horse 60 ft.

**Melee** masterwork truncheon in 2-handed +12/+7 non-lethal (1d8+3/x3)

Or long composite bow (Str +2) +17/+17/+12 (1d8+4/x3)

Or other weapon +11/+6 Or many shot long comp bow +13 (2d8+8) standard action.

**Space** 5 ft.; **Reach** 5 ft. (10ft if lance is used)

**Base Atk** +8; **Grp** +10

**Atk Options** Non-lethal with truncheon, blunt arrows/regular arrows with bow, non-lethal/lethal with other weapons; favored enemy attacks, many shot, horse can move and she take full attack action with bow from middle of horse movement (penalties for more than single move), +1d6 damage with weapon bond.

**Combat Gear** masterwork long composite bow (Str +2) (with *greater magic weapon* CL 10), *cloak of resistance* +1, *ring of protection* +1, *ring of communication*, mithril chain shirt (with *magic vestment* CL 10), *hat of disguise*, 80 cold iron blunt arrows, 40 regular arrows, 2 adamantite arrows, left spiked gauntlet, masterwork truncheon, *wand of spike growth* (5 charges), two *potions of cure serious wounds*, three *scrolls of entangle* (CL 1), *wand of lesser vigor* (10 charges), p, two *potions of remove blindness/deafness*, long sword, sap, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of owl's wisdom*~~, ~~*potion of bear's endurance*~~, *potion of cat's grace*, *potion of resist energy (electricity)* **Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level

1st— *Entangle*, *Arrowmind*

**Abilities** Str 14, Dex 16 (20), Con 14 (18), Int 10, Wis 12 (16), Cha 10

**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot

**Skills** Speak +1 languageRide +16, Handle Animal +9, Spot +11, , Listen +11, Knowledge (Arcana) +4 , Balance +7 [, Concentration +13 , Spellcraft +3, Under effects of: Freedom of Movement CL 7 (5 minutes left), Healthful Rest CL 10, long composite bow is under a CL 10 Greater Magic Weapon (+2; 1 hours left); Hero's Feast CL 17; 5 hours left); chain shirt has magic vestment CL 10 (1 hour left)

**Possessions** light war horse, holy symbol of Ehlonna

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level

**Weapon Bond (Su):** An occult Slayer must choose a particular weapon of at least masterwork quality as

the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic (Su):** An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action once per day. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5).

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Description:** The hat of disguise shows a tall blonde Flan woman, in adamantine breastplate, gold holy symbol of Ehlonna, a long composite bow, 2 quivers of arrows, a truncheon, and two morning stars.

**Sources** Healthful Rest, Lesser Vigor (Spell Compendium), Improved Rapid Shot, Occult Slayer (Complete Warrior),

#### INDIGO KARR

CR 9

[CR +1 for equipment/spells/abilities]

Male Human Knight 4 / Fighter 4

NG Medium Human (Baklunish)

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

**Aura** Good

**Languages** Common, Baklunish, Flan

**AC** 27, touch 17, flat-footed 25 (AC 31, Touch 21 when using horse for cover (DC 15 ride))

(+0 size, +1 Dex, +0 class, +10 armor, +5 shield, +1 deflection, +0 insight, +0 natural

**hp** 91 (8 HD) + 12 temporary hit points (16 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (*potion*)

**Fort** +10, **Ref** +5; **Will** +7

**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.; Heavy War Horse 50 ft

**Melee** lance +15/+11 (1d8+9/x3) (+17, 3d8+27 on spirited charge)

**Or** truncheon +14 (1d6+6/x3)(+16, 2d8+12 on spirited charge)

**Or** scimitar +13 (1d6+5/18-20x2)(+15, 2d6+10 on spirited charge)

**Or** spiked gauntlet +13 (1d4+5/18-20x2)(+15, 2d4+10 on spirited charge)

Non-lethal is -4 to hit for all except the truncheon

**Or** long composite bow (str +2) +9/+4 (1d8+2/x3)

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

**Base Atk** +8; **Grp** +13

**Atk Options** Ride by Attack, Spirited Charge, Non-lethal damage or lethal in rare circumstances, regular attack, Test of Mettle

**Combat Gear** masterwork spiked full plate (with *magic vestment* CL 10), masterwork heavy steel shield, masterwork lance (with *greater magic weapon* CL 10), masterwork lance, *hat of disguise*, *ring of communication*, *vest of resistance* +1, +1 *ring of protection*, +1 *truncheon*, scimitar, spiked gauntlet, masterwork long composite bow (Str +2), 40 blunt arrows, *potion of lesser vigor*, two *potions of cure serious wounds*, two *potions of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of eagle's splendor*~~, ~~*potion of bear's endurance*~~, *potion of bull's strength*

**Abilities** Str 16 (20), Dex 10 (14), Con 14 (18), Int 10, Wis 10, Cha 16 (20)

**SQ** Knight's Challenge (Ex), Shield Block (Ex), Bulwark of Defense (Ex)

**Feats** Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride by Attack, Shield Specialization, , Spirited Charge, Shield Ward, Weapon Specialization: Lance, **Skills** Ride +13, Handle Animal +12, Balance +1 [5 ranks in balance], Speak +2 Language

Under the effect of a: Freedom of Movement CL 8 (5 minutes left), Healthful Rest CL 10, lance is under a CL 10 Greater Magic Weapon (+2; 1 hours left); Extended Hero's Feast CL 13; 12 hours left); plate and shield has magic vestment CL 10 (1 hour left)

**Possessions** holy symbol of Al'Akbar (Exalted Faith), two alchemy fire, two tanglefoot bags

**Knight's Code:** He will forgo his +2 bonus gained when he is flanking opponents, he will not strike flat-footed opponent, and never deals lethal damage to a helpless foe.

**Knight's Challenge:** He may use this 4 (6 with eagle's splendor) per day by shouting a challenge. Even if they share no language in common he can make himself known. It only works with creatures of intelligence of 5 or higher (excluding most animal companions, and including familiars)

**Fighter's Challenge (Ex):** As a swift action the knight can challenge a single opponent, if they have int 5+ and a CR 7+ (PC level 7+) the knight gets +1 morale bonus on Will saves, plus +1 hit and damage morale bonus vs the target of challenge. This lasts 10 rounds. If opponent drops the knight to 0 or fewer hit points he loses two knight's challenges for the day. It can only be used on a new opponent in an encounter when the first is defeated or flees.

**Test of Mettle (Ex):** As a swift action the knight can challenge everyone in an area. All creatures of Int 5+ with line of sight and line of effect to the knight within 100 feet of CR 6 or higher must make a Will save of 17. All creatures that fail the save must attack the knight with melee or ranged attacks over available other targets. A spell caster who fails the saving throw may use spells against the knight directly or by including him in the area of effect. If the knight is reduced to 0 or fewer hit points he gets an additional knight's challenge

for the day. The effect lasts for 10 rounds, but any target that is attacked by someone other than the knight has the test of mettle effect turned off. People who would incur attacks of opportunity to attack the knight can choose to use ranged attack, or attack people they threaten for that round instead.

**Bulwark of Defense (Ex):** An opponent that starts in his threaten area treats all squares he threatens as difficult terrain

**Shield Block (Ex):** He may designate a single target to which his shield provides +1 AC (with shield ward this also applies to touch attacks, trips, grapples, etc).

**Description:** The hat of disguise shows a tall Flan man with mithril chain shirt with an adamantine dire flail dripping acid on one end and composite long bow with 120 arrows. He appears to be wearing a gold holy symbol of Ehlonna.

**Sources),** Healthful Rest, Lesser Vigor (*Spell Compendium*), Knight, Shield Specialization, Shield Ward (*Player Handbook II*)

## ENCOUNTER 5

**DHABIHULLAH SHAH**

**CR 12**

Male Ghost (Human-Baklinish) Duskblade 7 Pious Templar3 (Kelenan)

CN Medium Ghost/Undead/Incorporeal

**Init** +3; **Senses** Listen +10, Spot +12

**Languages** Common, Baklunish

**AC** 26, touch 20\*, flat-footed 23

(+0 size, +3 Dex, +0 class, +6 armor, +5 shield\*, +2 deflection, +0 insight, +0 natural)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as **18 HD** creature; DR 1/-

**hp** 90 (10 HD);

**Fort** +10, **Ref** +8 **Will** +11

**Speed** flight 30 ft. (perfect)

**Melee** ghost touch scimitar +15/+10 (1d6+6/18-20);

or corrupting touch +13/+8 (1D6);

or draining touch +13(1D4 ability drain – see enc text);

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

**Base Atk** +10; **Grp** +10 (+13 vs. ethereal)

**Atk Options** ghost touch falchion, corrupting touch, draining touch, malevolence, channeling spells through weapon, smite good 1/day

**Gear that appears on his ghostly body:** *anklet of translocation*, +1 *breastplate*, +2 *heavy wood shield*, *cloak of resistance* +2, *gloves of dexterity* +2, +1 *ghost touch scimitar* “Adagio”

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

*0th* (6/day) – *ray of frost*, *prestidigitation*

*1st* (7/day)— *greater mage hand*, *ray of enfeeblement*, *kelgore's fire bolt*, *hold portal*, *protection from law*

*2nd* (5/day) – *mirror image*, *see invisibility*, *false life*

**Divine Class Spells Prepared** (CL 3rd) Save = 12 + spell level

*1<sup>st</sup>* – *corrupt weapon*, *corrupt weapon* (pg 182 DMG)

*2<sup>nd</sup>*— *inflict moderate wounds*

**Abilities** Str --/16, Dex 16, Con --, Int 12, Wis 14, Cha 14

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: scimitar , , Combat Casting, True Believer, Improved Turn Resistance, Shield Ward\*, Weapon Specialization: Scimitar

**Skills** Concentration +13 [+17 casting on defensive or in grapple], Knowledge (Religion) +9, Listen +10, Spellcraft +5, Sense Motive +7, Spot +12, Hide +15, Search +7, Always moves silently **Mettle (Su):**.

If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against



nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (**DC 19**). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 2 days unless it is bones and sword are buried together in holy consecrated ground within four hours of its "death." Even in this case, it only stops the rejuvenation; if the bones or sword are

removed from consecrated ground the ghost could return. Ultimately the Knights of the Watch has to be gone from Bissel for him to rest.

**Arcane Attunement (Sp):** He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex):** he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su):** Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved. This is the ONLY way he can deliver touch spells to non-ethereal creatures.

**Smite Good:** Once per day he can Smite Good, +4 to hit, +1 to damage.

**Quick Cast:** He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex):** If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. **Description** A five foot, five inch tall human with golden skin and jet black hair. He has a translucent bladed scimitar, chain mail armor, and dark wood wooden shield.

**Sources** Duskblade (Player Handbook II), Improved turn Resistance (Libris Mortis), Pious Templar, True Believer (Complete Divine)

## UFFA

## CR 10

Male Ghost (Magic Beasts – Augmented Animal (Awakened Leopard)) Expert4 Scout4

**N** Medium Ghost/Undead/Incorporeal

**Init** +9; **Senses** Listen +22, Spot +23

**Languages** Common

**AC** 23, touch 16, flat-footed 19

(+0 size, +4 Dex, +0 class, +7 (incorporeal) armor, +1 deflection, +0 insight, +0 natural, +1 competence)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as **19 HD** creature; positive energy resistance 10; can block one arrow/bolt attack per round as if he had deflect arrow feat

**hp** 99 (11 HD);

**Fort** +6, **Ref** +13, **Will** +7

**Speed** flight 30 ft. (perfect)

**Melee** bite/corrupting touch +13 (1d6)

or bite/corrupting touch +13 (1d6) and 2 claws/corrupting touch +8 +1d6. Pounce also adds two rakes at +10 doing 1d6)

If Uffa moves 10 feet or more each attack does +1D6 precision damage from Scout

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

**Base Atk +8; Grp +8 (+11 vs. ethereal)**

**Atk Options** pounce with a charge, full attack, or non-charge move and attack

**Gear that appears on his ghostly body:** chain shirt barding +3 with greater crystal of arrow deflection

**Abilities** Str --/16, Dex 20, Con --, Int 14, Wis 12, Cha 13

**SQ** Corrupting Touch (Su), Malevolence (Su), Telekinesis (Su), Manifestation (Su), Rejuvenation (Su), Skirmish (+1d6 +1AC) (Ex), Uncanny Dodge (Ex), Battle Fortitude (Ex),

**Feats** Alertness, Weapon Finesse, Improved Turn Resistance, Positive Energy Resistance, Improved Initiative

**Skills**, Tumble +18, Listen +22, Spellcraft +9, Spot +13, Escape Artist +15, Hide +24, Search +18, Balance +18, Survival +11, Sense Motive +11 Always moves silently

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength\* modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. (\*this creature has weapon finesse and uses dexterity to attack)

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (**DC 16**). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (**caster level 12<sup>th</sup>; save DC 18 where applicable**). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps

protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 4 days unless Dhabihullah Shah is permanently destroyed, which cannot happen in the duration of the campaign.

**Skirmish (Ex):** He deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy.

**Uncanny Dodge (Ex):** A scout can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

**Battle Fortitude (Ex):** gives +1 competence bonus to fortitude saves and initiative checks

**Description** a leopard in light chain barding

**Sources** Improved Turn Resistance, Positive Energy Resistance (*Libris Mortis*), greater crystal of arrow deflection (*Magic Item Compendium*), Scout (*Complete Adventurer*).

## APPENDIX 3 – APL 12

### ENCOUNTER 2

#### ADVANCED GRAVE DIRT GOLEM CR 12

N Huge Construct

**Init** -1; **Senses** Listen +0, Spot +0

**AC** 22, touch 8, flat-footed 22

(-2 size, -2 Dex, +16 natural)

**hp** 182 (19d10+40); DR 5/Adamantine and Bludgeoning

**Immune** Construct traits, immunity to magic

**Fort** +6 **Ref** +4, **Will** +6

**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run;

**Melee** Slam +22 (3d6+10 plus soiled wound) or 2 Slams +22 (3d6+10 plus soiled wound)

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

**Base Atk** +14; **Grp** +30

**Atk Options** Berserk, soiled wound

**Abilities** Str 31, Dex 7, Con --, Int --, Wis 11, Cha 1

**SQ** Darkvision 60 ft, Low Light Vision

**Berserk (Ex):** When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

**Soiled Wound (Ex):** The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound does an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

**Construct Traits:** A grave dirt golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Immunity to Magic (Ex):** A grave dirt golem is immune to spells, spell-like abilities and supernatural effects, just as if the attack had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 damage. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 damage. The golem receives no saving throw against any of these effects. Any magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives

no saving throw against magical attacks that deal electricity damage.

**Source:** *Libris Mortis*

#### GREATER AIR ELEMENTAL SORC6 CR 12

N Huge Elemental (Air; Extraplanar)

**Init** +14; **Senses** Listen +26, Spot +23

**Languages** Auran

**AC** 27, touch 19, flat-footed 16

(-2 size, +10 Dex, +8 natural, +1 insight)

**hp** 225 (27 HD); DR 10/-

**Fort** +13, **Ref** +24, **Will** +16

**Speed** 100 ft. flight, perfect (20 squares),;

**Melee** 2 slams +26 (2d8+3) or/and

**Ranged** ranged touch attack +26 (1d6+5 Str from *ray of enfeeblement*)

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

**Base Atk** +18; **Grp** +29

**Atk Options** Slam

**Special Actions** Whirlwind

**Combat Gear** Dusky Rose Prism Ioun Stone (+1 insight bonus to AC)

**Class Spells Known** (CL 10th); Save 13+sp lvl:

3rd (4/day)— *ray of dizziness*

2nd (6/day)— *see invisibility\**, *ray of weakness*

1st (7/day)— *ray of enfeeblement*, *grease*, *shield*, *magic missile*

0 (6/day)— *acid splash*, *touch of fatigue*, *disrupt undead*, *detect magic*, *flare*, *message*, *ray of frost*

\*Already cast

**Abilities** Str 17, Dex 30, Con 19, Int 13, Wis 14, Cha 16

**SQ** Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits, Metamagic Specialist (4 times)

**Feats** Dodge, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Springing Attack, Weapon Finesse, Enlarge Spell, Eshew Materials, Practiced Spellcaster

**Skills** Listen +26, Spot +23, Spellcraft +10, Concentration +13, Hide +2

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds.. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 36 feet wide at the top, and up to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the

elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (DC 22). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

**Elemental Traits:** Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking. Elementals do not eat, sleep, or breathe.

**Metamagic Specialist:** (see New Rules): Four times a day may apply metamagic feats to spells WITHOUT increasing casting time.

## ENCOUNTER 4

### KYRA HORN

CR 11

Female Human Ranger6 Occult Slayer4

[CR +1 for equipment/spells/abilities]

NG Medium Human (Baklunish)

**Init** +9 ; **Senses** Listen +11, Spot +11

**Aura:** Good

**Languages** Common, Baklunish

**AC** 23, touch 16, flat-footed 18 (with taking cover behind horse (DC 15 ride check) this becomes AC 27, touch 20)

(+0 size, +5 Dex, +0 class, +7 armor, +1 deflection, +0 insight, +0 natural)

**hp** 95 (10 HD) + 12 temporary hit points (20 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (*potion*)

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

**Speed** 30 ft. in *chain shirt* (6 squares), base movement 30 ft, light war horse 60 ft.

**Melee** masterwork truncheon in 2-handed +16/+11 non-lethal (1d8+6/x3)

Or long composite bow (str +2) +20/+20/+15 (1d8+4/x3)

Or other weapon +16/+11 Or many shot long comp bow +15 (2d8+8) standard action.

**Space** 5 ft.; **Reach** 5 ft. (10 ft if lance is used)

**Base Atk** +10; **Grp** +14

**Atk Options** Non-lethal with truncheon, blunt arrows/regular arrows with bow, non-lethal/lethal with other weapons; favored enemy attacks, many shot, horse can move and she take full attack action with bow from middle of horse movement (penalties for more than single move), +1d6 damage with weapon bond.

**Combat Gear** +1 *magebane composite longbow* (Str +2) (with *greater magic weapon* CL 12), *cloak of resistance* +1, *ring of protection* +1, mithril chain shirt (with *magic vestment* CL 12), *hat of disguise*, 80 cold iron blunt arrows, 40 regular arrows, 2 adamantite arrows, left spiked gauntlet, masterwork truncheon, *wand of spike growth* (5 charges), *potion of cure serious wounds*, *wand of lesser vigor* (10 charges), two *potions of remove blindness/deafness*, sap, longsword, ~~*potion of resist energy (fire)*~~, ~~*potion of eat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of owl's wisdom*~~, ~~*potion of bear's endurance*~~, *potion of cat's grace*, *potion of resist energy (electricity)* (CL 7)

**Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level

1st— *Entangle*, *Arrowmind*

**Abilities** Str 14 (18), Dex 16 (20), Con 14 (18), Int 10, Wis 12 (16), Cha 10

**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot, Mounted Combat

**Skills** Speak +1 language Ride +16, Handle Animal +9, Spot +11, , Listen +11, Knowledge (Arcana) +4 , Balance +10 [ , Concentration +13 , Spellcraft +3, Under effects of: Freedom of Movement CL 7 (5 minutes left),

Healthful Rest CL 12, long composite bow is under a CL 12 Greater Magic Weapon (+3; 1 hours left); Hero's Feast CL 17; 5 hours left); chain shirt has magic vestment CL 12 (1 hour left)

**Possessions** light war horse, holy symbol of Ehlonna

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** An occult Slayer must choose a particular weapon of at least masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon (and doing very little else--no adventuring) to create a new weapon bond.

**Mind over Magic 2/day (Su):** An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5).

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su):** Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/ clairvoyance, locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Auravision (Su):** An occult slayer may see auras out to 60 feet as a free action. It otherwise works as a detect magic except she only can see number of auras, not what type.

**Magebane:** Against creatures with spells or spell-like ability the weapon has a +2 higher enhancement bonus to it and does +2D6 damage [note with the greater magic weapon on the bow, the +2 higher enhancement bonus does not change the to hit/basic damage of the bow.]

**Description:** : The hat of disguise shows a tall blonde Flan woman, in adamantine breastplate, gold holy

symbol of Ehlonna, a ;long composite bow, 2 quivers of arrows, a truncheon, and two morning stars.

**Sources** Healthful Rest, Lesser Vigor (*Spell Compendium*), Improved Rapid Shot, Occult Slayer (*Complete Warrior*)

## INDIGO KARR

CR 11

[CR +1 for equipment/spells/abilities]

Male Human Knight 6 / Fighter 4

NG Medium Human (Baklunish)

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

**Aura** Good

**Languages** Common, Baklunish, Flan

**AC** 29, touch 18, flat-footed 28 (AC 33, Touch 22 when using horse for cover (DC 15 ride))

(+0 size, +1 Dex, +0 class, +11 armor, +6 shield, +1 deflection, +0 insight, +0 natural

**hp** 114 (10 HD) + 12 temporary hit points (20 from *bear's endurance*)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (*potion*)

**Fort** +10, **Ref** +5; **Will** +9

**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.; Heavy War Horse 50 ft

**Melee** lance +19/+14 (1d8+10/19-20x3)+1d6 (+21, 3d8+30+1d6 on Spirited Charge)

**Or** truncheon +16 (1d8+6/x3)(+16, 2d8+12 on spirited charge)

**Or** scimitar +15 (1d6+5/18-20)(+15, 2d6+10 on spirited charge)

**Or** spiked gauntlet +15 (1d4+5/18-20)(+15, 2d4+10 on spirited charge)

Non-lethal is -4 to hit for all except the truncheon and lance (merciful lance)

**Or** long composite bow (str +2) +9/+4 (1d8+2/x3)

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

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

**Atk Options** Ride by Attack/Spirited Charge, Non-lethal damage or lethal in rare circumstances, regular attack, Test of Mettle

**Combat Gear** masterwork spiked full plate (with magic vestment CL 12), masterwork heavy steel shield (with *magic vestment* CL 12), +1 *merciful lance* (with *greater magic weapon* CL 12), masterwork lance, *hat of disguise*, *ring of protection* +1, *ring of communication*, +1 *truncheon*, scimitar, spiked gauntlet, masterwork composite longbow (Str +2), 40 blunt arrows, *potion of lesser vigor*, two *potions of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of eagle's splendor*~~, ~~*potion of bear's endurance*~~, *potion of bull's strength*

**Abilities** Str 16 (20), Dex 10 (14), Con 14 (18), Int 10, Wis 10, Cha 16 (20)

**SQ** Knight's Challenge (Ex), Shield Block (Ex), Bulwark of Defense (Ex), Vigilant Defense (Ex), Shield Ally (Ex)

**Feats** Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride by Attack Shield Specialization, , Spirited Charge, Shield Ward, Weapon Specialization: Lance, , Improved Critical

(Lance) , Iron Will **Skills** Ride +15 , Handle Animal +17, Balance +1 [5 ranks in balance], Speak +2 Language

Under the effect of a: Freedom of Movement CL 8 (5 minutes left), Healthful Rest CL 12, lance is under a CL 12 Greater Magic Weapon (+2; 1 hours left); Extended Hero's Feast CL 15; 12 hours left); plate and shield has magic vestment CL 12 (1 hour left)

**Possessions** holy symbol of Al'Akbar (Exalted Faith), two alchemy fire, two tanglefoot bags

**Knight's Code:** He will forgo his +2 bonus gained when he is flanking opponents, he will not strike flat-footed opponent, and never deals lethal damage to a helpless foe.

**Knight's Challenge:** He may use this 9 (11 with eagle's splendor) per day by shouting a challenge. Even if they share no language in common he can make himself known. It only works with creatures of intelligence of 5 or higher (excluding most animal companions, and including familiars)

**Fighter's Challenge (Ex):** As a swift action the knight can challenge a single opponent, if they have int 5+ and a CR 9+ (PC level 9+) the knight gets +1 morale bonus on Will saves, plus +1 hit and damage morale bonus vs the target of challenge. This lasts 10 rounds. If opponent drops the knight to 0 or fewer hit points he loses two knight's challenges for the day. It can only be used on a new opponent in an encounter when the first is defeated or flees.

**Test of Mettle (Ex):** As a swift action the knight can challenge everyone in an area. All creatures of Int 5+ with line of sight and line of effect to the knight within 100 feet of CR 8 or higher must make a Will save of 17. All creatures that fail the save must attack the knight with melee or ranged attacks over available other targets. A spell caster who fails the saving throw may use spells against the knight directly or by including him in the area of effect. If the knight is reduced to 0 or fewer hit points he gets an additional knight's challenge for the day. The effect lasts for 10 rounds, but any target that is attacked by someone other than the knight has the test of mettle effect turned off. People who would incur attacks of opportunity to attack the knight can choose to use ranged attack, or attack people they threaten for that round instead.

**Bulwark of Defense (Ex):** An opponent that starts in his threaten area treats all squares he threatens as difficult terrain

**Shield Block (Ex):** He may designate a single target to which his shield provides +1 AC (with shield ward this also applies to touch attacks, trips, grapples, etc).

**Vigilant Defender (Ex):** If an opponent attempts to tumble through your threatened area or space the tumble DC to avoid attacks of opportunity is at +6.

**Shield Ally (Ex):** As an immediate action you can absorb part of the damage done to an adjacent ally. The knight takes half the damage and the ally the other half. This only works against physical melee attacks and ranged attacks (not spells).

**Description:** The hat of disguise shows a tall Flan man with mithril chain shirt with an adamantite dire flail dripping acid on one end and composite long bow with

120 arrows. He appears to be wearing a gold holy symbol of Ehlonna.

**Sources**, Healthful Rest, Lesser Vigor (*Spell Compendium*), Knight, Shield Specialization, Shield Ward (*Player Handbook II*)

## ENCOUNTER 5

**DHABIHULLAH SHAH CR 14**

Male Ghost (Human-Baklinish) Duskblade 7 Pious Templar5 (Kelenan)

CN Medium Ghost/Undead/Incorporeal

**Init** +3; **Senses** Listen +10, Spot +12

**Languages** Common, Baklunish

**AC** 26, touch 20\*, flat-footed 23

(+0 size, +3 Dex, +0 class, +6 armor, +5 shield\*, +2 deflection)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as **22 HD** creature; has positive energy resistance 10; DR 1/-

**hp** 108 (12 HD);

**Fort** +11, **Ref** +8 **Will** +12

**Speed** flight 30 ft. (perfect)

**Melee** ghost touch scimitar +17/+12/+7 (1d6+6/15-20);

or corrupting touch +15/+10/+5 (1d6);

or draining touch +15(1d4 ability drain – see enc text);

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

**Base Atk** +12; **Grp** +12 (+15 vs. ethereal)

**Atk Options** ghost touch falchion, corrupting touch, draining touch, malevolence, channeling spells through weapon, smite good 1/day

**Gear that appears on his ghostly body:** *anklet of translocation*, +1 *breastplate*, +2 *heavy wood shield*, *periapt of wisdom* +2, *cloak of turn resistance*, *vest of resistance* +2, *gloves of dexterity* +2, +1 *ghost touch scimitar* "Adagio"

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

0th (6/day) – *ray of frost*, *prestidigitation*

1st (7/day) – *greater mage hand*, *ray of enfeeblement*, *kelgore's fire bolt*, *hold portal*, *protection from law*

2nd (5/day) – *mirror image*, *see invisibility*, *resist energy*

**Divine Class Spells Prepared** (CL 5th) Save = 13 + spell level

1<sup>st</sup> – *corrupt weapon*, *corrupt weapon* (pg 182 DMG)

2<sup>nd</sup> – *inflict moderate wounds*, *bull's strength*

3<sup>rd</sup> – *unholy storm*

**Abilities** Str --/16, Dex 16, Con --, Int 13, Wis 16, Cha 14

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: scimitar, Combat Casting, True Believer, Improved Turn Resistance, Shield Ward\*, Weapon Specialization: Scimitar, Improved Critical: Scimitar Positive Energy Resistance

**Skills** Concentration +15 [+19 casting on defensive or in grapple], Knowledge (Religion) +11, Listen +10,

Spellcraft +5, Sense Motive +7, Spot +13, Hide +16, Search +7, Always moves silently **Mettle (Su):** If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A

manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 2 days unless it is bones and sword are buried together in holy consecrated ground within four hours of its "death." Even in this case, it only stops the rejuvenation; if the bones or sword are removed from consecrated ground the ghost could return. Ultimately the Knights of the Watch has to be gone from Bissel for him to rest.

**Arcane Attunement (Sp):** He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex):** he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su):** Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved. This is the ONLY way he can deliver touch spells to non-ethereal creatures.

**Smite Good:** Once per day he can Smite Good, +4 to hit, +5 to damage.

**Quick Cast:** He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex):** If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. **Description** A five foot, five inch tall human with golden skin and jet black hair. He has a translucent bladed scimitar, chain mail armor, and dark wood wooden shield.

**Sources** *Duskblade*, *Kelgore's fire bolt* (Player's Handbook II), Improved turn Resistance (*Libris Mortis*), Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, *unholy storm* (*Spell Compendium*)

## UFFA

## CR 12

Male Ghost (Magic Beasts – Augmented Animal (Awakened Leopard)) Expert4 Scout6

**N** Medium Ghost/Undead/Incorporeal

**Init** +10; **Senses** Listen +19, Spot +19

**Languages** Common, Baklunish, Draconic

**Non-Ethereal creatures AC** 25, touch 18, flat-footed 19 (+0 size, +6 Dex, +0 class, +7 (incorporeal) armor, +2 deflection, +0 insight, +0 natural)

**Ethereal creatures AC:** 25, touch 16, flat-footed 19 (+0 size, +6 Dex, +0 class, +7 armor, +0 deflection, +0 insight, +2 natural,)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as 21 HD creature; positive energy resistance 10; can block one arrow/bolt attack per round as if he had deflect arrow feat

**hp** 117 (13 HD);

**Fort** +7, **Ref** +15, **Will** +8

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**Speed** flight 30 ft. (perfect)

**Melee** bite/corrupting touch +14 (1d6)

or bite/corrupting touch +14 (1d6) and 2 claws/corrupting touch +9 +1d6. Pounce also adds two rakes at +11 doing 1d6)

If Uffa moves 10 feet or more each attack does +1D6 precision damage from Scout and gets +1 AC

If Uffa moves 20 feet or more then each attack does instead +4d6 damage from Scout & Improved Skirmish and gets +3 AC

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

**Base Atk** +9 **Grp** +9 (+12 vs. ethereal)

**Atk Options** pounce with a charge, full attack, or non-charge move and attack

**Gear that appears on his ghostly body:** mithril chain shirt barding +3 with greater crystal of arrow deflection, deep red sphere ioun stone (+2 Dex)

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**Abilities** Str --/16, Dex 22, Con --, Int 14, Wis 12, Cha 14

**SQ** Corrupting Touch (Su), Malevolence (Su), Telekinesis (Su), Manifestation (Su), Rejuvenation (Su), Skirmish (+2d6 +1AC) (Ex), Uncanny Dodge (Ex), Battle Fortitude (Ex), Evasion (Ex)

**Feats** Alertness, Weapon Finesse, Improved Turn Resistance, Positive Energy Resistance, Improved Initiative, Improved Skirmish

**Skills**, Tumble +20, Listen +27, Spellcraft +10, Spot +27, Escape Artist +15 Hide +25, Search +18, Balance +18, Survival +14, Sense Motive +11, Speaks +2 languages, Always moves silently

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength\* modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. (\*this creature has weapon finesse and uses dexterity to attack)

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 12<sup>th</sup>; save DC 18 where applicable). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 4 days unless Dhabihullah Shah is permanently destroyed, which cannot happen in the duration of the campaign.

**Skirmish (Ex):** He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy.

**Uncanny Dodge(Ex):** A scout can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

**Battle Fortitude (Ex):** gives +1 competence bonus to fortitude saves and initiative checks.

**Evasion (Ex):** If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

**Description** a leopard in light chain barding with a red stone floating around it

**Sources** Improved Turn Resistance, Positive Energy Resistance (*Libris Mortis*), greater crystal of arrow deflection (*Magic Item Compendium*), Scout (*Complete Adventurer*), Improved Skirmish (*Complete Scoundrel*).



## APPENDIX 4 – APL 14

### ENCOUNTER 1

#### ADVANCED GRAVE DIRT GOLEM CR 12

N Huge Construct

**Init** -1; **Senses** Listen +0, Spot +0

**AC** 22, touch 8, flat-footed 22

(-2 size, -2 Dex, +16 natural)

**hp** 182 (19d10+40); **DR** 5/Adamantine and Bludgeoning

**Immune** Construct traits, immunity to magic

**Fort** +6 **Ref** +4, **Will** +6

**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run;

**Melee** Slam +22 (3d6+10 plus soiled wound) or 2 Slams +22 (3d6+10 plus soiled wound)

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

**Base Atk** +14; **Grp** +30

**Atk Options** Berserk, soiled wound

**Abilities** Str 31, Dex 7, Con --, Int --, Wis 11, Cha 1

**SQ** Darkvision 60 ft, Low Light Vision

**Berserk (Ex):** When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

**Soiled Wound (Ex):** The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound does an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

**Construct Traits:** A grave dirt golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Immunity to Magic (Ex):** A grave dirt golem is immune to spells, spell-like abilities and supernatural effects, just as if the attack had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 damage. A disintegrate spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 damage. The golem receives no saving throw against any of these effects. Any magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points,

it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives no saving throw against magical attacks that deal electricity damage.

**Source:** *Libris Mortis*

#### GREATER AIR ELEMENTAL SORC9 CR 13

N Huge Elemental (Air; Extraplanar)

**Init** +15; **Senses** Listen +26, Spot +23

**Languages** Auran

**AC** 27, touch 19, flat-footed 16

(-2 size, +11 Dex, +8 natural)

**hp** 243 (30 HD); **DR** 10/-

**Fort** +14, **Ref** +25, **Will** +18

**Speed** 100 ft. flight, perfect (20 squares);

**Melee** 2 slams +28 (2d8+4) or/and

**Ranged** ranged touch attack +28

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

**Base Atk** +19; **Grp** +30

**Atk Options** Slam, Spells

**Special Actions** Whirlwind

**Combat Gear** Deep Red Sphere Ioun Stone (+2 bonus to Dex)

**Class Spells Known** (CL 12th); Save 13+sp lvl:

4th (4/day)— *wall of ice*, *ray deflection*

3rd (7/day)— *ray of dizziness*, *dispel magic*, *wind wall*

2nd (7/day)— *see invisibility\**, *ray of weakness*, *resist energy*, *earthbind*

1st (7/day)— *ray of enfeeblement*, *grease*, *shield*, *magic missile*, *magic weapon*

0 (6/day)— *acid splash*, *touch of fatigue*, *disrupt undead*, *detect magic*, *flare*, *message*, *ray of frost*, *mending*, *mage hand*

\*Already cast

**Abilities** Str 18, Dex 32, Con 19, Int 13, Wis 14, Cha 16

**SQ** Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits, Metamagic Specialist (4 times)

**Feats** Dodge, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Springing Attack, Weapon Finesse, Enlarge Spell, Eschew Materials, Practiced Spellcaster, Silent Spell

**Skills** Listen +26, Spot +19, Spellcraft +16, Concentration +15, Hide +3

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds.. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 36 feet wide at the top, and up to 60 feet tall The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (DC 23). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

**Elemental Traits:** Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking. Elementals do not eat, sleep, or breathe.

**Metamagic Specialist:** (see New Rules): Four times a day may apply metamagic feats to spells without increasing casting time.

## ENCOUNTER 4

**KYRA HORN**

**CR 13**

Female Human Ranger6 Monk1Occult Slayer5

[CR +1 for equipment/spells/abilities]

LG Medium Human (Baklunish)

**Init** +9 ; **Senses** Listen +18, Spot +12

**Aura:** Good

**Languages** Common, Baklunish

**AC** 25, touch 17, flat-footed 20 (with taking cover behind horse (DC 15 ride check) this becomes AC 29, touch 21)

(+0 size, +5 Dex, +0 class, +7 armor, +1 deflection, +1 insight, +1 natural)

**hp** 114 (12 HD) + 12 temporary hit points (24 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire 10 (potion)*, immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects)

**Fort** +17, **Ref** +18; **Will** +18

**Speed** 40 ft. in *chain shirt* (6 squares), base movement 40 ft, light war horse 60 ft.

**Melee** unarmed strike (lethal or non-lethal) +18/+13/+7  
1 (1d8+7)

Or long composite bow (str +2) +21/+21/+16/+11  
(1d8+4/x3)

Or many shot long comp bow +17 (3d8+15)  
standard action.

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

**Base Atk** +11; **Grp** +19

**Atk Options** Non-lethal or lethal with unarmed strike, blunt arrows/regular arrows with bow; favored enemy attacks, many shot, horse can move and she take full attack action with bow from middle of horse movement (penalties for more than single move), +1d6 damage with weapon bond.

**Combat Gear** *anklet of translocation*, +1 *magebane composite longbow* (Str +2) (with *greater magic weapon* CL 14), *cloak of resistance* +2, *amulet of natural armor* +1, *dragon mask*, *ring of communication*, *dusky rose ioun stone*, *ring of protection* +1, *mithril chain shirt* (with *magic vestment* CL 14), *hat of disguise*, 120 cold iron blunt arrows, 60 regular arrows, 2 adamantite arrows, *wand of spike growth* (5 charges), *potion of cure serious wounds*, *wand of lesser vigor* (10 charges), *potion of cure serious wounds*, *potion of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of owl's wisdom*~~, ~~*potion of bear's endurance*~~, *potion of cat's grace*, *potion of resist energy (electricity)* (CL 7) **Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level

1st— *Entangle*

**Abilities** Str 14 (18), Dex 17 (21), Con 14 (18), Int 10, Wis 12 (16), Cha 10

**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot, Mounted

Combat, Improved Unarmed Strike, Improved Grapple, Ascetic Hunter

**Skills** Speak +1, Language +20, Handle Animal +9, Spot +11, Listen +18, Knowledge (Arcana) +4, Balance +10, Concentration +13, Spellcraft +6, Under effects of: Freedom of Movement CL 7 (5 minutes left), Healthful Rest CL 14, long composite bow is under a CL 14 Greater Magic Weapon (+3; 1 hour left); Hero's Feast CL 17; 5 hours left; chain shirt has magic vestment CL 14 (1 hour left), Greater Magic Fang on one hand, CL 14 (1 hour left)

**Possessions** light war horse, holy symbol of Ehlonna

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or spell-like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increases to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** She has chosen her magebane bow as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality.

**Mind over Magic 2/day (Su):** An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5).

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su):** Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Auravision (Su):** An occult slayer may see auras out to 60 feet as a free action. It otherwise works as a detect magic except she only can see number of auras, not what type.

**Blank Thoughts (Ex):** At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and

morale effects). She can suppress or resume this ability as a free action (starts with this up)

**Magebane:** Against creatures with spells or spell-like ability the weapon has a +2 higher enhancement bonus to it and does +2d6 damage [note with the greater magic weapon on the bow, the +2 higher enhancement bonus does not change the to hit/basic damage of the bow.]

**Description:** The *hat of disguise* shows a tall blonde Flan woman, in adamantine breastplate, gold holy symbol of Ehlonna, a composite longbow, 2 quivers of arrows, a truncheon, and two morning stars.

**Sources** Healthful Rest, Lesser Vigor (*Spell Compendium*), Improved Rapid Shot, Occult Slayer (*Complete Warrior*), Ascetic Hunter (*Complete Adventurer*)

## INDIGO KARR

CR 13

[CR +1 for equipment/spells/abilities]

Male Human Knight 6 / Fighter 4 / Marshal 2

NG Medium Human (Baklunish)

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

**Aura** Good

**Languages** Common, Baklunish, Flan

**AC** 32, touch 21\*, flat-footed 30 (AC 36, Touch 25 when using horse for cover (DC 15 ride)) (+0 size, +1 Dex, +0 class, +11 armor, +6 shield\*, +2 deflection, +1 insight, +0 natural, +1 major aura)

**hp** 133 (12 HD) + 12 temporary hit points (24 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (potion)

**Fort** +14, **Ref** +6; **Will** +18

**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.; Heavy War Horse 50 ft

**Melee** lance +20/+15/+10 (1d8+10/19-20x3)+1d6 (+22, 3d8+45+1d6 on Spirited Charge)

**Or** truncheon +17/+12/+7 (1d8+6/x3)(+19, 2d8+22 on Spirited Charge)

**Or** scimitar +16/+11/+6 (1d6+5/18-20x2)(+18, 2d6+20 on Spirited Charge)

**Or** spiked gauntlet +16/+11/+6 (1d4+5/18-20)(+18, 2d4+20 on Spirited Charge)

Non-lethal is -4 to hit for all except the truncheon and lance (merciful lance)

**Or** long composite bow (str +2) +14/+9/+4 (1d8+2/x3)

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

**Base Atk** +11; **Grp** +16

**Atk Options** Ride by Attack/Spirited Charge, Non-lethal damage or lethal in rare circumstances, regular attack, Test of Mettle

**Combat Gear** *anklet of translocation*, masterwork spiked full plate (with *magic vestment* CL 14), masterwork heavy steel shield (with *magic vestment* CL 14), +1 *merciful lance* (with *greater magic weapon* CL 14), *vest of resistance* +1, masterwork lance, *hat of disguise*, *dusty rose ioun stone*, *ring of protection* +2, +1 *truncheon*, scimitar, two *potions of cure serious wounds*, *ring of communication*, spiked

gauntlet, masterwork composite longbow (Str +2), 40 blunt arrows, ~~two potions of remove blindness/deafness, potion of resist energy (fire), potion of cat's grace, potion of bull's strength, potion of eagle's splendor, potion of bear's endurance, potion of bull's strength~~

**Abilities** Str 17 (21), Dex 10 (14), Con 14 (18), Int 10, Wis 10, Cha 16 (20)

**SQ** Knight's Challenge (Ex), Shield Block (Ex), Bulwark of Defense (Ex), Vigilant Defense (Ex), Shield Ally (Ex), Marshal Auras (Ex)

**Feats** Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride by Attack Shield Specialization, , Spirited Charge, Shield Ward, Weapon Specialization: Lance, , Improved Critical (Lance) , Iron Will, Skill Focus Diplomacy, Force of Personality **Skills** Ride +17 , Handle Animal +19, Balance +1 [5 ranks in balance], Speak +2 Language, Diplomacy +10 , Listen +3

Under the effect of a: Freedom of Movement CL 8 (5 minutes left), Healthful Rest CL 14, lance is under a CL 14 Greater Magic Weapon (+2; 1 hours left); Extended Hero's Feast CL 15; 10 hours left); plate and shield has magic vestment CL 14 (1 hour left).

**Possessions** holy symbol of Al'Akbar (Exalted Faith), two alchemy fire, two tanglefoot bags

**Knight's Code:** He will forgo his +2 bonus gained when he is flanking opponents, he will not strike flat-footed opponent, and never deals lethal damage to a helpless foe.

**Knight's Challenge:** He may use this 9 (11 with eagle's splendor) per day by shouting a challenge. Even if they share no language in common he can make himself known. It only works with creatures of intelligence of 5 or higher (excluding most animal companions, and including familiars)

**Fighter's Challenge (Ex):** As a swift action the knight can challenge a single opponent, if they have int 5+ and a CR 9+ (PC level 9+) the knight gets +1 morale bonus on Will saves, plus +1 hit and damage morale bonus vs the target of challenge. This lasts 10 rounds.

If opponent drops the knight to 0 or fewer hit points he loses two knight's challenges for the day. It can only be used on a new opponent in an encounter when the first is defeated or flees.

**Test of Mettle (Ex):** As a swift action the knight can challenge everyone in an area. All creatures of Int 5+ with line of sight and line of effect to the knight within 100 feet of CR 8 or higher must make a Will save of 17. All creatures that fail the save must attack the knight with melee or ranged attacks over available other targets. A spell caster who fails the saving throw may use spells against the knight directly or by including him in the area of effect. If the knight is reduced to 0 or fewer hit points he gets an additional knight's challenge for the day. The effect lasts for 10 rounds, but any target that is attacked by someone other than the knight has the test of mettle effect turned off. People who would incur attacks of opportunity to attack the knight can choose to use ranged attack, or attack people they threaten for that round instead.

**Bulwark of Defense (Ex):** An opponent that starts in his threaten area treats all squares he threatens as difficult terrain

**Shield Block (Ex):** He may designate a single target to which his shield provides +1 AC (with shield ward this also applies to touch attacks, trips, grapples, etc).

**Vigilant Defender (Ex):** If an opponent attempts to tumble through your threatened area or space the tumble DC to avoid attacks of opportunity is at +6.

**Shield Ally (Ex):** As an immediate action you can absorb part of the damage done to an adjacent ally. The knight takes half the damage and the ally the other half. This only works against physical melee attacks and ranged attacks (not spells).

**Auras (Ex):** Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

**Minor Aura (Over the Top) (Ex):** Charisma bonus on damage rolls when charging

**Major Aura (Motivate Care) (Ex):** +1 bonus to AC

**Description:** The *hat of disguise* shows a tall Flan man with mithril chain shirt with an adamantite dire flail with frost on one end, a whip and composite long bow with 120 arrows. He appears to be wearing a gold holy symbol of Ehlonna.

**Sources:** Healthful Rest, Lesser Vigor (*Spell Compendium*), Knight, Shield Specialization, Shield Ward (*Player Handbook II*), Marshal (*Miniatures Handbook*), Force of Personality (*Complete Adventurer*).

## APL 14

**DHABIHULLAH SHAH**

**CR 16**

Male Ghost (Human-Baklunish) Duskblade 7 Pious Templar7 (Kelenan)

CN Medium Ghost/Undead/Incorporeal

**Init** +3; **Senses** Listen +10, Spot +12

**Languages** Common, Baklunish

**AC** 28, touch 22\*, flat-footed 25

(+3 Dex, +6 armor, +5 shield\*, +4 deflection)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as **26 HD** creature; has positive energy resistance 10; DR 2/-

**hp** 126 (14 HD);

**Fort** +14, **Ref** +11 **Will** +17

**Speed** flight 30 ft. (perfect)

**Melee** ghost touch scimitar +19/+14/+9 (1d6+6/15-20); or corrupting touch +17/+12/+7 (1d6);

or draining touch +17(1d4 ability drain – see enc text);

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

**Base Atk +14; Grp +14 (+17 vs. ethereal)**

**Atk Options** ghost touch falchion, corrupting touch, draining touch, malevolence, channeling spells through weapon, smite good 2/day, unholy storm

**Gear that appears on his ghostly body:** *anklet of translocation*, +1 breastplate, +2 heavy dark wood shield, *periapt of wisdom* +2, *cloak of turn resistance*, *vest of resistance* +4, *gloves of dexterity* +2, *ring of protection* +2, +1 ghost touch scimitar "Adagio"

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

0th (6/day) – *ray of frost*, *prestidigitation*

1st (7/day) – *greater mage hand*, *ray of enfeeblement*, *kelgore's fire bolt*, *hold portal*, *protection from law*

2nd (5/day) – *mirror image*, *see invisibility*, *resist energy*

**Divine Class Spells Prepared** (CL 7th) Save = 13 + spell level

1<sup>st</sup> – *corrupt weapon*, *corrupt weapon* (pg 182 DMG), *inflict light wounds*

2<sup>nd</sup> – *inflict moderate wounds*, *bull's strength*

3<sup>rd</sup> – *unholy storm*, *unholy storm*

**Abilities** Str --/16, Dex 16, Con --, Int 13, Wis 16, Cha 14

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: scimitar, Combat Casting, True Believer, Improved Turn Resistance, Shield Ward\*, Weapon Specialization: Scimitar, Improved Critical: Scimitar Positive Energy Resistance

**Skills** Concentration +17 [+21 casting on defensive or in grapple], Knowledge (Religion) +13, Listen +10, Spellcraft +11, Sense Motive +7, Spot +14, Hide +17, Search +7, Always moves silently

**Mettle (Su):** If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's

space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 16). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 2 days unless it is bones and sword are buried together in holy consecrated ground within four hours of its "death." Even in this case, it only stops the rejuvenation; if the bones or sword are removed from consecrated ground the ghost could return. Ultimately the Knights of the Watch has to be gone from Bissel for him to rest.

**Arcane Attunement (Sp):** He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex):** he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su):** Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not

provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved. This is the ONLY way he can deliver touch spells to non-ethereal creatures.

**Smite Good:** Twice per day he can Smite Good, +4 to hit, +7 to damage.

**Quick Cast:** He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex):** If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. **Description** A five foot, five inch tall human with golden skin and jet black hair. He has a translucent bladed scimitar, chain mail armor, and dark wood wooden shield.

**Sources** Duskblade, *kelgore's fire bolt* (*Player Handbook II*), Improved Turn Resistance (*Libris Mortis*), Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, *unholy storm* (*Spell Compendium*)

## UFFA CR 14

Male Ghost (Magic Beasts – Augmented Animal (Awakened Leopard)) Expert4 Scout6 Fighter2

**N** Medium Ghost/Undead/Incorporeal

**Init** +10; **Senses** Listen +27, Spot +27

**Languages** Common, Baklunish, Draconic

**Non-Ethereal creatures AC** 25, touch 18, flat-footed 19

(+6 Dex, +7 (incorporeal) armor, +2 deflection)

**Ethereal creatures AC:** 25, touch 16, flat-footed 19

(+6 Dex, +7 armor, +2 natural)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as 27 HD creature; positive energy resistance 10; can block one arrow/bolt attack per round as if he had deflect arrow feat

**hp** 135 (15 HD);

**Fort** +10, **Ref** +15, **Will** +8

**Speed** flight 30 ft. (perfect)

**Melee** bite/corrupting touch +16 (1d6)

or bite/corrupting touch +16 (1d6) and 2 claws/corrupting touch +14 +1d6. Pounce also adds two rakes at +16 doing 1d6)

If Uffa moves 10 feet or more each attack does +2D6 precision damage from Scout and gets +1 AC

If Uffa moves 20 feet or more then each attack does instead +4d6 damage from Scout & Improved Skirmish and gets +3 AC

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

**Base Atk** +11 **Grp** +11 (+15 vs. ethereal)

**Atk Options** pounce with a charge, full attack, or non-charge move and attack

**Gear that appears on his ghostly body:** mithril chain shirt barding +3 with greater crystal of arrow deflection, deep red sphere ioun stone (+2 dex), cloak of turn resistance

**Abilities** Str --/16, Dex 22, Con --, Int 14, Wis 12, Cha 14

**SQ** Corrupting Touch (Su), Malevolence (Su), Telekinesis (Su), Manifestation (Su), Rejuvenation (Su), Skirmish (+2d6 +1AC) (Ex), Uncanny Dodge (Ex), Battle Fortitude (Ex), Evasion (Ex)

**Feats** Alertness, Weapon Finesse, Improved Turn Resistance, Positive Energy Resistance, Improved Initiative, Improved Skirmish, Combat Expertise, Improved Combat Expertise, Multiattack

**Skills** , Tumble +20, Listen +27, Spellcraft +14, Spot +27, Escape Artist +15, Hide +25, Search +18, Balance +18, Survival +14, Sense Motive +11, Speaks +2 languages, Always moves silently

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength\* modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. (\*this creature has weapon finesse and uses dexterity to attack)

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 15<sup>th</sup>; save DC 18 where applicable). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material

Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** It is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 4 days unless Dhabihullah Shah is permanently destroyed, which cannot happen in the duration of the campaign.

**Skirmish (Ex):** He deals an extra 2d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy.

**Uncanny Dodge(Ex):** A scout can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

**Battle Fortitude (Ex):** gives +1 competence bonus to fortitude saves and initiative checks.

**Evasion (Ex):** If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

**Description** A leopard in light chain barding with a cloak and a red stone floating around it.

**Sources** Improved Turn Resistance, Positive Energy Resistance, cloak of turn resistance (*Libris Mortis*), greater crystal of arrow deflection (*Magic Item Compendium*), Scout (*Complete Adventurer*), Improved Skirmish (*Complete Scoundrel*), Improved Combat Expertise (*Complete Warrior*).

## APPENDIX 5 – APL 16

no saving throw against magical attacks that deal electricity damage.

**Source:** *Libris Mortis*

### ENCOUNTER 3

#### ADVANCED GRAVE DIRT GOLEM CR 12

N Huge Construct

**Init** -1; **Senses** Listen +0, Spot +0

**AC** 22, touch 8, flat-footed 22

(-2 size, -2 Dex, +16 natural)

**hp** 182 (19d10+40); DR 5/Adamantine and Bludgeoning

**Immune** Construct traits, immunity to magic

**Fort** +6 **Ref** +4, **Will** +6

**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run.;

**Melee** Slam +22 (3d6+10 plus soiled wound) or 2 Slams +22 (3d6+10 plus soiled wound)

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

**Base Atk** +14; **Grp** +30

**Atk Options** Berserk, soiled wound

**Abilities** Str 31, Dex 7, Con --, Int --, Wis 11, Cha 1

**SQ** Darkvision 60 ft, Low Light Vision

**Berserk (Ex):** When a grave dirt golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. An uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. Once a grave dirt golem goes berserk, no known method can reestablish control.

**Soiled Wound (Ex):** The wound inflicted by a grave dirt golem is caked with grave dirt. Suffused with negative energy, the soiled wound does an extra 2d4 points of negative energy damage on the round subsequent to its delivery, after which the dirt in the wound becomes inert.

**Construct Traits:** A grave dirt golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Immunity to Magic (Ex):** A grave dirt golem is immune to spells, spell-like abilities and supernatural effects, just as if the attack had failed to overcome spell resistance. The only exceptions are as follows: A *move earth* spell drives the grave dirt golem back 120 feet and deals 3d12 damage. A *disintegrate* spell slows the golem (as the slow spell) for 1d6 rounds and deals 1d12 damage. An earthquake spell cast directly at a grave dirt golem stops it from moving on its next turn and deals 5d10 damage. The golem receives no saving throw against any of these effects. Any magical attack that deals electricity damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points that last for up to 1 hour. A grave dirt golem receives

#### ADVANCED TOMBSTONE GOLEM CR 15

N Huge Construct

**Init** -2; **Senses** Listen +0, Spot +0

**AC** 27, touch 6, flat-footed 27

(-2 size, -2 Dex, +21 natural)

**hp** 195 (22d10+40 HD); DR 10/Adamantine

**Immune** Construct traits, immunity to magic

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

**Speed** 20 ft. in (4 squares), base movement 20 ft., cannot run.;

**Melee** 2 Slams +28 (4d8+14)

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

**Base Atk** +16; **Grp** +38

**Atk Options** Slay Living (Su), Slams

**Abilities** Str 39, Dex 7, Con --, Int --, Wis 11, Cha 1

**SQ** Darkvision 60 ft, Low Light Vision

**Construct Traits:** A golem has Immunity to poison, *sleep* effects, paralysis, stunning, disease, death effects, and necromancy effects. all mind-affecting effects, and any fortitude save unless it also works on objects. It cannot heal damage, but can be repaired.

**Slay Living (Su):** A tombstone golem can deliver a *slay living* effect, as the spell, in conjunction with a normal melee attack every 2 rounds. The effect slays those who fail a DC 17 Fortitude save or deals 3d6+14 even on a successful save.

**Immunity to Magic (Ex):** A tombstone golem is immune to any spell or spell-like ability that allows a spell resistance. In addition, certain spells and effects function differently against the creature, as noted as follows: A *transmute rock to mud* spell slows a stone golem (as slow spell) for 2d6 rounds, with no saving throw. A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 round.

**Description** A humanoid body made of stone with lettering and dates at various points on its body, one such lettering pattern on his arm says, "Mara Teller, Devoted Wife and Mother, ? -310" in Sueloise.

**Source:** *Libris Mortis*

#### GREATER AIR ELEMENTAL SOR13 CR 14

N Huge Elemental (Air; Extraplanar)

**Init** +15; **Senses** Listen +27, Spot +24

**Languages** Auran

**AC** 27, touch 19, flat-footed 16

(-2 size, +11 Dex, +8 natural) (scintillating scales spells changes touch AC to 27)

**hp** 267 (34 HD); DR 10/-

**Fort** +15, **Ref** +27, **Will** +20

**Speed** 100 ft. flight, perfect (20 squares);

**Melee** 2 slams +30 (2d8+4) or/and



**Ranged** ranged touch attack +30

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

**Base Atk** +21; **Grp** +31

**Atk Options** Slam, Spells

**Special Actions** Whirlwind

**Combat Gear** Deep Red Sphere Ioun Stone (+2 bonus to Dex), Incandescent Blue Sphere Ioun Stone (+2 bonus to Wis)

**Class Spells Known** (CL 17th); Save 13+sp level:

6th (4/day) -- *disintegrate*, *greater dispel magic*

5th (6/day)— *wall of force*, *wall of dispel magic*, *arcane fusion*

4th (6/day)— *wall of ice*, *ray deflection*, *orb of acid*, *dimensional anchor*

3rd (7/day)— *ray of dizziness*, *anticipate teleportation*, *dispel magic*, *haste*

2nd (7/day)— *see invisibility\**, *ray of weakness*, *resist energy*, *touch of idiocy*, *scintillating scales*

1st (7/day)— *ray of enfeeblement*, *grease*, *shield*, *magic missile*, *magic weapon*

0 (6/day)— *acid splash*, *touch of fatigue*, *disrupt undead*, *detect magic*, *flare*, *message*, *ray of frost*, *mending*, *mage hand*

\*Already cast

**Abilities** Str 18, Dex 32, Con 19, Int 13, Wis 16, Cha 17

**SQ** Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits, Metamagic Specialist (4 times)

**Feats** Dodge, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Springing Attack, Weapon Finesse, Enlarge Spell, Eschew Materials, Practiced Spellcaster, Split Ray, Extend Spell

**Skills** Listen +27, Spot +23, Spellcraft +17, Concentration +20, Hide +3

**Air Mastery (Ex)** Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su)** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 36 feet wide at the top, and up to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking

the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (DC 23). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

**Elemental Traits:** Immunity to poison, sleep effects, paralysis, and stunning. Not subject to critical hits or flanking. Elementals do not eat, sleep, or breathe.

**Metamagic Specialist:** (see New Rules): Four times a day may apply metamagic feats to spells without increasing casting time.

## ENCOUNTER 4

**KYRA HORN**

**CR 15**

Female Human Ranger6 Monk3 Occult Slayer5

[CR +1 for equipment/spells/abilities]

LG Medium Human (Baklunish)

**Init** +9; **Senses** Listen +18, Spot +12

**Aura:** Good

**Languages** Common, Baklunish

**AC** 26, touch 17, flat-footed 21 (with taking cover behind horse (DC 15 ride check) this becomes AC 30, touch 21)

(+0 size, +5 Dex, +0 class, +8 armor, +1 deflection, +1 insight, +1 natural)

**hp** 133 (14 HD) + 12 temporary hit points (28 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire 10 (potion)*, immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects)

**Fort** +18, **Ref** +19; **Will** +19 (+2 versus enchantments)

**Speed** 40 ft. in *chain shirt* (6 squares), base movement 40 ft, light war horse 60 ft.

**Melee** unarmed strike (lethal or non-lethal) +22/+17/+12  
1 (1d8+7)

Or long composite bow (str +2) +23/+23/+18/+13  
(1d8+ +6/x3) +d6 (merciful)

Or many shot long comp bow +19 (3d8+15)  
standard action.

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

**Base Atk** +13; **Grp** +21

**Atk Options** Non-lethal or lethal with unarmed strike, blunt arrows/regular arrows with bow,; favored enemy attacks, many shot, horse can move and she take full attack action with bow from middle of horse movement (penalties for more than single move), +1d6 damage with weapon bond.

**Combat Gear** *anklet of translocation*, +1 *magebane merciful composite longbow* (Str +2) (with *greater magic weapon* CL 14), *cloak of resistance* +2, *amulet of natural armor* +1, *dragonhide mask*, *dragon mask*, *ring of communication*, *dusky rose ioun stone*, *ring of protection* +1, *mithril chain shirt* (with *magic vestment* CL 14), *hat of disguise*, two quivers of *Ehlonna*, 180 cold iron blunt arrows, 20 adamantine arrows, *wand of spike growth* (10 charges), *potion of cure serious wounds*, *wand of lesser vigor* (10 charges), *potion of cure serious wounds*, *potion of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of owl's wisdom*~~, ~~*potion of bear's endurance*~~, *potion of cat's grace*, *potion of resist energy (electricity)* (CL 7) **Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level  
1st— *Entangle*, *Arrowmind*

**Abilities** Str 14 (18), Dex 17 (21), Con 14 (18), Int 10, Wis 12 (16), Cha 10

**Feats** Improved Initiative, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot, Mounted Combat, Improved Unarmed Strike, Improved Grapple, Ascetic Hunter, Deflect Arrows

**Skills** Speak +1 language Ride +20, Handle Animal +9, Spot +11, Listen +18, Knowledge (Arcana) +4, Balance +10, Concentration +13, Spellcraft +6, Tumble +15

Under effects of: *Healthful Rest* CL 16, *Freedom of Movement* CL 7 (5 minutes left), long composite bow is under a CL 16 *Greater Magic Weapon* (+4; 1 hours left); *Hero's Feast* CL 17; 2 hours left; *chain shirt* has *magic vestment* CL 16 (1 hour left), *Greater Magic Fang* on one hand, CL 16 (1 hour left)

**Possessions** light war horse, holy symbol of *Ehlonna*

**Favored Enemy: Elves:** (Ex) +4 damage vs. elves, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against elves.

**Favored Enemy: Humans:** (Ex) +2 damage vs. humans, and +4 bonus to Spot, Listen, Survival, Bluff, and Sense Motive against humans.

**Magical Defense (Ex):** An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against spells or

spell like abilities. This bonus is +1 at 1<sup>st</sup> level, and it increase to +2 at 3<sup>rd</sup> level and to +3 at 5<sup>th</sup> level.

**Weapon Bond (Su):** She has chosen her *magebane* bow as the focus of her power. Upon making her selection, she immediately forms a bond with her chosen weapon that imbues it with the force of her hatred for spell casters. Thereafter, any successful attack she makes with the chosen weapon against a spell caster or a creature with spell-like abilities deals extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind of at least masterwork quality.

**Mind over Magic 2/day (Su):** An occult slayer can cause a spell or spell-like ability targeted against her to rebound onto the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level +5).

**Vicious Strike (Ex):** At 2<sup>nd</sup> level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.

**Nondetection Cloak (Su):** Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience*/ *clairvoyance*, *locate object*, and other detection spells. The occult slayer gains magical protection from divinations equivalent to a nondetection spell (caster level equals the character's occult slayer level), except that it affects only the occult slayer and her possessions.

**Auravision (Su):** An occult slayer may see auras out to 60 feet as a free action. It otherwise works as a detect magic except she only can see number of auras, not what type.

**Blank Thoughts (Ex):** At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). She can suppress or resume this ability as a free action (*starts with this up*)

**Evasion (Ex):** If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Still Mind (Ex):** Gets +2 save versus enchantment spells and effects.

**Magebane:** Against creatures with spells or spell-like ability the weapon has a +2 higher enhancement bonus to it and does +2D6 damage [note with the greater magic weapon on the bow, the +2 higher enhancement bonus does not change the to hit/basic damage of the bow.]

**Description:** : The hat of disguise shows a tall blonde Flan woman, in adamantine breastplate, gold holy symbol of *Ehlonna*, a long composite bow, 2 quivers of arrows, a truncheon, and two morning stars.

**Sources** *Healthful Rest*, *Lesser Vigor* (Spell Compendium), *Improved Rapid Shot*, *Occult Slayer* (Complete Warrior), *Ascetic Hunter* (Complete Adventurer)

**INDIGO KARR****CR 15**

[CR +1 for equipment/spells/abilities]

Male Human Knight 8 / Fighter 4 / Marshal 2

NG Medium Human (Baklunish)

**Init** +6; **Senses** Listen +3, Spot +0**Aura** Good**Languages** Common, Baklunish, Flan

**AC** 34, touch 22\*, flat-footed 33 (AC 38, Touch 26 when using horse for cover (DC 15 ride)) (+0 size, +1 Dex, +0 class, +12 armor, +7 shield\*, +2 deflection, +1 insight, +0 natural, +1 major aura)

**hp** 158 (14 HD) + 12 temporary hit points (28 from bear's endurance)

Immune to Fear and Poison from *hero's feast*; *resist fire* 10 (*potion*)

**Fort** +16, **Ref** +8; **Will** +21

**Speed** 20 ft. in Full Plate Mail (4 squares), base movement 30 ft.; Heavy War Horse 50 ft

**Melee** lance +23/+18/+13 (1d8+11/19-20x3)+1d6 (+25, 3d8+48+1D6 on spirited charge)

Or truncheon +19/+14/+9 (1d8+6/x3)(+21, 2d8+22 on spirited charge)

Or scimitar +18/+13/+8 (1d6+5/18-20x2)(+20, 2d6+20 on spirited charge)

Or spiked gauntlet +18/+13/+8 (1d4+5/18-20x2)(+20, 2d4+20 on spirited charge)

Non-lethal is -4 to hit for all except the truncheon and lance (merciful lance)

Or long composite bow (str +2) +16/+11/+6 (1d8+2/x3)

**Space** 5 ft.; **Reach** 5 ft (10 ft reach with lance)**Base Atk** +13; **Grp** +18

**Atk Options** Ride by Attack/Spirited Charge, Non-lethal damage or lethal in rare circumstances, regular attack, Test of Mettle

**Combat Gear** *anklet of translocation*, masterwork spiked full plate (with *magic vestment* CL 16), masterwork heavy steel shield (with *magic vestment* CL 16), *cloak of resistance* +3, +1 *merciful dark wood lance* (with *greater magic weapon* CL 16), masterwork lance, *hat of disguise*, bronze griffon, *dusty rose ioun stone*, +2 *ring of protection*, +1 *truncheon*, adamantite scimitar, spiked gauntlet, masterwork composite longbow (Str +2), 40 blunt arrows, *potion of lesser vigor*, two *potions of remove blindness/deafness*, ~~*potion of resist energy (fire)*~~, ~~*potion of cat's grace*~~, ~~*potion of bull's strength*~~, ~~*potion of eagle's splendor*~~, ~~*potion of bear's endurance*~~, *potion of bull's strength*

**Abilities** Str 17 (21), Dex 10 (14), Con 14 (18), Int 10, Wis 10, Cha 16 (20)

**SQ** Knight's Challenge (Ex), Shield Block (Ex), Bulwark of Defense (Ex), Vigilant Defense (Ex), Shield Ally (Ex), Marshal Auras (Ex)

**Feats** Weapon Focus (lance), Improved Initiative, Mounted Combat, Ride by Attack Shield Specialization, , Spirited Charge, Shield Ward\*, Weapon Specialization: Lance, , Improved Critical (Lance) , Iron Will, Skill Focus Diplomacy, Force of

**Personality Skills** Ride +17 , Handle Animal +19, Balance +1 [5 ranks in balance], Speak +2 Language, Diplomacy +10 , Listen +3

Under the effect of a: *Freedom of Movement* CL 8 (5 minutes left), *Healthful Rest* CL 16, lance is under a CL 64 *Greater Magic Weapon* (+2; 1 hours left); *Extended Hero's Feast* CL 16; 8 hours left); plate and shield has *magic vestment* CL 16 (1 hour left)

**Possessions** holy symbol of Al'Akbar (Exalted Faith), two alchemy fire, two tanglefoot bags

**Knight's Code:** He will forgo his +2 bonus gained when he is flanking opponents, he will not strike flat-footed opponent, and never deals lethal damage to a helpless foe.

**Knight's Challenge:** He may use this 9 (11 with eagle's splendor) per day by shouting a challenge. Even if they share no language in common he can make himself known. It only works with creatures of intelligence of 5 or higher (excluding most animal companions, and including familiars)

**Fighter's Challenge (Ex):** As a swift action the knight can challenge a single opponent, if they have int 5+ and a CR 9+ (PC level 9+) the knight gets +2 morale bonus on Will saves, plus +2 hit and damage morale bonus vs the target of challenge. This lasts 10 rounds. If opponent drops the knight to 0 or fewer hit points he loses two knight's challenges for the day. It can only be used on a new opponent in an encounter when the first is defeated or flees.

**Test of Mettle (Ex):** As a swift action the knight can challenge everyone in an area. All creatures of Int 5+ with line of sight and line of effect to the knight within 100 feet of CR 8 or higher must make a Will save of 19. All creatures that fail the save must attack the knight with melee or ranged attacks over available other targets. A spell caster who fails the saving throw may use spells against the knight directly or by including him in the area of effect. If the knight is reduced to 0 or fewer hit points he gets an additional knight's challenge for the day. The effect lasts for 10 rounds, but any target that is attacked by someone other than the knight has the test of mettle effect turned off. People who would incur attacks of opportunity to attack the knight can choose to use ranged attack, or attack people they threaten for that round instead.

**Call of Battle (Ex):** As a swift action a knight can use a challenge to give an ally another will save versus a fear effect with the knight's charisma as a bonus.

**Bulwark of Defense (Ex):** An opponent that starts in his threaten area treats all squares he threatens as difficult terrain

**Shield Block (Ex):** He may designate a single target to which his shield provides +1 AC (with shield ward this also applies to touch attacks, trips, grapples, etc).

**Vigilant Defender (Ex):** If an opponent attempts to tumble through your threatened area or space the tumble DC to avoid attacks of opportunity is at +6.

**Shield Ally (Ex):** As an immediate action you can absorb part of the damage done to an adjacent ally. The knight takes half the damage and the ally the other half. This only works against physical melee attacks and ranged attacks (not spells).

**Auras (Ex):** Projecting an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. A marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

**Minor Aura (Over the Top) (Ex):** Charisma bonus on damage rolls when charging

**Major Aura (Motivate Care) (Ex):** +1 bonus to AC

**Description:** The hat of disguise shows a tall Flan man with mithril chain shirt with an adamantine dire flail with frost on one end, a whip and composite long bow with 120 arrows. He appears to be wearing a gold holy symbol of Ehlonna.

**Sources,** Healthful Rest, Lesser Vigor (*Spell Compendium*), Knight, Shield Specialization, Shield Ward (*Player Handbook II*), Marshal (*Miniatures Handbook*), Force of Personality (*Complete Adventurer*).

## ENCOUNTER 5

**DHABIHULLAH SHAH** **CR 18**  
Male Ghost (Human-Baklunish) Duskblade 7 Pious  
Templar9 (Kelenan)

CN Medium Ghost/Undead/Incorporeal

**Init** +3; **Senses** Listen +10, Spot +12

**Languages** Common, Baklunish

**AC** 32, touch 26\*, flat-footed 26  
(+3 Dex, +6 armor, +8 shield\*, +5 deflection)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; is turned as 28 HD creature; has positive energy resistance 10; DR 2/-

**hp** 145 (16 HD);

**Fort** +16, **Ref** +13 **Will** +19

**Speed** flight 30 ft. (perfect)

**Melee** ghost touch scimitar +21/+16/+11 (1d6+6/15-20);  
or corrupting touch +19/+14/+9(1D6);  
or draining touch +19(1d4\*1.5 ability drain – see enc text);

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

**Base Atk** +16; **Grp** +16 (+19 vs. ethereal)

**Atk Options** ghost touch falchion, corrupting touch, draining touch, malevolence, channeling spells through weapon, smite good 2/day, unholy storm

**Gear that appears on his ghostly body:** *anklet of translocation*, +1 *breastplate*, +5 *heavy dark wood shield*, *periapt of wisdom* +2, *cloak of turn resistance*, *vest of resistance* +5, *gloves of dexterity* +2, *ring of protection* +2, +1 *ghost touch scimitar* “Adagio”

**Arcane Class Spells Known** (CL 7th) Save = 11+ spell level:

*0th (6/day)* – *ray of frost*, *prestidigitation*

*1st (7/day)*— *greater mage hand*, *ray of enfeeblement*, *kelgore's fire bolt*, *hold portal*, *protection from law*

*2nd (5/day)* – *mirror image*, *see invisibility*, *resist energy*

**Divine Class Spells Prepared** (CL 7th) Save = 13 + spell level

*1st* – *corrupt weapon*, *corrupt weapon* (pg 182 DMG), *inflict light wounds*

*2nd*— *cure moderate wounds*, *inflict moderate wounds*, *bull's strength*

*3rd* – *unholy storm*, *unholy storm*

*4th* – *inflict critical wounds*

**Abilities** Str --/16, Dex 16, Con --, Int 12, Wis 16, Cha 16

**SQ** Arcane Attunement (Su), Armored Mage (Ex), Arcane Channeling (Su), Quick Cast (Su), Spell Power (Ex)

**Feats** Shield Specialization, Weapon Focus: scimitar, Combat Casting, True Believer, Improved Turn Resistance, Shield Ward\*, Weapon Specialization: Scimitar, Improved Critical: Scimitar, Positive Energy Resistance, Empowered Ability Damage (Drain), Blind-Fight

**Skills** Concentration +19 [+23 casting on defensive or in grapple], Knowledge (Religion) +13, Listen +10, Spellcraft +11, Sense Motive +7, Spot +14, Hide +18, Search +7, Always moves silently **Mettle (Su):** If he makes a successful Will or Fortitude against an attack that normally would have a lesser effect on a successful save, he instead completely negates the effect.

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals **1d6** points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4\*1.5 (1.5 multiplier from empowered energy damage feat) points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter

the target's space. If the save fails, the ghost vanishes into the target's body.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 2 days unless it is bones and sword are buried together in holy consecrated ground within four hours of its "death." Even in this case, it only stops the rejuvenation; if the bones or sword are removed from consecrated ground the ghost could return. Ultimately the Knights of the Watch has to be gone from Bissel for him to rest.

**Arcane Attunement (Sp):** He can use the spell like powers *dancing lights*, *detect magic*, *flare*, *ghost sound*, and *read magic* a combined four times per day. These spell-like powers do not count against his total of spells known or spells per day.

**Armored Mage (Ex):** he can wear light and medium armor and use shields (not tower shield) with no arcane spell failure

**Arcane Channeling (Su):** Can deliver touch spells as a standard action through his weapon with a melee attack. Casting a spell in this manner does not provoke attacks of opportunity. The spell must have a casting time of 1 standard action or less. If the melee attack is successful, the attacks deals damage normally; then the effect of the spell is resolved. This is the only way he can deliver touch spells to non-ethereal creatures.

**Smite Good:** Twice per day he can Smite Good, +4 to hit, +7 to damage.

**Quick Cast:** He can cast one spell each day as a swift action, so long as the casting time of the spell is 1 standard action or less.

**Spell Power (Ex):** If he has injured an opponent with a melee attack, he gains a +2 bonus on his caster level check to overcome spell resistance for the remainder of the encounter. **Description** A five foot, five inch tall human with golden skin and jet black hair. He has a translucent bladed scimitar, chain mail armor, and dark wood wooden shield.

**Sources** Duskblade, *kelgore's fire bolt* (Player's Handbook II), Improved turn Resistance, Empowered Ability Damage (*Libris Mortis*), Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, *unholy storm* (Spell Compendium)

## UFFA

## CR 16

Male Ghost (Magic Beasts – Augmented Animal (Awakened Leopard)) Expert4 Scout6 Fighter4

N Medium Ghost/Undead/Incorporeal

Init +10; **Senses** Listen +27, Spot +27

**Languages** Common, Baklunish, Draconic

**Non-Ethereal creatures AC** 26, touch 18, flat-footed 20 (+6 Dex, +8 (incorporeal) armor, +2 deflection)

**Ethereal creatures AC:** 26, touch 16, flat-footed 20 (+6 Dex, +8 armor, +2 natural,)

**Special:** 50% chance to ignore damage vs. non-ethereal creatures; Is turned as 29 HD creature; positive energy resistance 10; can block one arrow/bolt attack per round as if he had deflect arrow feat

hp 170 (17 HD);

**Fort** +11, **Ref** +16, **Will** +9

**Speed** flight 30 ft. (perfect)

**Melee** bite/corrupting touch +21 (1d6)

or bite/corrupting touch +21 (1d6) and 2 claws/corrupting touch +19+1d6. Pounce also adds two rakes at +21 doing 1d6)

If Uffa moves 10 feet or more each attack does +2D6 precision damage from Scout and gets +1 AC

If Uffa moves 20 feet or more then each attack does instead +4d6 damage from Scout & Improved Skirmish and gets +3 AC

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

**Base Atk** +15 **Grp** +15 (+19 vs. ethereal)

**Atk Options** pounce with a charge, full attack, or non-charge move and attack

**Gear that appears on his ghostly body:** mithril chain shirt barding +4 glamor speed with *greater crystal of arrow deflection*, *deep red sphere ioun stone* (+2 Dex), *cloak of turn resistance*

**Abilities** Str --/16, Dex 23, Con --, Int 14, Wis 12, Cha 14

**SQ** Corrupting Touch (Su), Malevolence (Su), Telekinesis (Su), Manifestation (Su), Rejuvenation (Su), Skirmish (+2d6 +1 AC) (Ex), Uncanny Dodge (Ex), Battle Fortitude (Ex), Evasion (Ex)

**Feats** Alertness, Weapon Finesse, Improved Turn Resistance, Positive Energy Resistance, Improved

Initiative, Improved Skirmish, Combat Expertise, Improved Combat Expertise, Multiattack, Improved Toughness

**Skills** Tumble +20, Listen +27, Spellcraft +14, Spot +27, Escape Artist +15, Hide +30, Search +18, Balance +18, Survival +14, Sense Motive +11, Speaks +2 languages, Always moves silently  
**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength\* modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only. (\*this creature has weapon finesse and uses dexterity to attack)

**Malevolence (Su):** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 17<sup>th</sup>) this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 17). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

**Telekinesis (Su):** A ghost can use telekinesis as a standard action (caster level 17<sup>th</sup>; save DC 18 where applicable). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** it is not possible to destroy this ghost through simple combat: The "destroyed" spirit will restore itself in 4 days unless Dhabihullah Shah is permanently destroyed, which cannot happen in the duration of the campaign.

**Skirmish (Ex):** He deals an extra 2d6 points of damage on all attacks he makes during any round in which he

moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. The extra damage only applies against living creatures that have a discernible anatomy.

**Uncanny Dodge(Ex):** A scout can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker.

**Battle Fortitude (Ex):** gives +1 competence bonus to fortitude saves and initiative checks.

**Evasion (Ex):** If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

**Speed Armor:** Three times per day the wearer can use a swift action to give it haste for one round.

**Description** a leopard with a cloak and a red stone floating around it

**Sources** Improved Turn Resistance, Positive Energy Resistance, cloak of turn resistance (*Libris Mortis*), greater crystal of arrow deflection (*Magic Item Compendium*), Scout (*Complete Adventurer*), Improved Skirmish (*Complete Scoundrel*)

## APPENDIX 6 – ALL APLS

### ENCOUNTER 4

#### SQUIRE NORRIS JABBAR CR 6

Male Human Fighter 4 / Cleric 2

LN Medium Human

Init +1; Senses Listen +1, Spot +1

Aura Good

Languages Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 shield) [-2 AC when charging]

[Will use horse for cover +4 AC with successful DC 15 Ride check]

hp 55 (6 HD)

Fort +5, Ref +2; Will +5

Speed 20 ft. in +1 Full Plate (6 squares), base movement 30 ft.; Riding Horse goes by horse speed.

Melee battle axe +10 (1d8+4/x3; masterwork battle axe does 1 less damage)

Or masterwork lance +10 (1d8+5/x3)

Or Spirit Charged Battle Axe +12 (2d8+8/x3; masterwork battleaxe does 2 less damage)

Or Spirited Charge lance +12 (3d8+15/x3)

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +8

Atk Options Ride by Attack, Spirited Charge

Combat Gear +1 full plate, masterwork heavy steel shield, +1 Battle Axe, masterwork battle axe, masterwork lance, Heward's handy haversack, potion of cure moderate wounds, potion of cure serious wounds.

Cleric Spells Prepared (CL 2nd):

1st—~~heathful rest~~<sup>D</sup>, lesser vigor, divine favor, detect chaos<sup>D</sup>

0—guidance, virtue, resistance, read magic

D: Domain spell. Deity: Heironeous. Domains: Inquisition, War.

\*Already cast

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQ Turn Undead

Feats Mounted Combat, Skill Focus: Ride, Ride by Attack, Spirited Charge Improved Toughness, Weapon Focus (battle axe), Close Quarters Fighting, Weapon Specialization: Lance

Skills Concentration +5, Diplomacy +5, Handle Animal +5, Craft (Weaponsmith) +1, , Craft (Armorsmith) +1, Ride +10/(+4 to fast mount/dismount)

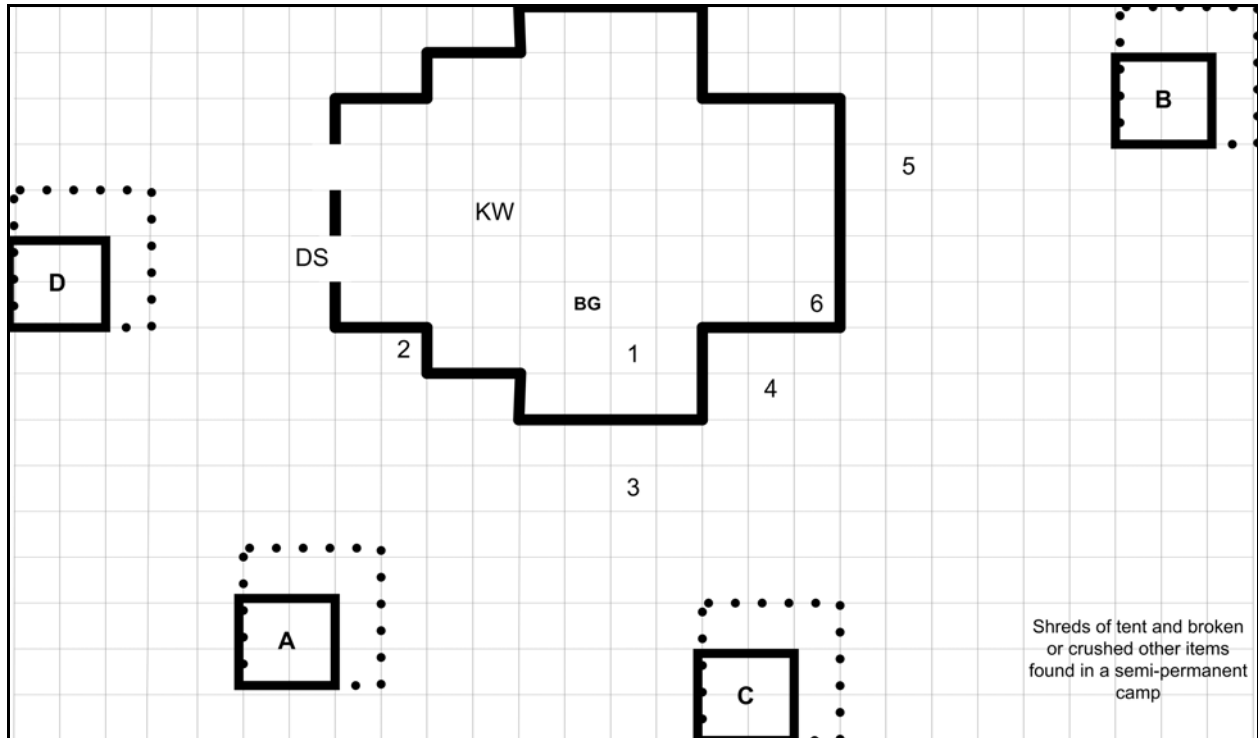
Possessions two wooden holy symbols of Heironeous, plus a silver one in the haversack; also is carrying the physical Adagio on his horse in a bag; two spell component pouches

Sources Improved Toughness, Close Quarters Fighting (*Complete Warrior*), Healthful Rest, Lesser Vigor (*Spell Compendium*).

Norris's Horse "Thomas"; Heavy War Horse

(1): hp 40; see *Monster Manual*, page 273.

## DM AID: MAP #1 – SINKHOLE MAP



A & B Grave Dirt Golem (or Advanced Grave Dirt Golem) positions depending on APL

C & D Tombstone Golem (or Advanced Tombstone Golem) positions depending on APL

DS Opening to the remain of the Dhabihullah Shah Tomb. It goes in about 15 feet. Tomb walls are lined with lead. DC 15 Climb check to climb down to hole, with a 50% chance that the wall will crumble away. Tomb is 5 ft. x 5 ft. opening.

KW Knight Location floating 50 feet up from sinkhole bottom (10 feet in the air)

BG Brother Gaspar Ghost location floating 40 feet up from sinkhole bottom.

1 Brother Gaspar's relatively intact dead body and long sword with rubies that matches the Ghost Knight's Sword.

2 Adamantine Rapier

3 Open Lead Box

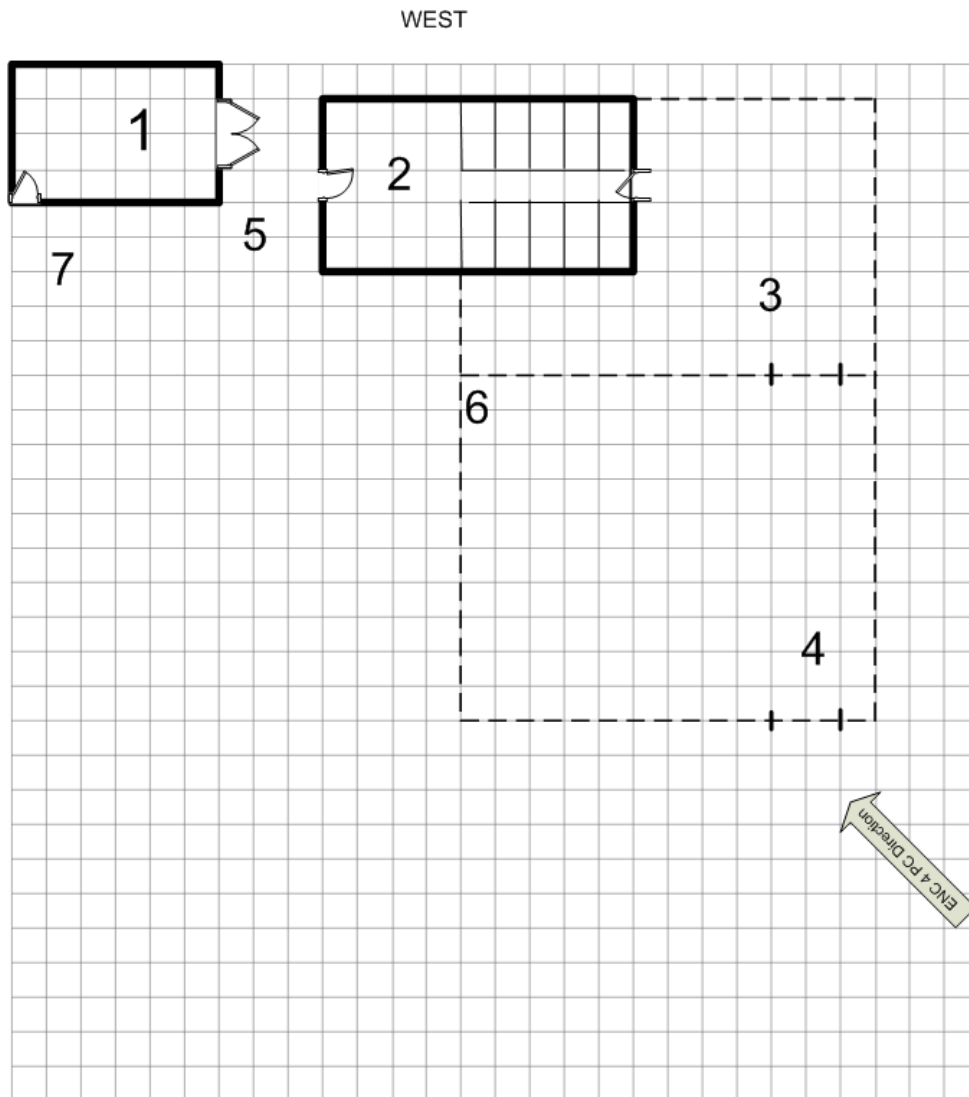
4 Two dead dogs

5 Two dead buzzards

6 Hole slightly covered with debris. If entrance to nearby tomb is covered, then air elemental inside can get through cracks to bottom of sink hole (at #6) in 6 rounds.



## DM AID: MAP #2 – CHAPEL/GUESTHOUSE OF HEIRONEOUS

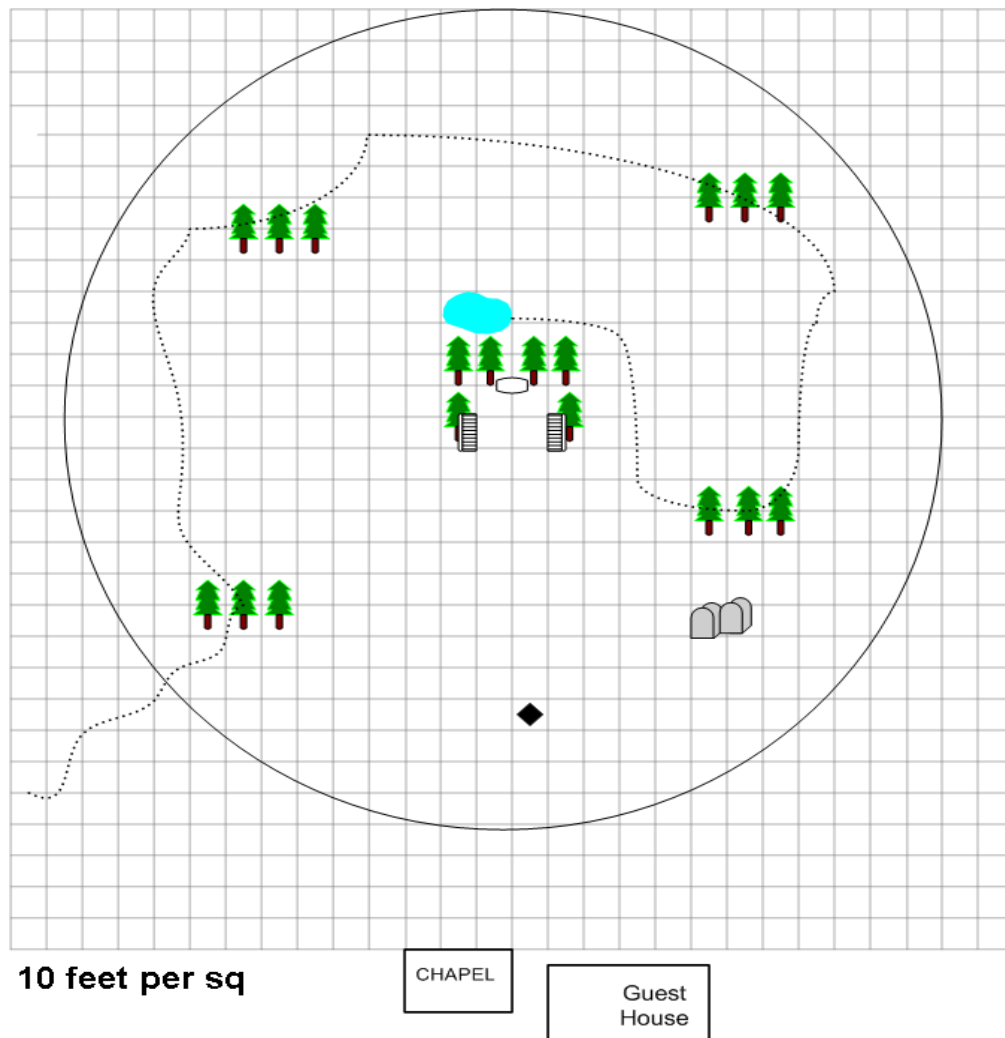


Five feet per square. In the Introduction, the PCs come from the South past the chapel.

1. **Chapel to Heironeous.** Altar on South Side, benches around walls, but mostly a standing chapel.
2. **Guesthouse.** The small rooms represent the small quarters for guests.
3. **Inner Corral with access from Guesthouse.** Along the south fence is a trough. Double hard lines represent where the gate is. 3 & 4 are both Corral is split rail fence feet high with about a foot between each rail. DC 5 Climb check. DC 20 Escape Artist (small creatures get +8 to this check)
4. **Outer Corral.** Along the south fence is a trough. Double hard lines represent where the gate is.
5. **Location of Squire Norris's Horse in encounter 4.**
6. **Location of two young (age 17) men** hanging upside down on fence with throat's cut with blood into trough.
7. Door Is not visible from outside, but visible on inside. This is the door Norris comes out in Encounter 4.

A version of this map is available for PCs in the Introduction and for use in this encounter at DM discretion.

## DM AID: MAP #3 – AT TRILESIMIAN’S REST



The dotted line is the small stream that leaves the spring and meanders around the Rest. It is generally three feet wide and only a foot deep.

The tombstones on the map represent where the four tombstones are on the Rest.

The black diamond is where the six-foot high pyramid is. It is only two feet by two feet at the base so it doesn't even fill up a five foot square.

The tree symbols represent clumps of evergreen trees in those squares (most of the areas are 20 ft x 30 ft in size).

In the center is the altar (the oval) and two benches about ten feet long each. The small distorted oval is the pool that the spring forms before the water leaves by way of the spring.

The solid line, in a circle shape, is the 1-foot tall stone wall marking the border of the Rest.

This map is left without numbers so the DM may, if he so chooses, provide this as a reference to players.

## DM AID: WHEN THE HOOK FAILS

There is a chance, especially with a Knight of the Watch involved, that some characters will not accept the hook and will receive their ARs at the start of the game (DMs please try as best as you can to get the PC to remain in the game, as a player leaving early will affect the other characters negatively, but this may happen anyway). The NPC below can be provided to the remaining players as someone who Watcher Holderherk will also arrange to go to the Prelate.

This NPC can also be provided to a table with only 4 original players at APL 8-12 (depending on their balance).

In truth, much of this game for APLs greater than 10, the NPC is little more than one more target, but the first combat of this game is difficult enough with a significantly lower number of people than intended.

He has Use Magic Device in case he is needed to use the wand.

Players may refuse him to be added to their party.

### **TOMAS KARR (NPC PALADIN)**

**CR 7**

Male Human Paladin 7

LG Medium Humanoid (human; Flan)

**Init** +1; **Senses** Listen +1, Spot +1

**Aura** Good

**Languages** Common

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**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 shield)

**hp** 58 (7 HD);

**Immune** Disease

**Fort** +8, **Ref** +5, **Will** +5

---

**Speed** 20 ft. in Full Plate armor (4 squares), base movement 30 ft.;

**Melee** +1 Longsword +11 (1d8+3) or

**Melee Full attack** +1 Longsword +11 and +6 (1d8+3) or

**Ranged** MW Long Composite bow (Str +0) +9 (1d8)

**Ranged Full attack** MW Long Composite bow (Str +0) +9 and +4 (1d8)

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

**Base Atk** +7; **Grp** +9

**Atk Options** Smite Evil 2x/day, Mounted Combat. Will take cover behind horse for +4 AC if make a DC 15 Ride Check.

**Combat Gear** Full Plate mail+1, longsword +1, masterwork longsword, Heavy Steel Shield +1, masterwork Long Composite bow (Str +0), 40 arrows, Two Potions of Cure Moderate Wounds, Heavy War Horse, Military saddle.

**Paladin Spells Prepared** (CL 3rd):

1st—, Lesser Restoration, Bless Weapon

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

**SQ** Aura of Good, Detect Evil, Smite evil (2x/day), Divine Grace, Lay on Hands (14 points), Aura of Courage, Divine Health, Turn Undead, Special Mount (dead), Remove Disease (1x/week)

**Feats** Weapon Focus (Longsword), Mounted Combat, Skill Focus: Ride, Skill Focus: Use Magic Device

**Skills** Handle Animal +12 Use Magic Device +10, Ride +14

**Possessions** combat gear plus Wand Cure Light Wounds (15 charges), 4 gp

**Description** This paladin stands an even six feet tall and has strong Oeridian features. He wears the holy symbol of Ulaa prominently. Tomas recently lost his Paladin mount, but has recovered from the loss. He refuses to call another holy mount to its death, so he rides a heavy war horse (see below). I

**Heavy War Horse:** hp 32; with light chain barding +4 AC; see *Monster Manual*, page 273.

# DM AID: NEW RULES

## NEW FEATS

### **Ascetic Hunter**

**Prerequisite:** Improved Unarmed Strike, Favored Enemy

**Benefit:** When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attack.

If you have levels in ranger and monk, those levels stack for the purposes of determining your unarmed strike damage. For example, a 7th ranger/1st monk would deal 1d10 points of damage with her unarmed strike.

In addition you can multiclass freely between the monk and ranger classes.

### **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.

### **Improved Rapid Shot [Complete Warrior]**

You are an expert at firing weapons with exceptional speed.

**Prerequisites:** Manyshot, Point Blank Shot, Rapid Shot.

**Benefits:** When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

**Special:** A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

### **Improved Skirmish (*Complete Scoundrel*)**

With a few extra steps, you gain even greater benefits from your skirmishing combat style.

**Prerequisite:** Skirmish +2d6/+1AC

**Benefit:** If you move at least 20 feet away from where you are at the start of your turn, your skirmish damage increases by 2d6 and your competence bonus to AC from skirmish improves by 2.

**Normal:** A scout's bonus damage and AC bonus apply if she moves at least 10 feet away from where she was at the start of her turn.

**Special:** A scout can select Improved Skirmish as one of her scout bonus feats (Complete Adventurer 13).

### **Improved Turn Resistance (*Libris Mortis*)**

You have a better than normal chance to resist turning.

**Prerequisite:** Undead type.

**Benefit:** You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster HD plus class levels) to determine your HD for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has a +4 turn resistance adds an additional +4 with this feat, for a total of +8.

### **Positive Energy Resistance (Monstrous) [Libris Mortis]**

You are resistant to damage dealt by positive energy effects.

**Prerequisite:** Undead type

**Benefit:** You gain resistance 10 against positive energy effects, such as, but not limited to, cure spells.

### **Practiced Spellcaster [General] (Complete Arcane)**

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

**Prerequisites:** Spellcraft 4 ranks

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

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

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

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

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

### **Sculpt Spell (Complete Arcane)**

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses up a spell slot one level higher than the spell's actual level.

### **Shield Specialization (Players Handbook II)**

You are skilled in using a shield, allowing you to gain greater defensive benefits from it.

**Prerequisite:** Proficiency with shields.

**Benefit:** Choose one type of shield from the following list: buckler, heavy or light. When using a shield of the appropriate type, you increase its shield bonus to AC by 1.

**Special:** You can select this feat more than once. Each time you select it, choose a different type of shield.

A fighter can select Shield Specialization as one of his fighter bonus feats.

### **Shield Ward (*Players Handbook II*)**

You use your shield like a wall of steel and wood. When an opponent attempts to draw in close to you, your shield forces him away or ruins his attacks.

**Prerequisite:** Proficiency with shields, Shield Specialization.

**Benefit:** You apply your shield bonus to your Touch AC, and on checks or rolls to resist bull rush, disarm, grapple, overrun, or trip attempts against you.

**Special:** A fighter can select Shield Ward as one of his fighter bonus feats.

### **Split Ray (*Complete Arcane*)**

Your ray spells can affect an additional target.

**Prerequisites:** Any metamagic feat.

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

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

### **Sudden Widen (*Complete Arcane*)**

You can increase a spell's area without special preparation.

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

### **True Believer (*Complete Divine*)**

Your deity rewards your unquestioning faith and dedication.

**Prerequisite:** 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.

## **NEW ITEMS**

### ***Vest of Resistance (Magic Item Compendium)***

A *vest of resistance* offers magic protection in the form of a +1 to +5 resistance bonus on saving throws.

Moderate; (DC 20) abjuration; CL 10<sup>th</sup>; Craft Wondrous Item, *resistance*. Price 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

### ***Anklet of Translocation (Magic Item Compendium)***

**Price:** 1,400 gp (item level 5th)

**Body Slot:** Feet

**Caster Level:** 7th

**Aura:** Moderate (DC 18) conjuration

**Activation:** Swift (command)

A pewter chime hangs from this simple feather ankle-band.

An anklet of translocation allows you to make short dimensional hops. When it activation, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be withingline of sight and line of effect.

You can't use the anklet to move into the space occupied by another creature, nor can you teleport into a solid object. If you attempt to do so the anklet's activation is wasted. You ca bring along objects weighting up to your maximum load, but you can't bring another creature with you .

An anklet of translocation functions two times per day.

### ***Ring of Communication (Magic Item Compendium)***

**Price:** 200 gp

**Body Slot:** Finger

**Caster Level:** 5th

**Aura:** Faint (DC 17) divination

**Activation:** Free (mnetal)

When you activtate a ring of communication for the next minuteyou can clearly hear ay words spoken to anyone within a mile who is wearing another ring of communication to which you are attuned. Any two or more ring wearers ned only touch their rings and speak the command word in unison to attune the rings to each other. A ring remains attuned until you attune it to a different ring.

### ***Dragon Mask (Magic Item Compendium)***

**Price:** 4,000 gp

**Body Slot:** facet

**Caster Level:** 6th

**Aura:** Moderate (DC 17) divination

**Activation:** Swift (command)

When activate a dragon mask allows you to use see invisibility for 5 minutes, twice per day.

## **NEW SPELLS**

### ***Arrow Mind (Spell Compendium)***

Divination

**Level:** Ranger 1, Sorcerer/Wizard 1

**Components:** V, S, M

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, short bow, great bow\*, composite great bow\*, composite short bow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square. \* See *Complete Warrior*.

*Material Component:* A flint arrowhead.

### **Close Wounds (Spell Compendium)**

Conjuration (Healing)

**Level:** Clr 2

**Components:** V

**Casting Time:** 1 immediate action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless)

*Your ally falls from a crushing blow, but you don't have time to reach him. You quickly speak words of power, and the worst of his injuries glow golden and begin to heal.*

### **Healthful Rest**

Conjuration (Healing)

**Level:** Bard 1, cleric 1 druid 1

**Components:** V, S

**Casting Time:** 10 minutes

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

**Targets:** One creature/level, no two of which are more than 30 ft. apart

**Duration:** 24 hours

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*A diffuse glow of golden light spreads from you, wrapping those you have chosen in a soft nimbus. The subjects of your spell look relaxed and rested, the stresses of the day forgotten.*

*Healthful rest doubles the subjects' natural healing rate. Each affected creature regains twice the hit points and ability damage it otherwise would have regained during that day, depending on its activity level (PH 76).*

### **Kelgore's Fire Bolt (Players Handbook II)**

Conjuration/Evocation: [Fire]

**Level:** Duskblade 1, sorcerer/wizard 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** See text

*You conjure a shard of red-hot rock and hurl it toward an opponent. As it streaks through the air, a nimbus of arcane energy crackles around it.*

*This spell conjures a small orb of rock and sheathes it in arcane energy. This spell deals 1d6 point of fire damage per caster level (maximum 5d6). If you fail to overcome the target's spell resistance, the spell still deals 1d6 points of fire damage from the heat and force of the conjured orb's impact.*

*Material Component:* A handful of ashes

### **Mage Hand, Greater (Spell Compendium)**

Transmutation

**Level:** Sorcerer/wizard 1

**Components:** V, S



**Casting Time:** 1 standard action  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One object or creature weighing up to 40 lb.  
**Duration:** Concentration  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*You cast the spell, and your hand is suffused with a ghostly white radiance. You point your finger at the target across the room, and it slowly rises in the air. A greater mage hand spell can lift an object and move it at will from a distance. As a move action, you can propel the target up to 20 feet in any direction, although the spell ends if the distance between you and the subject ever exceeds the spell's range.*

*A creature can negate the effect against an object it possesses with a successful Will save or if you fail to overcome its spell resistance. An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The spell has an effective Strength of 10.*

### Ray Deflection (Spell Compendium)

Abjuration  
**Level:** Bard 4, sorcerer/wizard 4  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** No

As the spell is cast, a brief shimmering field appears around you. Small motes of silver float within the field. For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

**Focus:** A glass prism.

### Ray of Clumsiness (Spell Compendium)

Transmutation  
**Level:** Sorcerer/wizard 1  
**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Ray  
**Duration:** 1 minute/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

*A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.*

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

## Ray of Dizziness (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 3, sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*You release a drab violet ray from your palm. The ray shoots toward your target in a spiraling corkscrew.*

You strike out at your enemy with a ray that causes intense feelings of vertigo. You must succeed on a ranged touch attack with the ray to strike a target. A struck subject experiences strong feelings of vertigo and can take only a move action or a standard action each round (but not both, and it cannot take a full-round action).

*Focus:* A small top.

## Ray Of Weakness

Necromancy

**Level:** Sorcerer/wizard 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Effect:** Ray

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** Yes

A dark ray flies forth from your hand. The air fills with the smell of blood. You must succeed on a ranged touch attack with the ray to strike a target. The target of this ray feels weaker and takes a –2 penalty on attack rolls. Its speed is reduced by 10 feet.

## Vigor, Lesser (SpC)

Conjuration (Healing)

**Level:** Clr1, Drd1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 rounds + 1 round/level (max 15 rounds)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 hit point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple *vigor* spells do not stack; only the highest-level effect applies. Applying a second *vigor* spell of equal level extends the first spell's duration by the full duration of the second spell.

## **ALTERNATE CLASS FEATURE**

### **Metamagic Specialist**

**Level:** 1st

**Replaces:** If you select this class feature, you do not gain a familiar.

**Benefit:** You can apply metamagic feats that you know to sorcerer spells without increasing the casting time. This benefit even lets you quicken your sorcerer spells with the Quicken spell feat.

You can use this class feature a number of times per day equal to 3 + your Int modifier (minimum 1). This is an extraordinary ability.

## **CLASSES**

### **Scout (new base class)**

Scouts have the following game statistics.

**Abilities:** Dexterity helps scouts become stealthy and overcome their lack of access to heavy armor. Wisdom also is important because it affects many skills, especially Spot and Listen, that most scouts consider vital to their ability to survive in the wild and to detect enemies efficiently.

**Alignment:** Any. Scouts in military service are usually lawful.

**Hit Die:** d8.

**Starting Gold:** 5d4 × 10 gp.

### **CLASS SKILLS**

A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Disable Device (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Speak Language (n/a), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1st Level:** (8 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

### **CLASS FEATURES**

All of the following are class features of the scout.

**Weapon and Armor Proficiency:** Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

**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.

**Trapfinding (Ex):** A scout can use the Search skill to locate traps with a DC higher than 20, and she can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the *Player's Handbook*.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a  $\div 1$  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.

**Uncanny Dodge (Ex):** Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before her senses would normally allow her to do so. See the barbarian class feature, page 26 of the *Player's Handbook*.

**Fast Movement (Ex):** Starting at 3rd level, a scout's gains a  $\div 10$  foot enhancement bonus to her base land speed. At 11th level, this bonus increases to  $\div 20$  feet. See the monk class feature, page 41 of the *Player's Handbook*.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Trackless Step (Ex):** Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the *Player's Handbook*.

**Bonus Feats:** At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Brachiation<sup>†</sup>, Combat Expertise, Danger Sense<sup>†</sup>, Dodge, Endurance, Far Shot, Great Fortitude, Hear the Unseen<sup>†</sup>, Improved Initiative, Improved Swimming<sup>†</sup>, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Quick Reconnoiter<sup>†</sup>, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. She must meet all the prerequisites for the feat.

<sup>†</sup> New feat described in Chapter 3 of *Complete Adventurer*.

**Evasion (Ex):** Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the *Player's Handbook*.

**Flawless Stride (Ex):** Starting at 6th level, a scout can move through any sort of terrain that slows movement such as undergrowth, rubble, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

This ability does not let her move more quickly rough terrain that requires a Climb or Swim check to navigate, nor can she move more quickly through terrain or undergrowth that has been magically manipulated to impede motion.

A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Table 1-2: The Scout**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish (+1d6), trapfinding
2nd	+1	+0	+3	+0	Fast movement +10 ft., skirmish ( $\div 1d6$ , +1 AC), trackless step
3rd	+2	+1	+3	+1	Battle fortitude +1, uncanny dodge
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6, +1 AC)
6th	+4	+2	+5	+2	Flawless stride

## KNIGHT (New base class)

A knight is a proud, skilled melee combatant who fights in the name of honor and chivalry. A knight relies on more than a sharp sword and a stout suit of armor to defeat her foes. Her drive, determination, and fighting spirit allow her to control the battlefield in ways that others cannot match. A knight can challenge an opponent to a duel, calling upon the foe's pride and ego to force his hand. The knight's talent with heavy armor, shields, and defensive tactics grant her the ability to disrupt her foe's plans. Only the most talented rogues and monks can slip past a knight's defenses to strike at her allies. An adventuring group with wizards, sorcerers, and other lightly armored members thrives with the assistance of a knight. While

the knight keeps enemies occupied, her allies can use their talents and abilities without fear of attack or harassment.

## **CLASS FEATURES**

Your class features involve mastering the use of armor and shields and learning how to manipulate your foes so that melee combat takes place on your terms, not theirs.

**Weapon and Armor Proficiency:** Knights are proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and all shields (except tower shields).

**Knight's Challenge:** Your dauntless fighting spirit plays a major role in your fighting style, as important as the strength of your arm or the sharpness of your blade. In battle, you use the force of your personality to challenge your enemies. You can call out a foe, shouting a challenge that boosts his confidence, or issue a general challenge that strikes fear into weak opponents and compels strong opponents to seek you out for personal combat. By playing on your enemies' ego, you can manipulate your foes.

You can use this ability a number of times per day equal to  $1/2$  your class level + your Charisma bonus (minimum once per day). As you gain levels, you gain a number of options that you can use in conjunction with this ability.

Even if you and your foes lack a shared language, you can still effectively communicate through body language, tone, and certain oaths and challenges you learn from a variety of different tongues.

**Fighting Challenge (Ex):** As a swift action, you can issue a challenge against a single opponent. The target of this ability must have an Intelligence of 5 or higher, have a language of some sort, and have a CR greater than or equal to your character level minus 2. If it does not meet these requirements, a use of this ability is expended without effect.

If the target does meet the conditions given above, you gain a +1 morale bonus on Will saves and a +1 morale bonus on attack rolls and damage rolls against the target of this ability. You fight with renewed vigor and energy by placing your honor and reputation on the line. If your chosen foe reduces you to 0 or fewer hit points, you lose two uses of your knight's challenge ability for the day because of the blow to your ego and confidence from this defeat.

The effect of a fighting challenge lasts for a number of rounds equal to  $5 +$  your Charisma bonus (if any).

If you are capable of issuing a knight's challenge more than once per day, you can use this ability more than once in a single encounter. If your first chosen foe is defeated or flees the area, you can issue a new challenge to a different foe. You cannot switch foes if your original target is still active.

At 7th level, the bonus you gain from this ability increases to +2. At 13th level, it rises to +3. At 19th level, it increases to +4.

**Test of Mettle (Ex):** Starting at 4th level, you can shout a challenge to all enemies, calling out for the mightiest among them to face you in combat. Any target of this ability must have a language of some sort and an Intelligence score of 5 or higher. Creatures that do not meet these requirements are immune to the test of mettle. You must have line of sight and line of effect to the targets of this ability.

As a swift action, you can expend one use of your knight's challenge ability to cause all your enemies within 100 feet with a CR greater than or equal to your character level minus 2 to make Will saves ( $DC\ 10 + 1/2$  your class level + your Cha modifier). Creatures that fail this save are forced to attack you with their ranged or melee attacks in preference over other available targets. If a foe attacks by casting a spell or using a supernatural ability, he must target you with the attack or include you in the effect's area.

An opponent compelled to act in this manner is not thrown into a mindless rage and does not have to move to attack you in melee if doing so would provoke attacks of opportunity against him. In such a case, he can use ranged attacks against you or attack any opponents he threatens as normal. If anyone other than you attacks the target, the effect of the test of mettle ends for that specific target.

If you are reduced to 0 or fewer hit points by an opponent forced to attack you due to this ability, you gain one additional use of your knight's challenge ability for that day. This additional use comes from increased confidence and the knowledge that you have proved your mettle as a knight against your enemies by calling out foes even against overwhelming odds. This additional use disappears if you have not used it by the start of the next day. You can only gain one additional use of your knight's challenge ability in this manner per day.

The effect of a test of mettle lasts for a number of rounds equal to 5 + your Charisma bonus (if any). Whether a creature fails or succeeds on its save against your test of mettle, it can only be targeted by this effect once per day.

**Call to Battle (Ex):** Starting at 8th level, you become an inspiring figure on the battlefield. When all seems lost, you are a beacon of hope who continues to fight on despite the odds. No cause is yet lost when a knight still battles on its name.

As a swift action, you can expend one use of your knight's challenge ability to grant an ally another save against a fear effect. The target gains a bonus on this save equal to your Charisma bonus (if any). If the target succeeds on this save, he gains the benefit for a successful save against the attack or spell. This ability reflects your talent to inspire your allies in the face of a daunting foe.

For example, Lidda fails her save against a lich's fear spell. On his next action, Sir Agrivail uses his call to battle ability to grant Lidda another save. If she succeeds, she immediately shrugs off the effect of the fear spell.

**The Knight's Code:** You fight not only to defeat your foes but to prove your honor, demonstrate your fighting ability, and win renown across the land. The stories that arise from your deeds are just as important to you as the deeds themselves. A good knight hopes that her example encourages others to lead righteous lives. A neutral knight wishes to uphold the cause of his liege (if he has one) and win glory. An evil knight seeks to win acclaim across the land and increase her own personal power.

The knight's code focuses on fair play: A victory achieved through pure skill is more difficult, and hence wins more glory, than one achieved through trickery or guile.

- A knight does not gain a bonus on attack rolls when flanking. You still confer the benefit of a flanking position to your ally, but you forgo your own +2 bonus on attack rolls. You can choose to keep the +2 bonus, but doing so violates your code of honor (see below).
- A knight never strikes a flat-footed opponent. Instead, you allow your foe to ready himself before attacking.
- A knight never deals lethal damage against a helpless foe. You can strike such a foe, but only with attacks that deal nonlethal damage.

If you violate any part of this code, you lose one use of your knight's challenge ability for the day. If your knight's challenge ability is not available when you violate the code (for example, if you have exhausted your uses for the day), you take a -2 penalty on attack rolls and saves for the rest of that day. Your betrayal of your code of conduct undermines the foundation of confidence and honor that drives you forward.

While you cleave to your view of honor, chivalry, and pursuit of glory, you do not force your views on others. You might chide a rogue for sneaking around a battlefield, but you recognize (and perhaps even feel a bit smug about) the reality that not everyone is fit to follow the knight's path.

**Mounted Combat:** At 2nd level, you gain Mounted Combat as a bonus feat.

**Shield Block (Ex):** Starting at 2nd level, you excel in using your armor and shield to frustrate your enemy's attacks. During your action, designate a single opponent as the target of this ability. Your shield bonus to AC against that foe increases by 1, as you move your shield to deflect an incoming blow, possibly providing just enough protection to turn a telling swing into a near miss. This shield bonus increases to +2 at 11th level and +3 at 20th level.

**Bulwark of Defense (Ex):** When you reach 3rd level, an opponent that begins its turn in your threatened area treats all the squares that you threaten as difficult terrain. Your strict vigilance and active defensive maneuvers force your opponents to move with care.

**Armor Mastery (Ex):** Starting at 4th level, you are able to wear your armor like a second skin and ignore the standard speed reduction for wearing medium armor.

**Bonus Feat:** At 5th level, you gain a bonus feat chosen from the following list: Animal Affinity, Diehard, Endurance, Great Fortitude, Iron Will, Quick Draw, Ride-By Attack, Spirited Charge, Trample, or Weapon Focus (lance). You must still meet any prerequisites for the feat. You gain an additional bonus feat from this list at 10th level and again at 15th level.

**Vigilant Defender (Ex):** Starting at 5th level, you stand your ground against all enemies, warding the spot where you make your stand to prevent foes from slipping past and attacking those you protect. If an opponent attempts to use the Tumble skill to move through your threatened area or your space without provoking attacks of opportunity, the Tumble check DC to avoid your attacks of opportunity increases by an amount equal to your class level.

**Shield Ally (Ex):** Starting at 6th level, as an immediate action you can opt to absorb part of the damage dealt to an adjacent ally. Each time this ally takes damage from a physical attack before your next turn, you can take half this damage on yourself. The target takes the other half as normal. You can only absorb damage from physical melee attacks and ranged attacks, such as an incoming arrow or a blow from a sword, not from spells and other effects.

**Table 1-4: The Knight Hit Die: d12**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+0	+0	+2	Fighting challenge +1, knight's challenge, knight's code
2 <sup>nd</sup>	+2	+0	+0	+3	Mounted Combat, shield block +1
3 <sup>rd</sup>	+3	+1	+1	+3	Bulwark of defense
4 <sup>th</sup>	+4	+1	+1	+4	Armor mastery (medium), test of mettle
5 <sup>th</sup>	+5	+1	+1	+4	Bonus feat, vigilant defender
6 <sup>th</sup>	+6/+1	+2	+2	+5	Shield ally
7 <sup>th</sup>	+7/+2	+2	+2	+5	Fighting challenge +2
8 <sup>th</sup>	+8/+3	+2	+2	+6	Call to battle

**Class Skills (2 + Int modifier per level, x4 at 1st level):** Climb, Handle Animal, Intimidate, Jump, Knowledge (nobility and royalty), Ride, Swim.

### Marshal (New base class)

Sometimes it is not enough to be a conquering warrior, a champion of all that's right, an experienced sellsword, or an elite foot soldier. Sometimes the circumstances require a solid commander of soldiers and situations. Sometimes the circumstances demand a marshal.

Marshals inspire trust in those they lead. They earn that trust by slogging through harsh landscapes, dangerous battlefields, and haunted catacombs along with those under their command. With a look, they can see where to best deploy their resources or come up with a sneaky ruse to fool their enemies. A marshal has a tactician's mind, a cartographer's overview of the disputed landscape (or dungeon warren), and a way with words that can inspire battle-hardened fighters to give it their all when melee breaks out.

**Alignment:** Any.

**Hit Die:** d8.

## **CLASS SKILLS**

The marshal's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (n/a), Spot (Wis), Survival (Wis), and Swim (Str).

**Skill Points at 1st Level:** (4 + Int modifier) x4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## **CLASS FEATURES**

All of the following are class features of the marshal.

**Weapon and Armor Proficiency:** Marshals are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

**Auras (Ex):** The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action (see Chapter 2: Magic). The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

A marshal begins play knowing one minor aura of his choice. As his marshal level increases, he gains access to new auras, as indicated on Table 1-5: The Marshal.

All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

**Minor Aura:** A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

•• **Over the Top:** Bonus on damage rolls when charging.

**Major Aura:** Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls. This bonus improves by +1 at 7th, 14th, and 20th level.

• **Motivate Care:** Bonus to Armor Class.

**Skill Focus (Diplomacy):** Because a marshal has a way with people, he gains this feat as a bonus feat. If the marshal already has the feat, he can choose a different one.

**Table 1-5: The Marshal**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Minor Auras	Major Auras
1 <sup>st</sup>	+0	+2	+0	+2	Skill Focus (Diplomacy), minor aura	1	0
2 <sup>nd</sup>	+1	+3	+0	+3	Major aura +1	1	1



## PLAYER HANDOUT #1 – READING THE LIPS ON THE SENDING

(Each hard return here represents a pause in his speech)

Understood

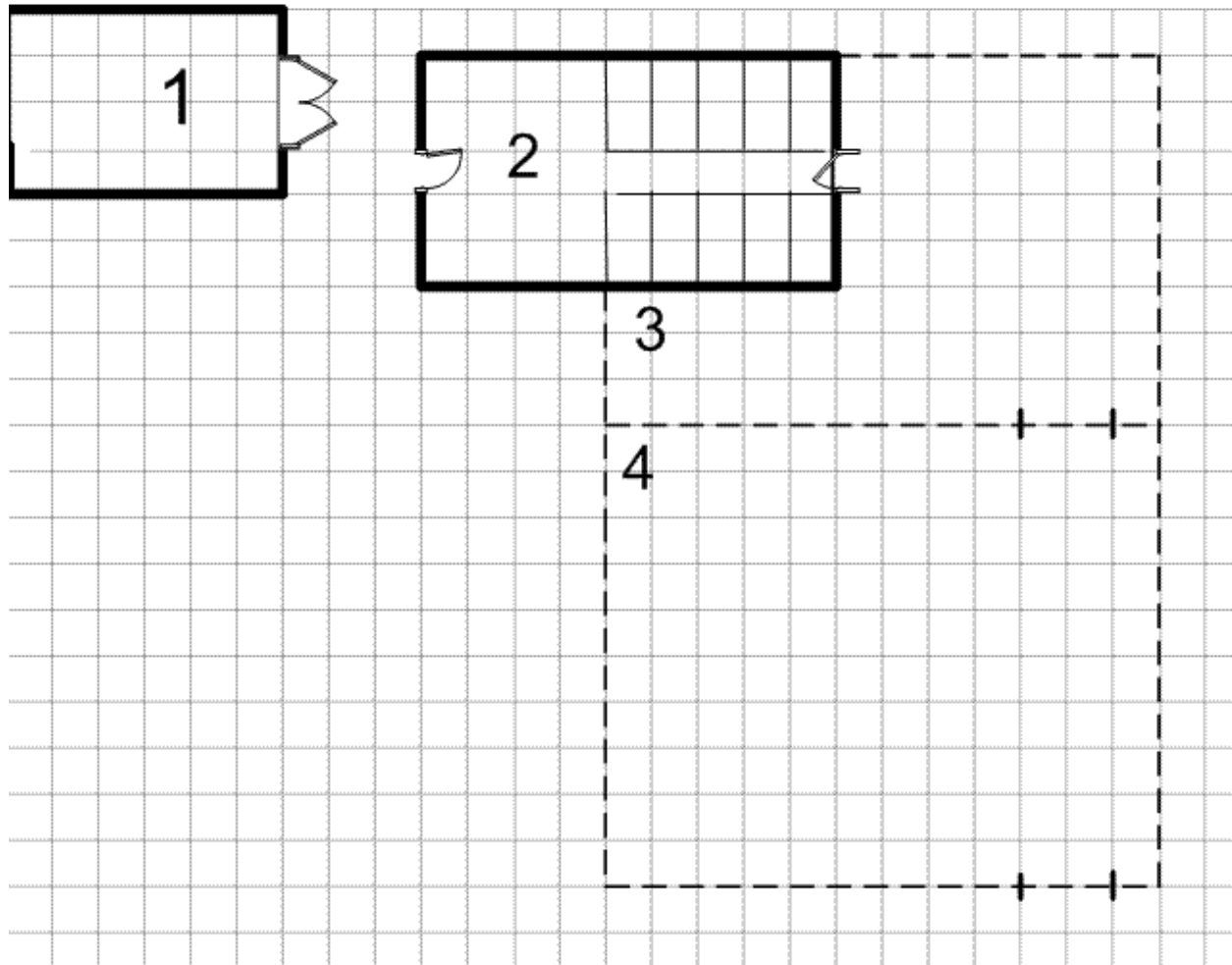
There are some who are possibles

I will ask of your plea

they look capable and skilled

may the valiant knight bless you

## PLAYER HANDOUT #2 – VISUAL AID ON CHAPEL AND GUESTHOUSE



1. **Chapel to Heironeous.** Altar on South Side, benches around walls, but mostly a standing chapel
2. **Guesthouse,** the small rooms represent the small quarters for guests
3. **Inner split rail Corral with access from Guesthouse.** Along the south fence is a trough. The old horse in the Introduction is sleeping near this trough. Double hard lines represent where the gate is.
4. **Outer Corral.** Along the south fence is a trough. Double hard lines represent where the gate is.

## PLAYER HANDOUT #3 – NON-KNIGHT/SQUIRE DREAM

You do not dream of anything special, but don't tell the players of Knights of Squires of the Watch about this.

Keep it secret as long as you are able to keep from letting them in on the secret.

And now to make it appear as if there are more words here, there are indeed more

Words such that someone who picks on volume might know

However, you have your regular dreams at night, except, truth to tell

You do not have a nightmare, and your dreams are, if not pleasant, then not scary.

Thank you for your time.

The author

## PLAYER HANDOUT #4 – SUMMARY OF LETTERS

### Day One:

The Sinkhole is in the middle of a large grazing field. Scattered in the base of the hole are many bones with personal effects. In the side of one wall of the sinkhole you can see open holes where grave chambers were split by the falling earth. Brother Telgar plans to cast a *Secure Shelter* spell for us in case uneasy spirits have been disturbed.

### Day Two:

There was no attack last night. We will setup our tents and such for work areas but Edmund will cast a *Secure Shelter* spell each night to keep us and the valuables secure. Brother Gaspar has said two of the burial chambers are apparently lead lined,

### Day Three:

Brother Telgar has made an astonishing discovery. He was getting a strong feeling of being watched so he cast a *See Invisibility* spell. There appears to be a ghost of a Knight of the Watch floating in mid-air in the sinkhole; he wears antiquated clothing and armor. He does not react to anything we do.

### Day Four:

Nothing much to report. We have gathered the bones and precious objects from the surface of the sinkhole floor and will investigate deeper. Close to sunset, Brother Telgar saw the Knight draw his sword and hold it like he was ready to attack; he noted the patterns on the blade and rubies inset on the blade.

### Day Five:

We found the sword like the one Knight Ghost carries; this is a long sword. The was found beneath the earth where many of the massed bones were found, almost as if the Knight was buried with the others. When Norris walked past the area near the sinkhole edge to bring the sword to the work area, the Knight did react. He bowed and both Norris and I smelled apples. It was not just the sword, as the Knight bows each time Norris walks past, but only the first time was there a smell of apples.

### Day Six:

Even digging in the dirt we have found no more spilled bones. I believe we have the mass grave bones and items gathered. Brother Telgar summoned an elemental to dig a new grave nearby, and we have begun placing the unearthed bodies and the personal effects found with them there. Not only does the Knight bow to Norris still, but as Norris walks around the sinkhole the Knight is always facing him.

### Day Seven:

The mass grave is complete, and we said the blessings of Phyton upon the ground. Part of the near sink hole wall has collapsed revealing a few new objects barely sticking from the ground. We may need to create a second grave.. Brother Telgar reports that the Knight is crying and no longer bows when Norris passes by. We will investigate these after lunch. Perhaps the Knight will react to us now.

## PLAYER HANDOUT #5 – THOSE SENT TO THE SINKHOLE

As a part of this document, you have good descriptions of each person.

### **Brother Apсел**

Brother Apсел usually took on the caring for the sick, blind, lame and dead, since his blessings of Phyton came not through his choice but from the spells that Phyton has decided he could choose among each day. Once, when rich adventurers brought dead that needed to be brought back to life, he was able to cast three *Raise Dead* spells in one day.

### **Brother Telgar**

He began his adult journey outside of the blessing of Phyton and instead sought arcane means of problem resolution. Later he settled on a religious life and has been advancing his studies in both ever since.

### **Brother Gaspar**

He grew up on the streets of Niole Dra. He has said he has done bad things in his early life and he turned to Phyton and a pastoral life. His skills in detecting shifting ground and traps that might lurk in ancient tombs unearthed will be useful.

### **Thorin Coopersmith**

He has been in service in the Bissel military for seven years before he moved to our village. He is one of the temple guardians and is a skilled guide and tracker.

### **Gallen Potter.**

He was going to follow in his father's footsteps as a potter until he was chosen by Phyton to be his holy liberator. Now he protects the temple and our brotherhood when we travel.

### **Squire Norris Jabbar**

Rather old to be a squire in my experience, he says that he came upon it late in life. He is a Squire of the Watch and his sponsor is dead. He served in the Gran March military for many years only leaving in the last year or so. He is a chosen of Heironeous, but he sensed that we could use the help.

### **Alrik Baker**

He served twelve years on the ships of the Navy for the Principality of Ulek, and when he arrived here he declared that this village was as far away from large bodies of water that a person could be and retain his head. He was once saved by a clergyman of Phyton and adopted the faith.

### **Gondon and Foster Runyon**

The two messengers are young men who expected to be called to the military soon. They each had a light war horse with them, on their messenger task. Neither young man is missing.

## **PLAYER HANDOUT #6 –FOR SQUIRES**

**An hour after you went to bed, a knock on your door woke you. It was Watcher Holderherk. He told you he had received a *Sending* and was instructed to reveal knowledge to you.**

**There is a Squire named Norris Jabbar, who recently mustered out from the Gran March military. True prophecies have indicated that Norris Jabbar has spoken in the presence of the next Grandiose Imperial Wyvern. He has been seen along the Bissel and Gran March border. If you find him, speak with him about the knights he has met. Do not apprehend him; though do not turn down the chance to travel with him if the opportunity presents itself. Do what you can to prevent him from coming to harm, and encourage him to travel to Hochoch to report in.**

**That the Order seeks this squire or for the reason we seek him is no business of anyone outside our order involved in the search. Do not discuss this message or what you learn regarding this message to anyone except another member of the search, including Squire Jabbar. The Precept of Retribution shall be visited upon anyone who violates this sacred charge.**

## **PLAYER HANDOUT #7 –FOR KNIGHTS THAT ARE NOT ALREADY SEEKERS**

An hour after you went to bed, a knock on your door woke you. It was Watcher Holderherk. He told you he had received a *Sending* and was instructed to reveal knowledge to you.

There is a Squire named Norris Jabbar, who recently mustered out from the Gran March military. True prophecies have indicated that Norris Jabbar has spoken in the presence of the next Grandiose Imperial Wyvern. He has been seen along the Bissel and Gran March border. If you find him, speak with him about the knights he has met. Have him report to Hochoch or come back here and I'll arrange a sending to Watcher Jagerstien, Most High Magnificent Dauntless Vampire.

Enemies of the Sheldomar Valley have been killing knights with whom the Squire speaks in the hope of influencing the next Wyvern. Never fear, that cannot happen, but if you should meet him, be vigilant for your safety and keep Squire Norris Jabbar safe.

That the Order seeks this squire or for the reason we seek him is no business of anyone outside our order involved in the search. Do not discuss this message or what you learn regarding this message to anyone except another member of the search. You are now a Seeker of the Search, and those of our order who are also seekers will understand your query. Squire Jabbar is not a Seeker. Consider the information regarding Squire Jabbar and your participation as a secret of our Order.

## **PLAYER HANDOUT #8 – A SEEKER CONTINUED**

An hour after you went to bed, a knock on your door woke you. It was Watcher Holderherk. He told you he had received a *sending* and was instructed to reveal knowledge to you.

Watcher Grim Holderherk, Elder Somber Bat is also a Seeker of the Search. Previously, when you were added as a Seeker of the Search for the Grandiose Imperial Wyvern, you were told of a Squire named Norris Jabbar. True prophecies have indicated that Norris Jabbar has spoken in the presence of the next Grandiose Imperial Wyvern. He has been seen along the Bissel and Gran March border. If you find him, speak with him about the knights he has met. Have him report to Hochoch or come back here, and I'll arrange a *sending* to Watcher Jagerstien, Most High Magnificent Dauntless Vampire.

The Shadow Dragon of the Dim Forest has had agents killing knights with whom the Squire speaks in the hope of influencing the next Wyvern (they have already killed Squire Jabbar's sponsor). Never fear, that cannot happen, but if you should meet him, be vigilant for your safety and keep Squire Norris Jabbar safe.

That the Order seeks this squire or for the reason we seek him is no business of anyone outside our order involved in the search. Squire Jabbar is not a Seeker. Consider the information regarding Squire Jabbar and your participation as a secret of our Order.