

SHE8-03

Bloodlines

A Continuous Two-Round D&D[®] LIVING GREYHAWK[™]

Sheldomar Valley Meta-Regional Adventure

Version 1.0

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Reviewers: Sheldomar Valley Triads Circle Reviewer: Steve Conforti

Dire prophecies move toward fulfillment, and a dark shadow looms over the entire region. Your wits, skill, courage, and might will determine the ultimate fate of the entire Valley. Secrets long held will be revealed, but whether they can survive will depend on the honor and dedication of the heroes and heroines called upon this service. You have come to the city of Hochoch, each for your own reasons, but something has drawn you to this place. A Sheldomar Valley Meta-Regional adventure for APLs 8-16. It is recommended that each party have a Knight or Squire of the Watch or Dispatch. The adventure is doable without such a character, but teams with Knights and Squire may have advantages.

Note: This adventure will be of particular interest to members of the Knights of the Watch and Dispatch, especially those of the Line of Trilesimain, and anyone concerned with the fate of the Sheldomar Valley.

Resources: *Complete Warrior* [Collins, Noonan, & Stark], *Complete Divine* [Noonan], *Complete Arcane* [Baker], *Complete Adventurer* [Decker], *Lords of Madness* [Baker, Jacobs, & Winter], *Book of Exalted Deeds* [Wyatt, Perkins, & Drader], *Spell Compendium*, *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Snead] *Players Handbook 2* [David Noonan],

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

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

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

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

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

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

Determine the character level for each of the PCs participating in the adventure.

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 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

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

TIME UNITS AND UPKEEP

This is a standard two-round Meta-Regional adventure, set in Geoff. Characters native to

Geoff 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

In CY 585 an army of giants and their allies invaded and conquered the Grand Duchy of Geoff. In the decade that followed, the Gyri and their allies endured great hardships and made tremendous sacrifices to liberate their homeland. One of the greatest of those sacrifices was the surrender of Hochoch and its surrounding cantrev of Arweth to Gran March at the demand of the Commandant of Gran March, Magnus Vrianian.

In the spring of CY 595, the Commandant decided to gift Hochoch and its cantrev to the Knights of the Watch, reportedly in response to a vision he received from Heironeous. Many Gyri transferred the resentment they felt over the loss of Hochoch and Arweth from the Marchers to the Knights of the Watch. When the War against the Giants drew to its climax at the Battle of Stormbreak in late CY 595, Owen the Brenin returned at the head of an army of fey, the Sakhut were beaten, and Gyruuff was liberated. Arweth and Hochoch remained under the control of the Knights of the Watch.

Since the Liberation, the Gyri have struggled to resettle and rebuild, while the Knights of the Watch have worked to improve Hochoch and consolidate their power there. The power of Hasforenses, the Shadow Dragon within the Dim Forest, has continued to grow, and the forces opposed to her, led by Darlon Lea and Lachion Stonehouse, have been forced back again and again.

The battle front has increasingly drawn closer and closer to Arweth, bringing the threat of Hasforenses closer to Gran March and Bissel, and in the thick of it all lies Hochoch, now the primary holding of the Knights of the Watch.

As the forces of good prepare for a final gambit, they have called for adventurers and stout, hardy warriors from throughout the Sheldomar Valley, asking for the help of anyone brave and strong enough to face the dangers of the enemy now faced in the Valley. The forces have become so desperate that they have resorted to offering advance payment to mercenaries willing to meet with a representative of the Gyri forces authorized to provide an initial sum to those who agree to answer the summons and come to Hochoch, the headquarters of the Knights of the Watch and a mid-point between the Grand Duchy of Geoff and Gran March, the two nations most at odds over the possession of Hochoch.

COINS IN THE SHELDOMAR VALLEY

In all the time that the Living Greyhawk campaign has run, I cannot recall the currency of the nations of the Sheldomar Valley ever coming up during play. Generally, money has been tracked simply as gold pieces, silver pieces, and even copper pieces for universal simplicity.

But in the ancient world, which serves at in part, as a model for the Living Greyhawk setting, coins were very valuable not only as

denominations of payment of precious metals, but also as propaganda of the state that struck them and even as something of a historical record. Often, they contained messages to the people who carried them in their pockets to pay for passage on a ferry, a pig at the local fair, or armor and weapons.

The hook of this adventure pivots on drawing players' attention to what can be found on a coin. So, for a moment, while player characters are preparing for this adventure, the DM should remind them that there is more to a coin than whether it is silver, gold, or platinum. The face on the A (heads) side and the icons on the B side (tails) often bear important messages about the political climate of the day, usually to reassure the people that the economy is strong, or the nation is performing admirably in an ongoing war and is proving itself to be the most powerful nation in the world. To that end, I draw your attention to the following table, which consolidates the names of coinage struck by the six player character regions

of the Sheldomar Valley:

Coin	Bissel	Geoff	Gran March	Keoland	PoU	Yeomanry
PP	Griffon	Griffon	Griffon	Griffon	High Crown	—
GP	Lion	Lion	Lion	Lion	Forge	Freegold
EP	Eagle	Eagle	Eagle	Eagle	Anvil	Halfgold
SP	Stag	Hawk	White Owl	Hawk	Hammer	Silver
CP	Roc	Owl	Heron	Sparrow	Common	Common

ADVENTURE SUMMARY

The PCs answer a summons to meet Lady Ffiona Ebontress at the Old Town café in Hochoch. This summons is a rare one: one that promises a small fee to be paid up front just for listening to the lady's proposal. They arrive at the gates of Hochoch and see a city that is much improved since it was administrated under the charter of the Grand Duke of Geoff.

Encounter 1: Hochoch: The Lady Ffiona has heard intelligence of an item of interest that could be key to defeating the forces of Hasforenses and that her sources indicate that the item was last seen at a stading on the outskirts of the Dim Forest. She draws a sketch map and asks the PCs to retrieve it, but not before strongly encouraging the PCs to examine their payment to

make sure they were adequately compensated. This is meant as a hint to review their coins

The characters have all six of the minor coins in their possession already. Lady Ffiona provided them in her payment. On both sides of each coin are clues to the location of the seventh coin, which will lead the party directly to the Old Knights' home if they follow the clues on the coins. The party can attempt to make a series of Knowledge and Profession checks, or they can consult NPCs. Knights of the Watch should have a decided advantage, since each clue deals directly with one of the Seven Major Precepts of the Knights of the Watch. Of course, the seventh coin has yet to be found – if we're dealing with the Major Precepts of the Knights of the Watch, only the Grandios Imperial Wyvern knows this Precept. So no PC should be expected to discern anything special from this seventh coin.

Encounter 2: The Great Raid: The party travels to the steading and does battle with agents of the Shadow Dragon. Upon defeating them, the party finds a golden medallion with an inscription citing six coins of the Sheldomar Valley, each with a piece of a greater puzzle struck upon them. It also cites a seventh coin that when combined with the other six coins points directly to the true location of the device that will be key to defeating Hasforenses. The PCs also discover notes to indicate that Hasforenses has been at work undermining the work of the Knights of the Watch and attempting to influence the selection of their leadership for fear of a prophecy about a scion of the Bloodline of Trilesimain who might threaten her plans for expansion across the Sheldomar Valley. She has discovered the existence of a record of this bloodline, a record that can potentially lead her directly to individual victims to assassinate with virtual impunity, and is now at work attempting to find this bloodline.

Encounter 3: Report to Ffiona: The party returns with their intelligence and the medallion to the Old Town café and shares what they know with her. She insists that intelligence be shared, but she also wants to decipher the clues provided in the coins and see where it leads. When the clues have been deciphered, she sends the characters to find out more and report to her husband, Ser Darian Malthus, at Valorous Garde.

Encounter 4: Valorous Garde: The party shares what they have found with the Knights, who swear the PCs to secrecy but also pledge to bring down the Shadow Dragon, as they have

reached the end of their patience with her machinations.

The PCs can opt to share what they have found to the Knights. Geoff PCs might even want to share what they have found with their own leadership (and how will they react?).

Encounter 5: The Crypt of Taldus: When the six coins have been adequately deciphered, the PCs are led to the gravesite of a long dead Knight of the Watch, where they battle a complement of undead opponents and find the seventh coin imbedded in the knight's gravestone. The seventh coin bears a message on it promising that the Blood of Trilesimain will ever be the guardians of the Sheldomar Valley. The "heads" side, should the PCs pry the coin from the stone, shows an icon that looks very much like the front of the Old Knights' Home.

Encounter 6: The Old Knights' Home: The PCs arrive at the Old Knights' Home, but the agents of Hasforenses have followed them there. Believing that they have enough to achieve their goal without the PCs, they attack.

Encounter 7: The Board of Precepts: When the PCs defeat the agents of Hasforenses, they descend to secret catacombs beneath the home, where they are tested by the guardians of the Knights' most sacred stronghold. A party with a Knight or Squire should be able to navigate these tests fairly easily. At the very least, such a character should be able to decipher the clues to the various puzzles based on knowledge he or she should have from membership in the organization. If there are no Knights or Squires or the riddles are not adequately navigated, then the party will have to successfully fight through the challenges before arriving at the conclusion of the adventure, where they meet the Grandiose Imperial Wyvern, former Commandant of Gran March, Magnus Vrianian.

Encounter 8: The Scions of Trilesimain: Upon navigating the tests at the Board of Precepts, the party finds a party of dwarven clerks discussing the condition at which the records of the bloodline of Trilesimain are kept. The dwarves are initially surprised to see outsiders, since they never directly speak to anyone outside these walls except the Grandiose Imperial Wyvern, and when the last one died, they had only their own company to keep them sane. They reveal that they are assigned to guard the records of the Bloodline of Trilesimain, since one of their number is destined to be the key to the salvation of the

Sheldomar Valley, so say the prophecies. Then, the Grandiose Imperial Wyvern of the Knights of the Watch, Magnus Vrianian, enters the chamber and reveals to the party that it is very important that no one know of the existence of the record of the Bloodline, and as such, the repository must be moved. He swears the PCs to secrecy on the matter, adding that the fate of the Sheldomar Valley, and possibly all of Oerth, depends on it. The Wyvern further indicates that the Grand Duke can count on the Knights bringing their full force against Hasforenses in the coming conflict, and when all is over, he vows to give over much of Arweth, all except Hochoch and the immediate surroundings, to Geoff, since the Knights no longer need the location. He expects nothing in return except for a plot of land for the Knights to use as a Headquarters and training ground for their initiates. It is not a condition for the Knights' aid in the coming battle. It is only the terms by which he offers to return the land to Geoff. He also imparts a final charge upon the people of Geoff, invoking the words he used to Sierra Blackblade four years ago: "Land is only yours while you can defend it." He urges that the people of Geoff must swear to defend it so that no evil influence such as the giants or a Shadow Dragon can ever threaten the land again.

PREPARATION FOR PLAY

The DM should determine what meta-organizations the PCs belong to prior to play and keep these in mind during the course of the adventure.

This is not a good adventure to run "cold." Much of the flavor and role-playing is embedded within the adventure, and good preparation will ensure maximum player enjoyment. In addition to thorough review of this document, you should also review the public document of the Knights of the Watch for background.

The DM should determine which characters have "Line of Trilesimain" AR item from SHE7-07 *Prophecies*. The membership in the line will have special powers in this adventure.

The DM should find out from the players where their characters spent their childhood. Characters from Arweth (Geoff) or Farvale (Gran March) will have possible special knowledge that could help in this adventure.++

INTRODUCTION

Hand players of Knights or Squires of the Watch *Player's Handout #1 and #2*. *Player's Handout #1* is for Knight PCs who either did not play SHE7-07 *Prophecies* or who might need a reminder of the important themes in that adventure that come up again here. *Player's Handout #2* is a dream that visits Knight and Squire PCs only. These characters might have questions regarding the revelations within this dream. To help you resolve these matters, consult *DM Aid #2: Resolving Knowledge from the Dream*.

It is late spring in Arweth, once a cantrev of Geoff, briefly a Barony of Gran March, but now the primary holding of the Knights of the Watch and Dispatch. In this place, just north of the main gate to Hochoch, the capital of Arweth, a bustling marketplace has grown. Here, the hard law of the Knights has less sway than in the city not a bow shot away. Goods from across the Sheldomar Valley can be bought and sold, and the people walk with weapons without peace bond, with faithful companions at their side regardless of size or nature. There are Knights and Squires as well, but they seem content to let this little bit of chaos stand.

A week ago, a town crier in the town of your home nation announced the immediate need for brave and hardy adventurers willing to battle the forces of darkness in Geoff. Interested parties should travel to Hochoch and seek "The Lady of the Nightmare" at the Old Town café. The announcement said something you have never heard before: your would-be employer offers to pay an initial 100 gp just for listening.

And so, you have come to Hochoch, a city once known for its poverty and squalor, now a place where the inhabitants are clean, and the walls indicate a well-maintained, orderly community where its citizens thrive.

ENCOUNTER 1: HOCHOCH

The guards on duty at the front gate inform you that all your weapons must be peace-bonded or surrendered for safe-keeping. Animal companions or familiars are permitted, with a warning that their humanoid companion will be held accountable for the animal's conduct. Exotic or very dangerous looking creatures will be barred from the city and

directed to a stable outside the city's walls. Your names, places of origin, and descriptions will be recorded in the Watch's record book. Although many people await entrance to the gate from all walks of life from farmer to merchant to priest and all in between, you recognize the untamed strangeness of fellow adventurers among you.

Some PCs may balk at the requirements to peace-bond weapons. If so, the DM should remind them that Hochoch is under the control of the very Lawful Knights of the Watch. Unless they can somehow enter the city through magical means, they must comply — or at least appear to do so.

The party of player characters joins at this point if they desire to do so.

Peace bonding: All simple and martial weapons except for quarterstaves and daggers must be tied in their scabbards or have leather covers tied over them. All bows must be unstrung and cased. All polearms and crossbows must be surrendered for safe-keeping; they can be recovered upon the PC's departure from the city. The net effect of these restrictions is that it is a full round action for a PC to ready any weapon that has been properly peace-bonded. However, a DC 25 Use Rope check allows a PC to bond his weapon with a knot that only appears to be difficult to release; it can actually be freed with just a move equivalent action. Also, if the PCs hide weapons in extra-dimensional spaces such as a *Handy Haversack*, the gate guards cannot detect them. If the PCs are out and about in Hochoch with unbonded or illegal weapons, they risk arrest by the Town Watch and fines (20 gp x APL per offense).

Familiars and Animal Companions: If any of the PCs are accompanied by animals that are clearly wild, such as leopards or wolves, they are thoroughly warned as to their responsibility for anything their companion does while in Hochoch. Large or dangerous-looking creatures such as, but not restricted to, dire animals and big reptiles are not allowed in the city. The DM should use his discretion here, remembering that the Knights of the Watch are interested in maintaining order for their average citizens, not making life easy for adventurers traveling with their pet dinosaur. If the PCs are out and about in Hochoch with illegal animals, they are fined (20 gp x APL) and the animals impounded by the Town Watch until they depart the city. If the animal injures anyone in the course of being impounded, it will be destroyed.

DM's Note: It would be a *very bad idea* for the PCs to engage in any sort of combat with the gate guards, town watch, or any Knights of the Watch patrols they may encounter in Hochoch. Stats for these patrols are not provided, but each and every one of them has the capability of summoning essentially unlimited assistance, some of it very high level. Impress upon the players that Hochoch is absolutely not some place they can throw their weight around and expect to get away with it. Hochoch has changed a great deal since its frontier days during the War of Liberation. It has been ruled for the last three years by a highly disciplined knightly order that brooks no nonsense from miscreants. If the PCs get significantly on the wrong side of the law here, they will be hunted relentlessly by stronger and stronger Knights of the Watch forces until they have to flee Arweth, and the adventure essentially ends for them. So the DM should convey to them that they need to maintain either a legal or a low profile and at least appear to be following the local laws.

Once the PCs have negotiated their way through the North Gate, read the following:

Passing through North Gate at last, you find yourself in the Common Quarter. For those who remember Hochoch from before the Watchers took over, the city is greatly changed for the better. The streets are immeasurably cleaner, as are the folk crowding them. Almost everyone looks well-fed, and the shops lining the street look busy and prosperous. You had heard that the Watchers had done much to alleviate the squalor, over-crowding, and poverty that had plagued Hochoch during the years following its recapture from the Giants; it seems those reports were accurate.

It is early afternoon when you arrive at the Old Town marketplace. At one end is a small café with covered tables, some more separate from others, and at one, is a lady with ebony hair wearing a fine samite gown. A Flan maid leaves her table, bowing repeatedly as he backs away,

At your approach or query, she makes confident eye contact and asks, "What is it?"

At this point there can be some normal conversation, but Lady Fiona is very reserved and perhaps a little wary. If there are Knights or Squires in the party, she is a little more open and friendly. She only makes small talk until someone indicates that they seek the Lady of the Nightmare

or indicate that they have legitimate business with her.

When that message is spoken, she grows very still. With a successful Sense Motive check (DC 20), a character notes that she is very shocked and uneasy, but she does not show it openly to those who do not make the check.

She ponders awhile, and then furtively shifting her eyes left and right to check for listeners, instructs the party, "Sit, and keep an eye out for eavesdroppers. There is little time."

After waiting for characters to take seats, retrieves six small leather pouches and places them in front of each player character, then she takes out a sheet of parchment and draws a quick sketch upon it. "You have little time. I have had intelligence come my way that requires immediate action, but I have business elsewhere, and my husband is overprotective. I need adventurers willing to follow up on that intelligence and, if possible, retrieve the piece that is guarded here," she says as she points to a symbol indicating a building amidst trees, apparently in the Dim Forest. "I cannot stress enough how important this item is to the fate of the Sheldomar Valley. If my sources are correct, it could be the key that will tip the balance against the Shadow Dragon and her allies. I will be waiting here for you as long as I can, but if you cannot find me, seek out my husband at Valorus Garde. He may be angry with me, but if I cannot be found, then he should know. When you see me or my husband, inform him that you are on retainer on behalf of the Sheldomar Valley and its people, and the remainder of your reward will be given to you then."

Hand *Player's Handout #3* to the players.

If player characters question Ffiona for more details about the item, she responds that she knows only that it is said to be guarded at the steading indicated on the map. She has heard that it is a medallion, but she cannot confirm this.

If the characters ask Ffiona about specifics regarding the mission, indicate that the monetary reward is an amount equal to half the max GP cap for the adventure.

If the party agrees to undertake this mission for Ffiona, Ffiona looks each character in the eye as though trying to impart something extremely important and says, "I suggest that you inspect

your payment and make sure that you have received the proper compensation for your time.

If any character takes the hint and opens the bag he or she has been given to inspect the coinage, that character finds payment in coins valuing at 100 gp, but at various denominations from all the PC regions of the Sheldomar Valley. Hand each character *Player's Handout #4*.

Development: If the player characters seek to purchase magic items or alchemical supplies before setting out on their journey to the steading, there are 1d4 items of each scroll and potion from the *DMG* up to 4th level, and 1d4–2 scrolls of 5th level available. There are also 1d6+2 each of alchemical items from the *PHB* available. Seeking these items may take several hours. They may also find up to 1d4+1 *wands of cure light wounds* or *cure moderate wounds* in this manner. There is not yet gold over the maximum, so remind the players that they are spending their money on these items.

The players are welcome to solve the problem of these six coins at their leisure and do not need to feel pressured to glean clues from these coins immediately. However, it should be evident from these coins that there is a message on them to fulfill a specific purpose. The players can attempt to piece together what they can at this time, or hold on to these clues to be used later, when their purpose is made more clear. If the players spend too much time on this problem and don't appear to be getting close, inform them that they can move on with the adventure and come back to it later, when they get a moment of inspiration.

The six coins, each struck in a different PC region of the Sheldomar Valley, contain hidden messages that are keyed to six of the Seven Major Precepts of the Knights of the Watch. Arranged in descending order from seventh through second according to the Precept to which it applies spells the name "Taldus." Even if the PCs do not have a frame of reference to the Precepts, they should be able to draw the conclusion that the coins can be arranged to spell a word or name. The images also combine to point to a final resting place of someone, perhaps a grave site.

For the solution to this problem, consult *DM Aid #3: Solution to the Riddle of the Coins*.

If the characters make their way to the place drawn on the map, proceed to Encounter 2: The Great Raid. The characters may want to make preparations, so let them, but do not let them spend too much time at that task.

ENCOUNTER 2: THE GREAT RAID

DM's Note: Since the PCs have the opportunity to scout the battlefield and prepare fully, they likely have the element of surprise on their side. However, do not let the player characters spend too much time. Remind them that this is a two-round adventure.

This encounter takes place in an abandoned steading a few miles inside the Dim Forest. From the end of Encounter Two, the PCs have less than 36 hours to conduct their attack. They must travel 25 miles, locate the objective, perform reconnaissance, and execute their assault prior to midnight the day *after* they speak to Ffiona. If the PCs delay past that time for any reason, the steading is empty since the enemy has moved on. However, in this event, characters can make a Search check (DC 10+APL) to unearth a copy of the first half of *Player Handout #5*, as the Ranger had a chance to copy some notes, but had to hide them before he could get them all. Also, in this event, the player characters miss the experience, the medallion, which is a key to lead them to the cemetery outside the Temple of Pelor, and the treasure.

If the PCs attack the steading and then withdraw for any reason, the minions of the Shadow Dragon realize that their position has been compromised and immediately withdraw deeper into the Dim Forest, well beyond the PCs' ability to pursue. As above, searching can find the first two items of *Player's Handout #5*. The PCs must make their first effort their best one.

The steading originally consisted of a two-story log cabin and a larger single-story structure that served as a combination tannery/smokehouse for the woodsman who once lived here (See DM's Map #3). The entire area is roofed over with the thick canopy of boughs that gives the Dim Forest its name; even during full daylight, natural illumination is no better than shadowy. At night, it is pitch black, regardless of the phase of the moon.

Conditions: Daytime: Shadowy illumination. Nighttime: total darkness.

If the PCs decide to scout the steading, perhaps via a flying familiar or a wild-shaped druid, read the following:

An overgrown trail leads into what was once a small steading. While the great trees

still tower over all, their thick branches blotting out the sun, you can tell that this area was once cleared of deadfall and undergrowth. That must have been long ago, though, as it has begun to accumulate again. An old log cabin stands facing a long, low shed, also made of logs. The northern half of the log cabin appears to be two stories, while the southern half is just one story. The cabin has a stone chimney at each end, while the shed has a stone chimney only at one end. The cabin has no windows on the ground floor, only a closed door made from hand-hewn planks. There are windows in the second story, covered by shutters. The shed seems to have no windows, but there is a 10-foot wide opening on one end.

Due to the canopy of leaves over the PCs provided by the immense trees of the Dim Forest, scouting PCs only a dim light shining around the edge of a shuttered upstairs window on the cabin.

The enemy sentry, an evil fade ranger, sits on the roof of the cabin next to the southern stone chimney, observing his surroundings from his covered position. Assume he has taken 10 on his Hide check and compare the result against the scouting PC's Spot check. The DM should make Spot checks for him to detect the PCs if this is reasonable; he does not notice familiars or PCs in animal form unless they behave in a very atypical fashion (DM's discretion). If such a familiar or PC in animal form does attract his attention, he amuses himself by taking a bowshot at it. Note that he also has a blind spot directly to the north, due to his line of sight being blocked by the second story of the cabin.

This same ranger has put his *wand of snare* to good use, peppering the perimeter of the steading with snares on likely avenues of approach (he used up the wand completely). He has deliberately not trapped the trail, since he knows spies will be arriving along that path, but he watches it carefully. The (S) on the map show where the snares are, but if this is too much trouble, you can roll a 3*APL% chance to hit a snare when the perimeter is crossed instead.

All APLs

Snare: Search DC 23; magical; proximity trigger; see *PHB* p. 280.

If a PC triggers a snare, give the ranger sentry a DC 15 Listen check to hear the noise (unless the PC is under a magical *silence*).

If the sentry detects the PCs in some manner, he immediately throws a thunderstone in the direction of the shed. The noise from the stone alerts both the creatures within and the two NPCs meeting in the room below.

The two NPCs meeting below (in the second story room, which shows a light at night) are a hexblade spy from Hochoch and a faded warlock spymaster who serves the Shadow Dragon. The hexblade has infiltrated the town in the guise of a mercenary and has come to report (other spies have reported in the prior days, but for security reasons they only visit one at a time.) The warlock spymaster has given them all new instructions for look for a repository of Knights knowledge under the city of Hochoch.

The creatures in the shed vary by APL but are the warlock's bodyguards. On the round after the thunderstone detonates or noisy combat ensues, they emerge and attack. Otherwise, they remain in the shed. If a PC enters the shed, they attack and pursue.

APL 8 (EL 11)

Faded Male human Ranger 6: hp 45; see *Appendix 1*.

Faded Male human Warlock 6: hp 32; see *Appendix 1*.

Male human Hexblade 7: hp 53; see *Appendix 1*.

Faded troll bodyguard (2): hp 63 each; see *Appendix 1*.

APL 10 (EL 13)

Faded Male human Ranger 8: hp 59; see *Appendix 2*.

Faded Male human Warlock 8: hp 42; see *Appendix 2*.

Male human Hexblade 8/Marshall 1: hp 66; see *Appendix 2*.

Night Hag bodyguard: hp 68; see *Monster Manual*, page 193.

APL 12 (EL 15)

Faded Male human Ranger 10: hp 73; see *Appendix 3*.

Faded Male human Warlock 10: hp 52; see *Appendix 3*.

Male human Hexblade 11/Marshall 1: hp 87; see *Appendix 3*.

Night Hag bodyguards (2): hp 68 each; see *Monster Manual*, page 193.

APL 14 (EL 17)

Faded Male human Ranger 12: hp 87; see *Appendix 4*.

Faded Male human Warlock 12: hp 62; see *Appendix 4*.

Male human Hexblade 12/Marshall 1: hp 101; see *Appendix 4*.

Faded war troll bodyguard: hp 162; see *Appendix 4*.

APL 16 (EL 19)

Faded Male human Ranger 14: hp 101; see *Appendix 5*.

Faded Male human Warlock 14: hp 72; see *Appendix 5*.

Male human Hexblade 14/Marshall 1: hp 115; see *Appendix 5*.

Faded war troll bodyguard (2): hp 162 each; see *Appendix 5*.

Tactics: This is a very complex fight, especially at the higher APLs. As a DM, you should make yourself thoroughly familiar with the capabilities of the NPCs in this encounter. Most of them are quite intelligent and are more than capable of altering their tactics to counter whatever the PCs are trying to do. The tactics below assume the ranger sentry can alert his comrades to the danger and a general fight is taking place between the buildings; if the PCs somehow manage to infiltrate the stading, you may have to alter the tactics accordingly. Besides the suggested tactics listed below, keep in mind these general goals and motivations:

Ranger: Havgan assigned the ranger to provide security to the warlock. As long as the warlock is alive, he tries to stick things out (as Havgan will kill him if he comes back after allowing his charge to be captured). His archery skills are his best weapon, and he does his best to act as a sniper, trying to target humans as they are mixing it up with the bodyguards below him. If the warlock is killed or flees, the ranger tries to slip away into the Dim Forest.

Warlock: This arrogant spymaster is the real prize for the PCs, and he knows it. When trouble starts, he engages the PCs from the relative safety of the second story window, firing *eldritch blasts*. If he decides the situation is hopeless or he is in

serious danger of dying, he tries to use his *Flee the Scene* invocation to escape, leaving an illusion to cover his tracks. He also does not want to see the hexblade captured, realizing that his spy could give too many valuable details about the Hochoch spy ring. If he sees the hexblade trying to surrender, he does not hesitate to try to kill him if doing so will not place his own life in danger.

Hexblade: He is strictly in this for the money and has no loyalty to anyone but himself. As such, he fights hard initially, since he expects his employers to make mincemeat out of the PCs. However, if the battle seems to be swinging decidedly in the PCs' favor or he himself is reduced to less than 10 hit points, he tries to surrender to the PCs to save his life.

Bodyguards: The motivations of the bodyguards differ with the APL. The trolls at APL 8, 14, and 16 attack ferociously and fight until slain. The night hag(s) at APLs 10 and 12 are mercenaries hired by the warlock in exchange for slaves. As such, they are not interested in dying on his behalf, but fight until they perceive they are in danger of dying, at which point they use their heartstones to become ethereal and try to escape.

APL 8: On the round after the ranger throws the thunderstone, the trolls charge from the shed and attack the closest PCs. The ranger casts *arrow mind* on himself as a swift action, then uses his Rapid Shot feat to fire upon whatever PC he has spotted. All things being equal, he targets humans by preference, since they are his favored enemy. If anyone appears to be trying to approach the cabin, he selects them as his target.

On the round after the thunderstone, the hexblade jumps down to the ground floor from the loft inside the cabin (drawing his flail as he does so) and opens the cabin door. As a free action, he uses his Hexblade's Curse on a visible PC; if he can see more than one, he targets the most heavily armored one. On subsequent rounds, he attempts to hold the cabin doorway, using it for cover and to limit the number of PCs who can attack him at the same time. He uses his Improved Trip and Improved Disarm feats against any PC who tries to force his or her way into the cabin. He also uses his second Hexblade's Curse on the second PC he sees. If a PC seems to be hitting him with ease, he uses his Combat Expertise to boost his AC. On the round after the thunderstone is thrown, the Warlock opens the window and uses his *eldritch blast* (modified with *Eldritch Spear* and *Sickening Blast*) on a PC he can see (his *See the Unseen* invocation is in effect). If he can see more

than one, he fires on the least heavily-armored (since they likely have a poorer Fort save). Remember to give him cover from the window and a miss chance from his *shadow blend* ability, as well as his evasion ability. If the warlock decides to flee, he uses his *Flee the Scene* invocation and leaves an illusion of himself at the window.

APL 10: On the round after the ranger throws the thunderstone, the night hag charges from the shed and attacks the closest PC. She relies on her bite attack unless attacked by a magical cold iron weapon, which bypasses her DR). If that happens, she uses her *ray of enfeeblement* spell-like ability on the wielder. The ranger casts *arrow mind* on himself as a swift action, then uses his Rapid Shot feat to fire upon whatever PC he has spotted. All things being equal, he targets humans by preference, since they are his favored enemy. If anyone appears to be trying to approach the cabin, he selects them as his target. On the round after the thunderstone, the hexblade jumps down to the ground floor from the loft inside the cabin (drawing his flail as he does so) and opens the cabin door. As a free action, he uses his Hexblade's Curse on a visible PC; if he can see more than one, he targets the most heavily armored one. On subsequent rounds, he attempts to hold the cabin doorway, using it for cover and limit the number of PCs who can attack him at the same time. He uses his Improved Trip and Improved Disarm feats (with his Marshal's aura bonus) against any PC who tries to force his or her way into the cabin. He also uses his second Hexblade's Curse on the second PC he sees. If no one immediately tries to engage him, he casts *Tasha's hideous laughter* on a PC (preferably one that he has successfully cursed). If a PC seems to be hitting him with ease, he uses his Combat Expertise to boost his AC. On the round after the thunderstone is thrown, the Warlock opens the window and uses his *eldritch blast* (modified with *Eldritch Spear* and *Beshadowed Blast*) on a PC he can see (his *See the Unseen* invocation is in effect). If he can see more than one, he fires on the least heavily-armored (since they likely have a poorer Fort save). Remember to give him cover from the window and a miss chance from his *shadow blend* ability, as well as his evasion ability. As soon as he takes any damage, he activates his Fiendish Resilience on his next turn. If he is hit with ranged weapons, he takes a round to invoke his *Entropic Warding*. If the warlock decides to flee, he uses his *Flee the Scene* invocation and leaves an illusion of himself at the window.

APL 12: On the round after the ranger throws the thunderstone, the night hags charge from the shed and attack the closest PCs. They rely on their bite attacks unless attacked by a magical cold iron weapon, which bypasses their DR. If that happens, they use their *ray of enfeeblement* spell-like ability on the wielder. The ranger casts *arrow mind* on himself as a swift action, then uses his Rapid Shot feat to fire upon whatever PC he has spotted. On the next round, he casts *exacting shot* as a swift action. All things being equal, he targets humans by preference, since they are his favored enemy. If anyone appears to be trying to approach the cabin, he selects them as his target.

On the round after the thunderstone, the hexblade jumps down to the ground floor from the loft inside the cabin (drawing his flail as he does so) and opens the cabin door. As a free action, he uses his Hexblade's Curse on a visible PC; if he can see more than one, he targets the most heavily armored one. On subsequent rounds, he attempts to hold the cabin doorway, using it for cover and to limit the number of PCs who can attack him at the same time. He uses his Improved Trip and Improved Disarm feats (with his Marshal's aura bonus) against any PC who tries to force his or her way into the cabin. He also uses his second Hexblade's Curse on the second PC he sees. If no one immediately tries to engage him, he casts *hound of doom*. On the third round, he tries to use his last curse, and if still unengaged, casts *Tasha's hideous laughter* on a PC (preferably one that he has successfully cursed). If he is attacked by a PC he has successfully cursed, he activates his *hexbands* to add his Charisma bonus to his damage rolls. If a PC seems to be hitting him with ease, he uses his Combat Expertise to boost his AC. On the round after the thunderstone is thrown, the Warlock opens the window and uses his *eldritch blast* (modified with *Eldritch Spear* and *Beshadowed Blast*) on a PC he can see (his *See the Unseen* invocation is in effect). If he can see more than one, he fires on the least heavily-armored (since they likely have a poorer Fortitude save). Remember to give him cover from the window and a miss chance from his *shadow blend* ability, as well as his evasion ability. As soon as he takes any damage, he activates his Fiendish Resilience on his next turn. If he is hit with ranged weapons, he takes a round to invoke his *Entropic Warding*. If the PCs have cast *daylight* or any other spell that is obviously hampering him or his allies, he uses his *Voracious Dispelling* invocation. If the warlock decides to flee, he uses his *Flee the Scene* invocation and leaves an illusion of himself at the window.

APL 14: On the round after the ranger throws the thunderstone, the war troll charges from the shed and attacks the closest PCs, fighting ferociously until slain. The ranger casts *arrow mind* on himself as a swift action, then uses his Rapid Shot feat to fire upon whatever PC he has spotted. On the next round, he casts *exacting shot* as a swift action. All things being equal, he targets humans by preference, since they are his favored enemy, and activates his bow's *bane* ability. If more than four targets ever present themselves in a single round, he casts *arrow storm*. If anyone appears to be trying to approach the cabin, he selects them as his target. On the round after the thunderstone, the hexblade jumps down to the ground floor from the loft inside the cabin, drawing his flail as he does so, and opens the cabin door. As a free action, he uses his Hexblade's Curse on a visible PC; if he can see more than one, he targets the most heavily armored one. On subsequent rounds, he attempts to hold the cabin doorway, using it for cover and to limit the number of PCs who can attack him at the same time. He uses his Improved Trip and Improved Disarm feats (with his Marshal's aura bonus) against any PC who tries to force his or her way into the cabin. The first time he damages a PC with his flail, he uses its stored spell and casts *charm monster* on the PC as a free action. He also uses his second Hexblade's Curse on the second PC he sees. If no one immediately tries to engage him on round two, he casts *hound of doom*. On subsequent rounds, he tries to use his third and fourth curses. If still unengaged on round three, he casts *Tasha's hideous laughter* on a PC, preferably one that he has successfully cursed. If he is attacked by a PC he has successfully cursed, he activates his *hexbands* to add his Charisma bonus to his damage rolls. If a PC seems to be hitting him with ease, he uses his Combat Expertise to boost his AC. On the round after the thunderstone is thrown, the Warlock uses his *wand of shield* on himself, then opens the window. On the next round he begins to use his *eldritch blast* (modified with *Eldritch Spear* and either *Vitriolic* or *Beshadowed Blast*) on a PC he can see (Remember, his *See the Unseen* invocation is in effect). If he can see more than one, he fires *Beshadowed Blasts* on the least heavily-armored (since they likely have a poorer Fortitude save) and *Vitriolic Blasts* at warriors. Remember to give him cover from the window and a miss chance from his *shadow blend* ability, as well as his evasion ability. As soon as he takes any damage, he activates his Fiendish Resilience on his next turn to boost his Fast Healing. If he is

hit with ranged weapons, he takes a round to invoke his *Entropic Warding*. If the PCs have cast *daylight* or any other spell that is obviously hampering him or his allies, he uses his *Voracious Dispelling* invocation. If the warlock decides to flee, he uses his *Flee the Scene* invocation and leaves an illusion of himself at the window.

APL 16: On the round after the ranger throws the thunderstone, the war trolls charge from the shed and attack the closest PCs, fighting ferociously until slain. The ranger casts *arrow mind* upon himself as a swift action, then uses his Rapid Shot feat to fire upon whatever PC he has spotted. On the next round, he casts *exacting shot* as a swift action. All things being equal, he targets humans by preference, since they are his favored enemy, and activates his bow's *bane* and *hunting* abilities. If more than four targets ever present themselves in a single round, he casts *arrow storm*. If anyone appears to be trying to approach the cabin, he selects them as his target.

On the round after the thunderstone, the hexblade jumps down to the ground floor from the loft inside the cabin (drawing his flail as he does so) and casts *cursed blade* on his weapon. On round two, he opens the cabin door. As a free action, he uses his Hexblade's Curse on a visible PC; if he can see more than one, he targets the most heavily armored one. On subsequent rounds, he attempts to hold the cabin doorway, using it for cover and limit the number of PCs who can attack him at the same time. He uses his Improved Trip and Improved Disarm feats (with his Marshal's aura bonus) against any PC who tries to force his or her way into the cabin. The first time he damages a PC with his flail, he uses its stored spell and casts *charm monster* on the PC as a free action. He also uses his Hexblade's Curse each round on a different PC he sees until he runs out of curses or visible PCs. If no one immediately tries to engage him on round three, he casts *hound of doom*. If still unengaged on round four, he casts *Tasha's hideous laughter* on a PC (preferably one that he has successfully cursed). If he is attacked by a PC he has successfully cursed, he activates his *hexbands* to add his Charisma bonus to his damage rolls. If a PC seems to be hitting him with ease, he uses his Combat Expertise to boost his AC. He keeps his *dimension door* spell in reserve for an escape if things go badly. On the round after the thunderstone is thrown, the Warlock uses his *wand of shield* on himself, then opens the window. On the next round he begins to use his *eldritch blast* (modified with *Eldritch Spear* and either

Vitriolic or *Noxious Blast*) on a PC he can see (his *See the Unseen* invocation is in effect). If he can see more than one, he fires *Noxious Blasts* on the least heavily-armored (since they likely have a poorer Fortitude save) and *Vitriolic Blasts* at warriors. Remember to give him cover from the window and a miss chance from his *shadow blend* ability, as well as his evasion ability. As soon as he takes any damage, he activates his Fiendish Resilience on his next turn to boost his Fast Healing. If he is hit with ranged weapons, he takes a round to invoke his *Entropic Warding*. If the PCs have cast *daylight* or any other spell that is obviously hampering him or his allies, he uses his *Voracious Dispelling* invocation. If the warlock decides to flee, he uses his *Flee the Scene* invocation and leaves an illusion of himself at the window.

Development: Assuming the PCs win the fight, their next course of action depends on what they have managed to acquire. The warlock guards a gold medallion with the imprint in Common, "Six coins, six creeds, to a seventh their mottos lead. The seventh coin shall be found on the head of a Knight in sacred ground belonging to a God of Light feared by the Dead for his Might." Additionally, the warlock's reports, located on a table in the upper floor of the cabin, contain key intelligence. While the reports using number to identify members of the Shadow Dragon's spy numbers rather than names, it is clear that the Shadow Dragon has an extensive network in Hochoch and has great interest in the Knights of the Watch, especially notes that implicate the dragon in attempting to influence the selection of the Grandiose Imperial Wyvern and a reported record identifying those who are part of the "Bloodline of Trilesimain". Give the PCs *Player's Handout #5*. The reports even mention the assassination of certain Watchers, though there is no mention of the kidnapping attempt on Ffiona merch Melwyn.

If the hexblade is still alive, he is eager to make a deal that spares his life. In return for an oath by the PCs that he will not be executed, either by them or anyone they turn him over to, he happily tells all he knows. Unfortunately, that's not significantly more than is in the papers, though he does make an excellent corroborating witness.

The real prize is the warlock. If he is captured alive and induced to talk, he can provide a valuable insider's view of the Shadow Dragon's network, including identifying the actual spies in Hochoch. The warlock's attitude is currently

Hostile; if it can be moved to Helpful, via mundane or magical means, he will be willing to identify who the actual spies are and add details regarding the Shadow Dragon's efforts to identify and exterminate the Bloodline of Trilesimian. However, even Hostile he represents a real prize to turn over to the Watchers.

The ranger knows nothing of the activities in Hochoch and is therefore useless for providing information to the PCs, though his existence does tend to strengthen their story.

The PCs can opt to return to the Old Town café and report their finding to lady Ffiona, or they can follow up on this clue to the grave site at the Temple of Pelor, attempting to locate the crypt of Taldus.

If the PCs choose to return to the Old Town café to report to Lady Ffiona, go to Encounter 3: Reports.

If the PCs choose to follow up and locate the crypt of Taldus, go to Encounter 5: The Crypt of Taldus.

Treasure:

APL 8: L: 65 gp, C: 0 gp, M: 1533 gp from +1 longsword (192 gp), +1 composite (str +2) long bow (208 gp), three +1 mithril chainshirt (525 gp), cloak of charisma +2 (333 gp), +1 heavy flail (192 gp), vest of resistance +1 (83 gp),

APL 10: L: 70 gp, C: 0 gp, M: 2296 gp from +1 heavy flail (196 gp), +1 composite (str +2) longbow (217 gp), +1 long sword (192 gp), +2 mithril chain shirt (425 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), +1 mithril chainshirt (350 gp), cloak of charisma +2 (666 gp),

APL 12: L: 70 gp, C: 0 gp, M: 4262 gp from +1 composite (str +2) longbow (217 gp), +1 thundering heavy flail (696 gp), +1 long sword (192 gp), +1 mithril chainshirt (175 gp), +3 mithril chain shirt (842 gp), +2 mithril chain shirt (425 gp), two cloak of charisma +2 (666 gp), cloak of elvenkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), vest of resistance +1 (83 gp), ring of protection +1 (167 gp) APL 14: L: 70 gp, C: 0 gp, M: 7825 gp from +1 dwarf-bane composite (str +2) longbow (717 gp), +1 thundering heavy flail (1529 gp), +1 long sword (192 gp), +1 mithril chainshirt (175 gp), +3 mithril chain shirt (842 gp), +2 light fortification mithril chain shirt (842 gp), cloak of charisma +2 (333 gp), cloak of

elvenkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), cloak of charisma +4 (1333 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), vest of resistance +3 (750 gp), wand of shield (63 gp),

APL 16: L: 70 gp, C: 0 gp, M: 9,449 gp from +1 dwarf-bane composite (str +2) longbow (717 gp), +1 frost thundering heavy flail (1529 gp), +1 long sword (192 gp), +2 mithril chainshirt (425 gp), +3 mithril chain shirt (842 gp), +4 mithril chain shirt (1425 gp), two cloak of charisma +4 (2666 gp), cloak of elvwnkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), ring of jumping (208 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), vest of resistance +2 (333 gp), wand of shield (63 gp),).

ENCOUNTER 3: REPORT TO LADY FFIONA

The PCs can return to Hochoch without incident. If the characters have prisoners, they cannot bring them easily into the city. The Knights at the gate insist the player characters and the prisoners be escorted to Valorous Garde.

A quick check of the Old Town Marketplace finds Ffionia where she said she would wait. When she learns what they have found, she insists that her husband must know this. He is in consultations with the new Leader of the Knights at Northkeep (Valorous Garde).

If the party shows Ffiona the medallion, she seems a little disappointed at first when she discovers that it is merely a mundane item, although crafted beautifully of gold and worth 500 gp by itself, but then begins to study the inscription written upon its face.

Allow PCs the opportunity to deduce that the medallion and the coins combine to solve some puzzle. If no one in the party volunteers a guess about how the medallion and coins fit together, have Ffiona prompt the PCs after a moment of pondering, "The inscription on this medallion appears to point to the clues on some of the coins I gave you earlier." Perhaps we should go over them together.

Give the PCs every opportunity to spearhead this exercise in solving the riddle of the coins, consulting Player's Handout #3 and even using tokens with the letters, T, A, L, D, U, and S on

them. If the players stall, use Ffiona as a prompt toward the answer, but try to avoid giving it to them outright. Remind the players that the imagery on many of the coins pointed to a crypt somewhere in Hochoch. Refer to the Yeoman coin, which bears the sun symbol of Pelor on its Head side to help them along the way. When the PCs arrive at the conclusion that the coins point to a crypt in the cemetery of the Temple of Pelor, Ffiona reveals that the Temple of Pelor can be found just south of Waterwatch Castle (Caer Dwr Gwyldy).

Development: If the party chooses to speed to Valorous Garde to relay their intelligence to Ffiona's husband, Darian Malthus, go to Encounter 4: A Visit at Valorous Garde. There might be at least some members who are reluctant to go to Valorous Garde, since it is the headquarters of an organization to which they might be opposed. If this is the case, they might choose instead to visit one of their own leaders to relay information or even simply sit this one out. They are welcome to do this, and DMs who are familiar with whichever local Gyri NPC they might want to visit can freeform the relay of this information; however, regardless of the NPC that the PC consults, they will advise that the player character see this through and look out for anything that might be used as leverage to ensure that the Knights aid in the battle against the Shadow Dragon and agree to come to the table to negotiate the settlement of the issue of Arweth once and for all.

ENCOUNTER 4: A VISIT AT VALOROUS GARDE

When the PCs reach Northkeep, read the following:

The stronghold of the Watchers, built during the darkest days of the War against the Giants, is massive. Squatting a mile from Hochoch, Valorous Garde boasts two curtain walls, a chapel to Heironeous, another one for St. Cuthbert, and a third one for all the other gods. It hosts more than 500 knights, an equal number of squires, and room for more. Even with that garrison, entire barracks stand empty.

When the PCs approach the guards at the gate, they (and their prisoners, if any) are admitted. If they ask to speak with Dispatcher Malthus, they are escorted inside.

The massive doors close behind you. Your footsteps echo down the great hall of Valorous Garde (Northkeep). Hanging from the rafters overhead are the personal coats of arms of important Watchers and banners of the nations where the Watchers were quartered. The banners of Bissel, Keoland, Gran March, Sterich, and Geoff all hang from the rafters. More frequent and larger than those other banners are those of the Knights of the Watch. It is very distinctive – a white owl on a field of black – its wings spread wide and claws outstretched, ready to snatch some poor vermin. Merchants, diplomats, and associates of the Order accompany other Watchers through the halls, greeting you as you pass. Your escort leads you to an ante chamber, where Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing, waits. Other knights take any prisoners you may have for detailed questioning.

The room in which you stand is simply furnished, yet comfortable enough for several knights and half a dozen guests to lounge and speak of affairs. It seems designed for ease and comfort as intelligence is shared and courses of action are discussed. Several simply crafted, yet comfortable, armchairs flank two equally simply crafted yet comfortable sofas, with tables for placing drinks upon them nearby.

“Please,” the Great Beast begins, “tell me what you have learned.”

If the player characters ask for Dispatcher Malthus, he answers that the Dispatcher is busy, and anything Dispatcher Malthus learned would be repeated to him, in due course.

Egaldin listens intently to what the player characters relate to him. If the characters share what they have learned about the Shadow Dragon's interest in the bloodline of Trilesimain, the tension in the lines on his face belie concern about the new information indicating the dragon's knowledge of records of the bloodline and, especially, its interest.

“I thank you for your efforts and for bringing this information to us. I and my colleagues will need time to look over these documents and interrogate the prisoners. No doubt our enemy knows that we know of their knowledge, and even now waits to track our people who would seek to guard what we have.

“You already know more than any outsider, or for that matter, most insiders know, so I ask that you will not speak of what you have learned to others outside my order, except where your prior oaths require you to do so, and in such cases, I’d ask that you let us know of this, but I cannot gainsay your right to speak based on prior oaths and commitments.”

If the player characters show him the medallion with the inscription, he remarks that it is apparent that the contingency has already been illuminated and seems puzzled. He can offer no more help for this exercise, as the players already know more than they should, but he can offer lodging for the evening and food first thing in the morning to allow them safe conduct through the remainder of their endeavors. He suggests they spend the night and recover for the challenges ahead.

The player characters can ask questions, but there is little he can do. If the player characters give their oaths, then the Great Beast reveals to them that there is a contingency, in the event that the Great Beasts and Wyvern all fall, that secrets could be found and protected even though those who knew were gone.

Some PCs might choose to abandon this adventure now that it is clear that the outcome benefits the Knights in some way. If PCs do this, the DM should say out of character that the players risk ending the game early, and if they insist, give them one more out. Ask the player if his character intends to report his findings to a prominent Gyri NPC. If the player indicates that he or she intends to do this, inform the player that the NPC, upon hearing this news, is interested in knowing the outcome of this and if there is anything that can be used as leverage in negotiations over the issue of Arweth. If the player character, after getting this marching order, still refuses to help, the adventure ends here for that character.

If at least one character wants to continue, then continue the adventure for players interested in driving onward, mitigating the dangers for a possibly much reduced party. DM Aid #7 has generic NPCs that can be added to a party divided in this manner. They are not up to the strength of a PC party, but it should help characters advance in the adventure. These NPCs can be controlled by the remaining players. A DM should consider adjusting the NPC combatants to make it possible for those few who wish to continue to finish the adventure. Above APL 10, these extras are little

more than targets, but they could be helpful in finishing the mission.

If the PCs choose to go to the Crypt from here, go to Encounter 4: The Crypt of Taldus. If the PCs have not yet reported to Lady Ffiona and wish to do so now, go to Encounter 3: Report to Lady Ffiona.

ENCOUNTER 5: THE CRYPT OF TALDUS

It is possible that the PCs might find their way to the crypt without really knowing the Knight’s name.

This is OK, at this point. When the PCs arrive at the cemetery outside the Temple of Pelor, you can have a random PC pass by the crypt with the name “Taldus” carved into the bronze plaque over the arched door, and quite possibly, the little lightbulb will appear over the head of at least one player. If it doesn’t, allow any one PC to make a single Knowledge (dungeoneering) check, or a bard can make a Bardic Lore check (DC 15) to realize that Taldus was one of the number of the Knights of the Watch during the Greyhawk Wars who was slain in battle against one of the most powerful giants among the Sakhut. He is buried prominently in a crypt in the cemetery of the Temple of Pelor.

DM Note: Strongly discourage the party to attempt to find the crypt of Taldus and the seventh coin during the day. People come to visit their departed loved ones by day, and risk disturbing sacred moments with those paying their respects to those long departed whom they miss. This adventure is written under the assumption that this encounter takes place at night. If players insist on seeking the crypt or the coin at the cemetery during the day, allow the encounter to take place during that time, but describe a scene of carnage and chaos, with innocent bystander NPCs being slaughtered and eaten as the dark agents of the Shadow Dragon close in on the PCs. If this encounter takes place during the day, replace the advanced dread wraith at APL 16 with two additional advanced abyssal ghouls.

APL 8 (EL 8)

Advanced Ghast Hexblade1 (3); hp 81; See *Appendix 1*.

APL 10 (EL 10)

Advanced Ghast Hexblade1 (3); hp 81 each ; See *Appendix 2*.

Advanced Ghast Hexblade2 (1); hp 90; See *Appendix 2*.

Advanced Shadow (2); hp 63 each See *Appendix 2*.

APL 12 (EL 12)

Advanced Ghast Hexblade2 (3); hp 90 each; See *Appendix 3*.

Advanced Shadow (3); hp 63 each; See *Appendix 3*.

Huge Air Necromental (2); hp 144 each; See *Appendix 3*.

APL 14 (EL 14)

Advanced Ghast Hexblade2 (3); hp 90 each; See *Appendix 4*.

Advanced Shadow (3); hp 63 each; See *Appendix 4*.

Huge Air Necromental (2); hp 144 each; See *Appendix 4*.

Advanced Abyssal Ghoul (1); hp 180 ; see *Appendix 4*.

APL 16 (EL 16)

Advanced Ghast Hexblade2 (3); hp 90 each; See *Appendix 4*.

Advanced Shadow (3); hp 63 each; See *Appendix 4*.

Huge Air Necromental (2); hp 144 each; See *Appendix 4*.

Advanced Abyssal Ghoul (1); hp 180 ; see *Appendix 4*.

Advanced Dread Wraith (1); hp 252 see *Appendix 5*.

Tactics

APL 8: The advanced ghast moves to engage the characters using their claws and bite as weapons. As soon as they are within 60 feet of enemies, they use their hexblade curse. They are intelligent enough not to put the curse on the same person. This curse will make it harder to resist their stench and their paralysis. They are well aware that if they are too close together their foes can capture them in one spell. Only if opponents are out of reach do they change to their bows. They realize they do not have enough arrows to begin with missile fire. An exception to this tactic is that should they use their *anklets of translocation* to escape an *Evard's black tentacles*

spell, one of them may remain in the spell for protection from melee attack and aim at whoever cast that spell until that person is down.

APL 10: All these ghast/shadow realize that if they bunch up, they can be affected by single spells, but they bunch up to get attacks and provide flank. The advanced shadows lead the way in the attack as they have a fly speed of 40 ft. This also means they catch the brunt of initial turn attempts. Should the shadows survive the turn attempt, they all attack the person who tried to turn them and bring him or her down. If they find their damage does not seem to affect that person, they seek persons flying first, and then archers and then melee.

The Ghast hexblade1 creatures close to fight with claw and bite, using their hexblade curse early so creatures might be sickened by their stench. Only if opponents are out of reach do they change to their bows

The Ghast hexblade2 initially wields his guisarme, though he puts away the guisarme and switches to his bow if it is adventagous to do so; especially from inside of an *Evard's black tentacles* spell from which he has translocated. He tries to trip opponents first and takes his free attack if the trip works.

APL 12: All these ghosts/shadows realize that if they bunch up, they can be affected by single spells, but they bunch up to get attacks and provide flank. The advanced shadows lead the attack as they have a fly speed of 40 ft. This also means they catch the brunt of initial turn attempts. Should the shadows survive the turn attempt, they all attack the person who tried to turn them and bring him or her down. If they find their damage does not seem to affect that person, they seek persons flying first, then archers, and then melee opponents.

The Ghast hexblade1 creatures close to fight with claw and bite, using their hexblade curse early so creatures might be sickened by their stench. Only if opponents are out of reach do they change to their bows

The Ghast hexblade2 initially wields his guisarme, though he puts away the guisarme and switches to his bow if it is adventagous to do so; especially from inside of an *Evard's black tentacles* spell from which he has translocated. He tries to trip opponents his first and takes his free attack if the trip works.

The Necromentals utilize their flyby attack as often as they are able, taking advantage of their reach towards people on the ground. Should the characters take to the air, they focus their attacks on airborne opponents. The Necromentals do not utilize their whirlwind. They are too stupid to remember they can do that. It is provided in the stat blocks in case the Necromentals are commanded. If they are commanded to change to vortex they are confused on how to do so. Make an Int check (DC 10) for the necromentals to remember how to do it (–5 Int modifier). The Necromentals are not smart enough to let the lesser undead go first, so they advance as fast as they can to fight.

APL 14: All these ghosts/shadows realize that if they bunch up, they can be affected by single spells, but they bunch up to get attacks and provide flank. The advanced shadows lead the attack as they have a fly speed of 40 ft. This also means they catch the brunt of initial turn attempts. Should the shadows survive the turn attempt, they all attack the person who tried to turn them and bring him or her down. If they find their damage does not seem to affect that person, they seek flying opponents first, then archers, and then melee opponents.

The Ghost hexblade1 creatures close to fight with claw and bite, using their hexblade curse early so creatures might be sickened by their stench. Only if opponents are out of reach do they change to their bows.

The Ghost hexblade2 initially wieldw his guisarme, though he puts away the guisarme and switches to his bow if it is adventagous to do so; especially from inside of an *Evard's black tentacles* spell from which he has translocated. He tries to trip opponents first and takes his free attack if the trip works.

The Necromentals utilize their flyby attack as often as they are able, taking advantage of their reach towards creatures on the ground. Should characters take to the air, they focus their attacks on airborne. The Necromentals do not utilize their whirlwind. They are too stupid to remember they can do that. It is provided in the stat blocks in case the Necromentals are commanded. If they are commanded to change to vortex they are confused on how to do so. Make an Int check, DC 10, for the necromentals to remember how to do it (–5 Int modifier). The Necromentals are not smart enough to let the lesser undead go first, so they advance as fast as they can to fight.

The Abyssal Ghoul starts the encounter hidden (Spot DC 36 + 1 per 10 feet away to see it), and unless it is attacked, sits out the first round to get a feeling for the most threatening targets; it drinks its fly potion to give it more mobility. After the first round, it continues to move hidden, taking the –5 penalty if it should need to move more than half-speed. When it is involved in combat, it moves to get in flanks whenever it can, using its Tumble if needed to move through characters to do so.

APL 16: All these ghost/shadows realize that if they bunch up, they can be affected by single spells, but they bunch up to get attacks and provide flank. The advanced shadows lead the attack as they have a fly speed of 40 ft. This also means they catch the brunt of initial turn attempts. Should the shadows survive the turn attempt, they all attack the person who tried to turn them and bring him or her down. If they find their damage does not seem to affect that person, they seek flying creatures first, then archers, and then melee opponents.

The Ghost hexblade1 creatures close to fight with claw and bite, using their hexblade curse early so creatures might be sickened by their stench. Only if opponents are out of reach do they change to their bows.

The Ghost hexblade2 initially wields his guisarme, though he puts away the guisarme and switches to his bow if it is adventagous to do so; especially from inside of an *Evard's black tentacles* spell from which he has translocated. He tries to trip opponents his first and takes his free attack if the trip works.

The Necromentals utilize their flyby attack as often as they are able, taking advantage of their reach towards creatures on the ground. Should characters take to the air, they focus their attacks on airborne opponents. The Necromentals do not utilize their whirlwind. They are too stupid to remember they can do that. It is provided in the stat blocks in case the Necromentals are commanded. If they are commanded to change to vortex they are confused on how to do so. Make an Int check, DC 10, for the necromentals to remember how to do it (–5 Int modifier). The Necromentals are not smart enough to let the lesser undead go first, so they advance as fast as they can to fight.

The Abyssal Ghoul starts the encounter hidden (Spot DC 36 + 1 per 10 feet away to see it), and unless it is attacked, sits out the first round

to get a feeling for the most threatening targets; it drinks its fly potion to give it more mobility. After the first round, it continues to move hidden, taking the -5 penalty if it should need to move more than half-speed. When it is involved in combat, it moves to get in flanks whenever it can, using its Tumble if needed to move through characters to do so.

The Dread Wraith starts the encounter hidden, but it is contemptuous of the characters and its fellow undead; it moves in the first round after delaying until most of the characters have taken their rounds and then moves to strike. It moves to engage flying opponents first. The ground within 30 feet of the Knight's Grave is barred to it. It cannot move through that terrain like normal terrain. Spot check to see dread Wraith initially is Spot DC 40 +1 per 10 feet of distance.

Treasure:

APL 8: L: 33 gp, C: 0 gp, M: 1026 gp from three +1 *composite longbow* (Str +3) (675 gp), three *anklet of translocation* (351 gp)

APL 10: L: 44 gp, C: 0 gp, M: 1560 gp from four +1 *composite longbow* (Str +3) (900 gp), four *anklet of translocation* (468 gp), +1 *guisarme* (192 gp)

APL 12: L: 33 gp, C: 0 gp, M: 1602 gp from three +1 *composite longbow* (Str +3) (675 gp), three *anklet of translocation* (351 gp), three +1 *guisarme* (576 gp),

APL 14: L: 43 gp, C: 0 gp 1719 from Three +1 *composite longbow* (Str +3) (675 gp), four *anklet of translocation* (468 gp), three +1 *guisarme* (576 gp),

APL 16: L: 43 gp, C: 0 gp 1719 from Three +1 *composite longbow* (Str +3) (675 gp), four *anklet of translocation* (468 gp), three +1 *guisarme* (576 gp),

Development: The sarcophagus of Taldus, inside the crypt, is made of mastercrafted stone, with the sculpture of a warrior holding his sword under crossed arms, as indicated on the Gyri coin. PCs can make a Search check (DC 20) to discover, imbedded in the pommel of the sword in the sculpture, a gold coin with the Heads side depicting a profile bust of a male figure very similar in appearance to the Grand Duke Owen I with the inscription struck in Flan around the perimeter of the coin, "Old Knights never die; they retire to protect the Order's Sacred Secrets."

The coin contains more, but it can only be found on the Tails side, which faces downward in the stone sarcophagus. To read the coin, the PCs must remove it from the sarcophagus. There are several ways to do this.

The elegant way, of course, is to delicately pry it from its spot, which requires a crowbar, a dagger, or similarly edged or bladed instrument to free it from the stone and a successful Open Lock check (DC 25). If no such implement is available (and I'd be shocked if there was no tool that could, at the very least, improvised to serve), assess a -4 circumstance penalty to the check.

The crude, straightforward way requires a heavy object, such as a warhammer or similar weapon – or maybe a high-level monk with a wicked hammer fist strike. A character can make a basic DC 20 Open Doors check to pop the coin free, or he can go the really bash and batter way of slamming the stone into smithereens until there is nothing for the coin to be imbedded in. Assign the stone the following statistical values:

Stone Sarcophagus: 6 in. thick; hardness 8; hp 108; Break DC 25.

When the coin has been freed from the sarcophagus, the Tails side can be read. It bears the coat of arms of the Knights of the Watch, with a badge in the top right hand corner of the field: the badge of Retired Knights, which is borne on only one place in Hochoch – the Old Knights' Home (Encounter 6: The Old Knights' Home).

ENCOUNTER 6: THE OLD KNIGHTS' HOME

From the outside, this place looks like another large residence, except the front door and all the third floor windows are open. Over the archway of the entrance door is the coat of arms of the Knights of the Watch with a badge in the top right-hand corner showing a runic symbol for the word "ancient." See DM Aid #4 for a map of the Home.

As the party enters the front door, there is a large meeting area and reception desk. This could be an inn, except there does not seem to be much activity. Standing at the reception desk is a half-elf in well tailored clothing with the argent owl of the Knights of the Watch. About a dozen residents lounge quietly in cushioned chairs reading books by continual flame.

Alio Morsas is a Senior Squire of the Knights of the Watch and feels honored to be at this post. He wears a greatsword across his back and a sap at his side. He greets characters as they enter, "May Heironeous bless your day, how may I help you, friend?"

If asked about this place, he replies that this is a home for Knights that have retired from action, either due to age, unremovable curse, or other issue. If the party is interested in donating to the retired Knights fund, Alio can ask Watcher Hara ap Cyra, Stoic Sphinx, to give them a tour. Animals and such must, of course, be left in this outer room (unless they can be hidden in pockets), as infirmities of the mind have made some guests skittish. If the player characters agree that they want to donate funds or perhaps have a relative who needs someplace to stay and would like a tour, Squire Alio takes a weasel from his person and tells it to go find the Temple Priest. The weasel scampers behind plants and other decorous trappings, hiding (DC 18 Spot) and sneaking (DC 16 Listen) to the back staircase and descends.

A minute or two later, an old stern looking human, with both the argent owl of the Knights and a large gold holy symbol of Heironeous, arrives. He wears leather armor, a pair of battle axes, not peace bonded, are holstered over his back. He introduces himself as Watcher Hara ap Cyra, Most Elder Stoic Sphinx, and he asks for introductions of the player characters. If they again suggest a tour or want to speak with him privately, he tells them to come first to his temple. He leads them to the back stairs that they saw the weasel take.

Special Note: The faded rangers and cleric (at appropriate APL) are here under a *veil* spell, disguised as two of the retired Knights whose position they took when they went out for a walk. Characters with *true sight* can tell this immediately, at which point the fight might take place here. If this is the case, one of the rangers spends his first standard action calling the shadow mastiffs, which arrive in a portal after the last PC's initiative.

THE TEMPLE

The Temple has a fifteen-foot high ceiling, so it takes up part of the first floor and this basement area. There are a pair of reinforced doors to the temple, but they are wedged open. Above the doors is an inscription in Celestial and in Dwarven

that reads, "Honor's Gate." He leads the party to the far end of the temple, where an elaborate altar to Heironeous resides. To one side there is a smaller altar of Murlynd in a place of honor.

When he has the player characters alone, he asks why they have come. If the characters show him the seven coins and the medallion, he instructs them to kneel before the altar. Then, he asks the PCs for four of the seven Precepts.

Although Knights and Squires have a decided advantage in this, it is not impossible for non-Knights to provide these answers. First of all, it should be pointed out that even Knights do not know all the Seven Major Precepts of the Order. Second, the Precepts are indicated on the coins:

The Principality of Ulek silver hammer: Inner Strength.

The Keoland platinum griffon: Enlightenment through Pain.

The Gran March silver white owl: Power in the Blood.

The Geoff silver hawk: Inheritance.

The Bissel silver stag: The Fallen.

The Yeomanry silver coin: Purpose.

Nobody knows the second Precept, that of Purpose, but if players figure out that the words are written on the Tail sides of the coins, then this answer is acceptable. Again, only four of the seven are necessary to gain passage. When the player characters have provided the answers to obtain passage or give up the effort entirely, the veiled faded rangers and the cleric (at higher APLs) assault the temple. The shadow mastiffs shadow gate in at the far end of the temple for their action after all PC initiatives.

APL 8 (EL 9)

Shadow Mastiff (2): hp 30; see *Monster Manual*, page 222.

Cysgod Annwn Faded Ranger, Male Human Ranger 7 (1): hp 52; see *Appendix 1*.

APL 10 (EL 11)

Advanced Shadow Mastiff: hp 78 see *Appendix 2*.

Cysgod Annwn Faded Ranger, Male Human Ranger 8 (2): hp 59 each; see *Appendix 2*.

APL 12 (EL 13)

Advanced Shadow Mastiff: hp 78; see *Appendix 3*.

Cysgod Annwn Faded Ranger, Male Human Ranger 10 (2): hp 73 each; see *Appendix 3*.

APL 14 (EL 15)

Advanced Shadow Mastiff (2): hp 78 each; see *Appendix 4*.

Cysgod Annwn Faded Ranger, Male Human Ranger 11 (2): hp 80 each; see *Appendix 4*.

Cleric of Falazure, Male Human Cleric 11 (1): hp 69 each; see *Appendix 4*.

APL 16 (EL 17)

Advanced Shadow Mastiff (2): hp 78 each; see *Appendix 5*.

Cysgod Annwn Faded Ranger, Male Human Ranger 13 (2): hp 94 each; see *Appendix 5*.

Cleric of Falazure, Male Human Cleric 13 (1): hp 81 each; see *Appendix 5*.

Tactics:

APL 8: The shadow mastiffs attack the nearest PC and fight until slain. They attempt to trip any PC they successfully bite. If they cannot attack, they bay. The fade ranger attempts to use the shadows to his advantage, firing arrows and attempting to keep the player characters from leaving. Capturing the priest is also his aim. He had cast *longstrider* earlier. He casts *arrow mind* as an immediate action, which allows him to make maximum use of his bow, taking attacks of opportunity with it and not provoke when he uses it in close combat. He only shifts to longsword and buckler if his bow is sundered. He targets dwarves first, since they are his favored enemy (+10 damage). He uses his Improved Rapid Shot when he can, and Manyshot when he must move, taking advantage of his Point Blank Shot feat when within 30 feet.

APL 10: The shadow mastiff attacks the nearest PC and fights until slain. It attempts to trip any PC it successfully bites. If it cannot attack, it bays. The fade rangers attempt to use the shadows to their advantage, firing arrows and attempting to keep the player characters or priest from leaving the temple. They both cast *longstrider* earlier. They cast *arrow mind* as an immediate

action, which allows them to make maximum use of their bows, taking attacks of opportunity with them and not provoke when they use them in close combat. A ranger only shifts to longsword and buckler if his bow is sundered. They target dwarves first, since they are their favored enemy (+10 damage). Each ranger uses his Improved Rapid Shot when he can, and Manyshot when he must move, taking advantage of his Point Blank Shot feat when within 30 feet. They use their Precise Shot feat to support each other; if one is hard-pressed, the other focuses his fire on the PC that seems to be hurting his comrade.

APL 12: The shadow mastiff attacks the nearest PC and fights until slain. It attempts to trip any PC it successfully bites. If it cannot attack, it bays. The fade rangers attempt to use the shadows to their advantage, firing arrows and attempting to keep the player characters or priest from exiting the temple. They both cast *longstrider* earlier. They cast *arrow mind* as an immediate action, which allows them to make maximum use of their bows, taking attacks of opportunity with them and not provoke when they use them in close combat. A ranger only shifts to longsword and buckler if his bow is sundered. They target dwarves first, since they are their favored enemy (+10 damage). On their second round, they both cast *exacting shot* as a swift action; this auto-confirms any potential critical hits against their favored enemies. Each ranger uses his Improved Rapid Shot when he can, and Manyshot when he must move, taking advantage of his Point Blank Shot feat when within 30 feet. They use their Precise Shot feat to support each other; if one is hard-pressed, the other focuses his fire on the PC that seems to be hurting his comrade.

APL 14: The presence of the cleric of Falazure changes the tactics considerably. The shadow mastiffs still attack the nearest PC and fight until slain. They attempt to trip any PC they successfully bite. If they cannot attack, they bay. The rangers both cast *longstrider* earlier. They cast *arrow mind* as an immediate action, which allows them to make maximum use of their bows, taking attacks of opportunity with them and not provoke when they use them in close combat. A ranger only shifts to longsword and buckler if his bow is sundered. They target dwarves first, since they are their favored enemy (+14 damage) and because this triggers the *bane* enhancements on their bows. On their second round, they both cast *exacting shot* as a swift action; this auto-confirms any potential critical hits against their favored enemies. Each ranger uses his Improved Rapid

Shot when he can, and Manyshot when he must move, taking advantage of his Point Blank Shot feat when within 30 feet. They use their Improved Precise Shot feat to negate any partial cover; if cleric is hard-pressed, both focus their fire on the PC that seems to be hurting their ticket home. The cleric leads off with his Quickened *shield of faith* to boost his armor class, then casts *visage of the deity* to give himself darkvision, resistance to fire and cold, DR 10/magic, and SR 20. On the second round, he casts Quickened *blessed aim* and either *flame strike* (if the PCs are bunched) or *wrack* (if he can target on an obvious arcane caster). He tries to move so as to avoid close combat and follows up on subsequent rounds with *unholy blight* and *mass inflict light wounds*. If the PCs cast *daylight* to negate his allies' shadow blend abilities, he counters it with either *deeper darkness* or *dispel magic*. The cleric moves to avoid close combat if possible. If the PCs manage to close, he counters with *ring of blades* and/or *harm*; if they keep their distance and attack at range he counters with *entropic shield*. If a PC goes down, the cleric uses his Reached *death knell* to try to finish him off. If the cleric goes below half his hit points, his pre-cast *stalwart pact* activates to heal him.

APL 16: The presence of the cleric of Falazure changes the tactics considerably. The shadow mastiffs still attack the nearest PC and fight until slain. They attempt to trip any PC they successfully bite. If they cannot attack, they bay. They both cast *longstrider* earlier. They cast *arrow mind* as an immediate action, which allows them to make maximum use of their bows, taking attacks of opportunity with them and not provoke when they use them in close combat. A ranger only shifts to longsword and buckler if his bow is sundered. They target dwarves first, since they are their favored enemy (+14 damage) and because this triggers the *bane* enhancements on their bows. On their second round, they both cast *exacting shot* as a swift action; this auto-confirms any potential critical hits against their favored enemies; on their third round, they each cast *arrow storm* and fire an arrow at every PC in a single round. Each ranger uses his Improved Rapid Shot when he can, and Manyshot when he must move, taking advantage of his Point Blank Shot feat when within 30 feet. They use their Improved Precise Shot feat to negate any partial cover; if the cleric is hard-pressed, both focus their fire on the PC that seems to be hurting their ticket home. The cleric leads off with his Quickened *shield of faith* to boost his armor class, then casts *visage of*

the deity to give himself darkvision, resistance to fire and cold, DR 10/magic, and SR 20. On the second round, he casts Quickened *blessed aim* and either *flame strike* (if the PCs are bunched and distant) or *wrack* (if the PCs are distant but spread out and he can target on an obvious arcane caster) or *blasphemy* (if there are at least two PCs within 40 feet or he's being attacked in melee). He tries to move so as to avoid close combat and follows up on subsequent rounds with *flame strike*, *unholy blight*, and *mass inflict light wounds*. If the PCs cast *daylight* to negate his allies' shadow blend abilities, he counters it with either *deeper darkness* or *dispel magic*. The cleric moves to avoid close combat if possible. If the PCs manage to close, he counters with *repulsion* and/or *harm*; if they keep their distance and attack at range he counters with *entropic shield*. If a PC goes down, the cleric uses his Reached *death knell* to try to finish him off. On his next action after taking significant damage, he uses his Quickened *cure moderate wounds* as a swift action. If the cleric goes below half his hit points, his pre-cast *stalwart pact* activates to heal him; he also has a pre-cast *renewal pact* active.

Stoic Sphinx

Alto believes this assault is a test sent by Heironeous for those who claim to be saviors of his Order. So, he stands back and watches the player characters fight off the intruders, relying on providence to guide him on his course of action. He doesn't know quite what he is protecting—only that it is important. If he sees a member of his order fall, he moves to heal him, and if a Knight or Squire asks for his help he assists. He is still a 50-year-old human who has not done much fighting, but he can help out with spells. If a non-order member asks for help, he replies that this could be a test to pass, and that he would help as Heironeous shows him. Those who look badly hurt he uses cures. Three rounds into the fight, he realizes what the attackers are and casts *daylight*.

At higher APLs, once a spell of an evil descriptor is used (such as *wrack*, he intercedes, but he is very much out of his league then).

Afterwards

With the enemies dispatched, he informs PCs that the keys to the words he wants are struck on the coins they bear.

He needs to hear are four of the following words: Strength, Enlightenment, Blood, Inheritance, Fallen, and Purpose.

If the player characters have the words, the priest tells them to kneel or sit before the altar, speak the words, and then touch the altar. They will be taken to where they need to be. He, of course, has never done this, since he is only the gatekeeper.

Doing this causes each PC (or NPC if too many player characters refused this mission) to teleport to a room below ground, where it is dark and lonely. Characters additionally receive additional effects, depending on their alignment.

Any non-good alignment: Take holy damage equal to [APL divided by 4 (round up)]d6, Will save (10+APL) negates.

Any chaotic alignment: Take force damage equal to [APL divided by 4 (round up)]d6, Will save (10+APL) negates.

Lawful Good: *Lesser vigor* spell for 15 turns.

These effects stack.

Proceed to Encounter 7: Beneath Hochoch.

Treasure: The faded rangers and the cleric of Falazure each have equipment of value and in some cases other treasure on them.

APL 8: L: 14 gp, C: 0 gp, M: 584 gp from +1 long sword (192 gp), +1 composite (str +2) longbow (217 gp), +1 mithril chainshirt (175 gp)

)APL 10: L: 28 gp, C: 0 gp, M: 1168 gp from two +1 long sword (384 gp), two +1 composite (str +2) longbow (434 gp), two +1 mithril chainshirt (350 gp),

APL 12: L: 28 gp, C: 0 gp, M: 1168 gp from two +1 long sword (384 gp), two +1 composite (str +2) longbow (434 gp), two +1 mithril chainshirt (350 gp),

APL 14: L: 28 gp, C: 0 gp, M: 3511 gp from two +1 long sword (384 gp), two +1 dwarfbane composite (str +2) longbow (1434 gp), two +1 mithril chainshirt (350 gp), +1 venomous scimitar (692 gp), +1 full plate armor (221 gp), +1 heavy steel shield (97 gp), *perapert* of wisdom +2 (333 gp)

APL 16: L: 28 gp, C: 0 gp, M: 5677 gp from two +1 long sword (384 gp), two +1 dwarfbane composite (str +2) longbow (1434 gp), two +2 mithril chainshirt (850 gp), +1 venomous scimitar (692 gp), +1 full plate armor (221 gp), +1 heavy steel shield (97 gp),

two gloves of dexterity +2 (666 gp), *perapert* of wisdom +4 (1333 gp),.

DM Note: You may be flexible in how you interpret what the players come up for precept answers. A few are given in the coins if they accept what they see, but others are more difficult. Players could come up with acceptable answers that are not exactly as listed here.

ENCOUNTER 7: BENEATH HOCHOCH

The player characters find themselves in a large room, 40 feet on a side, 20 feet tall, with a single door out of the room to the south. A passage to the north is filled with rubble and is unpassable. There is a large directional star on the floor (characters that have innate direction sense or who make a successful Survival check (DC 15) know that the door is really to the west). The room is lined with brightly polished fine, white marble. Underneath this marble is a thickness of lead on all sides - even the core of the doors are lined with lead).

The door is neither locked nor trapped. Opening it leads to a long corridor lined with this same polished marble (and with a backing of lead). The hallway is lit by *continual flames* on the wall. Just beyond the doors in the hallway is a translucent emerald green plane. It does no harm to anyone who walks through it, but it is clearly there. Spellcraft (DC 23) to determine that it resembles the edge of a *dimensional lock* area of effect. Indeed the rest of this complex is covered by a wide-scale *dimensional lock* supernatural effect.

This hallway goes three hundred feet "south" at a gentle descent before turning right and going another three hundred feet with a more pronounced upward slope. Then, the hallway curves sharply left with a steep downward slope and opening up into a very large room. See DM Map #4.

You see a large room with an opening on the far side with another corridor leading away. In the center of this room, and covering its entire width is an area with large white tiles, all but one of the tiles have one to three words upon them. Around the border of this white tile area is a wall of mist. Upon one the wordless tiles is a ghostly creature with the symbol of the Knights on his ghostly shield. He wears a ghostly chain shirt with a battle axe

in his hands, and another battle axe at his side. The battle axe being held is not incorporeal, yet the ghostly figure bears it anyway.

Knowledge (religion) (DC 15), the former appears to be a ghost. However, with a Knowledge (religion) (DC 20), the character realizes other clues, and the character know that this is a Deathless creature and not undead. The Deathless are beings reanimated by positive energy not negative energy and are never evil. This is true for both the ghostly Deathless figures.

Bardic/Loremaster Lore DC 17 can also determine that these are Deathless.

When any character moves into the room, the Deathless speaks with ghostly intonation, "If each of you tell me seven of the fifths that any squire should know, then we shall not block your passage. You must still navigate all the true Precepts while avoiding false Precepts, or endure just punishment."

If the player characters ask what are their names are, the corporeal figure answers, "I was Watcher Angorin Phar, Dedicated Fox."

If the characters ask why he blocks their way why he guards this place, or why he is here, he responds, "This is my place now, to protect that which I do not know, to save what we cannot touch, to block what I cannot stop."

The characters must speak the fifth word of seven of the twelve precepts.

If the characters ask if the fifth should include the titles, the deathless answers, "The titles are on the tiles, that you must still pass."

There are eleven words, of which the characters need only to speak seven (two precepts have the same 5th word): By, Mortal, his, granted, the, doubt, placed, and, be, of, all.

Each character may speak the words, and each may avoid being fought by the Deathless. If some characters get them correct and others do not, the Deathless only fights or damages those that were incorrect. The others are not harmed even if they harm the Deathless.

THE BOARD OF PRECEPTS

See Player handout #12 (and DM Aid #).

The Knights of the Watch and Dispatch has been part of the region from the beginning, so most players should know a lot of the precepts. If the DM decides to provide help through

knowledge checks and the like, the Underlined Precepts can never be determined that way. Many of the False Precepts can appear in Lore or history as probably secret Precepts (the italicized are the most likely ones).

This board has 100 tiles, each with one or more words referring to a precept or possible precept. Each tile is a 5 ft square.

Crossing the far edge of the title board without mitigating circumstances does half holy damage, half force damage to each character. For the first time each correct Precept square is stepped upon, subtract the C value from the damage received. For each false precept square that is stepped upon for the first time, add the F value to the damage. When the character leaves the far end of the board, he takes the remaining amount of damage. Characters that are not human, half-elf, or dwarf get an automatic False for every six titles they touch. Each sixth tile that adds this damage glows when such a character touches it.

All damage is supernatural in nature, with no attack roll, no spell resistance applicable, and no saving throw. The tiles are just tiles, but there are supernatural forces watching the tiles. Note that the whole room is under a *dimensional lock*.

	Tot	C	F
APL 8	52	-3	+3
APL 10	72	-4	+4
APL 12	85	-5	+5
APL 14	100	-6	+7
APL 16	115	-7	+8

No matter how the character crosses the room, he takes the damage exiting the board on the other side. Only if the character touches a precept or false precept tile does he or she get the addition or subtraction.

There are two exception tiles: Murder and Madness. These titles cast a CL 20 *healthful rest* and *vigor* spell to the first creature who steps over or upon them. The Deathless know of these tiles and move to them when he is injured or to prevent others from taking them. Player characters on these titles also receive the spells. These titles recharge very slowly, and so discharge only once per adventure

The Precepts that are correct are:

BR Bravery

CH	Chivalry
DG	Duty to One's God
DO	Duty to One's Order
DR	Deference
<u>EP</u>	<u>Enlightenment Through Pain</u>
<u>FL</u>	<u>Fallen</u>
GR	Grand
<u>IN</u>	<u>Inheritance</u>
<u>IS</u>	<u>Inner Strength</u>
JD	Judgment
MA	Mannerliness
OT	Oath-Taking
<u>PB</u>	<u>Power in the Blood</u>
PR	Property
<u>PS</u>	<u>Purpose.</u>
RT	Retribution
SV	Service
<u>The False Precepts:</u>	
AN	Anger
<i>BL</i>	<i>Blind Obedience</i>
CA	Chaste
CB	Celibate
<i>CE</i>	<i>Confusion to One's Enemies</i>
CR	Correct
CT	Clarity Through Torture
DC	Duty to One's Church
DE	Death
DF	Duty to One's Family
DN	Duty to One's Nation
FR	Friendly
KD	Kind
MT	Mounted
<i>PY</i>	<i>Purity</i>
<i>SE</i>	<i>Secrecy</i>
<i>SP</i>	<i>Superiority</i>
ST	Stealthy
TH	Thrifty

VI Victorious

OUTSIDE IN

The mist walls act as *walls of force* towards attacks from outside the precept board to inside it (and vice versa). In addition, the Deathless have infinite SR to spells and effects if they can pass through the mist wall. The mist walls do not prevent people from going through but prevent summoned creatures from entering. The Deathless cannot leave the Precept Board; the mist walls act as *walls of force* for it as well.

APL 8 (EL 11)

Watcher Angorin, Male Deathless Ghost Duskblade7, Pious Templar1: hp 72; see *Appendix 1*.

APL 10 (EL 13)

Watcher Angorin, Male Deathless Ghost Duskblade7, Pious Templar3: hp 90 ; see *Appendix 1*.

APL 12 (EL 15)

Watcher Angorin, Male Deathless Ghost Duskblade7, Pious Templar5: Deathless : hp 108; see *Appendix 3*.

APL 14 (EL 17)

Watcher Angorin, Male Deathless Ghost Duskblade7, Pious Templar7 : hp 126; see *Appendix 4*.

APL 16 (EL 19)

Watcher Angorin, Male Deathless Ghost Duskblade7, Pious Templar9: hp 145; see *Appendix 5*.

ENCOUNTER 8: THE SCIONS OF TRILESIMAIN

The hallway beyond the room of the Precepts takes many turns and twists, not just right and left, but also up and down, until it widens to a great hall twenty-five feet wide and equally tall.

Again the passage way is straight for some distance, and in that distance, the continual flames that have lit the way stop, and the passage continues on in ever oppressive darkness.

DM Note: Pause here. Ask the characters what they want to do before continuing with the read-aloud text. If the player characters want to

prepare spells, let them do so, but keep track of durations.

Pushing into the darkness requires your own sources of light or perhaps relying on the Darkvision that some of your group might have. The stonework itself takes on a dark hue. Where much of the halls were of white marble, this seems some other almost black polished stone.

And then, the passage makes a sharp left turn and slopes upward. It seems a passage branches to the right and then the continual flame spells return in this area all at once, lighting the scene more clearly. You are uncertain, but you think you hear the muttering of voices ahead.

A NOTE OF THE HALL OF DEATH

On the ground before the hall with all the golems and traps is a note written in Common, Dwarven, Celestial, Sueloise, Flan and Druidic, that indicate that going up the hall of death is not commended. Only the highest ranks have the passwords to make the traps and protectors stand down, and for any except the Beasts and Wyvern, there is no exit.

That Hall is an untiered encounter. Characters who attack the golems cause the constructs to leave the hall and attack the attacker. The Hall is only 15 feet high.

Speaking the entire Seventh Precept aloud turns off the first trap and the first three golems. Speaking the entire Sixth Precept aloud turns off the next three golems. Speaking each of the higher precepts turn off traps and shuts off golems for a few minutes, but only the 2nd and 1st precepts can turn off the Huge stone golems or the iron golem and trap in the final stretch of the hall. And by speaking the entire precept out loud for outsiders, that could be taken wrong by the order.

Hall of Death: Untiered; EL 22:

Clay Golem (7); hp 112 each; see *Monster Manual* page 134.

Iron Golem (7); hp 160 each; see *Monster Manual* page 136.

Stone Golem (1); hp 135; see *Monster Manual* page 136.

Greater Stone Golem (4); hp 340 each; see *Monster Manual* page 136.

Magic Trap; Acid Substituted Maximized Widened *Fireball*: CL 17, DC 16; true sight visual trigger in area or pressure plate; search DC 34; disarm DC 34; resets every round. (2)

Maximized Widened *Fireball* CL 17; DC 16 true sight visual trigger in area or pressure plate; search DC 34; disarm DC 34; resets every round. (2)

Note, some golems are healed by fire damage, some golems are healed by acid damage, but both traps require SR, so otherwise they are immune.

THE CONVERSATIONS

(See DM Aid #7 for the map). Have people make Listen checks. The character with the highest check notices the sounds coming from the cracks shown on the map. If the characters approach and listen near the cracks, no Listen check is needed; all is in Common. With a successful Spot check (DC 15), characters see two very old dwarves and two very old half-elves at a table eating a fine meal with ale and brandy.

The first dwarven voice says, "Those records of the March family are on very poor parchment, or they are quite old. I cannot believe that those that came before us copied them so badly."

"Don't be silly Ragmar, " the second voice, not dwarf, replies. "Did you consider that they might be original records, perhaps delivered in such a condition? For a hundred years before I came, I was told that mostly information was gathered and updated. They could be poor because they are from some town hall somewhere."

"I had not considered that," Ragmar replies. "I have seen many human records treated in such a fashion, it is a wonder that they ever remember anything of the past."

A third voice, another dwarf, adds to the conversation, "We spend most of our time in the records, accepting the solemn charge to keep and organize these until they are needed or until we perish, never once more to see the lands above. Can we at least over this fine repast discuss something other than work?"

"I agree," says the fourth voice. "I was getting tired of the gruel from the create food spell. It is good that our brothers above have realized that we need such luxuries. It is, no

doubt, the words of Trilesimain that cause this to come to us."

"Yes," says the second voice, "Trilesimain has need of our skills. Where once our small brotherhood within our Order kept the knowledge organized, now it is being used. I daresay a thousand squires of the direct sacred bloodline will be named soon with the knowledge we have provided Trilesimain in the last few weeks. But again, I digress into business. Ragmar, was there a letter from your family in that last package that Trilesimain brought?"

The dwarves and half-elves go back to their meal in silence. A character peering into the cracks can see that the room seems to be a dining area and is well lit. Beyond it is a glimpse of many shelves of books and scrolls. The stone itself appears to have adamantine bars interspaced between the stone, perhaps to make it stronger.

If player characters speak to those within or speak loudly outside, Ragmar asks the reason for their presence through the cracks and turns to his fellows to say that one of their number must leave this place, as the contingency seems to have been activated. A minute later, for a brief few seconds, the area of the branch flashes green, as if the dimension lock turned off, and then turned on. In between those flashes stands a very old dwarf, his fingers long stained with ink, wearing a scribe's apron, but carrying a battle axe at his side.

"I am Watcher Ragmar Ironblood, Most Elder Pious Manticora. Please tell me why the contingency has been used, and why a group such as you are using it?"

In the midst of this conversation, and perhaps during introductions, the minions of shadow turn the corner and make their way here.

When it is clear that there is to be a battle, Ragmar casts a *haste* spell upon them all. It will last seven rounds. He apologizes during the fight that he basically doesn't take the time to memorize spells with all the work to be done.

APL 8 (EL 11)

Faded Human War Mage 8; hp 64; see *Appendix 1*.

Green Hag Rogue2 (2); hp 80 , see *Appendix 1*.

APL 10 (EL 13)

Faded Human War Mage 8 (2); hp 64 each; see *Appendix 2*.

Green Hag Rogue2 Favored Soul2 (2); hp 105 , see *Appendix 2*.

APL 12 (EL 15)

Faded Human War Mage 10 (2); hp 80 each; see *Appendix 3*.

Green Hag Rogue2 Favored Soul4 (2); hp 121 , see *Appendix 3*

APL 14 (EL 17)

Faded Human Male War Mage 10 (3); hp 80 each; see *Appendix 4*.

Green Hag Rogue2 Favored Soul6 (3); hp 138 , see *Appendix 4*

APL 16 (EL 19)

Faded Human Male War Mage 10 (3); hp 80 each; see *Appendix 5*

Green Hag Rogue2 Favored Soul8 (3); hp 154 , see *Appendix 5*

Half Fiend Green Hag Rogue2 Favored Soul6 ; hp 150 , see *Appendix 5*

Tactics:

This group knows that they are the first to have made it this far, and the honor and glory for being those that root out the special treasure of the Knights is high in their purpose. They do not know where exactly this treasure trove is located, but they know that the player characters are in their way.

All the combatants know that this long corridor is prime for just blocking them off, so they know not to use too many of their spells right off the bat, because a wall or barrier of some time can cause a delay on duration. However, they are also pretty sure that this is a dead end for the player characters, because they have to defend the treasure or let the Shadow forces have it. So the NPCs are not adverse waiting for barriers to drop to get at the characters.

In general, the hags advance on the PC positions and to a lesser extent protect their spellcasters. The War Mages try to stay as far from other War Mages or casters as they can, because they know that they are easy pickings. They also are aware that their spells could make it hard to approach and are cognizant not to block

all the terrain that would prevent their fighters from getting through.

The War Mages have both Eschew Materials and Still Spell, so even when grappled, they can cast most of their spells with a Concentration check. Some also both have Silent Spell so silence does not stop them either, just forces the level of the spells up one level. Fireburst, ring of blades, and similar spells make effective anti grapple spells.

All the green hags are using their disguise to appear as Flan female light infantry. Their *disguise self* spell gives a +10 to their Disguise check. This is mostly to get close and move through town. They know that once they use their strength damage attack or their claws, all bets are off. At higher levels, their melee weapon is a far better choice than claws, but even at lower levels the use of a weapon lets people think they are fighting regular people. The Hags are also aware that if they cast spells at the other Hags, they will need to contend with spell resistance; they do not have to contend with spell resistance when they use spells on themselves.

All the Hags (not counting the half fiendish one at APL 16) are neutral mercenaries; here because they are hired, and eager because the completion bonus will allow them retire in luxury. They are not fully cognizant about what they are seeking; thinking it is more loot and gold treasure what is here, but they expect that the Knights are likely to take no prisoners.

At higher APLs there are three Hags, but these are a group of three individuals, they do not consider themselves a covey. As any of these foes die or fall unconscious, they say, "We are but the first wave of doom," before they pass out or die.

Watcher Ragmar is an old and nearly dead dwarf. However, he has no problem dragging people out of hams way. He has 116 hit points, and has a *ring of freedom of movement* on. He does have two more extended *haste* spells (at CL 7) memorized, five *comprend language spells*, and three *see invisibility* spells. He gave up his familiar at an early age.

Aftermath

After the battle, Watcher Ragmar explains what the contingency is: if an event occurred wherein all of the Great Beasts and the Grandiose Imperial Wyvern were to fall, it would be important to preserve the records of the bloodline of

Trilesimain, so that the scion of Trilesimain could be identified and protected. For, it is the scion of Trilesimain who holds the key to the survival of the peoples of the Sheldomar Valley and of all Oerth.

He assumes that you have come to help preserve the records of the bloodline, since you have come so far. Knights and Squires, especially, are drawn into the dwarven clerk's confidence, and Watcher Ragmar then requests help in moving the most important documents to a safer location, where the enemies of the Sheldomar cannot get them.

The others begin preparations to move the most important documents. Already they are catorgizing. When Ragmar learns that all the Great Beasts and Wyvern are not dead, he is concerned that the contingency was utilized, but happy. His exiting the Repository of Knowledge would have activated certain warning systems. Help, probably overwhelming help, is on its way.

Anyone standing near the entrance of the Hall of Death hears a male voice down the hall. If characters gather there, allow them a Listen check (DC 15) to hear the following:

"In time of need did Bethané come to Trilesimain. Through that act the spirit world was opened to those who follow in his path. Those who carry on the struggle no longer in flesh, yet aid their brethren from beyond the bounds of mortality. This is the Precept of the Fallen."

A tall, grim human figure illuminated with an aura of daylight around his head as a nimbus turns the corner. He wears white robes with the device of an owl argent on a field of black emblazoned over the chest. He pauses at the sight and sounds of people, and glances at the golems ahead, then strides forward and says:

"A band shall arise." Thus speaks the prophecy of Azmarender. We are the heirs to the Empire, and will bring it once more to greatness. In the footsteps of the greatest Knight of them all, we march to restore the glory that was lost. This is the Precept of Inheritance."

As he walks down the Hall of Death and glides into view, the party spots the great battle axe firmly in the grip of his right hand. His grim visage is unmistakable. The stoic, piercing gaze, the dark, tonsured hair, the rugged, scarred face that has looked upon death and many worse things beyond in places no man was meant to tread. Only someone not native to the Sheldomar could not recognize this man. It is none other than

Magnus Vrianian, once Commandant of Gran March. He continues to recite the next Precept: "In the face of the most fiendish tortures did Trilesimain show us the way. Wisdom is found through agony; transcendence in torment. This is the Precept of Enlightenment through Pain."

And as he nears the party, he concludes: "It is within the realm of mortal man to unleash from within the depths of our selves strength and power unknowable. As we master ourselves, so shall we master our surroundings. This is the Precept of Inner Strength."

Upon exiting the Hall of Death, he shouts, "The way is clear!" From around the corner of the Hall of Death come a dozen Watchers, most unarmored or in mithril chain shirts, as they take up stations of defense, they begin casting powerful enchantments to dispel lasting enchantments in the area (*greater dispel magic*) or even create *walls of ice* further down the way.

Magnus Vrianian states directly to the party, "We do not have much time. Follow me." He leads the party around the corner to where iron golems line one wall and two huge stone golems can be seen at the far end. He instructs the party to stand between the golems and wait. Then the area flares emerald green, and three female Dispatchers teleport in, and the player characters teleport out. If the player characters refuse to go, they are required to do so.

If any player character chooses to get tough with Magnus, he or she has a real fight on his hands, not only with Magnus, who is a powerful spell caster in his own right, but with all present Knights of the Watch and Dispatch, who have powerful magic and weaponry to bear against anyone who has a notion to take down the leader of the Knights or any other member of the Order. Between Magnus Vrianian (a mystic theurge with 9th level spells in both cleric and wizard) and the dozen 15th+ casters down the hall, these are enough to render the character dead and transported out as meat. They then cast *raise dead* on the character, with no hard feelings.

The characters are given quarters in Northkeep to freshen up and granted the rare opportunity to witness to a ceremony performed by the Knights of the Watch.

Magnus Vrianian asks non-knights to swear a high and sacred oath not to reveal knowledge of the contingency path, bloodlines, or secret precepts.

DM Note: Allow players to see their AR before deciding whether to swear the high oath.

Treasure

APL 8: L: 114 gp, C: 0 gp, M: 2267gp from +2 *chain shirt* (354 gp), *potion of remove blindness/deafness* (63 gp), *potion of fly* (63 gp), *cloak of charisma +2* (333 gp), *vest of resistance +2* (333 gp), *brooch of shielding* (150 gp), *potion of bear's endurance* (21 gp), two +1 *rapier* (384 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloak of resistance +1* (166 gp)

APL 10: L: 114 gp, C: 0 gp, M: 3263gp from two +2 *chain shirt* (708 gp), two *potions of remove blindness/deafness* (126 gp), two *potions of fly* (126 gp), two *cloak of charisma +2* (666 gp), two *vest of resistance +2* (333 gp), two *brooch of shielding* (300 gp), two *potion of bear's endurance* (42 gp), two +1 *falchion* (396 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloaks of resistance +1* (166 gp)

APL 12: L: 158 gp, C: 0 gp, M: 4012 gp two +2 *chain shirt* (708 gp), four *potions of remove blindness/deafness* (126 gp), two *cloak of charisma +2* (666 gp), two *brooch of shielding* (300 gp), two *potion of bear's endurance* (42 gp), two +1 *falchion* (396 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloaks of resistance +1* (166 gp), two *gloves of dexterity +2* (666 gp), two *tunic of steady spell casting* (416 gp),

APL 14: L: 104 gp, C: 0 gp, M: 9758 gp from three +2 *chain shirt* (1062 gp), six *potion of remove blindness/deafness* (378 gp), six *cloak of charisma +2* (1998 gp), three *brooch of shielding* (450 gp), three *potion of bear's endurance* (63 gp), three +1 *keen falchion* (2094 gp), three +1 *short composite bow* (Str +3) (400 gp), three *mithril chainshirt +1* (525 gp), three *dragonmask* (999 gp),

APL 16: L: 114 gp, C: 0 gp, M: 14,281 gp from three +2 *chain shirt* (1062 gp), six *potion of remove blindness/deafness* (378 gp), four *dragonmask* (1332 gp), seven *cloak of charisma +2* (2331 gp), three *mithril chainshirt +3* (2526 gp), three *brooch of shielding* (450 gp), three *potion of bear's endurance* (75 gp), four +1 *keen falchion* (2792 gp), four +1 *short composite bow* (Str +3) (800 gp), three *vest of resistance +2* (999 gp), three *gloves of dexterity +2* (999 gp), three *tunic of steady*

spell casting (624 gp), mithril chainshirt +1 (175 gp), vest of resistance +1 (83 gp).

CONCLUSION

Assuming the player characters were successful in preventing the shadow forces from reaching the repository or they prevented most of the repository from being taken, read the following:

You are escorted to the largest hall in Valorous Garde. A small dais stands at the far end of the hall, and the hall itself is packed with Knights and Squires. You can only guess, but you think you are looking at nearly five hundred seasoned warriors standing in ordered ranks facing the dais. Your escorts indicate a place for you to stand and then ask you to remain silent and watch.

A few moments after you enter, another door opens, and Watcher Magnus Vrianian, Grandiose Imperial Wyvern walks to the dais.

“Brothers,” he begins, “today we have received important information. These individuals”—he gestures toward you all—“have brought us incontrovertible proof of what we have long suspected: that the Shadow Dragon has been trying to manipulate and infiltrate our Order, destabilize Hochoch, and has even been responsible for the assassination of some of our fellow Watchers. All in a prelude to her planned expansion.”

“Furthermore, the Archpaladin revealed to me that it was vital to the well-being of the Sheldomar that the Watchers should be based here. Few of us understood the Archpaladin’s plan at the time.”

But now all becomes clear. For we find ourselves in position as the only force ready and capable of defending the Sheldomar from the imminent attack by the Shadow Dragon and her allies. Now she seeks to spread her shadowed claws deeper into the Sheldomar. The elves of the Dim Forest have tried and

failed. Once again, it falls to the Order to cleanse the evil that would threaten the Sheldomar and her people!”

“Even as we speak, the word goes forth to all our garrisons: we go to make war upon the Shadow Dragon!”

The room hums with the thunderous roar of numerous warriors in violent agreement. After the roar fades, Vrianian rests the head of his battleaxe and genuflects; and all the Knights in the entire chamber kneel in unison. “As we embark on this path, we ask that the wisdom of Trilesimain ever guide us as we seek to uphold the Twelve and Seven. Join with me in reciting the Glorious Couplets...”

*The hope of a knight where ‘ere he doth trod,
Is duty to one’s order and one’s god.*

*The Heart of a knight where ‘ere he doth fly,
Is to face fear with a gleam in his eye.*

*The praise of a knight where ‘ere he doth go,
Is given high and received from below.*

*The strength of a knight where ‘ere he is
found,
Is that his word is trusted all around.*

*The soul of a knight where ‘ere he doth live,
Is his willingness to help and to give.*

The Great Hall falls eerily silent and visibly brighter as more than a half dozen angelic apparitions of priests and warriors bearing the heraldry of the Knights of the Watch and the deities of the righteous have manifested around the dais.

“For the People of the Valley!” The mass of Knights and Squires echo the same, raising their blades and crying out as one: “FOR THE PEOPLE OF THE VALLEY!”

The hall thunders with shouts for a few minutes, and then Magnus Vrianian speaks again, this time in softer tones that cause the hall to fall silent within seconds.

“There is much about our possession of this land that those outside our order can never understand and never be allowed to know. Great secrets have been exposed, and steps must be taken to make them hidden again.

“This I pledge to all of you, that when this Shadow Dragon and her minions are destroyed, when her actions and efforts no

longer plague our or any world, then within a year, we will no longer need this land called Arweth except for our holdings and the holdings we need.

“Six months from the day that the Shadow Dragon is cast down, I will give most of Arweth to the Brenin of Geoff to give to his people. Our order did not receive this gift of lands from Geoff, but from another nation. So I will give the city of Hochoch and three miles radius of it back to Gran March. And our order will keep all our holdings within the city, Northkeep and within a half mile around it, and Fort Resolve in a similar fashion, as sovereign territory of our Order. All other parts of the land known as Arweth will return to the Brenin of Geoff when the Shadow Dragon is no more, on this plane, or any other.”

Vrianian steps down from the dais, and the light and apparitions quickly dissipate as the Knights and Squires begin to disperse, each seeming to know what his or her first task should be.

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

Defeat the shadow creatures and mercenaries.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480xp.
APL 16: 540xp.

Encounter 5

Defeat the undead agents of the Shadow Dragon and recover the seventh coin.

APL 8: 300 xp.
APL 10: 360 xp.

APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 6

Defeat the shadow creatures.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 7

Defeat or bypass the Deathless and survive the Board of Precepts.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480xp.
APL 16: 540 xp.

Encounter 8

Defeat the shadow creatures and mercenaries.

APL 8: 300 xp.
APL 10: 360 xp.
APL 12: 725 xp.
APL 14: 850 xp.
APL 16: 540 xp.

Story Award

Obtain proof of the Shadow Dragon's efforts against the Watchers and deliver it to them. If only half the proof is obtained, then half experience.

APL 8: 150 XP
APL 10: 200 XP
APL 12: 280 XP
APL 14: 340 XP
APL 16: 450 XP

Solve Riddle of the Coins

APL All: 50 xp.

For each correct precept on the precept board by the party:

APL All: 10 xp each

Discretionary Roleplaying Award

APL 8:	90 XP
APL 10:	110 XP
APL 12:	130 XP
APL 14:	130 XP
APL 16:	130 XP

Total possible experience

APL 8:	2,250 xp.
APL 10:	2,700 xp.
APL 12:	3,150 xp.
APL 14:	3,600 xp.
APL 16:	4,050 xp.

TREASURE SUMMARY

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

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

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

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

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

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

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

ENCOUNTER 2

APL 8: L: 65 gp, C: 0 gp, M: 1533 gp from +1 longsword (192 gp), +1 composite (str +2) long bow (208 gp), three +1 mithril chainshirt (525 gp), cloak of charisma +2 (333 gp), +1 heavy flail (192 gp), vest of resistance +1 (83 gp),

APL 10: L: 70 gp, C: 0 gp, M: 2296 gp from +1 heavy flail (196 gp), +1 composite (str +2) longbow (217 gp), +1 long sword (192 gp), +2 mithril chain shirt (425 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), +1 mithril chainshirt (350 gp), cloak of charisma +2 (666 gp),

APL 12: L: 70 gp, C: 0 gp, M: 4262 gp from +1 composite (str +2) longbow (217 gp), +1 thundering heavy flail (696 gp), +1 long sword (192 gp), +1 mithril chainshirt (175 gp), +3 mithril chain shirt (842 gp), +2 mithril chain shirt (425 gp), two cloak of charisma +2 (666 gp), cloak of elvenkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), vest of resistance +1 (83 gp), ring of protection +1 (167 gp) APL 14: L: 70 gp, C: 0 gp, M: 7825 gp from +1 dwarf-bane composite (str +2) longbow (717 gp), +1 thundering heavy flail (1529 gp), +1 long sword (192 gp), +1 mithril chainshirt (175 gp), +3 mithril chain shirt (842 gp), +2 light fortification mithril chain shirt (842 gp), cloak of charisma +2 (333 gp), cloak of elvenkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), cloak of charisma +4 (1333 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), vest of resistance +3 (750 gp), wand of shield (63 gp),

APL 16: L: 70 gp, C: 0 gp, M: 9,449 gp from +1 dwarf-bane composite (str +2) longbow (717 gp), +1 frost thundering heavy flail (1529 gp), +1 long sword (192 gp), +2 mithril chainshirt (425 gp), +3 mithril chain shirt (842 gp), +4 mithril chain shirt (1425 gp), two cloak of charisma +4 (2666 gp), cloak of elvwnkind (208 gp), gloves of dexterity +2 (333 gp), hexbands (258 gp), ring of jumping (208 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), vest of resistance +2 (333 gp), wand of shield (63 gp),).

ENCOUNTER 5:

APL 8: L: 33 gp, C: 0 gp, M: three +1 *composite longbow* (Str +3) (675 gp), three *anklet of translocation* (351 gp)

APL 10: L: 44 gp, C: 0 gp, M: four +1 *composite longbow* (Str +3) (900 gp), four *anklet of translocation* (468 gp), +1 *guisarme* (192 gp)

APL 12: L: 33 gp, C: 0 gp, M: three +1 *composite longbow* (Str +3) (675 gp), three *anklet of translocation* (351 gp), three +1 *guisarme* (576 gp),

APL 14: L: 43 gp, C: 0 gp Three +1 *composite longbow* (Str +3) (675 gp), four *anklet of translocation* (468 gp), three +1 *guisarme* (576 gp),

APL 16: L: 43 gp, C: 0 gp Three +1 *composite longbow* (Str +3) (675 gp), four *anklet of translocation* (468 gp), three +1 *guisarme* (576 gp),

ENCOUNTER 6:

APL 8: L: 14 gp, C: 0 gp, M: 584 gp from +1 long sword (192 gp), +1 composite (str +2) longbow (217 gp), +1 mithril chainshirt (175 gp)

)APL 10: L: 28 gp, C: 0 gp, M: 1168 gp from two +1 long sword (384 gp), two +1 composite (str +2) longbow (434 gp), two +1 mithril chainshirt (350 gp),

APL 12: L: 28 gp, C: 0 gp, M: 1168 gp from two +1 long sword (384 gp), two +1 composite (str +2) longbow (434 gp), two +1 mithril chainshirt (350 gp),

APL 14: L: 28 gp, C: 0 gp, M: 3511 gp from two +1 long sword (384 gp), two +1 dwarf-bane composite (str +2) longbow (1434 gp), two +1 mithril chainshirt (350 gp), +1

venomous scimitar (692 gp), +1 full plate armor (221 gp), +1 heavy steel shield (97 gp), *periapt of wisdom* +2 (333 gp)

APL 16: L: 28 gp, C: 0 gp, M: 5677 gp from two +1 long sword (384 gp), two +1 dwarf-bane composite (str +2) longbow (1434 gp), two +2 mithril chainshirt (850 gp), +1 venomous scimitar (692 gp), +1 full plate armor (221 gp), +1 heavy steel shield (97 gp), two gloves of dexterity +2 (666 gp), *periapt of wisdom* +4 (1333 gp),.

ENCOUNTER 8

APL 8: L: 114 gp, C: 0 gp, M: 2267gp from +2 *chain shirt* (354 gp), *potion of remove blindness/deafness* (63 gp), *potion of fly* (63 gp), *cloak of charisma* +2 (333 gp), *vest of resistance* +2 (333 gp), *brooch of shielding* (150 gp), *potion of bear's endurance* (21 gp), two +1 *rapier* (384 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloak of resistance* +1 (166 gp).

APL 10: L: 114 gp, C: 0 gp, M: 3263gp from two +2 *chain shirt* (708 gp), two *potions of remove blindness/deafness* (126 gp), two *potions of fly* (126 gp), two *cloak of charisma* +2 (666 gp), two *vest of resistance* +2 (333 gp), two *brooch of shielding* (300 gp), two *potion of bear's endurance* (42 gp), two +1 *falchion* (396 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloaks of resistance* +1 (166 gp).

APL 12: L: 158 gp, C: 0 gp, M: 4012 gp two +2 *chain shirt* (708 gp), four *potions of remove blindness/deafness* (126 gp), two *cloak of charisma* +2 (666 gp), two *brooch of shielding* (300 gp), two *potion of bear's endurance* (42 gp), two +1 *falchion* (396 gp), two +1 *short composite bow* (Str +3) (400 gp), two *cloaks of resistance* +1 (166 gp), two *gloves of dexterity* +2 (666 gp), two *tunic of steady spell casting* (416 gp).

APL 14: L: 104 gp, C: 0 gp, M: 9758 gp from three +2 *chain shirt* (1062 gp), six *potion of remove blindness/deafness* (378 gp), six *cloak of charisma* +2 (1998 gp), three *brooch of shielding* (450 gp), three *potion of bear's endurance* (63 gp), three +1 *keen falchion* (2094 gp), three +1 *short composite bow* (Str +3) (400 gp), three *mithril chainshirt* +1 (525 gp), three *dragonmask* (999 gp).

APL 16: L: 114 gp, C: 0 gp, M: 14,281 gp from three +2 *chain shirt* (1062 gp), six *potion of remove blindness/deafness* (378 gp), four *dragonmask* (1332 gp), seven *cloak of charisma +2* (2331 gp), three *mithril chainshirt +3* (2526 gp), three *brooch of shielding* (450 gp), three *potion of bear's endurance* (75 gp), four +1 *keen falchion* (2792 gp), four +1 *short composite bow (Str +3)* (800 gp), three *vest of resistance +2* (999 gp), three *gloves of dexterity +2* (999 gp), three *tunic of steady spell casting* (624 gp), *mithril chainshirt +1* (175 gp), *vest of resistance +1* (83 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 212 gp, C: 100 gp, M: 5,410 gp – Total: 5,722 gp (2,600 gp).

APL 10: L: 228 gp, C: 100 gp, M: 8,387 gp – Total: 8,515 gp (4,600 gp).

APL 12: L: 261 gp, C: 100 gp, M: 11,044 gp – Total: 11,405 gp (6,600 gp).

APL 14: L: 217 gp, C: 100 gp, M: 22,813 gp – Total: 23,130 gp (13,200 gp).

APL 16: L: 227 gp, C: 100 gp, M: 31,126 gp – Total: 31,453 gp (19,800 gp).

The **Line of Trilesimain** AR Item goes to all Knight and Squires of the Knights of the Watch and Dispatch.

If the repository was saved from the forces of the Shadow dragon, all characters receive **Thanks from the Grandiose Imperial Wyvern**.

All characters that were squires of the Knights of the Watch or Dispatch receive the **Squires to Vigil** AR Item.

All characters that met Watcher Ironblood receive the **Thanks from an Old Librarian** AR item.

Characters that prevented the Shadow Dragon's minions from getting to the repository get the **Blessing** AR item. Characters that did not make it past Encounter Six receive the Blessing but cross off everything except the Hero's Feast.

Characters that qualify for Squires of the Knights may take the **Line Squire** AR item.

Non-knight characters are asked to swear the **High Oath**.

ITEMS FOR THE ADVENTURE RECORD

SPECIAL

Line of Trilesimain: Your vision has left a 5-inch scar on your chest, which marks as part of the Line of Trilesimain, either direct descendant or of one of his blood brothers or adopted children. Once per adventure, if you 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. In addition, you have a +2 sacred bonus to attack and damage rolls with melee weapons against creatures with Shadow, Fade, or Umbral templates, and should you confirm a threat on these creatures you do normal damage bypassing miss chance or ignoring damage. After confirming the threat you also glow like the *daylight* spell in a 5-foot radius as a supernatural ability for your charisma bonus in rounds (minimum 1). Having this AR item grants you 20 promotion points in the Knights of the Watch or Dispatch, and Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing recommends you for promotion; if you qualify for such a promotion to Beast of the Air, except time in grade, the time requirement is waived. This AR item replaces and supersedes the one of a similar name from SHE7-07 *Prophecies*.

Thanks of the Grandiose Imperial Wyvern: For assisting the Order and the Sheldomar Valley, Magnus Vrianian owes you a debt of gratitude. If you had Enmity or Disfavor with the Knights, this is forgotten. If you are of a race that can be a member of the Knights of the Watch, circle two of the following. If you are of a race that cannot be a member of the Knights of the Watch, circle three of the following. 1) You have access to a Dire Eagle Animal Companion (RS) or Celestial Griffon Paladin Mount 2) You have access to any one *PHB2* not-open, not-closed Feat, list the feat here: _____ 3) You have metaregional access to the Axiomatic, Keen, Returning, and Holy weapon enhancements as well as to the Sun Blade. 4) Circle two items on this Item access list at the APL played (or one item for an APL higher than was played) and that item changes to metaregional access for you.

Line Squire: If you meet the requirements to Squire to the Knights of the Watch and Dispatch, you may do so at a cost of 8 TU. This includes being taken to Trilesimain's Rest where you too will receive the Line of Trilesimain item. Promotion to Vigil is automatic in three real months if not accomplished sooner.

Squires to Vigil: Characters that were squires at the beginning of this game are promoted to Vigils bypassing normal requirements; before advancing further they must meet all requirements.

Thanks from an Old Librarian: He never thought he would see the light of day again, and for that he is thankful, though he regrets he will no longer serve the Order as he did. He gives you a copy of a quaint book he has kept with him. By spending 1 TU (2 TU if you must only go by the pictures) studying the book, you may learn a single skill trick from *Complete Scoundrel*. This book contains all the skill tricks from that book and grants access with the expenditure of 1 TU per trick.

Blessings: The next adventure played after this AR, the you start the adventure under the effect of an *extended heroes' feast* (CL 16), *extended delay poison* (CL 16), and may invoke a *divine power* spell at CL 16 as a swift action in that adventure. Cross this off after the next adventure played.

High Oath: You have sworn a High Oath to the Grandiose Imperial Wyvern not to reveal information regarding the bloodlines, contingency planning, and secret precepts. At the end of each Sheldomar Valley or Greyhawk city adventure in which you willingly break this oath, the character is murdered and you jaw and left hand removed. A resurrection or reincarnation may be applied as normal.

High Oath Refusal: You refused to swear the High Oath. The knights kept you prisoner for 10 TU but you escaped. At the end of most Sheldomar Valley or Greyhawk city adventure, there is a 50% chance your character is murdered (10% in Yeomanry; 30% in Principality of Ulek) with your jaw and left hand removed. A resurrection or reincarnation may be applied as normal.

ITEM ACCESS

APL 8:

+1 *mithril chain shirt* (Adventure; *Dungeon Master's Guide*)

+1 *shadow silent moves mithril breastplate* (Adventure; *Dungeon Master's Guide*)

+1 *mithril full plate* (Adventure; *Dungeon Master's Guide*)

Ring of counterspells (Adventure; *Dungeon Master's Guide*)

APL 10:

All of APL 8 plus the following):

Riding boots [limit 1 pair] (Adventure; *Dungeon Master's Guide II*)

Boots of Speed (Adventure; *Dungeon Master's Guide*)

+1 *keen falchion* (Adventure, *Dungeon Master's Guide*)

APL 12

All of APL 8-10 plus the following:

Tunic of steady spellcasting [limit 1] (Adventure, *Magic Item Compendium*)

dragon mask [limit 1] (Adventure, *Magic Item Compendium*)

+1 *thundering heavy flail* (Adventure; *Dungeon Master's Guide*)

Hexbands [limit 1 set] (Adventure, *Magic Item Compendium*)

APL14

All of APL 8-12 plus the following:

Rod, metamagic, extend (Adventure; *Dungeon Master's Guide*)

+1 *bane (dwarves) composite longbow (str +2)* (Adventure, *Dungeon Master's Guide*)

+2 *light fortification mithril chain shirt* (Adventure, *Dungeon Master's Guide*)

APL 16

All of APL 8-14 plus the following:

Rod, greater metamagic, extend (Adventure; *Dungeon Master's Guide*)

APPENDIX 1 – APL 8

ENCOUNTER 2

CYSGOD ANMWN FADED RANGER CR 7

Male human Ranger 6
NE Medium Humanoid (human, extraplanar)
Init +2; **Senses** Darkvision (60 ft.) Listen +10, Spot +15(+4 vs dwarves, +2 vs. fey)

Languages Flan

AC 18, touch 12, flat-footed 16
(+2 Dex, +5 armor, +1 shield,)
Miss Chance 50% except in full daylight
hp 45 (6d8+12 HD)
Resist Cold 11;
Fort +9, **Ref** +9, **Will** +5

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;
Melee +1 *longsword* +9/+4 (1d8+3/19-20x2; 1d8+10 vs dwarves, 1d8+8 vs. fey)
Ranged +1 (*str*+2) *composite longbow* +9/+9/+4 (1d8+3/x3, 1d8+10 vs dwarves, 1d8 +8 vs. fey)
Space 5 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +8
Atk Options Rapid Shot, Many Shot, Point Blank Shot
Special Actions Manyshot (2 arrows) +6, +1 to hit/damage within 30 ft.

Combat Gear +1 (*str*+2) *Composite Longbow*, +1 *longsword*, +1 *mithril chainshirt*, mw buckler, 100 cold iron arrows

Ranger Spells Prepared (CL 3th):
1st—Arrow Mind, Raptor Sight ‡.
‡ Already cast

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8
SQ Shadow blend, Favored enemy (dwarves +4, fey +2), woodland stride, wild empathy
Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Endurance
Skills Handle Animal +4, Hide +11, Knowledge(nature) +6, Listen +10, Move Silently +17, Search +9, Spot +10 (+15), Survival +10

Possessions combat gear plus *thunderstone*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.
Skills : +6 racial bonus on Move Silently. +5 Spot from Raptor's Sight.

Sources LOM (p 168).

FADED WARLOCK CR 7

Male human Warlock 6
NE Medium Humanoid (human, extraplanar)
Init +2; **Senses** See Invisible & Darkvision (60'), Listen +0, Spot +0

Languages Common

AC 17, touch 12, flat-footed 15
(+2 Dex, +5 armor)
Miss Chance 50% except if full daylight
hp 32 (6d6+6 HD); regeneration/fast healing; DR
Resist Cold 11;
Fort +3, **Ref** +4, **Will** +5

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee Masterwork morningstar +5 (1d8)

Ranged Eldritch blast +7 (3d6 plus DC17 Fort save or sickened for 1 minute)

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

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

Atk Options

Special Actions

Combat Gear +1 *mithril chainshirt*, masterwork morningstar

Spell-Like Abilities (CL 6th):

4th— Flee the Scene

3rd—

2nd—Eldritch Spear, See the Unseen ‡, Sickening Blast (DC15)

1st—

‡ Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 18
SQ Evasion

Feats Point Blank Shot, Precise Shot, Weapon Focus(ray), Ability Focus (Eldritch Blast)

Skills Sense Motive +9, Spellcraft +9, Use Magic Device +13

Possessions combat gear plus *cloak of charisma* (+2)

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills +6 racial bonus to Move Silently.

Sources LOM (p. 168), *Complete Arcane* (p.5)

HEXBLADE CR 7

Male human hexblade 7
N Medium Humanoid (human)
Init +0; **Senses** Listen +2, Spot +2

Languages Common, Flan

AC 15, touch 10, flat-footed 15
(+5 armor)

hp 53 (7d10+7 HD);

Fort +6, **Ref** +3, **Will** +6

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *heavy flail* +10/+5 (1d10+4/19-20)

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

Base Atk +7; **Grp** +9

Atk Options Improved Trip (+6), Improved Disarm (+6)

Special Actions

Combat Gear +1 *heavy flail*, +1 *mithril chainshirt*, *masterwork heavy flail*

Class Spells Known (CL 3th):

1st (2/day)—Charm Person, Disguise Self, Undetectable Alignment (DC13)

‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 14
SQ Familiar (rat)

Feats Alertness, Combat Casting, Combat Expertise, Improved Trip, Improved Disarm, Ability Focus (Hexblade's Curse)

Skills Bluff +12, Diplomacy +14, Gather Information +7, Jump +10

Possessions combat gear plus *vest of resistance* +1

Greater Hexblade's Curse (Su) Two times per day, as a free action, you can unleash a curse at a foe within 60' that you can see. The target of your curse takes a -4 penalty to attacks, saves, ability checks, skill checks, and weapon damage rolls for one hour. A successful Will save (DC 17) negates the effect.

Arcane Resistance (Ex) You receive a +2 bonus on saving throws versus spells and spell-like effects.

Mettle (Ex) If you make a Will or Fortitude saving throw that would normally reduce the spell's effect, you suffer no effect from that spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fort. Half" or similar entries can be negated through this ability.

Sources *Complete Warrior*

FADED TROLL

CR 6

CE Large Giant (extraplanar)

Init +2; **Senses** Darkvision 90 ft., low light, scent, Listen +5, Spot +6

Languages Common, Giant

AC 16, touch 11, flat-footed 14
(-1 size, +2 Dex, +4 natural)

Miss Chance 50% except in full daylight

hp 57 (6d8+36 HD); regeneration 5; DR

Resist Cold 11

Fort +11, **Ref** +4, **Will** +3

Speed 45 ft. (9 squares);

Melee 2 claws +9 (1d6+6) and 1 bite +4(1d6+3)

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

Base Atk +4; **Grp** +14

Special Actions Rend (2d6+9)

Abilities Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

SQ Darkvision 90', low-light vision, regeneration 5, scent, evasion

Feats Alertness, Iron Will, Track

Skills Listen +5, Spot +6, Move Silently+ 7

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. The attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If the troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can

reattach the severed member instantly by holding it to the stump.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Evasion (Ex): As the rogue class feature.

Skills +6 racial bonus to Move Silently.

Sources LOM (p. 167).

ENCOUNTER 5

ADVANCED GHAST HEXBLADE1

CR 5

CE Medium undead

Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13

Languages Flan

AC 21, touch 14, flat-footed 17

(+4 Dex, +4 natural, +3 armor)

hp 81 (9 HD)

Resist turn resistance +6

Fort +2, **Ref** +6, **Will** +13

Speed 30 ft. (6 squares)

Melee bite +11 (1d8+5 plus paralysis) and 2 claws +8 (1d4+2 plus paralysis)

Ranged +1 long composite bow +10 (1d8+4)

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

Base Atk +5; **Grp** +10

Special Actions Ghoul fever, paralysis, stench

Abilities Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22

SQ undead traits, hexblade curse 1/day

Feats Weapon Focus: bite, Multiattack, Improved Turn Resistance, iron will

Skills Balance +9, Climb +15, Hide +15, Jump +13, Move Silently +15, Spot +13, Spellcraft +4

Combat Equipment: anklet of translocation, +1 long composite bow (str +3), 60 cold iron arrows, masterwork studded leather

Ghoul Fever (Su): Disease - bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr, not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 17, negates this effect.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Possessions: combat gear and wooden holy symbol of the Winter King (aspect of Nerull in the Old Faith)

ENCOUNTER 6

CYSGOD ANMWN FADED RANGER **CR 8**
Male human Ranger 7
NE Medium Humanoid (human, extraplanar)
Init +2; **Senses** Darkvision 60 ft., Listen +11 Spot +11(+4 vs dwarves, +2 vs. fey)
Languages Flan
AC 18, touch 12, flat-footed 16
(+2 Dex, +5 armor, +1 shield,)
Miss Chance 50% except in full daylight
hp 52 (7d8+14 HD)
Resist Cold 12;
Fort +9, **Ref** +9, **Will** +5
Speed 55 ft. in light armor (9 squares), base movement 45 ft.;
Melee +1 *longsword* +10/+5 (1d8+3/19-20; 1d8+10/19-20 vs dwarves, 1d8+8/19-20 vs. fey)
Ranged +1 (*str*+2) *composite longbow* +10/+10/+5 (1d8+3/x3, 1d8+10 vs dwarves, 1d8 +8 vs. fey)
Space 5 ft.; **Reach** 5 ft.
Base Atk +7; **Grp** +9
Atk Options Rapid Shot, Many Shot, Point Blank Shot
Special Actions Manyshot (2 arrows) +7, +1 to hit/damage within 30 ft.
Combat Gear +1 *Composite Longbow* (*Str* +2), +1 *longsword*, +1 *mithril chainshirt*, masterwork buckler, 100 cold iron arrows
Ranger Spells Prepared (CL 3th):
1st—Arrow Mind, Longstrider ‡
‡ Already cast

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8
SQ Shadow blend, Favored enemy (dwarves +4, fey +2), woodland stride, wild empathy
Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Endurance
Skills Handle Animal +4, Hide +12, Knowledge (nature) +7, Listen +11, Move Silently +18, Search +10, Spot +11, Survival +11

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial

illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft..

Skills : +6 racial bonus on Move Silently.

Sources LOM (p 168)

ENCOUNTER 7

WATCHER ANGORIN **CR 10**
Male Ghost (Human-Suel) Duskblade 7 Pious Templar1 (Hieroneous)
LG Medium Ghost/Deathless/Incorporeal
Init +3; **Senses** Listen +10, Spot +10
Languages Common, Celestial
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;
hp 72 (8D12);
Fort +7, **Ref** +10 **Will** +9
Speed flight 30 ft. (perfect)
Melee ghost touch battle axe +13/+8 (1d8+5/x3); or Incorporeal 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 battle axe, incorporeal touch, draining touch,
Gear that appears on his ghostly body: “breastplate, +1 heavy wood shield, gloves of dexterity +2, +1 ghost touch keen battle axe
Arcane Class Spells Known (CL 7th) Save = 12+ 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 chaos
2nd (5/day) – mirror image, see invisibility, false life
Divine Class Spells Prepared (CL 1st) Save = 12 + spell level
1st -- divine favor

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), Deathless (Ex)

Feats Shield Specialization, Weapon Focus (battle axe), Combat Casting, True Believer, Blind Fight,

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.

Incorporeal Touch (Su): A ghost that hits a 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 target with its incorporeal touch attack may drain 1d4 points from charisma. On each such successful attack against a non-Good opponent, 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.

Manifestation (Su): Deathless ghosts are always manifested. They cannot disappear to ethereal plane like regular ghosts. 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 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. (However a duskblade can channel through his weapon)

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.

Deathless (Ex): Darkvision out to 60 feet; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its ability scores, as well as to fatigue and exhaustion effects; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed; Does not need to breathe, eat, or sleep; positive energy heals it as it does the living.

Description A five foot, five inch tall human with pale skin and platinum blonde hair. He has a translucent bladed battle axe, chain mail armor, and dark wood wooden shield.

Sources Duskblade, Shield Specialization, Shield Ward (*Player Handbook II*), Pious Templar, True Believer (*Complete Divine*).

ENCOUNTER 8

FADED WAR MAGE

CR 9

Male Faded Human Warmage 8

NE Medium Human (Extra Planer)

Init +1; Senses Listen +2, Spot +2

Resist Cold 13

Languages Common, Suloise

AC 20, touch 13, flat-footed 17

(+0 size, +3 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 46 (8 HD); +16 more hit points from bear's endurance potion

Fort +8, Ref +9, Will +10 [+2 fort save from bear's endurance]

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee dagger +6 (1d4+1/19-20);

Ranged Ranged Touch attack +8

Space 5 ft.; Reach 5 ft

Base Atk +4; Grp +5

Combat Gear two masterwork daggers, buckler, +2 chainshirt, *potion of remove blindness/deafness*, *potion of fly*, *cloak of charisma* +2, *brooch of shielding*, *vest of resistance* +2, *potion of bear's endurance*, ~~bear's endurance potion~~

Warmage Spells Known (CL 8th): Save 13 + spell level

4th (3/day)—*blast of flame, Evard's black tentacles, orb of acid, orb of cold, orb of electricity, orb of fire, orb of force, orb of sound, phantasmal killer, shout, wall of fire*

3rd (6/day)—*fire shield, fireball, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud, **see invisibility**.*

2nd (7/day)—*blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade.*

1st (7/day)—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, Tenser's floating disk, true strike.*

0 (6/day)—*acid splash, disrupt undead, light, ray of frost*

Already cast *see invisibility*; used a bear's endurance and bull's strength potion (CL 3)

Abilities Str 8 (12), Dex 16, Con 14 (18), Int 12, Wis 10, Cha 16

SQ Armored Mage (medium), Warmage Edge (+1 damage), Darkvision 60 feet, lowlight vision, Evasion; Eclectic Learning allows him to learn *see invisibility* as a 3rd level spell

Feats Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sculpt Spell

Skills Concentration +13, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +13, Spot +3,

Possessions combat gear plus spell component pouch (decoy, eschew materials means he doesn't need this)

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

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. A helpless person does not gain the benefit of evasion.

Sources Eclectic Learning (*Players Handbook II*)

GREEN HAG ROGUE2 CR 7

N Medium Monstrous Humanoid

Init +1; **Senses** darkvision 90 ft. Listen +11, Spot +11

Languages Common, Giant

AC 26, touch 13, flat-footed 23

(+3 Dex, +11 natural, +2 armor)

hp 80 (11 HD)

Spell Resistance 18

Fort +8, **Ref** +13, **Will** +9

Speed 30 ft. (6 squares)

Melee Claws +16/+16 (1d4+6) or +1 rapier +17/+12 (1d6+7/18-20)

Ranged: +1 Short composite (Str +3) Bow +14/+9 (1d6+4)

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

Base Atk +10; **Grp** +16

Combat Gear: +1 rapier, +1 short composite (str +3) bow, 60 cold iron arrows, leather armor, cloak of resistance +1

Abilities Str 22, Dex 17, Con 15, Int 10, Wis 14, Cha 14

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude

Skills Concentration +9 [+13 on the defensive or in grapples], Disguise +5, Balance +9, Listen +11, Spot +11, Swim +10, Hide +7, Tumble +9

Spell Like Abilities (Sp): At will (CL 9)—dancing lights, disguise self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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: This green hag uses her disguise skill and disguise self spell to make herself appear to be a leather armored, rapier and short composite bow wielding **Flan human female**. Her Disguise check is +15.

APPENDIX 2 – APL 10

ENCOUNTER 2

CYSGOD ANMWN FADED RANGER CR 9

Male human Ranger 8

NE Medium Humanoid (human, extraplanar)

Init +3; **Senses** Darkvision 60 ft., Listen +12 Spot +17
(+4 vs dwarves, +2 vs. fey)

Languages Flan

AC 19, touch 13, flat-footed 16

(+3 Dex, +5 armor, +1 shield,)

Miss Chance 50% except in full daylight

hp 59 (8d8+16 HD)

Resist Cold 13;

Fort +10, **Ref** +11, **Will** +5

Speed 55 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +11/+6 (1d8+3/19-20; 1d8+10/19-20 vs dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *composite longbow* (Str +2) +12/+12/+7 (1d8+3/x3, 1d8+10/x3 vs dwarves, 1d8 +8/x3 vs. fey)

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

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

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (2 arrows) +9, +1 to hit/damage within 30'

Combat Gear +1 *Composite Longbow* (Str +2), +1 *longsword*, +1 *mithril chainshirt*, masterwork buckler, 100 cold iron arrows

Ranger Spells Prepared (CL 4th):

1st—Arrow Mind, Raptor's Sight ‡.

‡ Already cast

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

SQ Shadow blend, Favored enemy (dwarves +4, fey +2), woodland stride, wild empathy, swift tracker

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Endurance

Skills Handle Animal +4, Hide +19, Knowledge (nature) +8, Listen +12, Move Silently +20, Search +11, Spot +12 (+17), Survival +12

Possessions combat gear plus *cloak of elevenkind*, *potion of cure moderate wounds*, , *thunderstone*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Skills : +6 racial bonus on Move Silently. +5 Spot from Raptor's Sight.

Sources LOM (p 168)

FADED WARLOCK

CR 9

Male human Warlock 8

NE Medium Humanoid (human, extraplanar)

Init +2; **Senses** See Invisible and Darkvision 60 ft., Listen +0, Spot +0

Languages Common

AC 19, touch 13, flat-footed 17

(+2 Dex, +6 armor, +1 deflection)

Miss Chance 50% except if full daylight

hp 42 (8d6+8 HD); DR 2/cold iron

Resist Cold 13;

Fort +5, **Ref** +6, **Will** +8

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee Masterwork morningstar +7/+2 (1d8)

Ranged Eldritch blast +9 (4d6 plus DC20 Fort save or blinded for 1 round)

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

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

Atk Options Eldritch Blast

Special Actions

Combat Gear +2 *mithril chainshirt*, mw morningstar

Spell-Like Abilities (CL 8th):

4th— Flee the Scene, Beshadowed Blast (DC 20)

3rd—

2nd—Eldritch Spear, See the Unseen ‡, Entropic Warding

1st—

‡ Already cast

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

SQ Evasion, Fiendish Resilience, Detect Magic, Deceive Item, Shadow Blend

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray), Ability Focus (Eldritch Blast)

Skills Sense Motive +11, Spellcraft +11, Use Magic Device +15

Possessions combat gear plus *cloak of charisma* +2, *ring of protection* +1

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Detect Magic (Sp) At will, as the spell.

Deceive Item (Ex): You can always take 10 on Use Magic Device.

Fiendish Resilience (Su): Once per day, you have Fast Healing 1 for 2 minutes.

Skills +6 racial bonus to Move Silently

Sources *Complete Arcane*

HEXBLADE**CR 9**

Male human hexblade 8/marshal 1

N Medium Humanoid (human)

Init +0; **Senses** Listen +2, Spot +6**Languages** Common, Flan**AC** 16, touch 11, flat-footed 16

(+5 armor, +1 deflection)

hp 66 (1d8+8d10+9 HD);**Fort** +8, **Ref** +5, **Will** +9**Speed** 30 ft. in light armor (6 squares), base movement 30 ft.;**Melee** +1 *heavy flail* +11/+6 (1d10+4/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +10**Atk Options** Improved Trip (+9), Improved Disarm (+9)**Special Actions****Combat Gear** +1 *heavy flail*, +1 *mithril chainshirt*, *masterwork heavy flail***Class Spells Known** (CL 4th):2nd (1/day)---See Invisibility, Touch of Idiocy

1st (2/day)—Charm Person, Disguise Self, Tasha's Hideous Laughter, Undetectable Alignment (DC13)

‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 17**SQ** Familiar (rat)**Feats** Alertness, Combat Casting, Combat Expertise, Improved Trip, Improved Disarm, Ability Focus (Hexblade's Curse), Lightning Reflexes**Skills** Bluff +14, Concentration +3, Diplomacy +16, Gather Information +8, Jump +10, Spot +6**Possessions** combat gear plus, *Vest of Resistance* +1, *Ring of Protection* +1, *Cloak of Charisma* +2**Greater Hexblade's Curse (Su)** Two times per day, as a free action, you can unleash a curse at a foe within 60' that you can see. The target of your curse takes a -4 penalty to attacks, saves, ability checks, skill checks, and weapon damage rolls for one hour. A successful Will save (DC 19) negates the effect.**Arcane Resistance (Ex)** You receive a +3 bonus on saving throws versus spells and spell-like effects.**Mettle (Ex)** If you make a Will or Fortitude saving throw that would normally reduce the spell's effect, you suffer no effect from that spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fort. Half" or similar entries can be negated through this ability.**Auras(Ex)** You may project one minor aura at a time.**Art of War:** +3 bonus on trip, bull rush, disarm, & sunder attempts.**Sources** *Complete Warrior* (p.5), *MH* (p.11).**ENCOUNTER 5****ADVANCED GHAST HEXBLADE1****CR 5**

CE Medium undead

Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13**Languages** Flan**AC** 21, touch 14, flat-footed 17

(+4 Dex, +4 natural, +3 armor)

hp 81 (9 HD)**Resist** turn resistance +6**Fort** +2, **Ref** +6, **Will** +13**Speed** 30 ft. (6 squares)**Melee** bite +11 (1d8+5 plus paralysis) and 2 claws +8 (1d4+2 plus paralysis)**Ranged** +1 long composite bow +10 (1d8+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +10**Special Actions** Ghoul fever, paralysis, stench**Abilities** Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22**SQ** undead traits, hexblade curse 1/day**Feats** Weapon Focus: bite, Multiattack, Improved Turn Resistance, iron will**Skills** Balance +9, Climb +15, Hide +15, Jump +13, Move Silently +15, Spot +13, Spellcraft +4**Combat Equipment:** anklet of translocation, +1 long composite bow (str +3), 60 cold iron arrows, masterwork studded leather**Ghoul Fever (Su):** Disease - bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 17, negates this effect.**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.**Possessions:** combat gear and wooden holy symbol of the Winter King (aspect of Nerull in the Old Faith)

ADVANCED GHAST HEXBLADE 2 CR 6

CE Medium undead

Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13**Languages** Flan**AC** 21, touch 14, flat-footed 17

(+4 Dex, +4 natural, +3 armor)

hp 90 (10 HD)**Resist** turn resistance +6**Fort** +8, **Ref** +12, **Will** +17**Speed** 30 ft. (6 squares)**Melee** bite +11 (1d8+5 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis) or +1 guisarme +12/+7 (2d4+7) 10-ft reach**Ranged** +1 long composite bow +10 (1d8+4)**Space** 5 ft.; **Reach** 5 ft. (10ft with glaive)**Base Atk** +6; **Grp** +11**Special Actions** Ghoul fever, paralysis, stench, tripping**Abilities** Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22**SQ** undead traits, hexblade curse 1/day**Feats** Combat Expertise, Combat Reflexes, Improved Turn Resistance, Improved Trip**Skills** Balance +9, Climb +15, Hide +15, Jump +13, Move Silently +15, Spot +13, Spellcraft +4**Combat Equipment:** anklet of translocation, +1 long composite bow (str +3), 60 cold iron arrows, masterwork studded leather, +1 guisarme**Ghoul Fever (Su):** Disease - bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target.

The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 18, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.**Possessions:** wooden holy symbol of the Winterking (aspect of Nerull in Old Faith)**ADVANCED SHADOW CR 4**

CE Medium undead

Init +2; **Senses** darkvision 60 ft. Listen +9, Spot +9**Languages** --**AC** 14, touch 14, flat-footed 12

(+2 Dex, +2 deflection,)

hp 63 (7 HD)**Resist** turn resistance +6**Fort** +2, **Ref** +4, **Will** +8**Speed** Flt 40 ft. [good] (8 squares)**Melee** incorporeal touch +5 (1d6 strength)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Abilities** Str --, Dex 14, Con --, Int 6, Wis 12, Cha 14**SQ** undead traits, incorporeal traits, create spawn, strength damage**Feats**, Alertness, Improved Turn Resistance, Iron Will**Skills** Hide +8, Search +4, Listen +9, Spot +9**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

ENCOUNTER 6**CYSGOD ANMWN FADED RANGER CR 9**

Male Fade human Ranger 8

NE Medium Humanoid (human, extraplanar)

Init +3; **Senses** Darkvision (60') Listen +12 Spot +12(+4 vs dwarves, +2 vs. fey)**Languages** Flan**AC** 19, touch 13, flat-footed 16

(+3 Dex, +5 armor, +1 shield,)

Miss Chance 50% except in full daylight**hp** 59 (8d8+16 HD)**Resist** Cold 13;**Fort** +10, **Ref** +11, **Will** +5 **Speed** 55 ft. in light armor (9 squares), base movement 45 ft.;**Melee** +1 *longsword* +11/+6 (1d8+3/19-20; 1d8+10/19-20 vs dwarves, 1d8+8/19-20 vs. fey)**Ranged** +1 *composite longbow* (Str +2) +12/+12/+7 (1d8+3/x3, 1d8+10/x3 vs dwarves, 1d8 +8/x3 vs. fey)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +10**Atk Options** Rapid Shot, Many Shot, Point Blank Shot**Special Actions** Manyshot (2 arrows) +9, +1 to hit/damage within 30'**Combat Gear** +1 *Composite Longbow* (Str +2), +1 *longsword*, +1 *mithril chainshirt*, masterwork buckler, 100 cold iron arrows**Ranger Spells Prepared** (CL 4th):

1st—Arrow Mind, Longstrider ‡.
‡ Already cast

Abilities Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8
SQ Shadow blend, Favored enemy (dwarves +4, fey +2), woodland stride, wild empathy, swift tracker
Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Endurance
Skills Handle Animal +4, Hide +19, Knowledge(nature) +8, Listen +12, Move Silently +20, Search +11, Spot +12, Survival +12

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Skills : +6 racial bonus on Move Silently.

Sources LOM (p 168)

ADVANCED SHADOW MASTIFF **CR 7**
NE Large Outsider (Extraplanar)
Init +0; **Senses** Darkvision 60 ft., Listen +6, Spot +6
Aura Faint Evil

AC 14, touch 8, flat-footed 15
(-1 size, +5 natural)

Miss Chance 50% except in full daylight

hp 78 (8 HD)

Fort +12, **Ref** +8, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +15 (2d6+10)

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

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

Special Actions Bay

Abilities Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13
SQ Darkvision 60 ft., low light vision, scent, shadow blend

Feats Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track

Skills Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8*

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+7 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial

illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 7

WATCHER ANGORIN **CR 12**
Male Ghost (Human-Suel) Duskblade 7 Pious Templar3 (Hieroneous)
LG Medium Ghost/Deathless/Incorporeal
Init +3; **Senses** Listen +10, Spot +12
Languages Common, Celestial

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; DR 1/-

hp 90 (10 HD);

Fort +10, **Ref** +13 **Will** +11

Speed flight 30 ft. (perfect)

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

or Incorporeal 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 battle axe, incorporeal touch, draining touch, malevolence, channeling spells through weapon, Smite Evil 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 battle axe* “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

1st – *resist energy*, *divine favor*

2nd— *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), Deathless (Ex)

Feats Shield Specialization, Weapon Focus: battle axe, Combat Casting, True Believer, Blind Fighting, Shield Ward*, Weapon Specialization: Battle axe

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.

Incorporeal Touch(Su): A ghost that hits a 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 target with its incorporeal touch attack may drain 1d4 points from charisma. On each such successful attack against a non-Good opponent, 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.

Manifestation (Su): Deathless ghosts are always manifested. They cannot disappear to ethereal plane like regular ghosts. 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 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. (However a duskblade can channel through his weapon)

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 the Knight's repository is destroyed..

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 Evil: Once per day he can Smite Evil, +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.

Deathless (Ex): Darkvision out to 60 feet; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its ability scores, as well as to fatigue and exhaustion effects; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed; Does not need to breathe, eat, or sleep; positive energy heals it as it does the living.

Description A five foot, five inch tall human with pale skin and platinum blonde hair. He has a translucent bladed battle axe, chain mail armor, and dark wood wooden shield.

Sources Duskblade, Shield Specialization, Shield Ward (*Players Handbook II*), Pious Templar, True Believer (*Complete Divine*).

ENCOUNTER 8

FADED WAR MAGE

CR 9

Male Faded Human Warmage 8

NE Medium Human (Extra Planer)

Init +1; Senses Listen +2, Spot +2

Resist Cold 13

Languages Common, Suloise

AC 20, touch 13, flat-footed 17

(+0 size, +3 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 46 (8 HD); +16 more hit points from bear's endurance potion

Fort +8, Ref +9, Will +10 [+2 fort save from bear's endurance]

Speed 45 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee dagger +6 (1d4+1/19-20);

Ranged Ranged Touch attack +8

Space 5 ft.; Reach 5 ft

Base Atk +4; Grp +5

Combat Gear two masterwork daggers, buckler, +2 chainshirt, *potion of remove blindness/deafness*, *potion of fly*, *cloak of charisma* +2, *brooch of shielding*, *vest of resistance* +2, *potion of bear's endurance*, *bear's endurance potion*

Warmage Spells Known (CL 8th): Save 13 + spell level

4th (3/day)—*blast of flame, Evard's black tentacles, orb of acid, orb of cold, orb of electricity, orb of fire, orb of force, orb of sound, phantasmal killer, shout, wall of fire*

3rd (6/day)—*fire shield, fireball, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud, **see invisibility***.

2nd (7/day)—*blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*.

1st (7/day)—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, Tenser's floating disk, true strike*.

0 (6/day)—*acid splash, disrupt undead, light, ray of frost*

Already cast *see invisibility*; used a bear's endurance and bull's strength potion (CL 3)

Abilities Str 8 (12), Dex 16, Con 14 (18), Int 12, Wis 10, Cha 16

SQ Armored Mage (medium), Warmage Edge (+1 damage), Darkvision 60 feet, lowlight vision, Evasion; Eclectic Learning allows him to learn *see invisibility* as a 3rd level spell

Feats Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sculpt Spell

Skills Concentration +13, Intimidate +4, Knowledge (Arcana) +7, Listen +2, Spellcraft +13, Spot +3,

Possessions combat gear plus spell component pouch (decoy, eschew materials means he doesn't need this)

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

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. A helpless person does not gain the benefit of evasion.

Sources Eclectic Learning (*Players Handbook II*)

GREEN HAG ROGUE2 FAVORED SOUL2 CR 9

N Medium Monstrous Humanoid

Init +3; **Senses** darkvision 90 ft. Listen +11, Spot +11

Languages Common, Giant

AC 28, touch 15, flat-footed 25

(+3 Dex, +11 natural, +2 armor), +2 deflection (shield of faith)

hp 105 (13 HD)

Spell Resistance 19

Fort +11, **Ref** +16, **Will** +12

Speed 30 ft. (6 squares)

Melee Claws +17/+17 (1d4+6) or +1 falchion +18/+13/+8 (2d4+10/18-20)

Ranged: +1 Short composite (Str +3) Bow +15/+10/+5 (1d6+4)

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

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

Combat Gear: +1 falchion, +1 short composite (str +3) bow, 60 cold iron arrows, leather armor, cloak of resistance +1

Class Spells Known (CL 2nd): **Deity:** Kelenan

1st (4/day)—divine favor, shield of faith, lesser vigor

0th (6/day) — cure minor wounds, resistance, detect magic, read magic, create water

Already Cast: shield of faith (15 rounds remaining)

Abilities Str 22, Dex 17, Con 16, Int 10, Wis 14, Cha 14

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Alertness, Weapon Proficiency: Falchion, Blind-Fight, Combat Casting, Great Fortitude, Eschew Materials

Skills Concentration +13 [+17 on the defensive or in grapples], Disguise +5, Balance +9, Listen +11, Spot +11, Swim +10, Hide +7, Tumble +9

Spell Like Abilities (Sp): At will (CL 9)—dancing lights, disguise self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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.

Possessions: Combat Gear plus two wooden holy symbols of Kelenan

Description: This green hag uses her disguise skill and disguise self spell to make herself appear to be a leather armored, falchion& short composite bow wielding **Flan human female**. Her disguise check is +15.

APPENDIX 3 – APL 12

ENCOUNTER 2

CYSGOD ANMWN FADED RANGER CR 11

Male human Ranger 10

NE Medium Humanoid (human, extraplanar)

Init +4; **Senses** Darkvision 60 ft., Listen +14 Spot +19
(+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 20, touch 14, flat-footed 16

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

Miss Chance 50% except in full daylight

hp 73 (10d8+20 HD); Fast Healing 2

Resist Cold 15;

Fort +11, **Ref** +13, **Will** +8

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +13/+8 (1d8+3/19-20; 1d8+12/19-20 vs. dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 (*str*+2) *composite longbow* +16/+16/+11 (1d8+4, 1d8+13 vs dwarves, 1d8 +9 vs. fey)

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

Base Atk +10; **Grp** +12

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (2 arrows) +13, +1 to hit/damage within 30'

Combat Gear +1 *Composite Longbow* (*Str* +2), +1 *longsword*, +1 *mithril chainshirt*, mw buckler, 120 cold iron arrows

Ranger Spells Prepared (CL 5th):

1st—Arrow Mind, Raptor's Sight †.

2nd—Exacting Shot

† Already cast; Has a CL 11 greater magic weapon on bow for +2 enhancement bonus

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Evasion

Skills Handle Animal +4, Hide +22, Knowledge(nature) +10, Listen +14, Move Silently +23, Search +13, Spot +14 (+19), Survival +14

Possessions combat gear plus *gloves of dexterity* (+2), *cloak of elvenkind*, , , *thunderstone*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills: +6 racial bonus on Move Silently. +6 to Spot from *Raptor's Sight*.

Sources LOM (p 168)

FADED WARLOCK

CR 11

Male Fadehuman Warlock 10

NE Medium Humanoid (human, extraplanar)

Init +2; **Senses** See Invisible and Darkvision 60 ft., Listen +0, Spot +0

Languages Common

AC 20, touch 13, flat-footed 18

(+2 Dex, +7 armor, +1 deflection)

Miss Chance 50% except if full daylight

hp 52 (10d6+10 HD); DR 2/cold iron

Resist Cold 15, Fire 5, Electricity 5;

Fort +6, **Ref** +7, **Will** +9

Speed 45 ft. in light armor (9 squares), base movement 45 ft;

Melee Masterwork morningstar +8/+3 (1d8)

Ranged Eldritch blast +10 (5d6 plus DC20 Fort save or blinded for 1 round)

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

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

Atk Options Eldritch Blast

Special Actions

Combat Gear +3 *mithril chainshirt*, mw morningstar

Spell-Like Abilities (CL 10th):

4th—*flee the scene*, *besshadowed blast* (DC 20), *voracious dispelling*

3rd—

2nd—*eldritch spear*, *see the unseen* †, *entropic warding*

1st—

† Already cast

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

SQ Evasion, Fiendish Resilience, Detect Magic, Deceive Item, Shadow Blend

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray), Ability Focus (Eldritch Blast), Maximize Spell-like Ability

Skills Sense Motive +13, Spellcraft +13, Use Magic Device +17

Possessions combat gear plus *cloak of charisma* +2, *ring of protection* +1

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Detect Magic (Sp) At will, as the spell.

Deceive Item (Ex): You can always take 10 on Use Magic Device.

Fiendish Resilience (Su): Once per day, you have Fast Healing 1 for 2 minutes.

Skills +6 racial bonus to Move Silently

Sources *Complete Arcane*

HEXBLADE

CR 12

Male human hexblade 11/marshal 1

N Medium Humanoid (human)

Init +0; **Senses** Listen +2, Spot +6

Languages Common, Flan

AC 16, touch 10, flat-footed 16

(+6 armor, +1 deflection)

hp 87 (1d8+11d10+12 HD);

Fort +9, **Ref** +6, **Will** +10

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *thundering heavy flail* +14/+9/+4 (1d10+4/17-19 plus 1d8 sonic and DC14 Fort save or deafened permanently on a critical hit)

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

Base Atk +11; **Grp** +13

Atk Options Improved Trip (+10), Improved Disarm (+10)

Special Actions

Combat Gear +1 *thundering heavy flail*, +2 *mithril chainshirt*, *masterwork heavy flail*

Class Spells Known (CL 5th):

3rd (1/day)---*hound of doom*, *vampiric touch*

2nd (2/day)---*see invisibility*, *touch of idiocy* (DC 17)

1st (2/day)---*charm person* (DC16), *disguise self*, *Tasha's hideous laughter* (DC 16), *undetected alignment*

‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 18

SQ Familiar (rat)

Feats Alertness, Combat Casting, Combat Expertise, Improved Trip, Improved Disarm, Ability Focus (Hexblade's Curse), Lightning Reflexes, Improved Critical (Heavy Flail), Spell Focus (Enchantment)

Skills Bluff +19, Concentration +9, Diplomacy +24, Gather Information +8, Jump +10, Spot +6

Possessions combat gear plus, *vest of resistance* +1, , *cloak of charisma* +2, *hexbands*

Greater Hexblade's Curse (Su) Three times per day, as a free action, you can unleash a curse at a foe within 60' that you can see. The target of your curse takes a -4 penalty to attacks, saves, ability checks, skill checks, and weapon damage rolls for one hour. A successful Will save (DC 22) negates the effect.

Arcane Resistance (Ex) You receive a +4 bonus on saving throws versus spells and spell-like effects.

Mettle (Ex) If you make a Will or Fortitude saving throw that would normally reduce the spell's effect, you suffer no effect from that spell at all. Only those spells with a Saving Throw entry of "Will

partial", "Fort. Half" or similar entries can be negated through this ability.

Auras (Ex) You may project one minor aura at a time.

Art of War: +4 bonus on trip, bull rush, disarm, & sunder attempts.

Sources *Complete Warrior* (p.5), *MH* (p.11).

ENCOUNTER 5

ADVANCED GHAST **HEXBLADE 2**

CR 6

CE Medium undead

Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13

Languages Flan

AC 21, touch 14, flat-footed 17

(+4 Dex, +4 natural, +3 armor)

hp 90 (10 HD)

Resist turn resistance +6

Fort +8, **Ref** +12, **Will** +17

Speed 30 ft. (6 squares)

Melee bite +11 (1d8+5 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis) or +1 guisarme +12/+7 (2d4+7) 10-ft reach

Ranged +1 long composite bow +10 (1d8+4)

Space 5 ft.; **Reach** 5 ft. (10ft with glaive)

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

Special Actions Ghoul fever, paralysis, stench, tripping

Abilities Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22

SQ undead traits, hexblade curse 1/day

Feats Combat Expertise, Combat Reflexes, Improved Turn Resistance, Improved Trip

Skills Balance +9, Climb +15, Hide +15, Jump +13, Move Silently +15, Spot +13, Spellcraft +4

Combat Equipment: ankle of translocation, +1 long composite bow (str +3), 60 cold iron arrows, masterwork studded leather, +1 guisarme

Ghoul Fever (Su): Disease - bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 18, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have

immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghaſt's ſtench for 24 hours. A delay poison or neutralize poison ſpell removes the effect from a ſickened creature. Creatures with immunity to poison are unaffected, and creatures reſiſtant to poison receive their normal bonus on their ſaving throws. The ſave DC is Charisma-based.

Possessions: wooden holy ſymbol of the Winterking (aſpect of Nerull in Old Faith)

ADVANCED SHADOW CR 4

CE Medium undead

Init +2; **Senses** darkviſion 60 ft. **Listen** +9, **Spot** +9

Languages --

AC 14, touch 14, flat-footed 12
(+2 Dex, +2 deflection,)

hp 63 (7 HD)

Reſiſt turn reſiſtance +6

Fort +2, **Ref** +4, **Will** +8

Speed Flt 40 ft. [good] (8 ſquares)

Melee incorporeal touch +5 (1d6 ſtrength)

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

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

Abilities Str --, Dex 14, Con --, Int 6, Wiſ 12, Cha 14

SQ undead traits, incorporeal traits, create ſpawn, ſtrength damage

Feats , Alertneſs, Improved Turn Reſiſtance, Iron Will

Skills Hide +8, Search +4, **Listen** +9, **Spot** +9

Strength Damage (Su): The touch of a ſhadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a ſhadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a ſhadow becomes a ſhadow under the control of its killer within 1d4 rounds.

A ſhadow gains a +4 racial bonus on Hide checks in areas of ſhadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

HUGE AIR NECROMENTAL CR 8

N Huge Augmented Undead (Air; Extraplanar)

Init +13; **Senses** **Listen** +14, **Spot** +14

Languages Auran

AC 23, touch 17, flat-footed 14
(-2 ſize, +9 Dex, +6 natural)

hp 144 (16 HD); **DR** 5/- ; turn reſiſtance +4
Elemental Traits

Fort +7, **Ref** +19, **Will** +5

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

Melee 2 ſlams +19 (2d8+4)

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

Base Atk +12; **Grp** +24

Atk Options Slam

Special Actions Whirlwind, air maſtery

Abilities Str 18, Dex 29, Con --, Int 1, Wiſ 10, Cha 1

SQ Air Maſtery (Ex), Darkviſion 60 feet (Ex), Whirlwind (Su), Elemental Traits

Feats Alertneſs, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative , Iron Will, Mob, Spring , Weapon Fineſſe, Power attack , Improved Turn Reſiſtance, Great Fortitude

Skills **Listen** +11, **Spot** +12,

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 40 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 (DC 22) o eſcape the whirlwind. The creature ſtill takes damage but can leave if the ſave is ſuſceſſful.. 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.

Create Spawn (Su): An elemental slain by a necromental's energy attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain attack once per round, regardless of the number of attacks. The save DC to remove negative levels is 18. When necromental bestows a negative level it gains 5 temporary hit points (10 on critical hit)

Fast Healing (Su): As long as this necromental is in contact with air, it has fast healing 3.

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

ENCOUNTER 6

CYSGOD ANMWN FADED RANGER CR 11

Male human Ranger 10

NE Medium Humanoid (human, extraplanar)

Init +5; **Senses** Darkvision (60') Listen +14 Spot +14(+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 20, touch 14, flat-footed 16

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

Miss Chance 50% except in full daylight

hp 73 (10d8+20 HD); **Fast Healing** 2

Resist Cold 15;

Fort +11, **Ref** +14, **Will** +8

Speed 55 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +13/+8 (1d8+3/19-20; 1d8+12/19-20 vs. dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *composite longbow* (Str +2) +17/+17/+12 (1d8+4/1, 1d8+12 vs. dwarves, 1d8 +8/ vs. fey)

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

Base Atk +10; **Grp** +12

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (2 arrows) +13, +1 to hit/damage within 30'

Combat Gear +1 *Composite Longbow* (Str +2), +1 *longsword*, +1 *mithril chainshirt*, , masterwork buckler, 120 cold iron arrows

Ranger Spells Prepared (CL 5th):

1st—Arrow Mind, Longstrider †.

2nd—Exacting Shot

Already cast : Used cat's grace potion (CL 3) bow is under a CL 11 greater magic weapon spell for +2 enhancement

Abilities Str 14, Dex 16 (20), Con 14, Int 10, Wis 12, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Evasion

Skills Handle Animal +4, Hide +22, Knowledge (nature) +10, Listen +14, Move Silently +23, Search +13, Spot +14, Survival +14

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills : +6 racial bonus on Move Silently.

Sources LOM (p 168)

ADVANCED SHADOW MASTIFF CR 7

NE Large Outsider (Extraplanar)

Init +0; **Senses** Darkvision 60 ft., Listen +6, Spot +6

Aura Faint Evil

AC 14, touch 8, flat-footed 15

(-1 size, +5 natural)

Miss Chance 50% except in full daylight

hp 78 (8 HD)

Fort +12, **Ref** +8, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +15 (2d6+10)

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

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

Special Actions Bay

Abilities Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13

SQ Darkvision 60 ft., lowlight vision, scent, shadow blend

Feats Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track

Skills Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8*

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free

action (+7 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 7

WATCHER ANGORIN CR 14

Male Ghost (Human-Suel) Duskblade 7 Pious Templar5 (Hieroneous)

LG Medium Ghost/Deathless/Incorporeal

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

Languages Common, Celestial

AC 27, touch 20*, flat-footed 24

(+0 size, +3 Dex, +0 class, +7 armor, +5 shield*, +2 deflection)

Special: 50% chance to ignore damage vs. non-ethereal creatures; DR 1/-

hp 108 (12 HD);

Fort +12, **Ref** +15 **Will** +13

Speed flight 30 ft. (perfect)

Melee ghost touch battle axe +17/+12/+7 (1d8+6/19-20);

or Incorporeal 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 battle axe, incorporeal touch, draining touch, malevolence, channeling spells through weapon, Smite Evil 1/day

Gear that appears on his ghostly body: +2 breastplate, +2 heavy wood shield, periapt of wisdom +2, vest of resistance +3, gloves of dexterity +2, +1 ghost touch keen battle axe, cloak of charisma +2

Arcane Class Spells Known (CL 7th) Save = 13+ 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

1st – divine sacrifice, divine favor

2nd – inflict moderate wounds, bull's strength

3rd – prayer

Abilities Str --/16, Dex 16, Con --, Int 13, Wis 16, Cha 16

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

Feats Shield Specialization, Weapon Focus: battle axe, Combat Casting, True Believer, Blind Fighting, Shield Ward*, Weapon Specialization: Battle axe, Improved Critical: Battle axe Combat Expertise

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.

Incorporeal Touch(Su): A ghost that hits a 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 target with its incorporeal touch attack may drain 1d4 points from charisma. On each such successful attack against a non-Good opponent, 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.

Manifestation (Su): Deathless ghosts are always manifested. They cannot disappear to ethereal plane like regular ghosts. 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 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. (However a duskblade can channel through his weapon)

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 Evil: Once per day he can Smite Evil, +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.

Deathless (Ex): Darkvision out to 60 feet; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its ability scores, as well as to fatigue and exhaustion effects; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed; Does not need to breathe, eat, or sleep; positive energy heals it as it does the living.

Description A five foot, five inch tall human with pale skin and platinum blonde hair. He has a translucent bladed battle axe, chain mail armor, and dark wood wooden shield.

Sources Duskblade, Shield Specialization, Shield Ward, *Kelgore's fire bolt (Player's Handbook II)*, Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, (*Spell Compendium*)

ENCOUNTER 8

Faded Male Human Warmage 10 CR 11

LE Medium Human (ExtraPlaner)

Init +4; Senses Listen +6, Spot +4

Languages Common, Draconic

AC 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 60 (10 HD); +20 from bear's endurance potion

Resistance 20 Fire (from CL 7 Potion)

Fort +9, Ref +11, Will +11

Speed 45 ft. in chain shirt (9 squares), base movement 30 ft.;

Melee dagger +7 (1d4+1/x2);

Ranged); Ranged Touch attack +10

Space 5 ft.; Reach 5 ft

Base Atk +5; Grp +6

Combat Gear cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, chainshirt +2, ~~potion resist energy: (fire 20)~~, two potions of remove blindness/deafness, tunic of steady spell casting, brooch of shielding, bear's endurance potion, ~~bear's endurance potion~~, ~~bull's strength potion~~

Warmage Spells Known (CL 10th):

5th (3/day)—*arc of lightning*, *cloudkill*, *cone of cold*, *mass fire shield*, *greater fireburst*, *flame strike*, *prismatic ray*.

4th (5/day) — *blast of flame*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer*, *shout*, *wall of fire*.

3rd (6/day) — *fire shield*, *fireball*, *gust of wind*, *ice storm*, *lightning bolt*, *poison*, *ring of blades*, *sleet storm*, *stinking cloud*, **see invisibility**.

2nd (7/day) — *blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*.

1st (7/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *orb of acid*, *lesser*, *orb of cold*, *lesser*, *orb of electricity*, *lesser*, *orb of fire*, *lesser*, *orb of sound*, *lesser*, *shocking grasp*, *Tensor's floating disk*, *true strike*

0 (6/day)— *acid splash*, *disrupt undead*, *light*, *ray of frost*

Already cast *see invisibility*. Under effects of *hero's feast* (CL 11), *bull's strength* (CL3), *bear's endurance* (CL 3)

Abilities Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16

Special: Has a +2 profane bonus to all saving throws (included above)

SQ Armored Mage (light), Warmage Edge (+1 damage), Shadow Blend, Evasion, Darkvision 60 ft, Low Light Vision., Eclectic Learning allows him to learn *see invisibility* as a 3rd level spell

Feats Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sculpt Spell, Silent Spell

Skills Concentration +20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

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 person is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Sources: Eclectic Learning (*Players Handbook II*)

GREEN HAG ROGUE2 FAVORED SOUL4 CR 11

N Medium Monstrous Humanoid

Init +3; **Senses** darkvision 90 ft. Listen +11, Spot +11

Languages Common, Giant

AC 30, touch 16, flat-footed 27

(+3 Dex, +11 natural, +3 armor), +3 deflection (shield of faith)

hp 121 (15 HD)

Spell Resistance 20 ; **fire resistance** 20 (resist energy spell)

Fort +12, **Ref** +17, **Will** +13

Speed 30 ft. (6 squares)

Melee Claws +20/+20 (1d4+6) or +1 falchion +22/+17/+12 (2d4+10/18-20)

Ranged: +1 Short composite (Str +3) Bow +18/+13/+8 (1d6+4)

Spiritual Weapon: in form of falchion: +15/+10/+5 (1d8+2/18-20) [1st round only gets one hit]

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

Base Atk +13; **Grp** +19

Combat Gear: +1 falchion, +1 short composite (str +3) bow, 60 cold iron arrows, masterwork studded leather, cloak of resistance +1

Class Spells Known (CL 8h): Deity: Kelenan

2nd (3/day)—resist energy, close wounds, spiritual weapon

1st (5/day)—divine favor, shield of faith, lesser vigor, healthful rest

0th (6/day) – cure minor wounds, resistance, detect magic, read magic, create water

Already Cast: healthful rest, resist energy (fire) 20 minutes remaining, shield of faith (7 minutes remaining); Participated in a *Hero's Feast Spell (CL 11) earlier in the day (1 hour left)*

Abilities Str 22, Dex 17, Con 16, Int 10, Wis 14, Cha 14

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Alertness, Weapon Proficiency: Falchion, Blind-Fight, Combat Casting, Great Fortitude, Eschew Materials, Weapon Focus: Falchion, Combat Reflexes, Practiced Spellcaster

Skills Concentration +13 [+17 on the defensive or in grapples], Disguise +5, Balance +9, Listen +11,

Spot +11, Swim +10, Hide +7, Tumble +9, Spellcraft +4

Spell Like Abilities (Sp): At will (CL 9)—dancing lights, disguise self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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.

Possessions: Combat Gear plus two wooden holy symbols of Kelanen

Description: This green hag uses her disguise skill and disguise self spell to make herself appear to be a leather armored, falchion & short composite bow wielding **Flan human female**. Her Disguise check is +15.

APPENDIX 4 – APL 14

ENCOUNTER 2

CYSGOD ANMWN FADED RANGER CR 13

Male human Ranger 12

NE Medium Humanoid (human, extraplanar)

Init +4; **Senses** Darkvision 60 ft., Listen +16, Spot +21(+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 20, touch 14, flat-footed 16
(+4 Dex, +5 armor, +1 shield,)

Miss Chance 50% except in full daylight

hp 87 (12d8+24 HD); Fast Healing 2; DR 5/magic

Resist Cold 15;

Fort +12, **Ref** +116, **Will** +9

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +15/+10/+5 (1d8+3/19-20; 1d8+12/19-20 vs dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *Dwarf-Bane composite longbow* (Str +2) +19/+19/+14/+9 (1d8+4/x3) or +20/+20/+15/+10 (1d8+2d6+14/x3) vs dwarves

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

Base Atk +12; **Grp** +14

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions I Manyshot (3 arrows) +13, +1 to hit/damage within 30'

Combat Gear +1 *Dwarf-Bane Composite Longbow* (Str +2), +1 *longsword*, +1 *mithril chainshirt*, masterwork buckler, 120 cold iron arrows

Ranger Spells Prepared (CL 6th):

1st—*arrow mind*, *raptor's sight* †.

2nd—*exacting shot*

3rd—*arrow storm*

Already cast; bow is under a CL 12 greater magic weapon spell (+3)

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 13, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker, Evasion

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Improved Precise Shot, Lightning Reflexes

Skills Handle Animal +4, Hide +23, Knowledge(nature) +11, Listen +15, Move Silently +24, Search +14, Spot +15, Survival +15

Possessions combat gear plus *gloves of dexterity* +2, *cloak of elvenkind*, *thunderstone*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial

illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills : +6 racial bonus on Move Silently. +6 Spot from Raptor's Sight.

Sources LOM (p 168)

FADED WARLOCK

CR 13

Male human Warlock 12

NE Medium Humanoid (human, extraplanar)

Init +2; **Senses** See Invisible and Darkvision 60 ft., Listen +0, Spot +0

Languages Common

AC 23, touch 16, flat-footed 21

(+2 Dex, +7 armor, +4 shield (from wand) +)

Miss Chance 50% except if full daylight

hp 62 (12d6+12 HD); fast healing 2; DR 3/cold iron

Resist Cold 15, Fire 5, Electricity 5;

Fort +10, **Ref** +11, **Will** +13

Speed 45 ft. in light armor (9 squares), base movement 45 ft;

Melee Masterwork morningstar +10/+5 (1d8)

Ranged Beshadowed blast +12 (6d6 plus DC21 Fort save or blinded for 1 round) or Vitriolic Blast +12 (6d6 acid damage plus 2d6 acid for 2 additional rounds)

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

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

Atk Options Eldritch Blast

Special Actions

Combat Gear +3 *mithril chainshirt*, mw morningstar

Spell-Like Abilities (CL 12th):

6th--- Vitriolic Blast

5th---

4th--- Flee the Scene, Beshadowed Blast (DC 21), Voracious Dispelling

3rd---

2nd---Eldritch Spear, See the Unseen †, Entropic Warding

1st---

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 20

SQ Evasion, Fiendish Resilience, Detect Magic, Deceive Item, Shadow Blend

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray), Ability Focus (Eldritch Blast), Maximize Spell-like Ability, Spell Penetration

Skills Sense Motive +15, Spellcraft +15, Use Magic Device +19

Possessions combat gear plus *cloak of charisma* +2, , *wand of shield*, *vest of resistance* +3

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Detect Magic (Sp) At will, as the spell.

Deceive Item (Ex): You can always take 10 on Use Magic Device.

Fast Healing (Ex): 2

Fiendish Resilience (Su): Once per day, you have Fast Healing 3 (instead of 2) for 2 minutes.

Skills +6 racial bonus to Move Silently

Sources *Complete Arcane*

HEXBLADE

CR 14

Male human hexblade 13/marshal 1

N Medium Humanoid (human)

Init +0; **Senses** Listen +2, Spot +6

Languages Common, Flan

AC 17, touch 11, flat-footed 17

(+6 armor, +1 deflection)

hp 101 (1d8+13d10+14 HD);

Fort +10, **Ref** +7, **Will** +11

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *thundering heavy flail* +16/+11/+6 (1d10+4/17-20 plus 1d8 sonic and DC14 Fort save or deafened permanently on a critical hit)

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

Base Atk +13; **Grp** +15

Atk Options Improved Trip (+11), Improved Disarm (+11)

Special Actions

Combat Gear +1 *thundering heavy flail*, +2 *light fortification mithril chainshirt*, *masterwork heavy flail*

Class Spells Known (CL 6th):

3rd (2/day)—*charm monster* (DC 19), *hound of doom*, *vampiric touch*

2nd (2/day) —*bull strength*, *see invisibility*, *touch of idiocy* (DC 18)

1st (3/day)—*charm person* (DC17), *disguise self*, *Tasha's hideous laughter* (DC 17), *undetected alignment*

‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 20

SQ Familiar (rat)

Feats Alertness, Combat Casting, Combat Expertise, Improved Trip, Improved Disarm, Ability Focus (Hexblade's Curse), Lightning Reflexes, Improved Critical (Heavy Flail), Spell Focus (Enchantment)

Skills Bluff +21, Concentration +13, Diplomacy +26, Gather Information +8, Jump +10, Spot +6

Possessions combat gear plus, *vest of resistance* +1, *ring of protection* +1, *cloak of charisma* +4, *hexbands*

Greater Hexblade's Curse (Su): Four times per day, as a free action, you can unleash a curse at a foe within 60' that you can see. The target of your curse takes a -4 penalty to attacks, saves, ability checks, skill

checks, and weapon damage rolls for one hour. A successful Will save (DC 24) negates the effect.

Arcane Resistance (Ex) You receive a +5 bonus on saving throws versus spells and spell-like effects.

Mettle (Ex) If you make a Will or Fortitude saving throw that would normally reduce the spell's effect, you suffer no effect from that spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fort. Half" or similar entries can be negated through this ability.

Auras(Ex) You may project one minor aura at a time.

Art of War: +5 bonus on trip, bull rush, disarm, & sunder attempts.

Sources *Complete Warrior* (p.5), *MH* (p.11).

FADED WAR TROLL

CR 13

LE Large Humanoid (monstrous, extraplanar)

Init +7; **Senses** Darkvision 90', low light, scent, Listen +11, Spot +12

Languages Common, Giant

AC 31, touch 12, flat-footed 28

(-1 size, +3 Dex, +5 breastplate, +14 natural)

Miss Chance 50% except in full daylight

hp 162 (12d8+102 HD); regeneration 9; DR 5/adamantine

Resist Cold 15; **SR** 20

Fort +15, **Ref** +13, **Will** +14

Speed 50 ft. in breastplate (10 squares); base speed 60 ft.

Melee Masterwork greatsword +28/+18/+13 (3d6+15/19-20) and 1 bite +19 (1d8+10) or 2 claws +21 (1d8+10 and 1 bite +19 (1d8+10)

Ranged masterwork composite longbow (+10 Str bonus) +15/+10/+5 (2d6+10/x3)

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

Base Atk +12; **Grp** +26

Special Actions Dazing Blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10

SQ Darkvision 90', low-light vision, regeneration 5, scent, evasion, damage reduction 5/adamantine, spell resistance 20

Feats Alertness, Improved Initiative, Iron Will, Multiattack, Weapon focus(greatsword)

Skills Listen +5, Spot +6, Move Silently+ 7

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If the war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for one round. The save DC is Constitution-based..

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Evasion (Ex): As the rogue class feature.
Mirror Image (Sp): 1/day. Caster level 5th.
Skills +6 racial bonus to Move Silently.
Sources LOM (p. 167), MMIII (p. 181)

ENCOUNTER 5

ADVANCED GHAST HEXBLADE 2 CR 6

CE Medium undead
Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13
Languages Flan

AC 21, touch 14, flat-footed 17
(+4 Dex, +4 natural, +3 armor)

hp 90 (10 HD)

Resist turn resistance +6

Fort +8, **Ref** +12, **Will** +17

Speed 30 ft. (6 squares)

Melee bite +11 (1d8+5 plus paralysis) and 2 claws +6
(1d4+2 plus paralysis) or +1 guisarme +12/+7
(2d4+7) 10-ft reach

Ranged +1 long composite bow +10 (1d8+4)

Space 5 ft.; **Reach** 5 ft. (10ft with glaive)

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

Special Actions Ghoul fever, paralysis, stench, tripping

Abilities Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22

SQ undead traits, hexblade curse 1/day

Feats Combat Expertise, Combat Reflexes, Improved
Turn Resistance, Improved Trip

Skills Balance +9, Climb +15, Hide +15, Jump +13,
Move Silently +15, Spot +13, Spellcraft +4

Combat Equipment: anklet of translocation, +1 long
composite bow (str +3), 60 cold iron arrows,
masterwork studded leather, +1 guisarme

Ghoul Fever (Su): Disease - bite, Fortitude DC 18,
incubation period 1 day, damage 1d3 Con and 1d3
Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises
as a ghoul at the next midnight. A humanoid who
becomes a ghoul in this way retains none of the
abilities it possessed in life. It is not under the control
of any other ghouls, but it hungers for the flesh of the
living and behaves like a normal ghoul in all respects.
A humanoid of 4 Hit Dice or more rises as a ghast,
not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may,
as a free action (range 60 feet) curse a visible target.
The recipient of the curse receives -2 penalty to
attack rolls, weapon damage rolls, saves, skill
checks, ability checks, for one hour. A Will save, DC
18, negates this effect.

Arcane Resistance (Su): A Hexblade gets her
charisma bonus (minimum +1) to all saving throws.

Paralysis (Ex): Those hit by a ghoul's bite or claw
attack must succeed on a DC 18 Fortitude save or be
paralyzed for 1d4+1 rounds. Elves have immunity to
this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption
surrounding these creatures is overwhelming. Living
creatures within 10 feet must succeed on a DC 18

Fortitude save or be sickened for 1d6+4 minutes. A
creature that successfully saves cannot be affected
again by the same ghast's stench for 24 hours. A
delay poison or neutralize poison spell removes the
effect from a sickened creature. Creatures with
immunity to poison are unaffected, and creatures
resistant to poison receive their normal bonus on their
saving throws. The save DC is Charisma-based.

Possessions: wooden holy symbol of the
Winterking (aspect of Nerull in Old Faith)

ADVANCED SHADOW CR 4

CE Medium undead

Init +2; **Senses** darkvision 60 ft. Listen +9, Spot +9

Languages --

AC 14, touch 14, flat-footed 12

(+2 Dex, +2 deflection,)

hp 63 (7 HD)

Resist turn resistance +6

Fort +2, **Ref** +4, **Will** +8

Speed Flt 40 ft. [good] (8 squares)

Melee incorporeal touch +5 (1d6 strength)

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

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

Abilities Str --, Dex 14, Con --, Int 6, Wis 12, Cha 14

SQ undead traits, incorporeal traits, create spawn,
strength damage

Feats, Alertness, Improved Turn Resistance, Iron Will

Skills Hide +8, Search +4, Listen +9, Spot +9

Strength Damage (Su): The touch of a shadow deals
1d6 points of Strength damage to a living foe. A
creature reduced to Strength 0 by a shadow dies.
This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength
0 by a shadow becomes a shadow under the control
of its killer within 1d4 rounds.

A shadow gains a +4 racial bonus on Hide checks
in areas of shadowy illumination. In brightly lit areas,
it takes a -4 penalty on Hide checks.

HUGE AIR NECROMENTAL CR 8

N Huge Augmented Undead (Air; Extraplanar)

Init +13; **Senses** Listen +14, Spot +14

Languages Auran

AC 23, touch 17, flat-footed 14

(-2 size, +9 Dex, +6 natural)

hp 144 (16 HD); DR 5/-; turn resistance +4

Elemental Traits

Fort +7, **Ref** +19, **Will** +5

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

Melee 2 slams +19 (2d8+4)

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

Base Atk +12; **Grp** +24

Atk Options Slam

Special Actions Whirlwind, air mastery

Abilities Str 18, Dex 29, Con --, Int 1, Wis 10, Cha 1

SQ Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind
(Su), Elemental Traits

Feats Alertness, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mob, Spring, Weapon Finesse, Power attack, Improved Turn Resistance, Great Fortitude

Skills Listen +11, Spot +12,

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 40 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 (DC 22) to escape the whirlwind. The creature still takes damage but can leave if the save is successful.. 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.

Create Spawn (Su): An elemental slain by a necromental's energy attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain attack once per round, regardless of the number of attacks. The save DC to remove negative levels is 18. When necromental bestows a negative level it gains 5 temporary hit points (10 on critical hit)

Fast Healing (Su): As long as this necromental is in contact with air, it has fast healing 3.

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

ADVANCED ABYSSAL GHOUL CR 12

CE Medium Undead (Extraplanar)

Init +7; **Senses** Blindsight 90ft., listen +2, Spot +2

Languages Abyssal

AC 30, touch 13, flat-footed 27

(+3 Dex, +14 natural, armor +3)

hp 180 (20 HD);

Immune Electricity immunity

Resist Acid resistance 20, Cold resistance 20, Fire resistance 20; **SR** 20; Turn Resistance +4

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

Speed 40 ft. (8 squares)

Melee 2 front claws +18 (1d4+8 plus disease) and rear claws +16 (2d4+4 plus disease)

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

Base Atk +10; **Grp** +18

Atk Options Improved grab, Sneak attack +5d6, Wisdom drain 1d6, Spring Attack

Special Actions Dodge

Abilities Str 26, Dex 16, Con -, Int 14, Wis 16, Cha 18

SQ Acid resistance 20, blindsight 90ft, cold resistance 20, deathwatch, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack, Combat Reflexes, Improved Turn Resistance

Skills Balance +26, Climb +26, Hide +26, Jump +23, Move Silently +20, Tumble +28

Disease (Ex) Any creature hit by an abyssal ghou's front claw or rear claws attack must succeed on a fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex) If an abyssal ghou hits an opponent its own size or smaller with both front

claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex) Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su) If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex) An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90ft. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp) This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex) An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Abyssal Undead Traits An abyssal ghoul is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. An abyssal ghoul cannot be raised, and resurrection works only if it is willing. An abyssal ghoul has darkvision 60ft.

Description An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome, and a foot-long tongue dangles from its mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it.

Possessions: *anklet of translocation*, masterwork studded leather, 2 fly potions

Sources see *Fiend Folio*, page 12

ENCOUNTER 6

CYSGOD ANMWN FADED RANGER **CR 12**

Male human Ranger 11

NE Medium Humanoid (human, extraplanar)

Init +5; **Senses** Darkvision 60 ft., Listen +15, Spot +15 (+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 21, touch 14, flat-footed 16

(+5 Dex, +5 armor, +1 shield,)

Miss Chance 50% except in full daylight

hp 80 (11d8+22 HD); **Fast Healing** 2

Resist Cold 15;

Fort +11, **Ref** +14, **Will** +8

Speed 55 ft. in light armor (9 squares), base movement 45 ft.,;

Melee +1 *longsword* +14/+9/+4 (1d8+3/19-20; 1d8+12/19-20 vs. dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *Dwarf-Bane composite longbow* (Str +2) +18/+18/+13/+8 (1d8+4/x3) or +20/+20/+16/+11 (1d8+2d6+14/x3) vs. dwarves

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

Base Atk +11; **Grp** +13

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (3 arrows) +12, +1 to hit/damage within 30'

Combat Gear +1 *Dwarf-Bane Composite Longbow* (Str +2), +1 *longsword*, +1 *mithril chainshirt*, masterwork buckler, 120 cold iron arrows

Ranger Spells Prepared (CL 5th):

1st—*arrow mind*, *longstrider* †.

2nd—*exacting shot*

Already cast: used cat's grace potion (CL 3); bow is under a CL 11 greater magic weapon spell (+2)

Abilities Str 14, Dex 16 (20), Con 14, Int 10, Wis 12, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker, Evasion

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Improved Precise Shot

Skills Handle Animal +4, Hide +22, Knowledge (nature) +10, Listen +14, Move Silently +23, Search +13, Spot +14, Survival +14

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60'.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills: +6 racial bonus on Move Silently.

Sources LOM (p 168)

CLERIC OF FALAZURE**CR 11**

Male human cleric 11

NE Medium Humanoid (human)

Init +0; **Senses** Listen +5, Spot +5**Languages** Common, Flan**AC** 22, touch 10, flat-footed 22

(+9 armor, +3 shield)

hp 69 (11d8+11 HD)**Fort** +9, **Ref** +6, **Will** +12**Speed** 20 ft. in heavy armor (4 squares), base movement 30 ft.;**Melee** +1 *venomous scimitar* +9/+4 (1d6+1/18-20 plus poison)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +8**Atk Options****Special Actions****Combat Gear** +1 *venomous scimitar*, +1 *full plate armor*, +1 *heavy steel shield*,**Cleric Spells Prepared** (CL 11th, 12th for Evil):6th—*visage of the deity*, *harm*^D (DC21)5th—*flame strike*, *Quickened shield of faith*, *Quickened blessed aim*, *inflict light wounds*, *mass*^D (DC 20)4th—*cure critical wounds*, , *inflict critical wounds*, *wrack*, *unholy blight*^D (DC19)3rd—*cure serious wound*, *deeper darkness*, *dispel magic*, *invisibility purge*, *ring of blades*, *magic circle against good*^D (DC 18)2nd—*cure moderate wounds*, *spiritual weapon*, *silence*, *sound burst*, *hold person*, *desecrate*^D (DC 17)1st—*bless*, *blessed aim*, *cure light wounds* (x2), *doom*, *entropic shield*, *shield of faith*, *inflict light wounds*^D (DC16)0—*cure minor* (x3), *create water*, *detect magic* (2), *detect poison***D:** Domain spell. Deity: Falazure. Domains: Evil, Destruction

{ Already cast

Abilities Str 10, Dex 10, Con 12, Int 12, Wis 20, Cha 10
SQ**Feats** Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (scimitar), Quicken Spell, Reach Spell**Skills** Concentration +15 (+19 when casting defensively), Knowledge (arcane) +8, Knowledge (religion) +15, Knowledge (the planes) +8, Spellcraft +17**Possessions** combat gear plus *periapt of wisdom* (+2)**Stalwart Pact (Sp)** The cleric has a *stalwart pact* spell in effect (CL 11).**Sources** *Spell Compendium***ADVANCED SHADOW MASTIFF****CR 7**

NE Large Outsider (Extraplanar)

Init +0; **Senses** Darkvision 60 ft., Listen +6, Spot +6**Aura** Faint Evil**AC** 14, touch 8, flat-footed 15

(-1 size, +5 natural)

Miss Chance 50% except in full daylight**hp** 78 (8 HD)**Fort** +12, **Ref** +8, **Will** +9**Speed** 50 ft. (10 squares)**Melee** bite +15 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +8; **Grp** +19**Special Actions** Bay**Abilities** Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13**SQ** Darkvision (60'), low light vision, scent, shadow blend**Feats** Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track**Skills** Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8***Bay (Su):** When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.**Trip (Ex):** A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+7 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.**Shadow Blend (Su):** In any condition other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.**Skills:** +4 racial bonus on Survival checks when tracking by scent.**ENCOUNTER 7****WATCHER ANGORIN****CR 16**

Male Ghost (Human-Suloise) Duskblade 7 Pious Templar7 (Hieroneous)

LG Medium Ghost/Deathless/Incorporeal

Init +3; **Senses** Listen +10, Spot +12**Languages** Common, Celestial**AC** 29, touch 22*, flat-footed 26

(+3 Dex, +7 armor, +5 shield*, +4 deflection)

Special: 50% chance to ignore damage vs. non-ethereal creatures; **DR** 2/-**hp** 126 (14 HD);**Fort** +14, **Ref** +17 **Will** +17**Speed** flight 30 ft. (perfect)**Melee** ghost touch battle axe +19/+14/+9 (1d6+6/15-20);

or Incorporeal 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 battle axe, incorporeal touch, draining touch, malevolence, channeling spells through weapon, Smite Evil 2/day, prayer

Gear that appears on his ghostly body: +2 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 battle axe

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 – divine sacrifice, divine favor,, inflict light wounds

2nd— inflict moderate wounds, bull's strength

3rd – prayer, remove blindness/deafness

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), Deathless (Ex)

Feats Shield Specialization, Weapon Focus: battle axe , , Combat Casting, True Believer, Blind Fighting, Shield Ward*, Weapon Specialization: Battle axe, Improved Critical: Battle axe Combat Expertise

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.

Incorporeal Touch(Su): A ghost that hits a 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 target with its incorporeal touch attack may drain1d4 points from charisma. On each such successful attack against a non-Good opponent, 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.

Manifestation (Su): Deathless ghosts are always manifested. They cannot disappear to ethereal plane like regular ghosts. 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 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. (However a duskblade can channel through his weapon)

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 Evil: Twice per day he can Smite Evil, +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.

Deathless (Ex): Darkvision out to 60 feet; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits,

nonlethal damage, ability drain, or energy drain. Immune to damage to its ability scores, as well as to fatigue and exhaustion effects; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed; Does not need to breathe, eat, or sleep; positive energy heals it as it does the living.

Description A five foot, five inch tall human with pale skin and platinum blonde hair. He has a translucent bladed battle axe, chain mail armor, and dark wood wooden shield.

Sources Duskblade, Shield Specialization, Shield Ward, *kelgore's fire bolt* (*Player Handbook II*), Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, (*Spell Compendium*)

ENCOUNTER 8

Faded Male Human Warmage 10 CR 11

LE Medium Human (ExtraPlaner)

Init +4; **Senses** Listen +6, Spot +4

Languages Common, Draconic

AC 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 60 (10 HD); **+20 from bear's endurance potion**

Resistance 20 Fire (from CL 7 Potion)

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

Speed 45 ft. in chain shirt (9 squares), base movement 30 ft.;

Melee dagger +7 (1d4+1/x2);

Ranged; Ranged Touch attack +10

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

Base Atk +5; **Grp** +6

Combat Gear cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, chainshirt +2, ~~potion resist energy: (fire 20)~~, two potions of remove blindness/deafness, tunic of steady spell casting, brooch of shielding, bear's endurance potion, ~~bear's endurance potion~~, ~~bull's strength potion~~

Warmage Spells Known (CL 10th):

5th (3/day)—*arc of lightning*, *cloudkill*, *cone of cold*, *mass fire shield*, *greater fireburst*, *flame strike*, *prismatic ray*.

4th (5/day) — *blast of flame*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer*, *shout*, *wall of fire*.

3rd (6/day) — *fire shield*, *fireball*, *gust of wind*, *ice storm*, *lightning bolt*, *poison*, *ring of blades*, *sleet storm*, *stinking cloud*, **see invisibility**.

2nd (7/day) —*blades of fire*, *continual flame*, *fire trap*, *fireburst*, *flaming sphere*, *ice knife*, *Melf's acid arrow*, *pyrotechnics*, *scorching ray*, *shatter*, *whirling blade*.

1st (7/day)—*accuracy*, *burning hands*, *chill touch*, *fist of stone*, *hail of stone*, *magic missile*, *orb of acid*,

lesser, orb of cold, *lesser, orb of electricity*, *lesser, orb of fire*, *lesser, orb of sound*, *lesser, shocking grasp*, *Tensor's floating disk*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

Already cast *see invisibility*. Under effects of *hero's feast* (CL 11), *bull's strength* (CL3), *bear's endurance* (CL 3)

Abilities Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16

Special: Has a +2 profane bonus to all saving throws (included above)

SQ Armored Mage (light), Warmage Edge (+1 damage), Shadow Blend, Evasion, Darkvision 60 ft, Low Light Vision., Eclectic Learning allows him to learn *see invisibility* as a 3rd level spell

Feats Still Spell, Eschew Materials , Weapon Focus: Ranged Touch Attack, Sculpt Spell, Silent Spell

Skills Concentration +20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

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 person is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Sources: Eclectic Learning (*Players Handbook II*)

GREEN HAG ROGUE2 FAVORED SOUL6 CR 13

N Medium Monstrous Humanoid

Init +4; **Senses** darkvision 90 ft. Listen +9, Spot 9

Languages Common, Giant

AC 33, touch 17, flat-footed 29

(+4 Dex, +11 natural, +5 armor), +3 deflection (shield of faith)

hp 138 (17 HD)

Spell Resistance 21 ; **fire resistance 20** (resist energy spell), **cold resistance 10**

Fort +13, **Ref** +18, **Will** +14

Speed 30 ft. (6 squares)

Melee Claws +23/+23 (1d4+8) or +1 falchion +25/+20/+15 (2d4+13/15-20)

Ranged: +1 Short composite (Str +3) Bow +19/+14/+9 (1d6+4)

Spiritual Weapon: in form of falchion: +16/+11/+5 (1d8+2/18-20) [1st round only gets one hit]

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

Base Atk +14; **Grp** +22

Combat Gear: +1 keen falchion, +1 short composite (str +3) bow, 60 cold iron arrows, mithril chain shirt +1, vest of resistance +1, cloak of charisma +2, dragon mask

Class Spells Known (CL 10th): **Deity:** Kelenan

3rd (4/day)—remove blindness/deafness, ring of blades, dispel magic

2nd (4/day)—resist energy, close wounds, spiritual weapon, bull's strength

1st (6/day)—protection from chaos, shield of faith, lesser vigor, healthful rest, resurgence

0th (6/day) – cure minor wounds, resistance, detect magic, read magic, create water

Already Cast: bull's strength (7 minutes left)< pass without a trace, invisibility purge (5 minutes left), protection from chaos (5 minutes left), healthful rest, resist energy (fire) 20 minutes remaining, shield of faith (7 minutes remaining); Participated in a *Hero's Feast Spell (CL 15) earlier in the day (1 hour left)*

Abilities Str 22 (26), Dex 18, Con 16, Int 10, Wis 14, Cha 16

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Weapon Proficiency: Falchion, Blind-Fight, Still Spell, Combat Casting, Great Fortitude, Eschew Materials, Weapon Focus: Falchion, Combat Reflexes, Practiced Spellcaster

Skills Concentration +17 [+21 on the defensive or in grapples], Disguise +5, Balance +10, Listen +9, Spot +9, Swim +10, Hide +5, Move silently +6,, Tumble +10, Spellcraft +4

Spell Like Abilities (Sp): At will (CL 17)—dancing lights, disguise self, ghost sound (DC 13), invisibility, pass without trace, tongues, water breathing.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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.

Possessions: Combat Gear plus two wooden holy symbols of Kelenan

Description: This green hag uses her disguise skill and disguise self spell to make herself appear to be a chain mail, falchion & short composite bow wielding **Flan human female..** Her disguise check is +15.

APPENDIX 5 – APL 16

ENCOUNTER 2

CYSGOD ANMWN FADED RANGER CR 15

Male human Ranger 14

NE Medium Humanoid (human, extraplanar)

Init +4; **Senses** Darkvision 60 ft., Listen +18 Spot +23(+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 21, touch 14, flat-footed 16

(+4 Dex, +6 armor, +1 shield)

Miss Chance 50% except in full daylight

hp 101 (14d8+28 HD); Fast Healing 2; DR 5/magic

Resist Cold 15;

Fort +13, **Ref** +17, **Will** +9

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +17/+12/+7 (1d8+3/19-20; 1d8+12/19-20 vs. dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *mighty Hunting Dwarf-Bane composite longbow* (Str +2) +21/+21/+16/+11 (1d8+4/x3) or +23/+23/+18/+13 (1d8+2d6+19/x3) vs. dwarves

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

Base Atk +14; **Grp** +16

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (3 arrows) +11, +1 to hit/damage within 30 ft.

Combat Gear +1 *Dwarf-Bane composite longbow* (Str +2), +1 *longsword*, +2 *mithril chainshirt*, masterwork buckler, 120 cold iron arrows

Ranger Spells Prepared (CL 7th):

1st—*Arrow Mind*, *Raptor's Sight* †.

2nd—*Exacting Shot*

3rd—*Arrow Storm*

Already cast: Bow has a greater magic weapon CL 15 for +3 enhancement cast on it.

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 13, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker, Evasion, camouflage

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Improved Precise Shot, Lightning Reflexes

Skills Handle Animal +4, Hide +26, Knowledge (nature) +14, Listen +18, Move Silently +27, Search +17, Spot +18 (+23), Survival +18

Possessions combat gear plus *gloves of dexterity* (+2), *cloak of elvenkind*, *thunderstone*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60 ft.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills: +6 racial bonus on Move Silently. +6 Spot from *Raptor's Sight*.

Sources LOM (p 168)

FADED WARLOCK

CR 15

Male human Warlock 14

NE Medium Humanoid (human, extraplanar)

Init +2; **Senses** See Invisible & Darkvision (60'), Listen +0, Spot +0

Languages Common

AC 23, touch 16, flat-footed 21

(+2 Dex, +7 armor, +4 shield (from wand).)

Miss Chance 50% except if full daylight

hp 72 (14d6+14 HD); fast healing 2; DR 3/cold iron

Resist Cold 15, Fire 5, Electricity 5;

Fort +9, **Ref** +10, **Will** +13

Speed 45 ft. in light armor (9 squares), base movement 45 ft.;

Melee Masterwork morningstar +11/+6 (1d8)

Ranged Beshadowed blast +13 (7d6 plus DC22 Fort save or blinded for 1 round) or Vitriolic Blast +13 (6d6 acid damage plus 2d6 acid for 2 additional rounds) or Noxious Blast (7d6 plus DC 24 Fort save or nauseated for 1 minute)

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

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

Atk Options Eldritch Blast

Special Actions

Combat Gear +3 *mithril chainshirt*, mw morningstar

Spell-Like Abilities (CL 14th):

6th--- Vitriolic Blast, Noxious Blast

5th---

4th--- Flee the Scene, Beshadowed Blast (DC 21), Voracious Dispelling

3rd---

2nd---Eldritch Spear, See the Unseen †, Entropic Warding

1st---

† Already cast

Abilities Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 22

SQ Evasion, Fiendish Resilience, Detect Magic, Deceive Item, Shadow Blend

Feats Point Blank Shot, Precise Shot, Weapon Focus (ray), Ability Focus (Eldritch Blast), Maximize Spell-like Ability, Spell Penetration

Skills Sense Motive +17, Spellcraft +17, Use Magic Device +23

Possessions combat gear plus *cloak of charisma* (+4), *vest of resistance* (+2), *wand of shield*

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Detect Magic (Sp) At will, as the spell.
Deceive Item (Ex): You can always take 10 on Use Magic Device.
Fast Healing (Ex): 2
Fiendish Resilience (Su): Once per day, you have Fast Healing 3 (instead of 2) for 2 minutes.
Skills +6 racial bonus to Move Silently
Sources *Complete Arcane*

HEXBLADE CR 16

Male human hexblade 15/marshal 1
 N Medium Humanoid (human)
Init +0; **Senses** Listen +2, Spot +6

Aura

Languages Common, Flan

AC 19, touch 11, flat-footed 19
 (+8 armor, +1 deflection)

hp 115 (1d8+15d10+16 HD);

Fort +13, **Ref** +10, **Will** +14

Speed 30 ft. in light armor (6 squares), base movement 30 ft.;

Melee +1 *frost heavy flail* +18/+13/+8 (1d10+4+1d6/17-20)

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

Base Atk +15; **Grp** +17

Atk Options Improved Trip (+11), Improved Disarm (+11)

Special Actions

Combat Gear +1 *frost heavy flail*, +4 *mithril chainshirt*, *masterwork heavy flail*

Class Spells Known (CL 7th):

4th (2/day)—*cursed blade*, *dimension door*, *greater invisibility*

3rd (2/day) —*charm monster* (DC 19), *hound of doom*, *slow* (DC18), *vampiric touch*

2nd (2/day) —*bull's strength*, *see invisibility*, *touch of idiocy* (DC 18)

1st (4/day)—*charm person* (DC17), *disguise self*, *Tasha's hideous laughter* (DC 17), *undetectable alignment*

‡ Already cast

Abilities Str 14, Dex 10, Con 12, Int 13, Wis 10, Cha 21

SQ Familiar (rat)

Feats Alertness, Combat Casting, Combat Expertise, Improved Trip, Improved Disarm, Ability Focus (Hexblade's Curse), Lightning Reflexes, Improved Critical (Heavy Flail), Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Power Attack

Skills Bluff +24, Concentration +17, Diplomacy +29, Gather Information +8, Jump +15, Spot +6

Possessions combat gear plus *ring of jumping*, *vest of resistance* +3, *ring of protection* +1, *cloak of charisma* +4, *hexbands*

Greater Hexblade's Curse (Su): Four times per day, as a free action, you can unleash a curse at a foe within 60 ft. that you can see. The target of your curse takes a –4 penalty to attacks, saves, ability checks, skill checks, and weapon damage rolls for one hour. A successful Will save (DC 25) negates the effect.

Arcane Resistance (Ex) You receive a +5 bonus on saving throws versus spells and spell-like effects.

Mettle (Ex) If you make a Will or Fortitude saving throw that would normally reduce the spell's effect, you suffer no effect from that spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fort Half" or similar entries can be negated through this ability.

Auras (Ex) You may project one minor aura at a time.

Art of War: +5 bonus on trip, bull rush, disarm, & sunder attempts.

Sources *Complete Warrior* (p.5), *MH* (p.11).

FADED WAR TROLL CR 13

LE Large Humanoid (monstrous, extraplanar)

Init +7; **Senses** Darkvision 90 ft., low light, scent, Listen +11, Spot +12

Languages Common, Giant

AC 31, touch 12, flat-footed 28

(-1 size, +3 Dex, +5 breastplate, +14 natural)

Miss Chance 50% except in full daylight

hp 162 (12d8+102 HD); regeneration 9; DR 5/adamantine

Resist Cold 15; **SR** 20

Fort +15, **Ref** +13, **Will** +14

Speed 50 ft. in breastplate (10 squares); base speed 60 ft.

Melee Masterwork greatsword +28/+18/+13 (3d6+15/19-20) and 1 bite +19 (1d8+10) or 2 claws +21 (1d8+10) and 1 bite +19 (1d8+10)

Ranged masterwork composite longbow (+10 Str bonus) +15/+10/+5 (2d6+10/x3)

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

Base Atk +12; **Grp** +26

Special Actions Dazing Blow

Abilities Str 31, Dex 16, Con 29, Int 8, Wis 15, Cha 10

SQ Darkvision 90 ft., low-light vision, regeneration 5, scent, evasion, damage reduction 5/adamantine, spell resistance 20

Feats Alertness, Improved Initiative, Iron Will, Multiattack, Weapon focus(greatsword)

Skills Listen +5, Spot +6, Move Silently +7

Dazing Blow (Ex): The force of a war troll's blow can be overwhelming. If the war troll hits with a weapon or claw attack, the opponent must make a DC 25 Fortitude save or be dazed for one round. The save DC is Constitution-based.

Regeneration (Ex): Unlike their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Evasion (Ex): As the rogue class feature.

Mirror Image (Sp): 1/day. Caster level 5th.

Skills +6 racial bonus to Move Silently.

Sources LOM (p. 167), MMIII (p. 181)

ENCOUNTER 5

ADVANCED GHAST HEXBLADE 2 CR 6

CE Medium undead

Init +3; **Senses** darkvision 60 ft. Listen +3, Spot +13

Languages Flan

AC 21, touch 14, flat-footed 17

(+4 Dex, +4 natural, +3 armor)

hp 90 (10 HD)

Resist turn resistance +6

Fort +8, **Ref** +12, **Will** +17

Speed 30 ft. (6 squares)

Melee bite +11 (1d8+5 plus paralysis) and 2 claws +6 (1d4+2 plus paralysis) or +1 guisarme +12/+7 (2d4+7) 10-ft reach

Ranged +1 long composite bow +10 (1d8+4)

Space 5 ft.; **Reach** 5 ft. (10ft with glaive)

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

Special Actions Ghoul fever, paralysis, stench, tripping

Abilities Str 20, Dex 19, Con --, Int 13, Wis 16, Cha 22

SQ undead traits, hexblade curse 1/day

Feats Combat Expertise, Combat Reflexes, Improved Turn Resistance, Improved Trip

Skills Balance +9, Climb +15, Hide +15, Jump +13, Move Silently +15, Spot +13, Spellcraft +4

Combat Equipment: anklet of translocation, +1 long composite bow (str +3), 60 cold iron arrows, masterwork studded leather, +1 guisarme

Ghoul Fever (Su): Disease - bite, Fortitude DC 18, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hexblade Curse (Su): Once per day the Hexblade may, as a free action (range 60 feet) curse a visible target. The recipient of the curse receives -2 penalty to attack rolls, weapon damage rolls, saves, skill checks, ability checks, for one hour. A Will save, DC 18, negates this effect.

Arcane Resistance (Su): A Hexblade gets her charisma bonus (minimum +1) to all saving throws.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 18 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 18 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected

again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Possessions: wooden holy symbol of the Winterking (aspect of Nerull in Old Faith)

ADVANCED SHADOW CR 4

CE Medium undead

Init +2; **Senses** darkvision 60 ft. Listen +9, Spot +9

Languages --

AC 14, touch 14, flat-footed 12

(+2 Dex, +2 deflection,)

hp 63 (7 HD)

Resist turn resistance +6

Fort +2, **Ref** +4, **Will** +8

Speed Flt 40 ft. [good] (8 squares)

Melee incorporeal touch +5 (1d6 strength)

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

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

Abilities Str --, Dex 14, Con --, Int 6, Wis 12, Cha 14

SQ undead traits, incorporeal traits, create spawn, strength damage

Feats , Alertness, Improved Turn Resistance, Iron Will

Skills Hide +8, Search +4, Listen +9, Spot +9

Strength Damage (Su): The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

HUGE AIR NECROMENTAL CR 8

N Huge Augmented Undead (Air; Extraplanar)

Init +13; **Senses** Listen +14, Spot +14

Languages Auran

AC 23, touch 17, flat-footed 14

(-2 size, +9 Dex, +6 natural)

hp 144 (16 HD); DR 5/- ; turn resistance +4

Elemental Traits

Fort +7, **Ref** +19, **Will** +5

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

Melee 2 slams +19 (2d8+4)

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

Base Atk +12; **Grp** +24

Atk Options Slam

Special Actions Whirlwind, air mastery

Abilities Str 18, Dex 29, Con --, Int 1, Wis 10, Cha 1

SQ Air Mastery (Ex), Darkvision 60 feet (Ex), Whirlwind (Su), Elemental Traits

Feats Alertness, Blind Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mob, Spring, Weapon Finesse, Power attack, Improved Turn Resistance, Great Fortitude

Skills Listen +11, Spot +12,

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 40 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 (DC 22) to escape the whirlwind. The creature still takes damage but can leave if the save is successful.. 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.

Create Spawn (Su): An elemental slain by a necromental's energy attack rises as a necromental 1d4 days after death.

Energy Drain (Su): Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain attack once per round, regardless of the number of attacks. The save DC to remove negative levels is 18. When necromental bestows a negative level it gains 5 temporary hit points (10 on critical hit)

Fast Healing (Su): As long as this necromental is in contact with air, it has fast healing 3.

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

ADVANCED ABYSSAL GHOUL CR 12

CE Medium Undead (Extraplanar)

Init +7; **Senses** Blindsight 90ft., Listen +2, Spot +2

Languages Abyssal

AC 30, touch 13, flat-footed 27

(+3 Dex, +14 natural, armor +3)

hp 180 (20 HD);

Immune Electricity immunity

Resist Acid resistance 20, Cold resistance 20, Fire resistance 20; **SR** 20; Turn Resistance +4

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

Speed 40 ft. (8 squares)

Melee 2 front claws +18 (1d4+8 plus disease) and rear claws +16 (2d4+4 plus disease)

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

Base Atk +10; **Grp** +18

Atk Options Improved grab, Sneak attack +5d6, Wisdom drain 1d6, Spring Attack

Special Actions Dodge

Abilities Str 26, Dex 16, Con -, Int 14, Wis 16, Cha 18

SQ Acid resistance 20, blindsight 90ft, cold resistance 20, deathwatch, electricity immunity, fire resistance 20, SR 20, uncanny dodge, undead traits

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Multiattack, Spring Attack, Combat Reflexes, Improved Turn Resistance

Skills Balance +26, Climb +26, Hide +26, Jump +23, Move Silently +20, Tumble +28

Disease (Ex) Any creature hit by an abyssal ghou's front claw or rear claws attack must succeed on a fortitude save (DC 18) or contract demon fever. After an incubation period of 1 day, the disease deals 1d6 points of Constitution damage. Each day after contracting demon fever, the creature must succeed on another Fortitude save (DC 18) or take the same damage. Each time it is damaged by the disease, the creature must immediately succeed on another Fortitude save (DC 18) or 1 point of the Constitution damage taken becomes Constitution drain instead. After making a successful Fortitude save against the Constitution damage on each of two consecutive days, the creature recovers.

Improved Grab (Ex) If an abyssal ghoul hits an opponent its own size or smaller with both front claws, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +15). If it gets a hold, it can attempt to pin and use its Wisdom drain ability on its next grapple check. Alternatively, the abyssal ghoul has the option to conduct the grapple normally, or simply use its front claws to hold the opponent (-20 penalty on grapple check, but the ghoul is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals damage from both front claws.

Sneak Attack (Ex) Anytime an abyssal ghoul's target is denied a Dexterity bonus, or when a target is flanked by an abyssal ghoul, the ghoul deals an additional 5d6 points of damage on a successful melee attack.

Wisdom Drain (Su) If an abyssal ghoul successfully pins a living opponent, it can drain 1d6 points of Wisdom with its smoky tongue on the same action. Each round thereafter that the pin is maintained, the ghoul automatically drains an additional 1d6 points of Wisdom. A creature reduced to 0 Wisdom by an abyssal ghoul becomes unconscious until at least 1 point of Wisdom is restored.

Blindsight (Ex) An abyssal ghoul is blind, but it maneuvers and fights as well as a sighted creature by using scent and vibration to ascertain its surroundings. This ability enables it to discern objects and creatures within 90ft. An abyssal ghoul usually does not need to make Spot or Listen checks to notice creatures within range of its blindsight.

Deathwatch (Sp) This ability functions like the *deathwatch* spell, except that it is always active and an abyssal ghoul always knows how near death all creatures within 90 feet of it are. Because of this knowledge, it often pauses to kill creatures near death (those with 3 or fewer hit points remaining) before moving on to attack healthier foes.

Uncanny Dodge (Ex) An abyssal ghoul retains its Dexterity bonus to Armor Class even when flat-footed or struck by an invisible attacker. In addition, it cannot be flanked except by a rogue of 20th level or higher.

Abyssal Undead Traits An abyssal ghoul is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects (unless they specifically affect undead), and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, or death from massive damage. An abyssal ghoul cannot be raised, and resurrection works only if it is willing. An abyssal ghoul has darkvision 60ft.

Description An abyssal ghoul looks similar to a common ghoul in that it is a warped humanoid figure with bestial features. Its skin is scaly and tough, and its fingers and toes end in fearsome claws several inches in length. Its teeth are equally fearsome, and a foot-long tongue dangles from its mouth, trailing into smoky incorporeality at its tip. Though an abyssal ghoul is blind, its other senses allow it to perceive prey around it.

Possessions: anklet of translocation, masterwork studded leather, 2 fly potions,

Sources see *Fiend Folio*, page 12

ADVANCED DREAD WRAITH CR 14

LE Large undead

Init +14; **Senses** darkvision 60 ft. Listen +37, Spot +37

Languages Common, Infernal

AC 26, touch 26, flat-footed 16

(-1 size, +10 Dex, +7 deflection)

hp 252 (28 HD)

Resist turn resistance +4

Fort +10, **Ref** +18, **Will** +22

Speed Flt 40 ft. [good] (8 squares)

Melee incorporeal touch +24 (2d6 plus 1d8 Constitution drain (see below))

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

Base Atk +14; **Grp** +14 (for those things that can grapple incorporeal)

Abilities Str --, Dex 30, Con --, Int 17, Wis 18, Cha 25

SQ undead traits, incorporeal traits, create spawn, constitution drain, daylight powerlessness, lifesense 60 ft, unnatural aura

Feats , Alertness, Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch) , Mobility, Spring Attack, Improved Turn Resistance, Iron Will, Great Fortitude, Combat expertise

Skills Diplomacy +15, Hide +30, Intimidate +26, Knowledge (religion) +22, Listen +37, Search +34, Sense Motive +35, Spot +37, Survival +4 (+6 following tracks)

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

ENCOUNTER 6

CYSGOD ANMWN FADED RANGER CR 14

Male human Ranger 13

NE Medium Humanoid (human, extraplanar)

Init +4; **Senses** Darkvision 60 ft., Listen +17, Spot +17
(+6 vs dwarves, +2 vs. fey, +2 vs. giants)

Languages Flan

AC 21, touch 14, flat-footed 16

(+4 Dex, +6 armor, +1 shield)

Miss Chance 50% except in full daylight

hp 94 (13d8+26 HD); **Fast Healing** 2; **DR** 5/magic

Resist Cold 15;

Fort +12, **Ref** +16, **Will** +9

Speed 55 ft. in light armor (9 squares), base movement 45 ft.;

Melee +1 *longsword* +16/+11/+6 (1d8+3/19-10; 1d8+12/19-20 vs. dwarves, 1d8+8/19-20 vs. fey)

Ranged +1 *Dwarf-Bane composite longbow* (Str +2) +21/+21/+16/+11 (1d8+7/x3) or +23/+23/+18/+13 (1d8+2d6+17/x3) vs dwarves

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

Base Atk +13; **Grp** +15

Atk Options Rapid Shot, Many Shot, Point Blank Shot

Special Actions Manyshot (3 arrows) +11, +1 to hit/damage within 30'

Combat Gear +1 *Dwarf-Bane Composite Longbow* (Str +2), +1 *longsword*, +2 *mithril chainshirt*, masterwork buckler, 100 cold iron arrows

Ranger Spells Prepared (CL 6th):

1st—*Arrow Mind*, *Longstrider* ‡.

2nd—*Exacting Shot*

3rd—*Arrow Storm*

Already cast: Bow under a CL 16 greater magic weapon spell (giving +4 enhancement)

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 13, Cha 8

SQ Shadow blend, Favored enemy (dwarves +6, fey +2, giants +2), woodland stride, wild empathy, swift tracker, Evasion, camouflage,

Feats Point Blank Shot, Improved Rapid Shot, Improved Favored Enemy, Track, Rapid Shot, Manyshot, Precise Shot, Iron Will, Endurance, Improved Precise Shot, Lightning Reflexes

Skills Handle Animal +4, Hide +25, Knowledge (nature) +13, Listen +17, Move Silently +26, Search +16, Spot +17, Survival +17

Possessions combat gear plus *gloves of dexterity* +2, *cloak of elvenkind*, *potion of cure moderate wounds*.

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Darkvision (Ex): out to 60'.

Evasion (Ex): As the rogue class feature.

Fast Healing 2

Skills : +6 racial bonus on Move Silently.

Sources LOM (p 168)

CLERIC OF FALAZURE

CR 13

Male human cleric 13

NE Medium Humanoid (human)

Init +4; **Senses** Listen +8, Spot +8

Aura

Languages Common, Flan

AC 22, touch 10, flat-footed 22

(+9 armor, +3 shield)

hp 81 (13d8+13 HD)

Fort +10, **Ref** +7, **Will** +152

Speed 20 ft. in heavy armor (4 squares), base movement 30 ft.;

Melee +1 *venomous scimitar* +10/+5 (1d6+1/18-20)

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

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

Atk Options

Special Actions

Combat Gear +1 *venomous scimitar*, +1 *full plate armor*, +1 *heavy steel shield*,

Cleric Spells Prepared (CL 11th, 12th for Evil):

7th—*repulsion*, *blasphemy*^D (DC 23)

6th—*Quickened cure moderate wounds*, *visage of the deity*, *harm*^D (DC22)

5th—*flame strike*, *Quickened shield of faith*, *Quickened blessed aim*, *inflict light wounds*, *mass*^D (DC 21)

4th—*cure critical wounds*, *Reached death knell*, *inflict critical wounds*, *wrack*(x2), *unholy blight*^D (DC20)

3rd—*cure serious wound*, *deeper darkness*, *dispel magic*, *invisibility purge*, *ring of blades*, *magic circle against good*^D (DC 19)

2nd—*cure moderate wounds*, *spiritual weapon*, *silence*, *sound burst*, *hold person*(x2), *desecrate*^D (DC 18)

1st—*bless*, *blessed aim*, *cure light wounds* (x2), *doom*, *entropic shield*, *shield of faith*, *inflict light wounds*^D (DC17)

0—*cure minor* (x3), *create water*, *detect magic* (2), *detect poison*

D: Domain spell. Deity: Falazure. Domains: Evil, Destruction

‡ Already cast

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

SQ

Feats Combat Casting, Lightning Reflexes, Martial Weapon Proficiency (scimitar), Quicken Spell, Reach Spell, Improved Initiative

Skills Concentration +15 (+19 when casting defensively), Knowledge (arcana) +8, Knowledge(religion) +15, Knowledge (the planes) +8, Spellcraft +17

Possessions combat gear plus *periapt of wisdom* (+4)

Stalwart Pact (Sp) The cleric has a *stalwart pact* spell in effect (CL 13).

Renewal Pact (Sp): The cleric has a *renewal pact* spell in effect (CL 16).

Sources Material (Source)

ADVANCED SHADOW MASTIFF

CR 7

NE Large Outsider (Extraplanar)

Init +0; **Senses** Darkvision 60 ft., Listen +6, Spot +6

Aura Faint Evil

AC 14, touch 8, flat-footed 15
(-1 size, +5 natural)

Miss Chance 50% except in full daylight

hp 78 (8 HD)

Fort +12, **Ref** +8, **Will** +9

Speed 50 ft. (10 squares)

Melee bite +15 (2d6+10)

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

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

Special Actions Bay

Abilities Str 25, Dex 11, Con 21, Int 4, Wis 12, Cha 13

SQ Darkvision (60'), low light vision, scent, shadow blend

Feats Ability Focus (bay), Improved Initiative, Improved Natural Attack (bite), Track

Skills Climb +16, Hide +4, Jump +16, Listen +12, Move Silently +4, Spot +12, Survival +8*

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 15 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+7 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Skills: +4 racial bonus on Survival checks when tracking by scent.

ENCOUNTER 7

WATCHER ANGORIN**CR 18**

Male Ghost (Human-Suloise) Duskblade 7 Pious Templar9 (Hieroneous)

LG Medium Ghost/Deathless/Incorporeal

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

Languages Common, Celestial

AC 33, touch 26*, flat-footed 27

(+3 Dex, +7 armor, +8 shield*, +5 deflection)

Special: 50% chance to ignore damage vs. non-ethereal creatures; DR 2/-

hp 145 (16 HD);

Fort +16, **Ref** +13 **Will** +19

Speed flight 30 ft. (perfect)

Melee ghost touch battle axe +21/+16/+11 (1d6+6/15-20);

or Incorporeal 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 battle axe, incorporeal touch, draining touch, malevolence, channeling spells through weapon, Smite Evil 2/day, prayer

Gear that appears on his ghostly body:+2 *breastplate*, +5 *heavy dark wood shield*, *periapt of wisdom* +2, *vest of resistance* +5, *gloves of dexterity* +2, *ring of protection* +2, +1 *ghost touch battle axe*

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 – *divine favor*, *divine favor* (pg 182 DMG), *inflict light wounds*

2nd— *cure moderate wounds*, *inflict moderate wounds*, *bull's strength*

3rd – *prayer*, *remove blindness/deafness*

4th – *inflict critical wounds*

Abilities Str --/16, Dex 16, Con --, Int 13, Wis 16, Cha 16

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

Feats Shield Specialization, Weapon Focus: battle axe, Combat Casting, True Believer, Dodge, Shield Ward*, Weapon Specialization: Battle axe, Improved Critical: Battle axe, Combat Expertise, Karmic Strike, Combat Reflexes

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.

Incorporeal Touch(Su): A ghost that hits a 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 target with its incorporeal touch attack may drain 1d4*1.5 (1.5 multiplier from empowered energy damage feat) points from charisma. On each such successful attack against a non-Good opponent, 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.

Manifestation (Su): Deathless ghosts are always manifested. They cannot disappear to ethereal plane

like regular ghosts. 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 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. (However a duskblade can channel through his weapon)

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 Evil: Twice per day he can Smite Evil, +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.

Deathless (Ex): Darkvision out to 60 feet; Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects); Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects; Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its ability scores, as well as to fatigue and exhaustion effects; Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless); Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed; Does not need to breathe, eat, or sleep; positive energy heals it as it does the living.

Description A five foot, five inch tall human with pale skin and platinum blonde hair. He has a translucent bladed battle axe, chain mail armor, and dark wood wooden shield.

Sources Duskblade, Shield Specialization, Shield Ward, *kelgore's fire bolt* (*Player's Handbook II*), Improved turn Resistance, Pious Templar, True Believer (*Complete Divine*), *greater mage hand*, (*Spell Compendium*), Karmic Strike (*Complete Warrior*)

ENCOUNTER 8

Faded Male Human Warmage 10 CR 11

LE Medium Human (ExtraPlanner)

Init +4; **Senses** Listen +6, Spot +4

Languages Common, Draconic

AC 21, touch 14, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 60 (10 HD); **+20 from bear's endurance potion**

Resistance 20 Fire (from CL 7 Potion)

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

Speed 45 ft. in chain shirt (9 squares), base movement 30 ft.;

Melee dagger +7 (1d4+1/x2);

Ranged); Ranged Touch attack +10

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

Base Atk +5; **Grp** +6

Combat Gear cloak of charisma +2, buckler, gloves of dexterity +2, masterwork daggers, chainshirt +2, ~~potion resist energy: (fire 20)~~, two potions of remove blindness/deafness, tunic of steady spell casting, brooch of shielding, bear's endurance potion, ~~bear's endurance potion, bull's strength potion~~

Warmage Spells Known (CL 10th):

5th (3/day)—*arc of lightning*, *cloudkill*, *cone of cold*, *mass fire shield*, *greater fireburst*, *flame strike*, *prismatic ray*.

4th (5/day) — *blast of flame*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of force*, *orb of sound*, *phantasmal killer*, *shout*, *wall of fire*.

3rd (6/day) — *fire shield, fireball, gust of wind, ice storm, lightning bolt, poison, ring of blades, sleet storm, stinking cloud, see invisibility.*

2nd (7/day) — *blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, Melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade.*

1st (7/day)—*accuracy, burning hands, chill touch, fist of stone, hail of stone, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, Tensor's floating disk, true strike*

0 (6/day)— *acid splash, disrupt undead, light, ray of frost*

Already cast *see invisibility*. Under effects of *hero's feast* (CL 11), *bull's strength* (CL3), *bear's endurance* (CL 3)

Abilities Str (12) 8, Dex 18, Con (18) 14, Int 12, Wis 10, Cha 16

Special: Has a +2 profane bonus to all saving throws (included above)

SQ Armored Mage (light), Warmage Edge (+1 damage), Shadow Blend, Evasion, Darkvision 60 ft, Low Light Vision., Eclectic Learning allows him to learn *see invisibility* as a 3rd level spell

Feats Still Spell, Eschew Materials, Weapon Focus: Ranged Touch Attack, Sculpt Spell, Silent Spell

Skills Concentration +20, Intimidate +4, Knowledge (Arcana) +13, Listen +6, Spellcraft +9, Spot +4,

Shadow Blend (Su): In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

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 person is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Sources: Eclectic Learning (*Players Handbook II*)

GREEN HAG ROGUE2 FAVORED SOUL8 CR 15

N Medium Monstrous Humanoid

Init +4; **Senses** darkvision 90 ft. Listen +9, Spot 9

Languages Common, Giant

AC 36, touch 18, flat-footed 32

(+4 Dex, +11 natural, +7 armor), +4 deflection (shield of faith)

hp 154 (19 HD) + 12 temporary hit points

Spell Resistance 22 ; **fire resistance** 30 (resist energy spell), **acid resistance** 30 (resist energy spell) **cold resistance** 10

Fort +15, **Ref** +20, **Will** +18

Speed 30 ft. (6 squares)

Melee Claws +29/+29 (1d4+8) or +1 falchion +31/+26/+21/+16 (2d4+13/15-20)

Ranged: +1 Short composite (Str +3) Bow +19/+14/+9 (1d6+4) or ranged touch attack +23

Spiritual Weapon: in form of falchion: +16/+11/+5 (1d8+2/18-20) [1st round only gets one hit]

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

Base Atk +16 (+19); **Grp** +24

Combat Gear: +1 keen falchion, +1 short composite (str +3) bow, 60 cold iron arrows, mithril chain shirt +3, vest of resistance +2, cloak of charisma +2, dragon mask

Class Spells Known (CL 12h): **Deity:** Kelenan

4th (1/day) – divine power, freedom of movement, death ward

3rd (5/day)—remove blindness/deafness, ring of blades, dispel magic, searing light

2nd (5/day)—resist energy, close wounds, spiritual weapon, bull's strength, remove paralysis

1st (5/day)—protection from chaos, shield of faith, lesser vigor, healthful rest, resurgence, obscuring mist

0th (6/day) – cure minor wounds, resistance, detect magic, read magic, create water, detect poison, purify food & drink, inflict minor wounds

Already Cast: sudden extended divine power (20 rounds left), pass without a trace, invisibility purge (8 minutes left), protection from chaos (7 minutes left), healthful rest, freedom of movement 60 minutes remaining, resist energy (fire) 60 minutes remaining, resist energy (acid) 60 minutes remaining, shield of faith (11 minutes remaining); Participated in a *Hero's Feast Spell* (CL 15) earlier in the day (1 hour left)

Abilities Str 22 (28), Dex 18, Con 16, Int 10, Wis 14, Cha 16

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Weapon Proficiency: Falchion, Blind-Fight, Sudden Extend Spell, Skill Focus: Concentration, Great Fortitude, Eschew Materials, Weapon Focus: Falchion, Combat Reflexes, Practiced Spellcaster, Iron Will

Skills Concentration +24, Disguise +5, Balance +10, Listen +9, Spot +9, Swim +10, Hide +5, Move silently +6,, Tumble +10, Spellcraft +4

Spell Like Abilities (Sp): At will (CL 17)—dancing lights, disguise self, ghost sound (DC 12), invisibility, pass without trace, tongues, water breathing.

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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.

Possessions: Combat Gear plus two wooden holy symbols of Kelenan

Description: This green hag uses her disguise skill and disguise self spell to make herself appear to be a chain mail, falchion & short composite bow wielding **Flan human female**.. Her disguise check is +15.

HALF FIEND GREEN HAG ROGUE2 FAVORED SOUL6 CR 16

LE Medium Native Outsider (Evil)

Init +6; **Senses** darkvision 90 ft. Listen +19, Spot +19

Languages Common, Giant, Infernal, Elvish

AC 36, touch 19, flat-footed 30

(+6 Dex, +12 natural, +5 armor), +3 deflection (shield of faith)

hp 150 (17 HD)

DR 10/magic Spell Resistance 27 ; fire, acid, electricity, cold resistance 10

Immunity to Poison

Fort +14, **Ref** +20, **Will** +14

Speed 30 ft. (6 squares); fly 30 ft (average)

Melee Claws +25/+25 (1d4+10) and Bite +20 (1d6+5) or +1 falchion +257+22/+17 (2d4+16/15-20) and bite +20 (1d6+5) natural weapons count as magic for bypassing DR

Ranged: +1 Short composite (Str +3) Bow +21/+16/+11 (1d6+4)

Spiritual Weapon: in form of falchion: +16/+11/+5 (1d8+2/18-20) [1st round only gets one hit]

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

Base Atk +14; **Grp** +24

Combat Gear: +1 keen falchion, +1 short composite (str +3) bow, 60 cold iron arrows, mithril chain shirt +1, vest of resistance +1, cloak of charisma +2, dragon mask

Class Spells Known (CL 10th): **Deity:** Kelenan

3rd (4/day)—remove blindness/deafness, ring of blades, dispel magic

2nd (5/day)—resist energy, close wounds, spiritual weapon, bull's strength

1st (6/day)—protection from chaos, shield of faith, lesser vigor, healthful rest, resurgence

0th (6/day) – cure minor wounds, resistance, detect magic, read magic, create water

Already Cast: bull's strength (7 minutes left)< pass without a trace, invisibility purge (5 minutes left), protection from chaos (5 minutes left), healthful rest, shield of faith (7 minutes remaining); Participated in a *Hero's Feast Spell* (CL 15) earlier in the day (1 hour left)

Abilities Str 26 (30), Dex 22, Con 18, Int 14, Wis 14, Cha 18

SQ Sneak Attack +1D6, Trapfinding, Evasion, spell like abilities, weakness, mimicry

Feats Weapon Proficiency: Falchion, Blind-Fight, Still Spell, Combat Casting, Great Fortitude, Eschew Materials, Weapon Focus: Falchion, Combat Reflexes, Practiced Spellcaster

Skills Concentration +21 [+25 on the defensive or in grapples], Disguise +16, Balance +15, Listen +19,

Spot +19, Swim +10, Hide +13, Move silently +12,, Tumble +12, Spellcraft +6

Spell Like Abilities (Sp): At will (CL 17)—dancing lights, disguise self, ghost sound (DC 14), invisibility, pass without trace, tongues, water breathing. 3/day (CL 17) – darkness, poison (DC 24), unholy aura 1/day (CL 17) – desecrate, unholy blight, contagion, blasphemy, horrid wilting (DC 22), summon monster IX (fiends only)

Weakness (Su): A green hag can weaken a foe by making a special touch attack. The opponent must succeed on a DC 18 Fortitude save or take 2d4 points of Strength damage.

A green hag gains a +8 racial bonus on Swim checks.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair

Evasion (Ex): If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she 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.

Smite Good (Su): Once per day this creature may make a normal melee attack to deal extra +17 damage vs good creatures

Possessions: Combat Gear plus two wooden holy symbols of Kelenan

Description: This green hag uses her disguise skill and disguise self spell to make herself appear to be a chain mail, falchion & short composite bow wielding **half fiend orc female**. Her Disguise check is +26

APPENDIX 6 – ALL APLS

WATCHER HARA AP CYRA, MOST ELDER STOIC SPHINX CR 8

Male Favored Soul 8

LG Medium Human (Suel)

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

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

hp 60 (8d8+16)

Resist Fire 10 (favored soul 5th);

Fort +9, **Ref** +8, **Will** +7

Speed 30 ft. in light armor (6 squares),

Melee +1 battle axe +10/+5 (1d8+4) or dagger +8/+3 (1d4+2, 19-20/x2)

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

Base Atk +6; **Grp** +8 (+11 with Divine Power)

Special Actions Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.

Combat Gear Mithril Chain shirt, one falchion+1, one masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, four cure moderate wounds scroll (cl 3), two resist energy scrolls (cl 7), Vest of Resistance +2., wand of cure light wounds, two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen

Class Spells Known (CL 8th): Saving throw is 10 + spell level

4th (3/day)— freedom of movement, death ward, cure critical wounds

3rd (5/day)— water walk, remove blindness/deafness, cure serious wounds, daylight

2nd (7/day)— bull's strength, close wounds, bear's endurance, cure moderate wounds, owls wisdom

1st (7/day)— shield of faith, cure light wounds, divine favor, magic weapon, detect chaos, obscuring mist

0 (6/day)— cure minor wounds, detect magic, create water, mending, light, red magic, detect poison.

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 15

Feats Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Mounted Combat, Weapon Focus: Falchion, Silent Spell

Skills Concentration +12, Heal +4, Swim +5, Spellcraft +0, Ride +3

Possessions combat gear plus two corked sunrods

Sources Favored Soul (*Complete Divine*), Close Wounds, (*Spell Compendium*)

TYRAL AP DARSUS CR 4

Male Human Fighter 2 Rogue 2

N Medium Human (Flan)

Init +2; **Senses** Listen +5, Spot +7

Languages Common, Flan

AC 16, touch 13, flat-footed 16

(+0 size, +3 Dex, +0 class, +2 armor, +1 shield, +0 deflection, +0 insight, +0 natural)

hp 27 (2D10+2D6+4);

Fort +4, **Ref** +8, **Will** +1

Speed 30 ft. in masterwork leather (6 squares), base movement 30 ft.;

Melee rapier +7 (1d6+1/18-20x2); or spiked gauntlet +6 (1d4+2, 19-20/x2);

Ranged Light Crossbow +7 (1d8 19-20/x2);

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

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

Combat Gear buckler, two rapiers, masterwork Light crossbow, leather armor, spiked gauntlet, 40 bolts,

Abilities Str 10, Dex 16, Con 13, Int 14, Wis 12, Cha 8

SQ Sneak Attack +1D6, Trapfinding, Evasion

Feats Lightning Reflexes, Rapid Reload, Prone Attack, Weapon Finesse, Quick Draw

Skills Tumble +10, Diplomacy +4, Swim +2, Listen +5, Search +5, Spot +8, Escape Artist +8, Move Silently +8, Climb +9, Jump +5, Ride +5, Hide +8

Possessions combat gear plus two sunrods and wood holy symbol of the Old Faith

SQUIRE KYRA HORN

Female Human Ranger6 Occult Slayer2

NG Medium Human (Baklunish)

Init +4 ; **Senses** Listen +11, Spot +11**Aura:** minor Good**Languages** Common, Baklunish**AC** 21, touch 15, flat-footed 17

(+0 size, +4 Dex, +0 class, +6 armor, +1 deflection, +0 insight, +0 natural)

hp 68 (8 HD) + 12 temporary hit points**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) +16/+16/+11 (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**Base Atk** +8; **Gp** +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 & WEAPON BOND), *cloak of resistance* +1, *ring of protection* +1, mithril chain shirt (with *magic vestment* CL 10), 80 cold iron blunt arrows, 60 regular arrows, gloves of dexterity tattoo +2, amulet of health tattoo +2, periapt of wisdom tattoo +2, 2 adamantite arrows, left spiked gauntlet, masterwork truncheon,, two *potions of cure serious wounds*, *wand of lesser vigor* (10 charges), two *potions of remove blindness/deafness*, long sword, sap, ~~*potion of resist energy (fire)*~~, *potion of cat's grace*, *potion of resist energy (electricity)***Ranger Spells Prepared** (CL 3rd): Saving throw is 10 + spell level1st— *Speak with Animals*, *Arrowmind***Abilities** Str 14, Dex 18 Con 16 Int 10, Wis 14, Cha 10**Feats** Mounted Combat, Point Blank Shot, Rapid Shot, Endurance, Weapon Focus (Long Composite Bow), Improved Rapid Shot, Many Shot**Skills** Speak +1 language, Ride +16, Handle Animal +9, Spot +11, , Listen +11, Knowledge (Arcana) +4 , Balance +7 [, Concentration +13 , Spellcraft +3,**Possessions** light war horse, holy symbol of Ehlonna

APPENDIX 7 – TAG ALONGS

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. dwarves, 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 1st 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 2nd level and higher, an occult slayer who readies an attack action to disrupt a spell caster deals double damage if the attack hits.**Description:** Five and half foot Baklunish Woman in mithril chain shirt with truncheon, longsword and long composite bow.**Sources** *Healthful Rest*, *Lesser Vigor* (*Spell Compendium*), *Improved Rapid Shot*, *Occult Slayer* (*Complete Warrior*)**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/ML:** 1d6^{NL}/1d8^{NL}/2d6^{NL}, **Critical:** x2, **Weight:** 12 lb., **Type:** Bludgeoning.**SQUIRE HANNAH**

Female Favored Soul 8

LN Medium Human (Flan)

Init +1; **Senses** Listen +0, Spot +0**CR 8**

Languages Common

AC 15, touch 11, flat-footed 14

(+1 Dex, +4 armor, +0 deflection, +0 insight, +0 natural)

hp 60 (8d8+16)**Resist** Fire 10 (favored soul 5th);**Fort** +9, **Ref** +8, **Will** +7

Speed 30 ft. in light armor (6 squares),**Melee** +1 falchion +10/+5 (2d4+4/18-20x2) or dagger +8/+3 (1d4+2, 19-20/x2)**With Divine Power Up:** **Melee** +1 falchion +15/+9 (2d4+8/18-20x2) or dagger +13/+8 (1d4+2/19-20)**Ranged** light crossbow +9 (1d8/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +8 (+11 with Divine Power)**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed. Divine Insight is NPC only, it will add +11 to a single skill check.**Combat Gear** Mithril Chain shirt, one falchion+1, one masterwork falchions, light crossbow, 30 bolts, spiked gauntlet, four cure moderate wounds scroll (cl 3), two resist energy scrolls (cl 7), Vest of Resistance +2., wand of cure light wounds, two spell component pouch, silver holy symbol of Kelanen, three wooden holy symbols of Kelanen**Class Spells Known** (CL 8th): Saving throw is 10 + spell level

4th (3/day)— freedom of movement, divine power, cure critical wounds

3rd (5/day)— water walk, remove blindness/deafness, prayer, dispel magic

2nd (7/day)— bull's strength, close wounds, bear's endurance, cure moderate wounds, resist energy

1st (7/day)— shield of faith, cure light wounds, divine favor, magic weapon, detect chaos, obscuring mist

0 (6/day)— cure minor wounds, detect magic, create water, mending, light, red magic, detect poison.

Under effects of Heros Feast (CL 13)

Abilities Str 15, Dex 12, Con 14, Int 8, Wis 10, Cha 15**Feats** Skill Focus: Concentration, Augment Healing, Martial Proficiency: Falchion, Mounted Combat, Weapon Focus: Falchion, Silent Spell**Skills** Concentration +12, Heal +4, Swim +5, Spellcraft +0, Ride +3**Possessions** combat gear plus two corked sunrods

Description Five foot eight inch, red hair, Flan female human. Also has holy symbol of Kelanen tattooed (nine swords in star, hilts touching) on bottom of each foot.**Sources** Favored Soul (Complete Divine), Close Wounds, (Spell Compendium),**HAROLD**

Male Human Fighter 9

NG Medium humanoid (human)

Init +1; **Senses** Listen +6, Spot +6**Aura** faint good**Languages** Common

AC 22, touch 11, flat-footed 21

(+1 Dex, +11 armor)

hp 67 (9 HD)**Fort** +7 (+7 against poison), **Ref** +6, **Will** +3

Speed 20 ft. in full plate armor (4 squares), base movement 30 ft.**Melee** +1 *flaming greatsword* +16/+11 (2d6+9+1d6, crit 17-20)**Ranged** Javelin +10/+5 (1d6+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +13**Atk Options** Power Attack**Combat Gear** +3 *full plate armor*, +1 flaming greatsword, silver masterwork greatsword, eight javelins, five cure moderate wounds potions, two remove blindness/deafness potions, ten cure light wounds scrolls.**Abilities** Str 19, Dex 12, Con 12, Int 13, Wis 10, Cha 8**SQ** None**Feats** Combat Expertise, Blind Fighting, Improved Critical (great sword), Quick Draw, Greater Weapon Focus (great sword), Lightning Reflexes, Power Attack, Mounted Combat, Weapon Focus (great sword), Weapon Specialization (great sword)**Skills** Ride +11, Listen +6, Sense Motive +6, Spot +6**Possessions** combat gear plus 30 gp

Description A 6'4" Flan Human in full plate with great swords.**JUNIOR SQUIRE ALISTER****CR 8**

Male Favored Soul (Pholtus) 4, Ranger4

LN Medium Human (Oriean)

Init +2; **Senses** Listen +8, Spot +8**Languages** Common

AC 19, touch 15, flat-footed 16

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

hp 56 (8HD)**Fort** +12, **Ref** +12, **Will** +8

Speed 30 ft. in light armor (6 squares),**Melee** quarterstaff +10/+10/+6 (1D6+4/1D6+2) or quarterstaff +12/+7 (1D6+4)**Ranged** long composite (str +2) bow +10/+5 (1d8+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +7; **Grp** +10**Special Actions** Augment Healing adds +2 times the level of the conjuration(healing) spell to the points healed.**Combat Gear** Mithril Chain shirt, +1 quarterstaff, long composite bow (str +2), 40 arrows, ring of protection +2, spiked gauntlet, **cure light wounds wand** (25 charges), two oil of shillelaigh, Vest of Resistance +3, silver holy symbol of Pholtus, gauntlets of ogre power +2**Class Spells Known** (CL 4th): Saving throw is 10 + spell level

2nd (4/day)— Cure Moderate Wounds, Close Wounds, Resist Energy

1st (7/day)— Bless, Cure Light Wounds, Divine Favor, Magic Weapon

0 (6/day)— Cure Minor Wounds, Detect Magic, Create Water, Mending, Light

Abilities Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 14

Feats Track, Mounted Combat, Augment Healing, Two Weapon Fighting, Weapon Focus: Quarterstaff, Die Hard, Eschew Materials

Skills Concentration +13, Heal +11, Survival +8, Listen +8, Spot +8, Ride +6, Craft (weaponsmith) +1, Craft (armorsmith) +1, Knowledge (Nature) +3

Favored Enemy: Evil Outsiders: He does +2 damage and adds to Spot and Listen and Sense Motive against evil outsiders.

Animal Companion: Eagle (not present in game)

Sources Favored Soul (*Complete Divine*), Close Wounds (*Spell Compendium*)

HOCHOCH MAP KEY

Note: In CY 598, Hutville and Lean-To Town no longer exist. The shanty towns have been replaced with dozens of small farms and homesteads.

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – lowerth Square
- C2 – Former site of the The Boar's Knuckle
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate (empty)
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate (mothballed)

Hilltop:

- | | |
|--|------------------------------|
| H1 – Caer Dwr Gwyldy (Waterwatch Castle) | H5 – Temple of Allitur |
| H2 – Trevol Llys (Town Hall) | H6 – Temple of Ehlonna |
| H3 – Temple of Pelor | H7 – Wayfarer's Union House |
| H4 – Temple of St. Cuthbert | H8 – The Brenin's Signet Inn |

DM AID #2: RESOLVING KNOWLEDGE FROM THE KNIGHTS' AND SQUIRES' DREAM

If anyone asks, a successful DC 10 Knowledge (religion) means that the character knows that a rearing unicorn is the holy symbol of Ehlonna.

Characters that make a Knowledge (local— Sheldomar Valley) (DC 15) or Knowledge (nobility and royalty) check (DC 13) or Knowledge (history) check (DC 15) recall that the Reputable Nightmare might be Dispatcher Ser Darian Malthus, Most Reputable Nightmare, Peer of Gyruff, and Liaison from the Court of Owen the Brenin to the Grandiose Imperial Wyvern of the Knights of the Watch. His lady would be the Lady Ffiona Ebontress. Geoff player characters receive a +5 insight bonus on any of these checks; Gran March characters receive a +2 insight bonus on these checks. Finally, Knights or Squires of the Watch or Dispatch receive a +3 circumstance bonus to these checks. Otherwise, a Gather Information check (DC 10) can determine this information, but this takes 1d4+1 hours, as per the *Players Handbook*, page 74.

If a *divination* spell is cast successfully, the response is “Your nightmare is a man, a lord, a knight, a flesh and blood hero. Seek him as you would seek any man or order.” This reduces the Knowledge (nobility and royalty check) to DC 10 (able to be made by those untrained) and allows a re-roll with any of the bonus above. A Gather Information attempt automatically succeeds in an hour.

DM AID #3: ANSWERS TO THE RIDDLE OF THE COINS

Among the coins in the pouch you were handed are numerous denominations of coins adding to a total value of 100 gp, all in the coinage of six nations of the Sheldomar Valley. These coins catch your eye because the images and mottos on the heads and tails sides are different from those of coins you have received in the past.

Bissel: A silver coin with a stag on the Heads side, on which has been struck the letter “U” in Common. On the Tails side is an image of a crypt and an unusual motto, again written in Common: “Precept of the Fallen.”

Corresponds to the 3rd Precept.

Geoff: A silver coin with a hawk on the Heads side, on which has been struck the letter “D” in Common. This is unusual because Gyri coins are always struck in Flan. On the Tails side is the image of a warrior, his arms crossed over a sword, with his eyes closed, as though lying down or sleeping – but because it is not a full body image, how he is positioned is not evident. The motto in Common states, “A band shall rise.”

Corresponds to the 4th Precept.

Gran March: A silver coin with a white owl, very much like the owl argent of the Knights of the Watch, on the Heads side, on which has been struck in Common the letter “L.” On the Tails side is the image of a wyvern dripping blood from its neck. The motto in Common states, “Blood of the Wyvern.”

Corresponds to the 5th Precept.

Keoland: A platinum coin with a griffon on the Heads side, on which has been struck the letter “A” in Common. On the tails side is a skull and the motto “Wisdom through Agony” written in Common.

Corresponds to the 6th Precept.

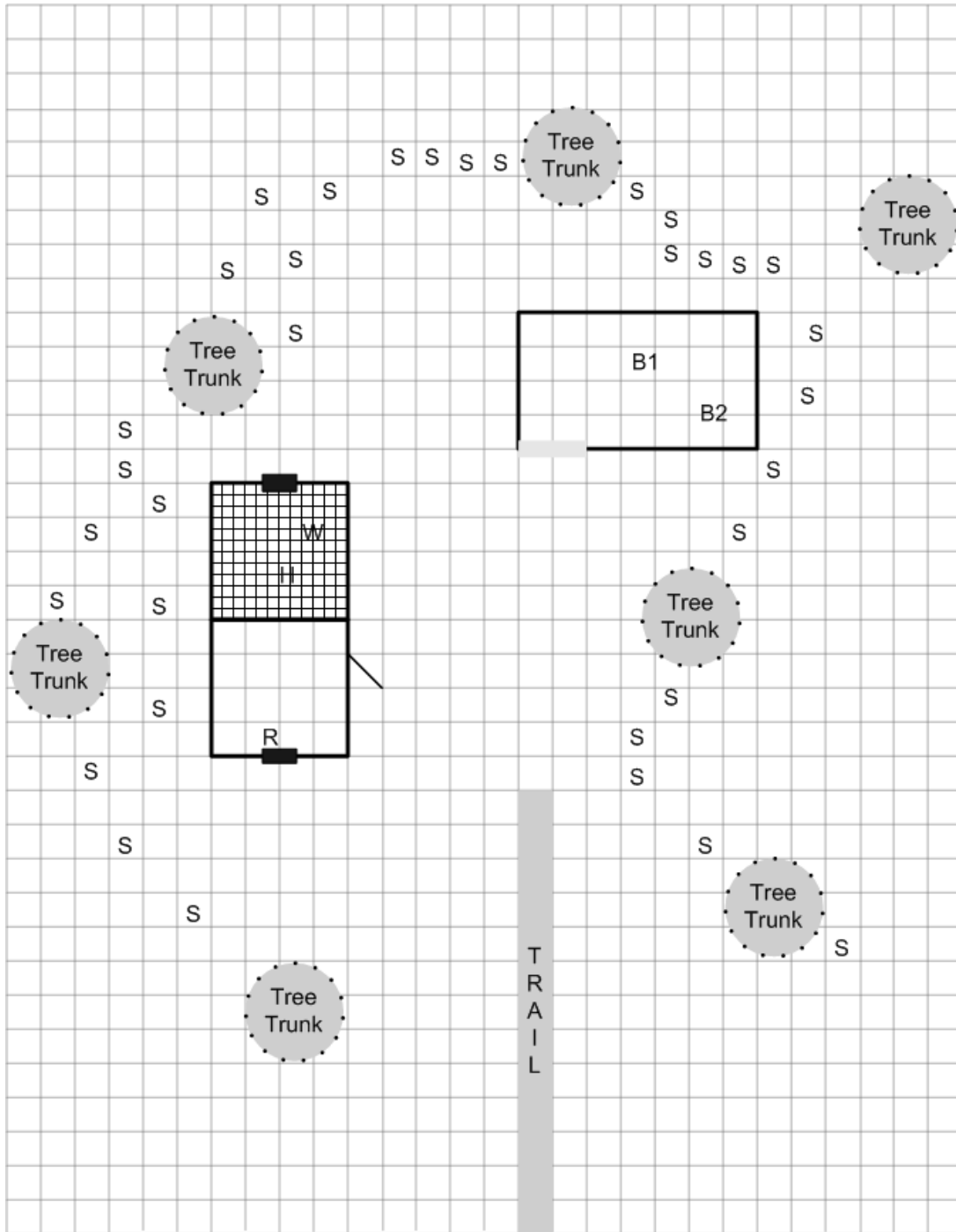
Principality of Ulek: A silver coin with the image of a hammer on the Heads side, on which has been struck the letter “T” in Common. On the Tails side is the image of a stone that looks very much like a grave marker and the motto “Master yourself” in Common.

Corresponds to the 7th Precept.

Yeomanry: A silver coin with the prominent symbol of Pelor and the letter “S” in Common struck upon its head side. On the tails side is the word, “Taldus” in Common in the middle of the coin and around the perimeter, the following phrase in Common: “In the hands of the Avatar, the fate of the world rests.”

Corresponds to the 2nd Precept. The symbol of Pelor is intended to be a clue toward the temple cemetery that the party must find. The coin also has the name of the knight whose crypt the PCs must find written on it. By arranging the coins in descending order from seventh to second, you should be able to discern the name “Taldus.” The images around a crypt or grave site theme should suggest that this clue should lead PCs to a crypt or grave site.

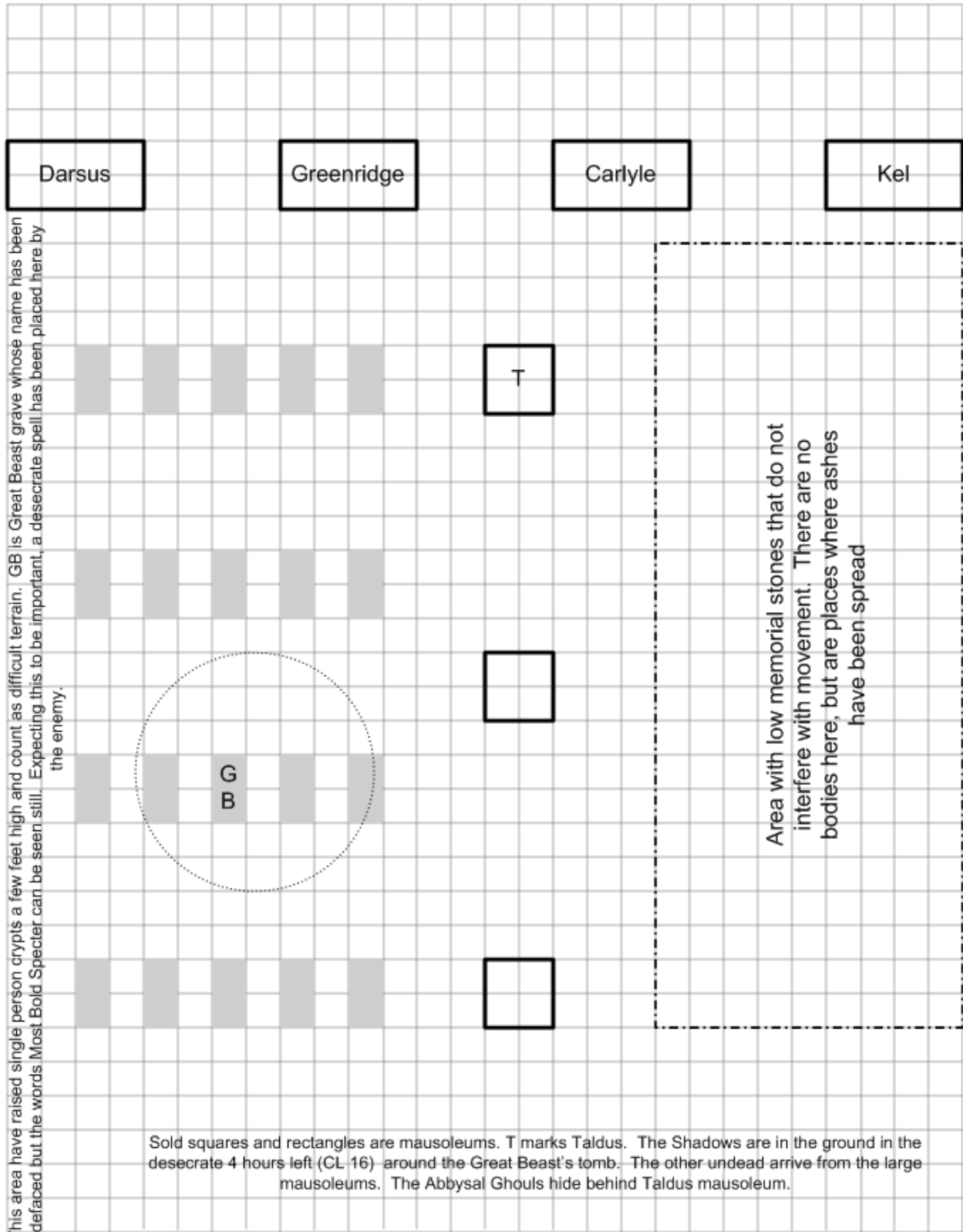
DM AID #4 – ENCOUNTER THREE



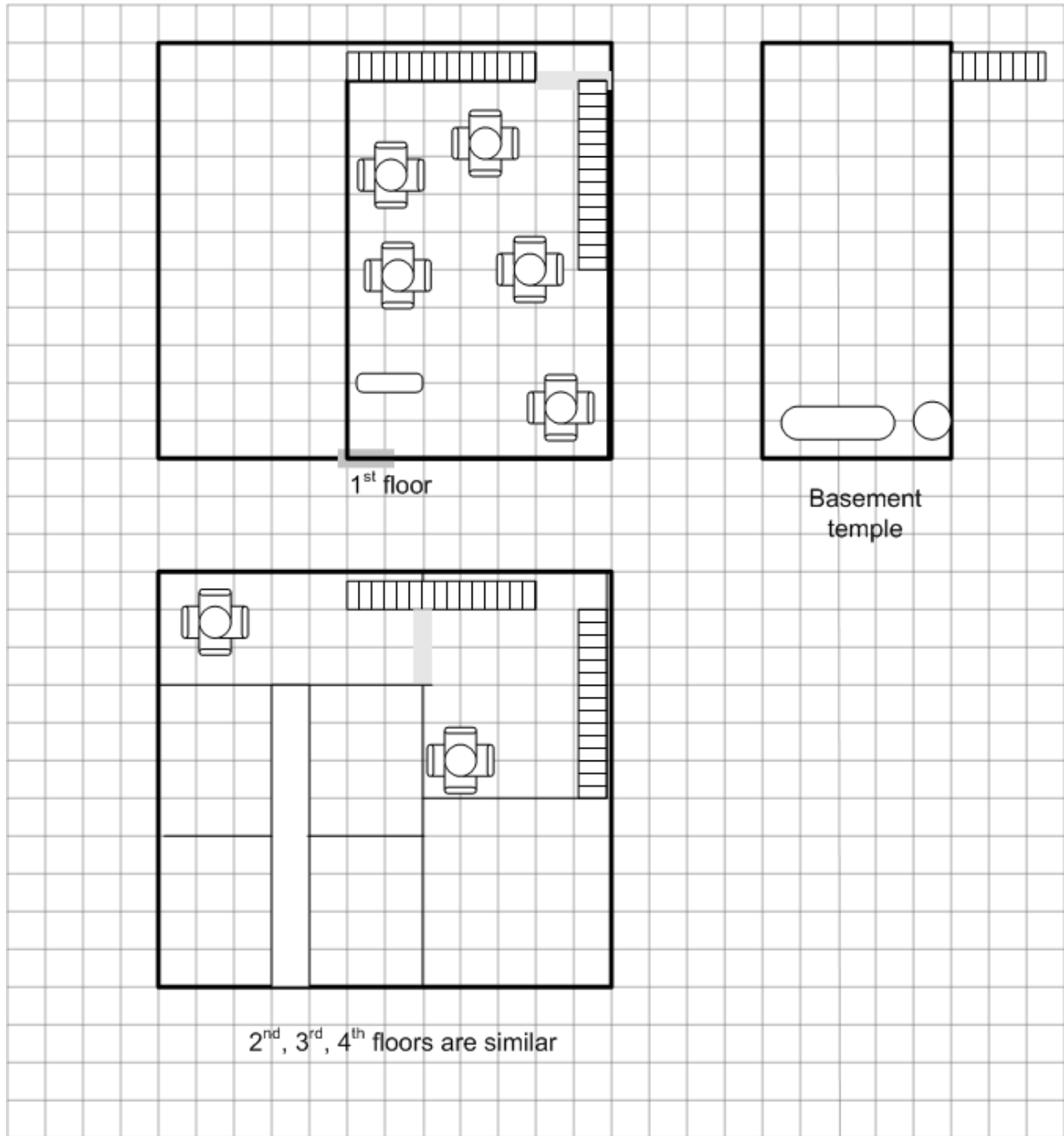
R ranger hiding on roof of one story portion of house. **W & H** are warlock and hexblade respectively in the 2nd floor portion of the house. **B1 & B2** are locations of Body Guards

S locations of snares

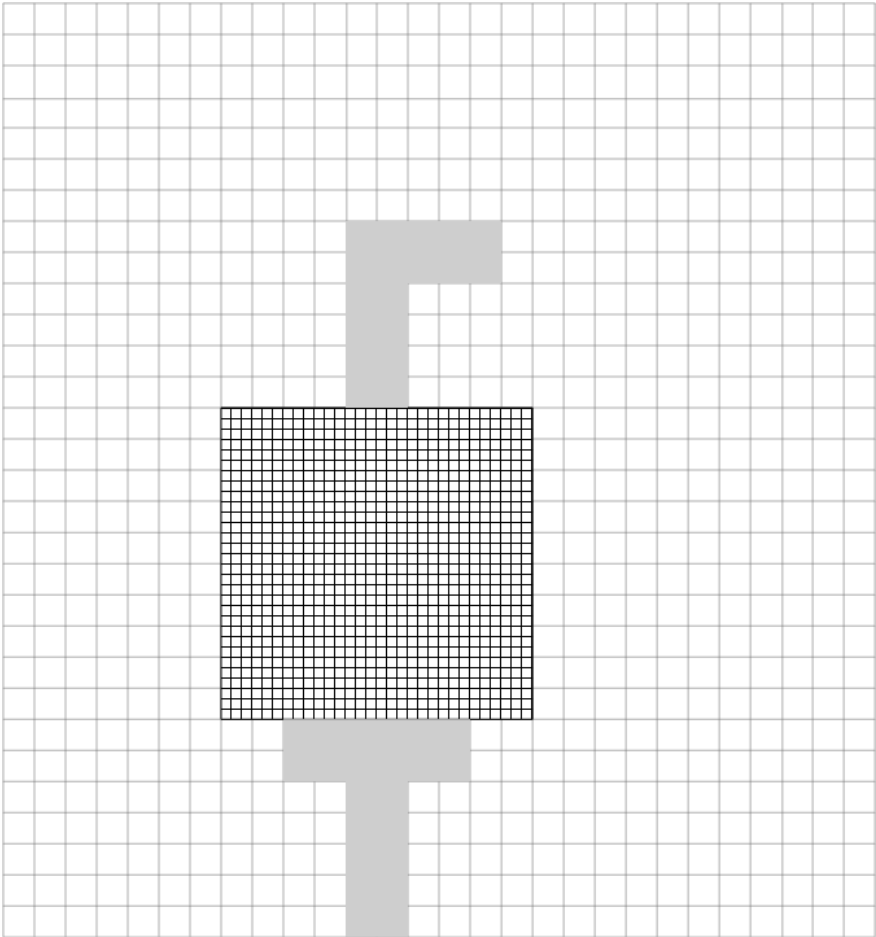
DM AID #5: ENC 5 GRAVEYARD



DM AID #6 - ENCOUNTER 6 (OLD KNIGHTS' HOME)



DM AID #7 ENC 7 (PRECEPT BOARD AREA)

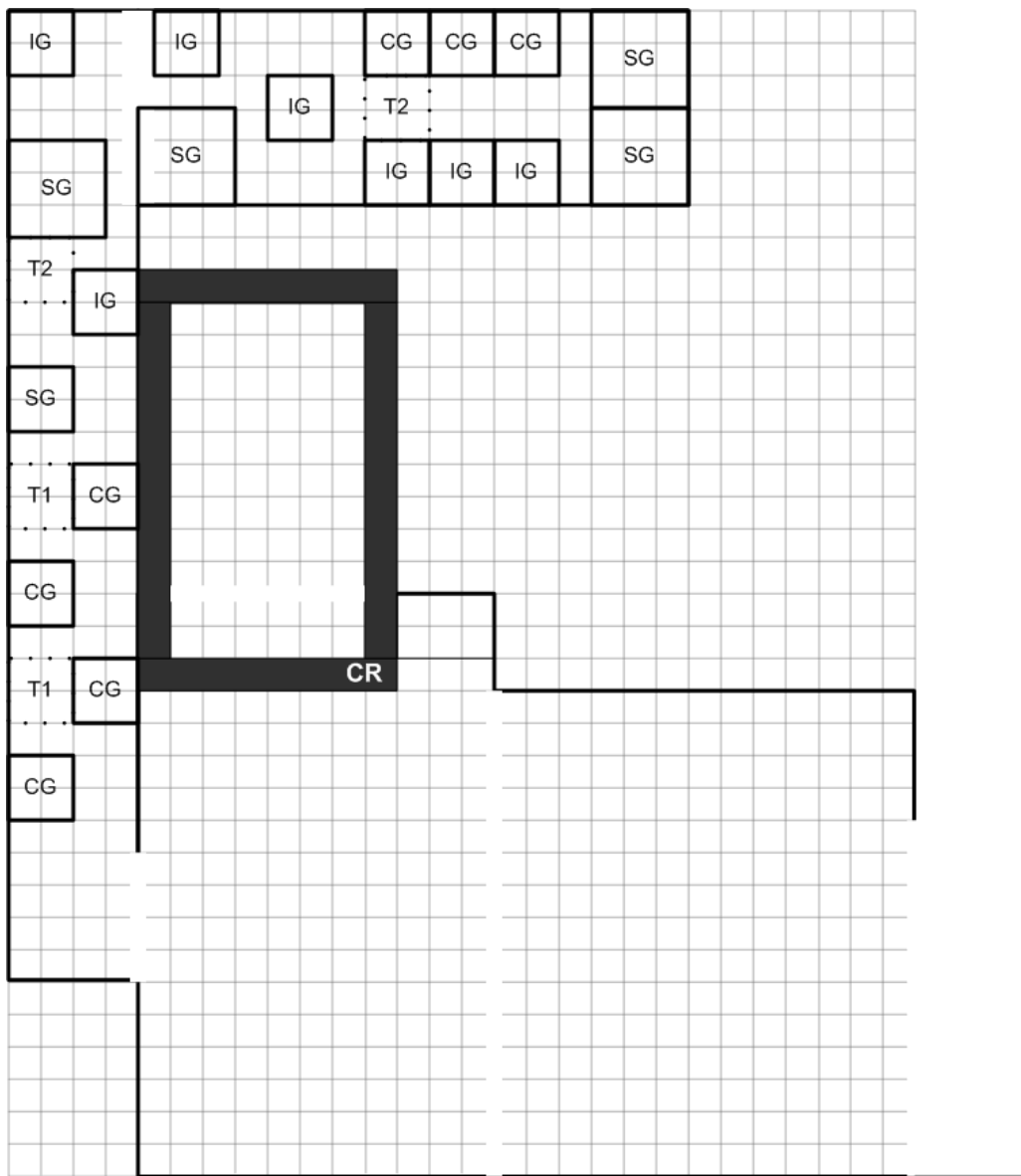


DM AID #8: PRECEPT BOARD

DE	TH	DN	JD	CH	DF	EP	CT	VI	MU
IS	AN	GR	BL	PB	BR	MA	CB	DE	KD
SE	PS	FL	DC	KD	MD	MT	DO	PR	CT
OT	BR	DR	BL		CE	FR	DR	IN	GR
AN	DG	MA	CH	RT	SE	CA	IS	CH	DR
CR	PY	PB	FL	ST	SP	BR	DG	PR	PY
TH	EP	OT	IS	SV	TH	CE	MA	PB	CR
IN	DN	PB	OT	VI	DC	DF	PR	CT	JD
CB	DO	RT	GR	EP	CT	EP	JD	DN	RT
FR	SV	CA	DF	CE	RT	MT	BL	ST	EP

AN	Anger	FR	Friendly	SV	Service
BL	Blind Obedience	GR	Grand	TH	Thrifty
BR	Bravery	IN	Inheritance	VI	Victorious
CA	Chaste	IS	Inner Strength		
CB	Celibate	JD	Judgment		Watcher begins in empty space
CE	Confusion to One's Enemies	KD	Kind		
CH	Chivalry	MA	Mannerliness		
CR	Correct	MD	Madness		
CT	Clarity Through Torture	MT	Mounted		
DC	Duty to One's Church	MU	Murder		
DE	Death	OT	Oath-Taking		
DR	Deference	PB	Power in the Blood		
DF	Duty to One's Family	PR	Property		
DG	Duty to One's God	PY	Purity		
DN	Duty to One's Nation	PS	Purpose.		
DO	Duty to One's Order	RT	Retribution		
EP	Enlightenment Through Pain	SE	Secrecy		
FL	Fallen	SP	Superiority		
		ST	Stealthy		

DM AID #9: ENC 8, THE REPOSITORY



CR cracks in the adamantine rebar stone wall where player characters can hear conversations.

CG = Clay Golem, SG = Stone Golem, IG = Iron Golem.

T1 = Reset every round Acid Substituted Maximized Widened Fireball CL 17; true sight visial or pressure plate; search DC 34; disarm DC 34

T2 = Reset every round Maximized Widened Fireball CL 17; true sight visual or pressure plate; search DC 34; disarm DC 34

DM AID #10: NEW RULES

NEW FEATS

Improved Weapon Familiarity (Races of Stone, p. 141)

Prerequisite: BAB +1.

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

Armor Specialization (Players Handbook II, p. 75)

Prerequisite: Proficiency with selected armor type, BAB +12.

Benefit: Choose one type of medium or heavy armor which you are proficient. When wearing masterwork armor (including magic armor) of that type, you gain damage reduction 2/--. Any time you lose your Dexterity bonus to Armor Class, you lose the benefit of this feat, because you cannot properly deflect the blows of the enemy.

Melee Weapon Mastery (Players Handbook II, p. 81)

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, BAB +8.

Benefit: When you select this feat choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with a melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Slashing Flurry (Players Handbook II pp. 82-83)

Prerequisite: Proficiency with selected slashing weapon, Weapon Focus with selected slashing weapon, Weapon Mastery (slashing), Weapon Specialization with selected slashing weapon, BAB +14.

Benefit: When you use a standard action to attack with any slashing weapon, you can choose to make a second attack with that weapon. You take a -5 penalty on the first attack, and a -10 on the second. When you use a full attack action with any slashing weapon, you gain one additional attack at your highest BAB. That attack and all other attacks you make in the current round take a -5 penalty.

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.

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

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 activates, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line 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 can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An anklet of translocation functions two times per day.

HEXBANDS (Magic Item Compendium)

Price (Item Level): 3,100 gp (8th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate; (DC 18) transmutation

Activation: — and swift (command)

Weight: 3 lb.

These hexagonal, cold iron bands are sized to fit over the biceps and bear various arcane runes.

Hexblades (CW 5) rely on these items to enhance their curse power and their combat prowess. While worn, *hexbands* increase the save DC of your hexblade's curse by 1. This is a continuous effect and requires no activation. In addition, when you activate your *hexbands*, you can add your Charisma bonus (if any) on weapon damage rolls you make against any creature currently affected by your hexblade's curse. This benefit lasts for 1 round, and this ability functions five times per day.

Prerequisites: Craft Wondrous Item, *eagle's splendor*.

Cost to Create: 1,550 gp, 124 XP, 4 days.

HUNTING (Magic Item Compendium)

Price: +1 bonus

Property: Weapon

Caster Level: 6th

Aura: Moderate; (DC 18) abjuration

Activation: —

This weapon bears toothlike inscriptions across its surface.

A hunting weapon increases your bonus on weapon damage rolls by 4 against your favored enemies (see the ranger class feature; PH 47).

Prerequisites: Craft Magic Arms and Armor, *greater magic fang*.

Cost to Create: Varies.

VENOMOUS (Magic Item Compendium)

Price: +1 bonus

Property: Weapon

Caster Level: 9th

Aura: Moderate; (DC 19) necromancy

Activation: Swift (command)

A carved snake coils around much of this weapon, its body tensed to strike.

When activated, a venomous weapon coats itself in injury poison (Fort DC 14, 1d4 Str/1d4 Str), which lasts for 1 minute or until your next successful attack with the weapon, whichever comes first.

A venomous weapon functions three times per day.

Projectile weapons bestow this property on their ammunition.

Prerequisites: Craft Magic Arms and Armor, *poison*.

Cost to Create: Varies.

Deadly Precision (Complete Adventurer, p. 127)

A *Deadly Precision* weapon deals an extra 2d6 points of damage when its wielder makes a successful sneak attack. This ability does not bestow the ability to make sneak attacks upon a user who does not already have it. Moderate transmutation; CL 12th; Craft Magic Arms and Armor, *Keen Edge*; Price +2 bonus.

Riding Boots (Dungeon Master's Guide II, p. 270)

These calf-high boots are made of smooth, supple leather and have pointed toes. Comfortable and functional, they are unadorned except for a pair of shining silver spurs. While these boots are on her feet, a rider feels as one with her mount. The spurs seem to glow an incandescent blue and leave a tracery of light behind them as the wearer rides into battle. *Riding Boots* activate automatically when the wearer mounts a riding animal. They do not function when she is unmounted. *Riding Boots* seem to simply know which commands will bring out the best behavior in any mount. They react to the animal and correct it when necessary, almost without the wearer's guidance. While mounted the wearer gains a +4 bonus on his Ride checks made during combat, plus the benefit of the Ride-By-Attack Feat (even if she lacks the prerequisite). In addition, if the rider has the Spirited Charge feat, any charge attacks she makes while mounted and wielding a lance deal x4 damage on a critical hit, instead of the normal x3. Moderate transmutation; CL 10th; Craft Wondrous item, *Cat's Grace*, 6,000 gp, 480 XP, 12 days, weight 2 lbs. Price 12,000 gp.

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 minute/level (D)

The bow in your hand feels more like an extension of your body as you complete the spell—as if it's become a part of your arm. Creatures nearby seem sharper to your eyes, more in focus.

While this spell is in effect and you are wielding a projectile weapon that fires arrows, such as a longbow or shortbow, 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.

Material Component: A flint arrowhead.

Arrow Storm (Spell Compendium)

Transmutation

Level: Ranger 3

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Your bow glows blue for an instant and now feels as light as a feather in your hand. In your mind's eye you see the arrows in your quiver, and your hand feels drawn to them.

You can cast this spell only at the beginning of your turn, before you take any other actions. After casting *arrow storm*, you can use a full-round action to make one ranged attack with a bow with which you are proficient against every foe within a distance equal to the weapon's range increment. You can attack a maximum number of individual targets equal to your character level. If you choose not to spend a full-round action in this fashion after casting the spell, the spell has no effect.

Blessed Aim (Spell Compendium)

Divination

Level: Blackguard 1, cleric 1, paladin 1

Components: V, S

Casting Time: 1 standard action

Range: 50 ft.

Effect: 50-ft.-radius spread centered on you

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

With the blessing of your deity, you bolster your allies' aim with an exhortation.

This spell grants your allies within the spread a +2 morale bonus on ranged attack rolls.

Curses Blade (Complete Warrior)

Necromancy

Level: Assassin 4, Hexblade 4

Components: V

Casting Time: 1 standard action

Range: Touch.

Target: one melee weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A weapon affected by this spell deals wounds that can't be healed in the usual fashion. Any damage dealt by the weapon (not including damage from special weapon properties such as flaming, holy, wounding, and so on) cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse).

If a creature is slain by a weapon that is under the effect of this spell, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is cast on the body or a *true resurrection* spell is used.

Exacting Shot (Spell Compendium)

Transmutation

Level: Ranger 2

Components: V, S

Casting Time: 1 swift action

Range: Touch

Target: Ranged weapon touched

Duration: 1 minute/level

Saving Throw: Will negates
(harmless, object)

Spell Resistance: Yes (harmless, object)

As you complete the complicated ritual of the spell you see in your mind's eye the vital areas of your favored enemy's anatomy.

All rolls made to confirm critical threats by the target weapon against your favored enemies automatically succeed, so every threat is a critical hit. The affected weapon also ignores any miss chance due to concealment whenever you fire at a favored enemy (unless the target has total concealment, in which case the normal miss chance applies). If the ranged weapon or the projectile fired has any magical effect or property related to critical hits, this spell has no effect on it.

Hound of Doom (Complete Warrior)

Illusion (Shadow)

Level: Hexblade 3

Components: V, S

Casting Time: 1 round

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

Effect: Shadowy hound

Duration: 1 minute/level (D) or until destroyed

Saving Throw: None

Spell Resistance: No

You shape the essence of the Plane of Shadow to create a powerful doglike companion that serves you loyally for the duration of the spell. The *hound of doom* has the statistics of a dire wolf (see page 65 of the *Monster Manual*) with the following adjustments: It gains a deflection bonus to Armor Class equal to your Charisma bonus, its hit points when created are equal to your full normal hit points, and it uses your base attack bonus instead of its own (adding +7 bonus from Strength and -1 penalty for size as normal).

You can command a *hound of doom* as a move action just as if it were fully trained to perform all the tricks listed in the Handle Animal skill (see page 74 of the *Player's Handbook*).

If a *hound of doom*'s hit points are reduced to 0, it is destroyed. A *hound of doom* is treated as a magical beast for the purposes of spells and effects, but it can be dispelled. You can only have one *hound of doom* in existence at a time. If you cast a second *hound of doom* spell while the first is still active, the first hound is instantly dispelled.

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.

Raptor's Sight (Spell Compendium)

Transmutation

Level: Druid 1, Ranger 1, Sky 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D)

Your visual acuity increases dramatically. You gain a +5 competence bonus on Spot checks. If you have 5 or more ranks in spot, you only take half the normal range increment penalty for ranged attacks (-1 per range increment instead of -2).

Ring of Blades (Spell Compendium)

Conjuration (Creation)

Level: Cleric 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

As you twirl the small dagger in your hand, it slowly fades from existence and is replaced by dozens of larger blades swirling about you in a horizontal ring.

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area. Spell resistance does not apply to the

damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Righteous Fury (Spell Compendium, p. 177)

Transmutation

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: -

Spell Resistance: -

You pull a holy aura about you that glows a golden red.

Summoning the power of your deity, you charge yourself with positive energy. This gives you 5 temporary hit points per caster level (maximum 50) and a +4 sacred bonus to strength. These temporary hit points last for up to 1 hour.

Seek Eternal Rest (Spell Compendium, p. 182)

Conjuration (Healing)

Level: Paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: -

Spell Resistance: -

You invoke the greater powers and are infused with a great, golden glow.

You improve your ability to turn undead. You are treated as a cleric of your paladin level.

Snake's Swiftess (Spell Compendium, p. 193)

Transmutation

Level: Druid 1, Sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One allied creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss the scales into the air and they vanish in a sparkling mist as you indicate your target. Without hesitating that creature draws and fires an arrow into the fray.

The subject can immediately make one melee or ranged attack. Taking this action doesn't affect the subject's normal place in the initiative order. This is a single attack and follows the standard rules for attacking. This spell does not allow the subject to make more than one additional attack in a round. If the subject has already made an additional attack, due to a prior casting of this spell, from the *haste* spell, or from any other source, this spell fails. *Arcane material component:* a few scales from a snake.

Strength of Stone (Spell Compendium, p. 211)

Transmutation

Level: Paladin 2

Components: V, S, DF

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

Saving Throw: -

Spell Resistance: -

You call upon the fortitude of the powers of good, and your flesh turns an ivory-gray hue as you draw power up through the earth itself.

The spell grants you a +8 enhancement bonus to strength. The spell ends instantly if you lose contact with the ground. This means you cannot jump, tumble, charge, run, or move more than your speed in a round (because these acts cause both of your feet to leave the ground) without breaking the spell. A natural stone wall or ceiling counts as the ground for the purpose of this spell (so you could climb a cavern wall and not lose the spell).

Visage of the Deity (Spell Compendium)

Transmutation [Evil or Good]

Level: Cleric 6, Mysticism 6

This spell functions like *lesser visage of the deity*, except that you take on many qualities of a celestial or fiendish creature, as follows.

- You take on a shining, metallic appearance (for good clerics) or a more fearsome appearance (for evil clerics).
- You gain the ability to smite evil (for good clerics) or good (for evil clerics) once a day. Add your charisma modifier to your attack roll and your character level to your damage roll against a foe of the appropriate alignment.
- You gain darkvision out to 60 feet.
- You gain resistance to acid 20, cold 20, and electricity 20 (for good clerics) or resistance to cold 20 and fire 20 (for evil clerics).
- You gain damage reduction 10/magic.
- You gain spell resistance 20.

Your creature type does not change (you do not become an outsider).

Wrack (Spell Compendium)

Necromancy [Evil]

Level: Cleric 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid

Duration: 1 round/level + 3d10 minutes; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

With the final word of the spell, your chosen foe is wracked with such pain that it doubles over and collapses. Its face and hands blister and drip fluid, and its eyes cloud with blood, rendering it blind.

Your touch causes your target to experience excruciating pain. For the duration of the spell, the subject falls prone and is blinded and helpless. Even when the spell ends, the subject is still shaken for 3d10 minutes.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Fireburst, Greater (Spell Compendium)

Evocation [Fire]

Level: Sor/Wiz 5, Warmage 5

Components: V, S, M

Casting Time: 1 standard action

Range: 15 ft.

Effect: Burst of fire extending 15 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Greater fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 15 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d10 points of fire damage per caster level (maximum 15d10).

Material Component: A bit of sulfur.

Fist of Stone (Complete Arcane)

Transmutation [Earth]

Level: Sor/Wiz 1, Warmage 1

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute

Saving Throw: No

Spell Resistance: No

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

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

Hail of Stone (Spell Compendium p108)

Conjuration (Creation) [Earth]

Level: Wu jen 1 (earth), warmage 1

Components: V, S, M

Casting Time: 1 round

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

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth 5 gp.

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).

Ice Knife (Spell Compendium p119)

Conjuration (Creation) [Cold]

Level: Assassin 2, Wu Jen 2 (water), Warmage 2

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A magical shard of ice blasts from your hand and speeds to its target. You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage plus 2 points of Dexterity damage (no Dexterity damage on a successful Fortitude save). Creatures that have immunity to cold damage also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, page 158 of the *Player's Handbook*, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area of the effect (Reflex half).

Material Component: A drop of water or piece of ice.

Orb of Acid (Complete Arcane)

Conjuration (Creation) [Acid]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fort partial

Spell Resistance: No

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

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Orb of Cold, Lesser (Spell Compendium)

Conjuration (Creation) [Cold]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete this spell. From your chilled palm flies an orb composed of blue ice.

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 points of cold damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Electricity, Lesser (Complete Arcane)

Conjuration (Creation) [Electricity]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 points of electricity damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Fire (Complete Arcane)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

An orb of fire about three inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes dazed for 1 round. A successful Fortitude save negates the dazed effect but does not reduce the damage.

Orb of Fire, Lesser (Spell Compendium)

Conjuration (Creation) [Fire]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

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

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Orb of Sound, Lesser (Complete Arcane)

Conjuration (Creation) [Sonic]

Level: Sor/Wiz 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sound energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Panacea (Spell Compendium)

Conjuration (Healing)

Level: Clr 4, Drd 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

You kneel next to your afflicted comrade and speak the soft words of this spell. At your touch a golden radiance infuses your companion.

This spell channels positive energy into a creature to wipe away afflictions. It immediately ends any of the following conditions affecting the target: blinded, *confused*, dazed, dazzled, deafened, diseased, exhausted, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened and stunned. It negates sleep effects and the effect of the *feeblemind* spell, and ends any additional effects from poison, as the *neutralize poison* spell. It also cures 1d8 points of damage +1 point per caster level (maximum +20). *Panacea* does not remove ability damage, negative levels, or drained levels. Used against an undead creature, *panacea* deals damage instead of curing the creature (which takes half damage if it makes a Will saving throw), but it has no other effect.

Prismatic Ray (Complete Arcane)

Evocation

Level: Sor/Wiz 5, Warmage 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A single beam of brilliantly colored light shoots from your outstretched hand. On a successful ranged touch attack, creatures with 6 HD or fewer are blinded for 2d4 rounds by the prismatic ray in addition to

suffering a randomly determined effect: 1 – red beam – 20 pts. fire damage (Ref half); 2 – orange beam – 40 pts. acid damage (Ref half); 3 – yellow beam – 80 pts. electricity damage (Ref half); 4 – green beam – poison (kills; Fort partial, take 1d6 Con damage instead); 5 – blue beam – turned to stone (Fort negates); 6 – indigo – insane (as *insanity* spell; Will negates).

Ring of Blades (Spell Compendium p177)

Conjuration (Creation)

Level: Cleric 3, warmage 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 min./level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into any squares adjacent to your space, and it moves with you as you move. Each round on your turn, starting when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

The blades conjured by a lawful aligned cleric are cold iron, those conjured by a chaotic-aligned cleric are silver, and those conjured by a cleric who is neither lawful nor chaotic are steel.

Material Component: A small dagger.

Weapon of Energy (Spell Compendium)

Transmutation [see text]

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: One weapon

Duration: 1 round/level

Saving Throw: Fortitude negates (object, harmless)

Spell Resistance: Yes (harmless object)

You cause a weapon to gain the ability to deal energy damage in addition to its other abilities, similar to how a flaming burst weapon deals extra fire damage on a hit or a critical hit. The weapon can deal acid, cold, electricity, or fire damage, chosen by you at the time of casting. The weapon deals an extra 1d6 points of damage of that energy

type on a successful hit. On a critical hit, the weapon deals an additional 1d10 points of energy damage. If the

weapon's critical multiplier is -3, add 2d10 points of energy damage instead, and if the multiplier is -4, add 3d10

points of energy damage. This spell can be cast on a weapon that already deals energy damage, and if the weapon already creates the same type of damage as the spell, the effects stack. For example, if cast on a +1 *flaming longsword* to give it additional fire damage, the weapon now deals an extra 2d6 points of fire damage per hit.

This spell has a descriptor that is the same as the energy created by the target weapon. For example, *weapon of energy* is a fire spell when used to give a weapon bonus fire damage.

Whirling Blade (Spell Compendium)

Transmutation

Level: Bard 2, sorcerer/wizard 2, warmage 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60-ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you cast this spell, you hurl a single slashing weapon at your foes, magically striking at all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you attacked with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence or Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attack rolls, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that the caster hurls.

SHADOW TEMPLATE

"Shadow" is a template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, plant, undead, or vermin (referred to hereafter as the base creature).

A shadow creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Shadow creatures encountered on the Material Plane have the extraplanar subtype and are native to the Plane of Shadow.

Speed: As base creature × 1-1/2.

Special Qualities: A shadow creature retains all the special qualities of the base creature, and also gains the following:

- Resistance to cold equal to 5 + 1 per Hit Die, to a maximum of 15.

- Darkvision out to 60 feet.

- Low-light vision.

- *Shadow Blend (Su):* In any conditions other than full daylight, a shadow creature can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, but a *daylight* spell will.

Shadow creatures also have one additional special ability for every 4 Hit Dice they possess (minimum of one additional ability) chosen from the following list:

- +2 luck bonus on all saving throws.

- *Cause Fear (Sp):* 1/day. Caster level 5th. The save DC is Charisma-based.

- Damage reduction 5/magic.

- Evasion, as the rogue class feature.

- Fast healing 2.

- *Mirror Image (Sp):* 1/day. Caster level 5th.

- *Plane Shift (Sp):* 1/day, to or from the Plane of Shadow only. Caster level 15th.

If the base creature already has one or more of these special qualities, use the better value.

Skills: Same as base creature. Shadow creatures gain a +6 racial bonus on Move Silently checks.

Feats: Same as the base creature.

Environment: Plane of Shadow.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Same as the base creature.

Alignment: Usually neutral evil.

Advancement: Same as the base creature.

Level Adjustment: Same as base creature +2.

NEW CLASSES

HEXBLADE:

Hexblades have the following game statistic.

Abilities: Charisma controls many of the hexblade's special powers, including his spellcasting. Strength is important to him because of its role in combat. Dexterity and Constitution both contribute to the hexblade's long-term survival.

Alignment: Any non-good.

Hit Dice: d10

Class Skills

The hexblade's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Ride (Dex) and Spellcraft (Int).

Skill Points at 1st Level: (2+Int modifier) x4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features:

All of the following are class features of the hexblade.

Weapons and Armor Proficiency: Hexblades are proficient with all simple and martial weapons, and with light armor but not with shields. Because the somatic components required for hexblade spells are simple, a hexblade can cast hexblades spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a hexblade wearing medium or heavy armor or using a shield incurs a chance of spell failure if the spell in question has a somatic component (and most do). A multiclass hexblade still has the normal arcane spell failure chance for arcane spells derived from other classes.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for one hour thereafter. A successful Will save (DC 10 + ½ hexblade's class level + hexblade's Cha modifier) negates the effect.

At every four elvels beyond 1st (5th, 9th, 13th, and 17th) a hexblade gains the ability to use his curse one additional time per day, as indicated on Table 1-1. Multiple hexblade's curses don't stack, and any foe that successfully resists the effect cannot be affected again by the same hexblade's curse for 24 hours.

Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Charisma bonus (minimum +1) on saving throws against spells and spell-like effects.

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

Familiar: Beginning at 4th level, a hexblade can obtain a familiar. Doing so takes 24 hours and uses up magical materials that cost 100 gp. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.

The hexblade chooses the kind of famailiar he gets. As the hexblade advances in level, his familiar also increases in power. Treat the hexblade as a sorcerer of three levels lower for determining the familiar's powers and abailities (see the Familiars sidebar on page 52 of the *Player's Handbook*).

If the familiar dies or is dismissed by the hexblade, the latter must attempt a DC 15 Fortitude saving throw. Failure means he loses 200 experience points per hexblade level; success reduces the loss to one-half that amount. However, a hexblade's total experience can never go below 0 as a result of

a familiar's demise or dismissal. A slain or dismissed familiar cannot be replaced for a year and a day. A slain familiar can be raised from the dead just as a character can be, but it does not lose a level or a point of Constitution when this happy even occurs.

A character with more than one class that grants a familiar may only have one familiar at a time.

Spells: Beginning at 4th level, a hexblade gains the ability to cast a small number of arcane spells, which are drawn from the hexblade spell list. He can cast any spell he knows without preparing it ahead of time, just as a sorcerer can (see page 54 of the *Player's Handbook*).

To learn or cast a spell, a hexblade must have a Charisma score equal to at least 10 + spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a hexblade's spell is 10 + the spell level + the hexblade's Cha modifier.

Like other spellcasters, a hexblade can cast only a certain number of spells per day. His base daily spell allotment is given on Table 1-1. In addition, he receives bonus spells per day if he has a high Charisma score (See Table 1-1: ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*). When Table 1-1 indicates that the hexblade gets 0 spells per day of a given spell level (for instance 1st-level spells for a 4th-level hexblade), he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

The hexblade's selection of spells is extremely limited. A hexblade begins play knowing no spells, but gains one or more new spells at certain levels, as indicated on Table 1-2. (Unlike spells per day, Charisma score does not affect the number of spells a hexblade knows; the numbers on table 2-1 are fixed.)

Upon reaching 12th level, and at every third hexblade level after that (1st and 18th), a hexblade can choose to learn a new spell in place of one he already knows. In effect, the hexblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level hexblade spell the hexblade can cast. For instance, upon reaching 12th level, a hexblade could trade in a single 1st-level spell (two spell levels below the highest level hexblade spell he can cast, which is 3rd) for a different 1st-level spell. At 15th level, he could trade in a single 1st-level or 2nd-level spell (Since he now can cast 4th-level hexblade spells) for a different spell of the same level. A hexblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time he gains new spells known for the level.

Through 3rd level, a hexblade has no caster level. At 4th level and higher, his caster level is one-half his hexblade level.

Bonus Feat: At 5th level and every five levels thereafter (10th, 15th, and 20th), a hexblade gains a bonus feat, which must be selected from the following list: Combat Casting, Greater Spell Focus (enchantment, necromancy, or transmutation only), Greater Spell Penetration, Spell Focus (enchantment, necromancy, or transmutation only), Spell Penetration.

Greater Hexblade's Curse (Su): When a hexblade attains 7th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -4 instead of -2.

Aura of Unluck (Su): Once per day, a hexblade of 12th level or higher can create a baleful aura of misfortune. Any melee or ranged attack made against the hexblade while this aura of unluck is active has a 20% miss chance (similar to the effect of concealment). Activating the aura is a free action and the aura lasts for a number of rounds equal to 3 + the hexblade's Charisma bonus (if any).

At 16th level or higher, a hexblade can use his aura of unluck twice per day. A 20th-level hexblade can activate this aura three times per day.

Dire Hexblade's Curse (Su): When a hexblade attains 19th level, the penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls incurred by a target of the hexblade's curse becomes -6 instead of -4.

Ex-Hexblades

A hexblade who becomes good-aligned loses all hexblade spells and all supernatural abilities. His familiar becomes a normal animal and leaves the hexblade's service as soon as possible. He may not progress any farther in levels as a hexblade. He retains all other benefits of the class (weapon and armor proficiencies and bonus feats).

Table 1–1: The Hexblade

Level	BAB	Fort	Ref	Will	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+0	+0	+2	Hexblade's curse 1/day	--	--	--	--
2 nd	+2	+0	+0	+3	Arcane Resistance	--	--	--	--
3 rd	+3	+1	+1	+3	Mettle	--	--	--	--
4 th	+4	+1	+1	+4	Summon Familiar	0	--	--	--
5 th	+5	+1	+1	+4	Bonus feat, curse 2/day	0	--	--	--
6 th	+6/+1	+2	+2	+5		1	--	--	--
7 th	+7/+2	+2	+2	+5	Greater Hexblade's Curse	1	--	--	--
8 th	+8/+3	+2	+2	+6		1	0	--	--
9 th	+9/+4	+3	+3	+6	Hexblade's Curse 3/day	1	0	--	--
10 th	+10/+5	+3	+3	+7	Bonus feat	1	1	--	--
11 th	+11/+6/+1	+3	+3	+7		1	1	0	--
12 th	+12/+7/+2	+4	+4	+8	Aura of Unluck 1/day	1	1	1	--
13 th	+13/+8/+3	+4	+4	+8	Hexblade's Curse 4/day	1	1	1	--
14 th	+14/+9/+4	+4	+4	+9		2	1	1	0
15 th	+15/+10/+5	+5	+5	+9	Bonus feat	2	1	1	1
16 th	+16/+11/+6/+1	+5	+5	+10	Aura of Unluck 2/day	2	2	1	1
17 th	+17/+12/+7/+2	+5	+5	+10	Hexblade's Curse 5/day	2	2	2	1
18 th	+18/+13/+8/+3	+6	+6	+11		3	2	2	1
19 th	+19/+14/+9/+4	+6	+6	+11	Dire Hexblade's Curse	3	3	3	2
20 th	+20/+15/+10/+5	+6	+6	+12	Aura of Unluck 3/day Bonus feat	3	3	3	3

Table 1-2: Hexblade Spells Known:

Levels	1 st	2 nd	3 rd	4 th
1 st	--	--	--	--
2 nd	--	--	--	--
3 rd	--	--	--	--
4 th	2	--	--	--
5 th	2	--	--	--
6 th	3	--	--	--
7 th	3	--	--	--
8 th	4	2	--	--
9 th	4	2	--	--
10 th	4	3	--	--
11 th	4	3	2	--
12 th	4	4	3	--
13 th	4	4	3	--
14 th	4	4	4	2
15 th	4	4	4	3
16 th	4	4	4	3
17 th	5	4	4	4
18 th	5	5	4	4
19 th	5	5	5	4
20 th	5	5	5	5

WARLOCK:

Warlocks have the following game statistics.

Abilities: A high Charisma score makes a warlock's invocations harder to resist. High Dexterity is very valuable to a warlock, allowing him to better aim his eldritch blasts, and a good Constitution score is also useful.

Alignment: Any evil or any chaotic.

Hit Die: d6.

Class Skills

The warlock's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at 1st Level: (2 + Int modifier) · 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons. They are proficient with light armor but not with shields. Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

Invocations: A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on Table 1–1 and described below. A list of available invocations can be found following this class description, and a complete description of each invocation can be found in Chapter 4 of this book.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which

could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters; see Warlocks and Prestige Classes, page 18, for details.

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell). However, the feat Ability Focus (*eldritch blast*) increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2. See page 303 of the *Monster Manual*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1–1.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves. When in his fiendish resilience state, he gains fast healing 2 instead. At 18th level, a warlock's fiendish resilience improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells or 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Table 1–1: The Warlock

Level	BAB	Fort	Ref	Will	Special	Invocations Known
1 st	+0	+0	+0	+2	<i>Eldritch blast</i> 1d6, invocation(least)	1

2 nd	+1	+0	+0	+3	Detect Magic	2
3 ^d	+2	+1	+1	+3	DR 1/cold iron, <i>eldritch blast</i> 2d6	2
4 th	+3	+1	+1	+4	Deceive Item	3
5 th	+3	+1	+1	+4	<i>Eldritch blast</i> 3d6	3
6 th	+4	+2	+2	+5	New Invocation (least or lesser)	4
7 th	+5	+2	+2	+5	DR 2/cold iron, <i>eldritch blast</i> 4d6	4
8 th	+6/+1	+2	+2	+6	Fiendish Resilience 1	5
9 th	+6/+1	+3	+3	+6	<i>Eldritch blast</i> 5d6	5
10 th	+7/+2	+3	+3	+7	Energy Resistance 5	6
11 th	+8/+3	+3	+3	+7	DR 3/cold iron, <i>eldritch blast</i> 6d6	7
					New invocation (least, lesser, or greater)	
12 th	+9/+4	+4	+4	+8	Imbue Item	7
13 th	+9/+4	+4	+4	+8	Fiendish Resilience 2	8
14 th	+10/+5	+4	+4	+9	<i>Eldritch blast</i> 7d6	8
15 th	+11/+6/+1	+5	+5	+9	DR 4/cold iron	9
16 th	+12/+7/+2	+5	+5	+10	New invocation (least, lesser, greater or dark)	10
17 th	+12/+7/+2	+5	+5	+10	<i>Eldritch blast</i> 8d6	10
18 th	+13/+8/+3	+6	+6	+11	Fiendish Resilience 5	11
19 th	+14/+9/+4	+6	+6	+11	DR 5/cold iron	11
20 th	+15/+10/+5	+6	+6	+12	<i>Eldritch blast</i> 9d6, energy resistance 10	12

WARLOCK INVOCATIONS

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th). The level equivalent for each invocation is given in its description in Chapter 4.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

Invocations and Eldritch Blast: *Eldritch blast* is not an invocation, but some invocations provide a warlock with the ability to modify his *eldritch blast* or add new eldritch attacks.

ELDRITCH ESSENCE INVOCATIONS

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows. When a warlock applies an eldritch essence

invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell level of the *eldritch blast* or of the eldritch essence invocation, whichever is higher. If a warlock targets a creature with an eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the *eldritch blast*).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast. When a warlock uses both kinds of invocations to alter an *eldritch blast*, the spell level equivalent is equal to the spell level of the *eldritch blast*, the level of the eldritch essence invocation, or the level of the blast shape invocation, whichever is higher.

Example: Morthos, a 1st-level warlock, decides to make his *eldritch blast* attack into a *frightful blast*. Morthos's *eldritch blast* is the equivalent of a 1st-level spell, while *frightful blast* is an effect equivalent to a 2nd-level spell. His *frightful blast* is thus the equivalent of a 2nd-level spell.

Least Eldritch Essence Invocations

Frightful Blast: Target must make Will save or become shaken.

Sickening Blast: Target must make Fortitude save or become sickened.

Lesser Eldritch Essence Invocations

Beshadowed Blast: Target must make Fortitude save or become blind for 1 round.

Brimstone Blast: Blast deals fire damage and target must make Reflex save or catch fire.

Hellrime Blast: Blast deals cold damage and target must make Fortitude save or take –2 penalty to Dexterity.

Greater Eldritch Essence Invocations

Bewitching Blast: Target must make Will save or be *confused* for 1 round.

Noxious Blast: Target must make Fortitude save or be nauseated.

Repelling Blast: Target must make Reflex save or be knocked back.

Vitriolic Blast: Blast ignores spell resistance and deals acid damage for several rounds.

Dark Eldritch Essence Invocation

Utterdark Blast: Target must make Fortitude save or gain two negative levels.

BLAST SHAPE INVOCATIONS

Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s), or area of a warlock's *eldritch blast*. These are called blast shape invocations. Unless noted otherwise, *eldritch blasts* subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape at a time to an *eldritch blast*, and he can choose from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast*. When a warlock applies a blast shape invocation to his *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast* or of the blast shape invocation, whichever is higher.

A warlock can apply a blast shape invocation and an eldritch essence invocation (see Eldritch Essence Invocations above) to the same blast. When a warlock uses an eldritch essence and a blast shape to alter an *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast*, the eldritch essence invocation, or the blast shape invocation, whichever is higher.

Example: Morthos decides to make his *eldritch blast* attack a *hellrime eldritch spear*. As a 6th-level warlock, Morthos's *eldritch blast* is the equivalent of a 3rd-level spell. *Eldritch spear* is the equivalent of a 2nd-level spell, while *hellrime blast* is the equivalent of a 4th-level spell. His *hellrime eldritch spear* is therefore the equivalent of a 4th-level spell.

Least Blast Shape Invocations

Eldritch Spear: Blast range increases to 250 feet.

Hideous Blow: Melee attack channels *eldritch blast*.

Lesser Blast Shape Invocation

Eldritch Chain: Blast jumps from initial target to secondary targets.

Greater Blast Shape Invocation

Eldritch Cone: Blast takes the shape of a cone.

Dark Blast Shape Invocation

Eldritch Doom: Blast affects all enemies within 20 feet.

OTHER INVOCATIONS

In addition to the potent blast shape and eldritch essence invocations, warlocks learn a number of others that enable them to perform many tricks and attacks. These invocations are briefly described below, and their full descriptions can be found in Chapter 4: Spells and Invocations.

Least Invocations

Baleful Utterance: Speak word of the Dark Speech and shatter objects as the *shatter* spell.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Dark One's Own Luck: Gain a luck bonus on one type of saves.

Darkness: Use *darkness* as the spell.

Devil's Sight: See normally in darkness and magical darkness.

Earthen Grasp: Use *earthen grasp* as the spell.

Entropic Warding: Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.

Leaps and Bounds: Gain bonus on Balance, Jump, and Tumble checks.

Miasmic Cloud: Create a cloud of mist that grants concealment and fatigues those who enter.

See the Unseen: Gain *see invisibility* as the spell and darkvision.

Spiderwalk: Gain *spider climb* as the spell and you are immune to webs.

Summon Swarm: Use *summon swarm* as the spell.

Lesser Invocations

Charm: Cause a single creature to regard you as a friend.

Curse of Despair: Curse one creature as the *bestow curse* spell, or hinder their attacks.

The Dead Walk: Create undead as the *animate dead* spell.

Fell Flight: Gain a fly speed with good maneuverability.

Flee the Scene: Use short-range *dimension door* as the spell, and leave behind a *major image*.

Hungry Darkness: Create shadows filled with a swarm of bats.

Stony Grasp: Use *stony grasp* as the spell.

Voidsense: Gain blindsense 30 feet.

Voracious Dispelling: Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Wall of Gloom: Use *wall of gloom* as the spell.

Greater Invocations

Chilling Tentacles: Use *Evard's black tentacles* as the spell, and deal extra cold damage to creatures in the area.

Devour Magic: Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Enervating Shadow: Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.

Tenacious Plague: Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

Wall of Perilous Flame: Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.

Warlock's Call: Use *sending* as the spell, but risk damage from recipient.

Dark Invocations

Dark Discorporation: Become a swarm of bat-like shadows, gaining many benefits of the swarm subtype.

Dark Foresight: Use *foresight* as the spell, and communicate telepathically with a close target of the effect.

Path of Shadow: Use *shadow walk* as the spell and speed up natural healing.

Retributive Invisibility: Use *greater invisibility* as the spell (self only) that deals damage in a burst if dispelled.

Word of Changing: Use *baleful polymorph* as the spell, but the effect could become permanent.

INVOCATION DESCRIPTIONS

BESHADOWED BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *besshadowed blast*. Any living creature struck by a *besshadowed blast* must succeed on a Fortitude save or be blinded for 1 round.

ELDRITCH SPEAR

Least; 2nd; Blast Shape

This blast shape invocation extends your *eldritch blast* attacks to great distances. *Eldritch spear* increases the range of an *eldritch blast* attack to 250 feet with no range increment.

ENTROPIC WARDING

Least; 2nd

When this invocation is activated, chaotic energies swirl about you, deflecting incoming arrows, rays, and other ranged attacks (as *entropic shield*). You leave no trail (as *pass without trace*) and cannot be tracked by scent. (You can still be detected normally by scent, just not tracked.)

FLEE THE SCENE

Lesser; 4th

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 ft. + 5 ft./2 levels). When you use this ability, you leave behind a *major image* of yourself in your place that lasts for 1 round. The image reacts appropriately to attacks as if you were concentrating on it.

NOXIOUS BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *noxious blast*. Any creature struck by a *noxious blast* must make a Fortitude save or be nauseated for 1 minute.

SEE THE UNSEEN

Least; 2nd

When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as see *invisibility*). You also gain darkvision out to 60 feet for a period of 24 hours.

SICKENING BLAST

Least; 2nd; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *sickening blast*. Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally.

VITRIOLIC BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels you have. For example, a 15th-level warlock deals 2d6 points of acid damage per round for 3 rounds after the initial *vitriolic blast* attack.

VORACIOUS DISPELLING

Lesser; 4th

You can use *dispel magic* as the spell. Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

PLAYER'S HANDOUT #1: PROPHECIES FILL-IN FOR KNIGHT CHARACTERS

For those Knight characters that did not participate in SHE7-07 *Prophecies*:

You stand on an open plain, with a low wall around the perimeter, and a tall black pyramid nearby. A man dressed plainly in a white garment stands before you, and in your peripheral vision you can tell there are others nearby.

The plainly dressed man is recognizable by most of the Sheldomar Valley, and you recognize him as well. He is Dispatcher Garellon Egraldin, Most High Magnificent Puissant Nightwing.

He is speaking to you all,

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 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 my 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. All of heroes of the Sheldomar Valley will be needed in this great 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. This is a new time.

PLAYER'S HANDOUT #2: DREAM FOR KNIGHTS AND SQUIRES OF THE WATCH

It is late spring in Arweth, once a cantrev of Geoff, briefly a Barony of Gran March, but now the primary holding of the Knights of the Watch and Dispatch. In this place, just north of the main gate to Hochoch, the capital of Arweth, a bustling marketplace has grown. Here, the hard law of the Knights has less sway than in the city not a bow shot away. Goods from across the Sheldomar Valley can be bought and sold, and the people walk with weapons without peace bond, with faithful companions at their side regardless of size or nature. There are Knights and Squires as well, but they seem content to let this little bit of chaos stand.

A young half-elven boy looks upon you in awe as though worshipping heroes. He speaks your name with reverence and reaches his hand out to you. However, you stop that hand before it touches your purse. The scene changes.

No longer is this the fair gathering of peoples in the green lands of Arweth. Now you see a parched and burned land. The smell of rotting meat rolls thick on the fetid wind, and cries of pain and fear echo in your ears with nagging clarity. Hundreds, if not thousands, of wooden stakes dot the landscape with the remains of small and medium creatures impaled upon them. South of you, where Hochoch once stood, is a burned remnant, its walls breached in many places where no one has repaired them. Buildings within view are blackened with the mark of flame come and gone and in disrepair. A great bugling call blasts from a distant source, and south, at the top of Valorous Garde, once called Northkeep, a great dark dragon sits. It lifts into the air as the castle crumbles to dust beneath its feet.

The wails of pain and screams of fear draw your attention to a strange gathering to your west. Orc, goblin, devil, dread wraith, shadow-folk, drow, giant, and yugoloth gather around a dais where one shadowed elf calls, "Greetings, my fellows. Welcome to the centennial of our great victory. We did not know that the blow we struck a hundred years before was as significant as it was, but within a span of a dozen years of our discovery, our nemesis had been disbanded and dispersed, and we, though our Lady, rule what was once the Sheldomar Valley. Let us feast upon the flesh and soul of this our sacrifice, one of the last survivors of this cantrev." He points to an old half-elf who is having the flesh flayed from his arms. You recognize him as your young lad you touched moments before, only now much older. His eyes meet yours, and with a recognition of some mysterious irony, he laughs through his pain. He cries out, "Seek the reputable nightmare's lady in the Old Town marketplace. Inform her that her traveling companion, Gwenllian, still serves her term of imprisonment within the Plane of Shadow for meddling in the affairs she should not have. And that her husband must know that in time of need did Bethané come to Trilesimain and through that act the spirit world was opened to those who follow in his path. Say that you seek the the scouts she sent, for without you their mission shall fail."

Your vision fades, and once more you stand in the marketplace in Arweth, north of vibrant Hochoch, where Valorous Garde stands. There is no sign of the half-elven boy, but the scent of ozone is strong as if lightning has struck nearby, and for a brief instant you glimpse a rearing unicorn.

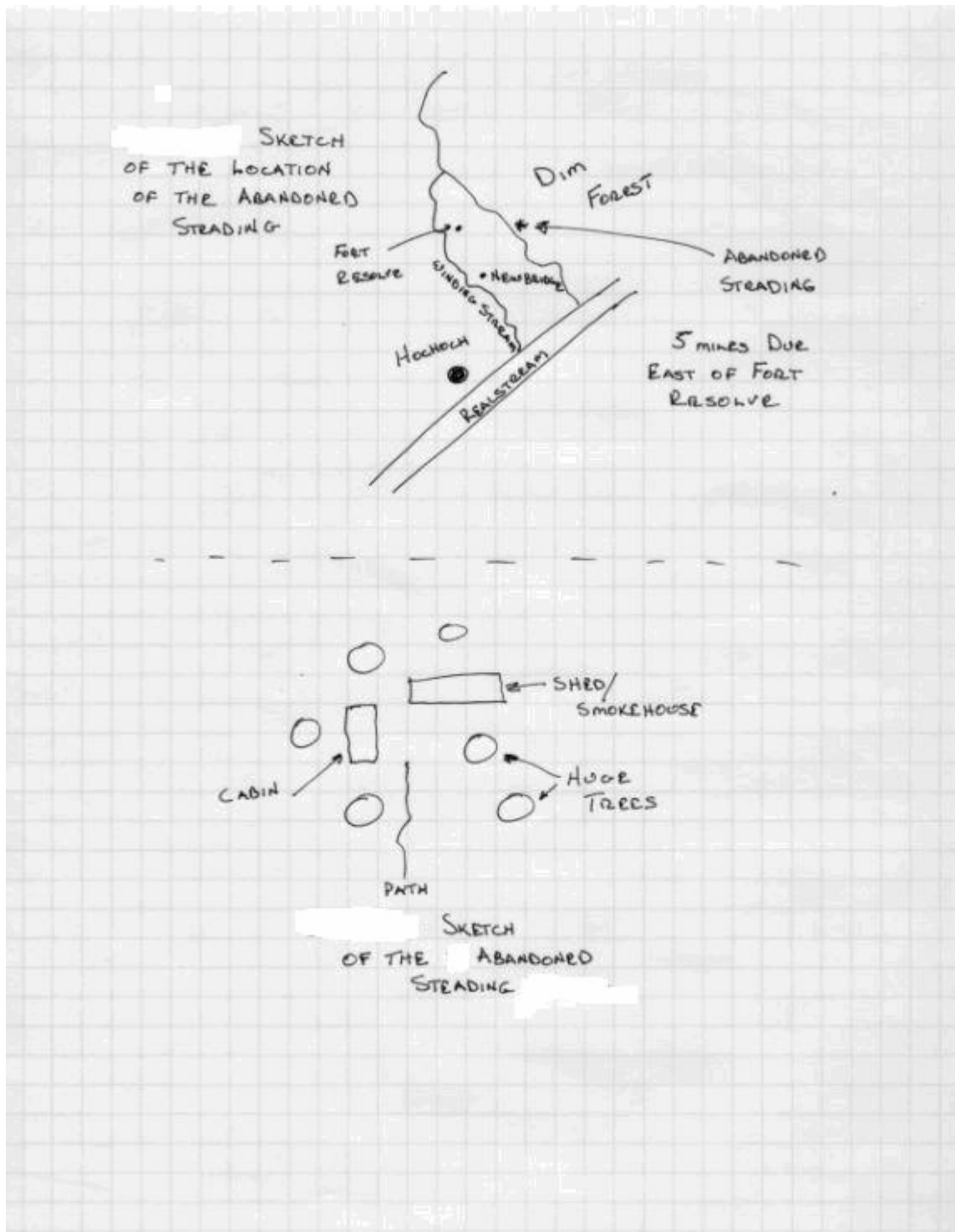
For those that possess the scar from the Line of Trilesimain AR item of SHE 7-07 *Prophecies*:

A sudden, sharp pain cuts deep into your chest, and the scar splits wide open as blood oozes from the wound. You feel the heat of the Abyss around you, and then you hear a soothing woman's voice comforting you, "Be well, my son. Accept my gift to you and your blood in the battles ahead. Accept this gift of the long Fallen."

For the rest of the adventure (or for that matter, the campaign), the character has a +2 sacred bonus to melee attack and damage rolls, and should the character confirm a threat, the character bypasses concealment or damage reduction for that strike, so that it does normal damage against shadow creatures or those of the umbral or shadow or fade templates. The character's weapon shines with light

as bright as *daylight* spell in a 5-foot radius for a number of rounds equal to the character's charisma bonus (minimum 1).

PLAYER HANDOUT #3 – FFIONA'S SKETCH MAP



PLAYER'S HANDOUT #4 – SIX COINS

Among the coins in the pouch you were handed are numerous denominations of coins adding to a total value of 100 gp, all in the coinage of six nations of the Sheldomar Valley. These coins catch your eye because the images and mottos on the heads and tails sides are different from those of coins you have received in the past.

Bissel: A silver coin with a stag on the Heads side, on which has been struck the letter “U” in Common. On the Tails side is an image of a crypt and an unusual motto, again written in Common: “Precept of the Fallen.”

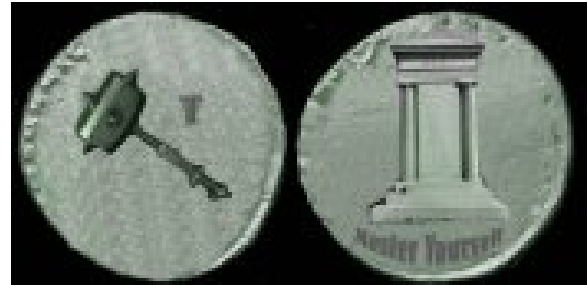
Geoff: A silver coin with a hawk on the Heads side, on which has been struck the letter “D” in Common. This is unusual because Gyri coins are always struck in Flan. On the Tails side is the image of a warrior, his arms crossed over a sword, with his eyes closed, as though lying down or sleeping – but because it is not a full body image, how he is positioned is not evident. The motto in Common below the knight states, “A band shall rise.” Above the knight, the word “Inheritance,” is struck onto the coin.

Gran March: A silver coin with a white owl, very much like the owl argent of the Knights of the Watch, on the Heads side, on which has been struck in Common the letter “L.” On the Tails side is the image of a wyvern dripping blood from its neck. The motto in Common states, “Blood of the Wyvern.”

Keoland: A platinum coin with a griffon on the Heads side, on which has been struck the letter “A” in Common. On the tails side is a skull and the motto “Wisdom through Agony” written in Common.

Principality of Ulek: A silver coin with the image of a hammer on the Heads side, on which has been struck the letter “T” in Common. On the Tails side is the image of a stone that looks very much like a grave marker and the motto “Master yourself” in Common.

Yeomanry: A silver coin with the letter “S” in Common struck upon its head side. On the tails side is the word, “Taldus” in Common in the middle of the coin and around the perimeter, the following phrase in Common: “In the hands of the Avatar, the fate of the world rests.”



PLAYERS HANDOUT #5 – TRILESIMAIN’S BLOODLINE

Examining the notes you were able to recover from the Shdaow Dragon’s spymaster/warlock, you are able to deduce a few salient points:

- Trilesimain, the founder of the Knights of the Watch, apparently somehow “established” several semi-divine bloodlines, perhaps because he himself was of divine origin. It is unclear from the notes whether these are “direct” bloodlines or more “spiritual” affairs or perhaps both. It seems that he may somehow have “adopted” some of his followers or their children, imbuing them with some of his divine power.
- Members of these bloodlines can be identified by a distinctive scar upon their chests. The Shadow Dragon appears to be very interested in identifying and eliminating these individuals. Evidently, she regards the Line of Trilesimain as a threat to her future plans.
- There are references to a “lost archive” of prophecies regarding these bloodlines, located somewhere beneath Hochoch. It sounds as though this is something the Shadow Dragon would very much like to find...
- The Shadow Dragon and her spies also seem most interested in information regarding Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend, one of the Great Beasts. While the reason is not given, it also is clear that the Shadow Dragon seems to regard this Watcher as a particular threat.
- A questionably reliable source suggests that a coin that points directly to the location of the place where the records of Trilesimain’s bloodline are kept is hidden in a crypt near Waterwatch Castle (Caer Dwr Gwyldy).

PLAYER HANDOUT #6: THE RIDDLE OF THE SEVENTH COIN

The Heads side of this coin shows a picture of a building that appears to be an old manse in a suburban district of the city. Around the perimeter of the coin face is the following message: "Old Knights do not die; they retire to guard the Order's secrets." Struck upon the Tails side of this gold coin is the following motto:

"The Line of Trilesimain will ever guard the Valley."

CRITICAL EVENT SUMMARY: SHE8-03 BLOODLINES

For use until June 30th

ROUND ONE

ROUND TWO

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Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):