

Into the Light

A Multiround D&D LIVING GREYHAWK[®] Innspa/Adri Interactive Regional Adventure

Version 1.4

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Die Untotenplage im Adri breitet sich immer weiter aus und gerät langsam außer Kontrolle. Kein Tag vergeht ohne neue Berichte von Untoten, die immer öfter in der Nähe von Waldsiedlungen gesichtet werden. Besonders um Alfertsfurt scharen sich die Untoten und bilden dort anscheinend einen Belagerungsgürtel. Die Bürger Alfertsfurts wappnen sich deshalb für eine große Schlacht. Gibt es Kräfte im Adri, die dieser anscheinenden Übermacht Einhalt gebieten können? Werden die besagten Helden des Adri, die im Herbst 595 AZ versprochen hatten den Minotauren Thraxus und Fürst Myrhal ein für alle Mal das Handwerk zu legen auch erscheinen und ihr Versprechen halten? Ein mehrründiges Interaktiv-Abenteuer für Charaktere der Stufen 8-18 (DGS 10-16). Der Autor weist explizit darauf hin, dass einige der Begegnungen ohne APL/DGS-Begrenzung eingestuft sind und deshalb auch nur für Charaktere, die mindestens die 10. Stufe erreicht haben, geeignet.

Sources: AHL2-01S „*Tod im Adri*“ (Nenad Petrovic), AHL5-05 „*Der Grimme Schnitter der verlorenen Seelen*“ (Nenad Petrovic)

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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Dies ist ein RPGA-Turnierabenteuer. Es ist für einen Vier- bis Fünf-Stunden-Block vorgesehen. Zu Spielbeginn sollte jeder Spieler ein Namensschild vor sich aufstellen, das im unteren Teil den Namen des Spielers und im oberen Teil den des gespielten Charakters sowie dessen Volk und Geschlecht enthält. Dies erleichtert es den Spielern, sich zu merken, wer welche Figur spielt.

Die eigentliche Spielzeit des Abenteuers ist etwas kürzer. Du solltest die letzten 20 bis 30 Minuten der Sitzung dazu verwenden, die Spieler die Hintergründe ihrer Charaktere zusammenfassen zu lassen und das Ausfüllen der Abenteuerbescheinigung (Adventure Record) vorzunehmen. Unterschreibe die Abenteuerbescheinigung erst, wenn sie vollständig ausgefüllt sind.

Die Spieler können jederzeit alle notwendigen Regeln einsehen, um sich über Bewaffnung und Ausrüstung der von ihnen gespielten Charaktere zu informieren.

Eine Anmerkung noch zum Text des Abenteuers: Teile davon sind bereits so gestaltet, dass du sie den Spielern unverändert vorlesen kannst; andere Passagen wiederum sind nur für deine Augen bestimmt. du kannst hier aber selbst entscheiden (und solltest dies auch tun!) welche Informationen du weitergibst. Die direkt für die Spieler vorgesehenen Textstellen sind durch fetten Kursivdruck abgesetzt. Wir empfehlen nachdrücklich, die Spielertexte nicht wörtlich vorzulesen, sondern situationsbezogen zu umschreiben, da sie recht allgemein gehalten sind und gegebenenfalls an eine bestimmte Situation oder die Handlungen der Charaktere angepasst werden müssen.

Das Einstufungssystem von Living Greyhawk

Die Einstufung einer Abenteurergruppe und des Schwierigkeitsgrades, in dem dieses Szenario gespielt wird, erfolgt auf Basis der Durchschnittlichen Gruppenstufe (DGS), deren Berechnung relativ einfach ist.

Rechne alle Stufen der Charaktere zusammen. Wenn ein SC ein Tier mitbringt, das für den Kampf ausgebildet wurde (z. B. Streitross oder Reit- / Kampfhund), das aber nicht einer bestimmten Klassenfertigkeit zuzurechnen ist (wie etwa Tiergefährten, Vertraute, besonderes Reittier), benutze die folgende Tabelle, um die Stufen zu ermitteln, die du zur Gruppenstärke hinzurechnen musst. Die Tiere jedes SC werden einzeln nach der Tabelle berechnet. Ein SC kann nur maximal vier Tiere eines Typs einsetzen. Tiere unterschiedlicher Herausforderungsgrade werden getrennt zusammengezählt. Wenn der SC über das Talent „Berittener Kampf“ verfügt, so darf er ein Standard-Reittier aus dem Spielerhandbuch mitführen, ohne dass dies in die Berechnung der DGS mit einfließt.

Tabelle: Effektive Stufe von Tieren

HG	Anzahl der Tiere			
	1	2	3	4
1/4 und 1/6	0	0	0	1
1/3 und 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Die Summe, die du errechnet hast, teilst du durch die Summe der SC; runde das Ergebnis auf. Wenn 6 SC

mitspielen, addiere eins zu dieser Summe. Das Gesamtergebnis ist die DGS.

Wenn es sich dabei um eine ungerade Zahl handelt, dürfen die Spieler entscheiden, auf welcher Stufe sie dieses Abenteuer spielen wollen. Abhängig vom gewählten Schwierigkeitsgrad ergeben sich die maximalen Erfahrungspunkte und die Schätze, die die SC in diesem Abenteuer erhalten können.

DGS 10 = max. 9.200 GM und 5.400 EP pro Spieler;

DGS 12 = max. 13.200 GM und 6.300 EP pro Spieler;

DGS 14 = max. 26.400 GM und 7.200 EP pro Spieler.

DGS 16 = max. 39.600 GM und 8.100 EP pro Spieler;

Dieses Abenteuer kann von Gruppen gespielt werden, deren DGS maximal 16 beträgt.

Die DGS bestimmt auch die EP, die am Ende an die SC verteilt werden. Wenn ein SC drei Stufen oder mehr über oder unter der DGS ist, auf der dieses Abenteuer gespielt wird, dann erhält dieser SC nur die Hälfte der von dir am Ende vergebenen EP. Ebenso halbiert sich bei einem SC, der drei oder mehr Stufen unter der DGS ist, auf der das Abenteuer gespielt wird, die Anzahl des Geldes, die der SC am Ende erhält. Diese Änderungen sollen zeigen, dass dieses Abenteuer entweder keine echte Herausforderung für diesen SC darstellte oder dass der SC auf die Hilfe der höherstufigen SC angewiesen war, um durch das Abenteuer hindurch zu kommen.

Hinweis: LIVING GREYHAWK-Szenarios sind für DGS 2 oder höher geschrieben. Wenn sich lediglich drei bis fünf Charaktere der ersten Stufe am Tisch zusammenfinden, kann es für diese sehr hart werden. Daher solltest du versuchen:

1. Versuche nur mit sechs SC der ersten Stufe eine Runde zu spielen oder
2. versuche einen SC mit einer höheren Stufe zu finden, der die Runde komplettiert oder
3. gebe den Spielern den Hinweis, dass sie Reithunde kaufen sollen, da diese auch als Kampfhunde angesehen werden können und die SC werden von dieser zusätzlichen Kampfkraft profitieren. SC die möchten, dass ihre Hunde für sie kämpfen, müssen einen erfolgreichen Wurf auf *Mit Tieren umgehen* oder *Charisma* gegen SG 10 ablegen. Dies ist eine freie Aktion (ein gesprochenes Kommando) das die SC jede Runde erneut versuchen können. Wenn der misslingt, wird das Tier in dieser Runde nicht angreifen. Wenn ein Tier die 50% oder mehr seiner TP in einer Runde verliert, flieht es, es sei denn, dem SC gelingt ein weiterer Wurf.

Zeiteinheiten und Lebenshaltungskosten

Die Standardunterhaltskosten entnehme bitte dem *Living Greyhawk Campaign Sourcebook (LGCS)*. Bei weiteren Fragen wende dich an die Triade. Dies ist 8-ründiges Interaktiv-Regionalabenteuer der Region Ahlissa (Herbergsbad / Adri). SC die aus dieser Region stammen, müssen 1 Zeiteinheit pro Runde für das Abenteuer aufwenden. SC aus anderen Regionen müssen 2 Zeiteinheiten pro Runde aufbringen.

Nach dem Ende des Abenteuers können Spieler, die aus der Region Ahlissa (Herbergsbad / Adri) stammen, weitere Zeiteinheiten verwenden, um ihre Fertigkeiten und Talente einzusetzen und etwas Geld zu verdienen. Weitere Einzelheiten entnehme bitte dem *LGCS*.

Stand des Mondes

Da die Gefahren der Lykanthropie ein fester Bestandteil der LIVING GREYHAWK-Kampagne zu sein scheinen, ist es notwendig festzustellen, ob dieses Abenteuer während Vollmond stattfindet. Aus Gründen der Spielmechanik dauert der Vollmond immer drei Tage im Monat. Wenn ein Abenteuer keine Angaben zum Status des Mondes macht - so wie dieses hier - würfele vor dem Spiel mit einem W10. Wenn das Resultat 1 ist, so ist am ersten Tag des Abenteuers Vollmond. Mache anschließend noch einen Wurf mit einem W3, um herauszufinden, um welchen der drei Vollmondtage / -nächte des Monats es sich handelt.

Die Große Schlange

Die Große Schlange ist ein Hintergrundelement der Adri-Kampagne: ein mysteriöses Wesen, das sich in erster Linie für Hexenmeister interessiert (und erst in zweiter Linie für Magier, was aber bislang noch nicht vorgekommen ist). Wer oder was die Große Schlange ist, ist derzeit nicht bekannt. Sie setzt sich auf telepathischem Wege mit von ihr ausgesuchten Personen in Verbindung und „spricht“ mit leicht zischelnder „Stimme“. Sie hinterlässt keine böse Ausstrahlung und spricht auf Zauber, mit denen man Gesinnungen entdecken kann, nicht an. Die Große Schlange bietet sich Hexenmeistern als Mentor an (auch und gerade beim Klassenwechsel), ohne Gegenleistungen zu verlangen. Dabei ist sie durchaus bereit, auch eine Vorleistung zu liefern, ohne dass sich der ausgewählte Charakter direkt zur Großen Schlange bekennen muss.

Die Große Schlange kann sich derzeit wie folgt im Spiel auswirken (und vom Spielleiter ggf. entsprechend eingesetzt werden):

Einmal im Abenteuer kann ein Charakter, der die Hilfe der Großen Schlange angenommen hat, von ihr Unterstützung bei der Lösung eines Problems erhalten, das mit Magie zu tun hat. Spieltechnisch ausgedrückt heißt dies, dass ein Wurf auf Zauberkunde oder Wissen (Arkane), der dem Spieler misslungen ist, vom Spielleiter dennoch als gelungen gewertet werden kann, wenn er dies für das Abenteuer als notwendig erachtet.

Einmal in der Geschichte des Charakters kann die Große Schlange in Form eines kleinen „Wunders“ eingreifen, um dem Charakter oder einem von ihm benannten anderen Charakter in einer beliebigen Form zu helfen (in erster Linie, um Schaden abzuwenden oder den Charakter zu retten). Ist dies der Fall, bildet sich am Ende des Abenteuers auf einem vom Spieler des Charakters beliebig zu wählenden Unterarm der Figur die unterarmlange, farbige Tätowierung einer Schlange. Dies ist im Logbuch zu vermerken. Sobald der Charakter diese Tätowierung erhalten hat, wird die Große Schlange kein zweites Mal in dieser Art eingreifen.

„Normale“ Schlangen greifen einen Schützling der Großen Schlange nicht von sich aus an. Dies gilt nicht für Schlangwesen, die als magische Biester eingestuft sind, Drachen oder intelligente Schlangwesen wie Yuan-ti.

Wählt sich ein Schützling der Großen Schlange eine Schlange als Vertrauten, erhält er diesen, ohne die üblichen 100 GM ausgeben zu müssen.

Stirbt der Schlangen-Vertraute eines Schützlings der Großen Schlange, so kann der Charakter unter Missachtung aller üblichen Restriktionen beim Tod des Tiers sofort einen neuen Vertrauten erhalten - sofern es sich wieder um eine Schlange handelt. Auch dies ist nur ein

einziges Mal möglich und ist auf der Abenteuerbescheinigung (AR) unter „Play Notes“ zu vermerken. Grundsätzlich sind alle Eingriffe der Großen Schlange in den Spielablauf der Triade zu melden (gh_adri@web.de). Derzeit gelten folgende Charaktere der deutschen LIVING GREYHAWK-Kampagne als Schützlinge der Großen Schlange:

Islwyn (Alexandra Velten - keine Tätowierung)

Mara (Mike Hofmann - Tätowierung)

Starck (Chris Nord - keine Tätowierung)

Zandro (Thomas Römer - Tätowierung)

Ixbn (Frank Zaeske - Tätowierung)

Terrin Bender (Sascha Eder - Tätowierung)

Galen (Gerrit Deike - keine Tätowierung)

Edmont Dantes (Norbert Birkelbach - Tätowierung)

Leomar Drakeson (Sascha Glimmann - keine Tätowierung)

Ludeger (Rykaard Biernat - keine Tätowierung)

Einleitung für den Spielleiter

Es sind nunmehr über zwei Jahre vergangen seitdem einige Abenteuer in den Tiefen des südlichen Adri Waldes den Grimmigen Schnitter der verlorenen Seelen besiegen konnten. Parallel zu ihnen gelang es endlich dem Untotenjäger Sir Belgardian Totenbann die Festung des Todesritter Fürst Myrhal's von Staubbrücken ausfindig zu machen. Sie liegt etwa 75 km süd-östlich des Kaltforstes. Er hatte keine Zeit die Festung genauer zu beobachten, da es dort nur so von Untoten wimmelte und er angesichts dieser Übermacht keine reelle Chance sah, unbemerkt die Gegend für längere Zeit auszuspähen. Er kehrte kurz nach dem Abreisen der Abenteuerer wieder in Alforsfurt ein, um Parren und Lisara über die neue gewonnen Ereignisse und Entdeckungen zu berichten. Diese waren mit Hilfe von Belgardian's Informationen und einigen Kontakten aus der vergangenen Abenteuerzeit endlich in der Lage mehr über Fürst Myrhal und seinen Plänen herauszubekommen. Diese neuen Erkenntnisse führten rasch dazu, dass sich Parren und Lisara und der Bürgermeister von Alforsfurt, Hilman Obrut, einstimmig zu dem Entschluss kamen, schnell die Abenteuerer zu rufen, die ihnen in der Vergangenheit stets geholfen hatten - den Helden des Adri. Denn das was sie durch ihre Kontakte und Erkenntnismagie erfahren machte ihnen klar, dass sie nicht in der Lage waren, diesem Problem zu Leibe zu rücken. Fürst Myrhal hat in den letzten zwei Jahren langsam aber stetig einen Belagerungsgürtel um Alforsfurt errichten können, der sich nunmehr zieht und bedrohlich nah an Alforsfurt rückt. Erschwerend hinzu kommt, dass sich im Adri immer mehr Untote an die Siedlungen des Waldes ranmachen, um die untote Armee des Fürsten weiter anschwellen zu lassen. Den vielen Gruppierungen im Wald, die sie wie immer uneinig waren, vermochten einzeln nicht viel gegen dieses aufkommende Geschwür zu bewirken, geschweige denn die neue Erzdruidin Athanasia Baumling. Diese hatte vor dem Druidenduell große Reden geschwungen aktiv in die Belange des Waldes einzugreifen, was ihr aber bisher nicht im Ansatz gelungen ist. Zu der Untotenplage traten Probleme mit Kultisten auf, die einen weiteren Drachentempel unter ihrer Gewalt hatten. Hätten nicht wieder einige Abenteuer schnell und beherzt eingegriffen, hätte die Situation leicht außer Kontrolle geraten können. Diese Informationen drangen natürlich bis nach Alforsfurt durch, so dass man dort keine schnelle Hilfe von Athanasia und den weiteren Druidengruppierungen des Waldes

erwarten konnte. Es war an der Zeit schnell zu handeln, denn mit der Ankündigung des mysteriösen Schergen Myrhal's, den Minotauren Thraxus den Unsterblichen in drei Monaten vor den Toren Alfertsfurts aufzutreten und diese mit seiner Höllenarmee einzunehmen blieb ihnen nichts anderes übrig als einen sehr riskanten, wenn auch verwegenen Plan in Betracht zu ziehen – dem Gegner zuvorzukommen und die Festung in den Tiefen des Adri zu stürmen und die Anführer dort unvorbereitet zu erwischen und somit diesen taktischen Vorteil zu ihren Gunsten zu nutzen, um das Blatt doch noch zu wenden. Der Plan ist es, die siegreichen Abenteurer nach dem abendlichen Kampf mit Thraxus sofort am nächsten Morgen zur Feste zu teleportieren und den Überraschungsmoment zu nutzen und die Festung leichter stürmen zu können. Ein guter Plan, wenn die Rechnung der Alfertsfurter Strategen aufgehen würde...

Vorbereitungen

Vor dem Beginn des Abenteuers solltest du dir die Spielunterlagen der Teilnehmer deiner Runde ansehen, damit du weißt, wer von ihnen AHLS 2-01 *Tod im Adri* und / oder AHL 5-05 *Der Grimme Schnitter der verlorenen Seelen* gespielt hat. Dies ist für das Abenteuer wichtig, da einige der Abenteurer durch ihre Handlungen in den vergangenen Abenteuern sich zum Primärziel des Fürsten Myrhal's gemacht haben. Das wären in Einzelnen, der Erzmagier Magnus der Schwarze, die Heironeous-Priesterin Ramandra Riskalion, die verwegene Drachenjüngerin Mara Leano, der zwergische Verteidiger Durok Eisenwange, der Wissenshüter Diegon Karadin und vor allem der für Fürst Myrhal lästige elfische Bogenschütze Taralan, der mit seiner Gruppierung der Vereinigung des Falken zu oft in der Nähe des Kaltforstes herumschnüffelt und versucht dort einzudringen. Des weiteren gibt es da noch einige Abenteurer, die im Jahre 595 AZ vor den Augen der Alfertsfurter Bürger dem Minotauren Thraxus ein Duell auf Leben und Tod geschworen haben, um Alfertsfurt vor ihm und seiner Höllenarmee zu schützen. Prüfe, welcher SC den Gefallen „*Champion von Alfertsfurt*“ innehat. Dieser Gefallen berechtigt sie oder ihn an dem Duell teilzunehmen, was die einzige optionale Begegnung des Abenteuers darstellt. Wer diesen Gefallen nicht gewählt hat, darf an dem Duell offiziell nicht teilnehmen und erhält auch folgerichtig keine Erfahrungspunkte dafür. Es versteht sich von selbst, das Magnus, Ramandra, Mara, Durok, Diegon und Taralan automatisch die Voraussetzungen für das Duell erfüllen...

Es kann aber auch sein, das sich Spieler erst zu Spielbeginn melden, das sie den Champions von Alfertsfurt AR-Eintrag haben und dies dem Autor NICHT gemeldet haben. Aus diesem Grund überprüfe doch bitte, ob der erwähnte Charakter auch in der Ankündigung zum Duell steht. Wenn nicht, trage es bitte nach und melde es dem Autor, der Vor Ort ist).

Das Abenteuer greift auf viele Regeln aus verschiedenen Büchern zurück, vor allem aber auf die Regeln des Zusatzregelwerkes *Libris Mortis*. Alle wichtigen Informationen dazu sind im Appendix zu finden. In diesem Zusammenhang sind noch zwei wichtige Informationen hier erwähnt, die sich über einen Großteils des Moduls erstrecken. Da es bis dato keine offizielle Übersetzung gibt, ist das Wichtigste übersetzt und Originalinformationen in Englisch angehängt:

Da sich in der Festung eine riesige Konzentration an Untoten befindet, wird die optionale Regel aus dem Buch *Libris Mortis* der „Untotendichte“ (**Undead Density**), Seite 12 benutzt.

Diese besagt, das durch diese hohe Konzentration alle untoten Wesen einen +4 Bonus auf ihren Resistenz zum Vertreiben erhalten. Dies wurden in den Statblocks der untoten Gegner, die sich im inneren der Festung befinden, bereits berücksichtigt.

Des weiteren kommt auch in der Festung die optionale Regel aus dem Book of Vile Darkness, *Lingering Effects of Evil*, Seite 35 ff zum Tragen. Hier kommt der Effekt „**A Great and Powerful Malevolence**“ (Seite 36) mit folgenden zum Tragen:

Kreaturen:	Neutrale Kreaturen werden nach sehr kurzer Zeit böse (permanent).
Örtlichkeit:	Zaubersprüche mit dem „Good“-Descriptor (wie <i>Ort weihen</i> (<i>Consecrate</i>), (<i>Weihen</i>) <i>Hallow</i> , <i>Magischer Zirkel gegen Böses</i>) funktionieren NICHT in der Feste.
Objekte:	Objekte bekommen nach kurzer Zeit einen verwesenden Geruch (permanent).

WICHTIG: Die oben aufgeführten Effekte können nicht durch *Magie bannen* oder ähnliche Zauber aufgehoben werden.

Durch diverse Opferrituale, die vor einigen Wochen durchgeführt wurden, sind folgende Effekte, die die Verteidigung der Festung verstärken aktiv:

Entweihen (Desecrate)

doppelte Stärke. Gilt im gesamten Bereich der Feste und ist bereits in den Statblocks der entsprechenden untoten Kreaturen berücksichtigt. Während dem Verlauf des Abenteuers wird Lady Cyrin versuchen die Abenteurer auszuspähen. Das kann natürlich von den Spielern unter Umständen bemerkt werden. Sollte das irgendwann der Fall sein, schaue im Spieler Handbuch die Regeln für Ausspähungen nach.

Außerdem wurde von Lady Cyrin vor Jahren ein **maximierten Zutritt verwehren (Forbiddance)**-Zauber auf die ganze Feste gelegt, um sicher zu gehen, das nicht jeder die Feste einfach so betreten und verlassen kann. Ausnahme hier ist der Beschwörungsraum. Kreaturen, deren Gesinnung von Lady Cyrin's (Neutral Böse) abweicht, können mit dem Passwort „*Abysm*“ (Name von Demogorgon's Festung im Abgrund) ohne Schaden Ein- und Austreten.

Durch die permanente Anwesenheit bzw. Begleitung von Sir Belgardian Totenbann, Meister Thorn und Sir Pellidon von Ralsand während des Großteils des Moduls sowie die Möglichkeit sich mit einigen wichtigen Gegenstände in Alfertsfurt einzudecken, werden die oben erwähnten Effekte, die eine Stärkung der Gegner und der damit verbundenen Erhöhung des Herausforderungsgrades bedeuten, relativiert bzw. ausgeglichen.

VARIANT RULE: UNDEAD DENSITY

When too many undead are spawned (or gather on their own initiative), the concentration of undead within a given area rises. As the density increases, the influence of so many creatures suffused with negative energy can have

real effects. Undead density is expressed in terms of the total Hit Dice of undead in a 100-foot-radius sphere (regardless of intervening walls or other barriers). If the total Hit Dice of undead in this area rises to 1,000 or higher, the saturation of negative energy effectively grants all undead in the area +4 turn resistance. An even higher undead density could grant greater turn resistance, but such density would be difficult to achieve due to space requirements and crowding.

A GREAT AND POWERFUL MALEVOLENCE

Only a few events involving this degree of evil exist in an entire world, unless your campaign world is a particularly evil place. These are events of true and terrible evil, which include the following.

- Building a portal to the Lower Planes.
- Bringing powerful fiends to an evil temple on the Material Plane.
- Committing daily multiple sacrifices over hundreds of years at an evil temple or altar.
- The presence of an evil god walking the Material Plane.

A great and powerful malevolence shows its effects in the following ways.

Creatures: Besides suffering psychological trauma, creatures exposed to this degree of evil can be changed physically. Depending on the circumstances, a creature may gain the fiendish or half-fiend template. Other physical changes don't involve templates, but are still dramatic. They include the following.

- Creature's hair turns white.
- Creature's flesh turns pale.
- Creature's flesh becomes unnaturally cold.
- Creature's eyes turn black or red.
- Creature takes on a foul odor.
- Neutral creatures become evil.
- Creatures are possessed.

Locations: An evil event of this magnitude always leaves a mark on the landscape, which might manifest in one or more of the following ways.

- Evil weather develops.
- Natural healing becomes impossible in the area.
- Good-aligned area spells such as hallow, consecrate, and magic circle against evil are impossible to cast in the location.

Objects: An object exposed to such evil might experience the following changes.

- Object takes on a faint greenish glow.
- Object has a foul odor.
- Object has strange images burned into or somehow appearing on its surface: leering demons, ghostly faces, or other symbols of evil.
- Object's structure weakens, with hardness and hit points reduced by 1.

• Object carries an infection (choose a disease at random).
Detect Evil: Detect evil always indicates an evil aura surrounding a location where an event of this degree of evil occurred or an object was exposed to it. Creatures involved might have a slight evil aura clinging to them for 1d1010 hours afterward.

Abenteuerübersicht

Einführung / Begegnung 1

Kundschafter die von Parren ausgeschiedt wurden, treffen endlich die SC und überbringen ihnen persönlich das Anliegen von Bürgermeister Hilman Obrut. Sie bitten

dieses sofort zu lesen und dem Kundschafter mitzuteilen, ob man mit seiner/ihrer Anwesenheit und Hilfe rechnen könnte. Der Kundschafter wird sich nach der Entscheidung des SC sofort gen Alfursfurt begeben.

Begegnung 2

Die Abenteurer treffen wie gewünscht einen Tag vor dem Duell in Alfursfurt ein, um sich über die Ereignisse der letzten Monate informieren zu lassen um dann letztendlich den verwegenen Plan vorgestellt zu bekommen, wie man sich von der Untotenplage ein und für alle Mal befreien könne... wenn die Abenteurer mitspielen.

Begegnung 3 (OPTIONALE BEGEGNUNG): Wem die Stunde schlägt

Am Abend vor dem Duell werden die Schergen Myrhal's mittels Magie vor den Toren Alfursfurts eine 80 x 80 Fuß große Arena erschaffen, in der am nächsten Abend das Duell gegen Thraxus dem Unsterblichen stattfinden wird. Dort können einige mächtige Gegner, die sich normalerweise in Myrhal's Festung aufhalten, erspäht werden. Dies kann unter Umständen aufschlussreich für die SC sein. Wer weiß...?

Am nächsten Abend wird das Duell wie angekündigt stattfinden. Die SC haben natürlich die Zeit weitere Nachforschungen u.a. in Form von Erkenntnismagie anzustellen, um weitere Dinge in Erfahrung zu bringen, die ihnen die Alfursfurter Führung nicht geben konnte.

Begegnung 4: Der Morgen „danach“

Nachdem etwaige Verwundete des Duells geheilt oder gar wiedererweckt wurden, wird Magnus der Schwarze mittels einer im übergebenen arkanen Schrifrolle den Zauber „Teleportationszirkel“ wirken, um alle Abenteurer auf dem kürzesten Wege in die Nähe der Festung zu bringen. Dort werden sie von der ersten Verteidigungswelle der Feste erwartet.

Begegnungen 5 – 20: Im Inneren der Festung

Da sich die Begegnungen in der Feste nicht nach einem vorgegebenen Muster abspielen und auf den verschiedenen DGS auch verschiedene Begegnungen stattfinden, werden diese im weiteren Verlauf des Abenteuers genauer beschrieben (siehe „Im Inneren der Feste“).

Epilog

Je nachdem, wie erfolgreich die Abenteurer sich in der Feste geschlagen haben, wird ein entsprechendes Ende des Handlungsstranges bzw. werden die Folgen dessen dargelegt.

EINFÜHRUNG FÜR DIE SPIELER

Nach einigen Abenteuern in fernen Ländern hat es euch wieder nach Herbergsbad verschlagen, um dort nach dem Rechten zu sehen bzw. euer hart erkämpftes Gold in die dortige Infrastruktur zu „pumpen“ und euch dabei nach den neuesten Gerüchten und Ereignissen der vergangenen Monate zu erkundigen. Der Winter ist in Herbergsbad eingekehrt und die Stadt erstrahlt in einem prachtvollen weiß. Auf den Straßen spielen Kinder

miteinander – einige bauen eifrig Schneemänner während andere sich wilde Schneeballschlachten liefern. Die Kälte scheint ihnen wenig auszumachen im Gegensatz zu den vielen Reisenden und Händlern, die das ganze Jahr in Herbergsbad ihren Geschäften nachgehen. Bei dieser Kälte ziehen sie es wohl eher vor, ihre Aktivitäten ins Innere von Tavernen und Gasthäusern zu verlagern. Wer kann es ihnen auch verübeln? Der Winter dieses Jahr ist deutlich kälter als die davor. Deshalb ist es für euch auch das Naheliegendste, in einem dieser vielen Tavernen einzukehren. Ein heißes Getränk wäre jetzt nicht verkehrt und ein heißes Bad wäre auch nicht übel. Immerhin ist diese Stadt für ihre vielen Bäder berühmt. Dort wird man unter den vielen Besuchern auch schnell die neuesten Nachrichten aufschnappen. Die neuesten und interessantesten Gerüchte scheinen aus dem Adri zu kommen. Euch wird von einem weiteren Drachentempel berichtet, der in den Tiefen des Waldes gefunden wurde. Übereinstimmende Erzählungen berichten von einem bösen Druidenkult der die Stätte zu unbekannten Zwecken genutzt hat und diese sich nach bekannt werden dann mit einigen Abenteurern einen erbitterten Kampf um die Stätte geliefert haben. Warum beide Parteien Interesse an der alten Stätte hatten, ist nicht bekannt. Andere, alte Gerüchte drehen sich mal wieder um eine Untotenplage, die angeblich schon im Jahr 595 AZ im Adri ausgebrochen sein sollte. Letztere wiederum scheinen neu aufzuflammen bzw. neuen Nährboden zu erhalten. Es gibt wieder neue, vermehrte Berichte von Reisenden, Händlern und sogar vereinzelt Abenteurergruppen, die über An- und Übergriffe mit Untoten erzählen, die darauf schließen, das an den Gerüchten doch mehr dran sein könnte als die ganze Zeit angenommen wurde.

Zu eurem Erstaunen stellt ihr fest, das sich in diesen Tagen sehr viele Abenteurer in den unzähligen Etablissements Herbergsbads aufhalten, die ihr kennt. Personen, mit denen ihr das eine oder andere Abenteuer erlebt habt. Diese „Konzentration“ alter Freunde, Bekannter und Weggefährten spricht sich sehr schnell rum und euch erreicht in Windeseile die Nachricht, das am morgigen Abend ein spontanes Treffen im besten Haus am Platz, dem Torkelnden Paladin, stattfinden soll. Wer außer euch mag dort wohl morgen auftauchen?

Kläre mit den Spielern, wo sie in der Stadt ihr Quartier beziehen wollen und ob sie vorhaben, morgen zum Abenteuertreffen in den Torkelnden Paladin zu gehen. Sollten die Spieler zum Treffen gehen, begebe dich zu Begegnung 1, nachdem dir die Spieler dir erläutert haben, was sie alles regeneratives und wohltuendes mit ihrem Körper und Geist getan haben.

Begegnung 1

Nachdem ihr nun euren Körper und Geist einen ganzen Tag gehegt und gepflegt habt, ist es nun langsam an der Zeit zum Torkelnden Paladin aufzubrechen, um nicht irgendetwas zu verpassen. Sicherlich haben einige von euch viel zu Erzählen. Im Torkelnden Paladin angekommen, stellt ihr fest, das es sich heute Abend hier um eine geschlossene Gesellschaft handelt zu der ihr exklusiv eingeladen seid. Der (noch) mysteriöse Organisator muss da einen ordentlichen Batzen Gold hingelegt haben oder aber mächtigen Einfluss auf den Wirt haben.

Hier sollten Spieler, die in der Vergangenheit Abenteuer außerhalb unserer Region erlebt haben, kurz berichten. So 2-3 Minuten pro Spieler wären O.K., um das Wesentliche zu berichten. Wenn alle Geschichten und Herzlichkeiten untereinander ausgetauscht wurden, kann endlich das Abenteuer seinen Lauf nehmen...

So viele interessante und spannende Geschichten habt ihr gehört, das euch fast entgangen wäre, das sich die Eingangstüre geöffnet und ein Waldläufer oeridianischen Einschlags den Raum betreten hat. Er wird vom Wirt, Meblick Andau begrüßt und nach einigen wenigen Worten wendet er sich von ihm ab und euch zu.

„Einen wunderschönen guten Abend wünsche ich euch allen hier! Ich bin Milosch, ein Waldläufer aus Parren Ludern's Rängen. Bürgermeister Hilman Obrut schickt mich, euch ein weiteres Mal um eure Hilfe zu bitten. Die Untotenplage nimmt ungeahnte Ausmaße an. In den vergangenen Tagen konnten wir zu spät feststellen, das sich ein Belagerungsgürtel von Untoten in der Nähe von Alfursfurt gebildet hat. Zufälligerweise passiert das genau, fünf Tage bevor uns dieser Minotaur mit seiner Höllenarmee heimsuchen will. Wie wir ja alle wissen, haben einige hier in diesem Raum von euch vor zwei Jahren geschworen, Alfursfurt vor diesem Übel zu beschützen und dieser Ausgeburd der Hölle bei einem von ihm geforderten Duell die Stirn zu bieten. Nun... die Zeit ist gekommen euer Versprechen einzulösen... wenn ihr euch noch an dieses Versprechen erinnern könnt. Viel Zeit bleibt euch nicht, denn ihr werdet gute 3 Tage brauchen, um Alfursfurt zu Fuß zu erreichen. Tja, uns allen bleibt nicht viel Zeit, sich ordentlich vorzubereiten. Aber im Gegensatz zu uns habt ihr mehr als einmal bewiesen, das ihr unter den widrigsten Situationen bestehen könnt. Und das ist für uns jetzt das Einzige, auf das wir hoffen zählen zu können. Kann ich Ratsherrn Obrut mitteilen, das ihr in drei Tagen erscheinen werdet, um euren feierlichen Schwur zu erfüllen?“ - Kurze Pause, um die SC antworten zu lassen.

„Desweiteren bittet Bürgermeister Hilman Obrut auch diejenigen unter euch, die uns damals öffentlich geschworen haben zu verteidigen, ihren Schwur zu erfüllen. Die Bürger Alfursfurts bitten auch diejenigen unter euch, die sich nicht in irgendeiner Form damals verpflichtet haben uns zu helfen. Wir können jeden Einzelnen von euch in Alfursfurt gebrauchen. Wer also guten Herzens ist und nicht nur uns Alfursfurtern sondern auch den anderen leidgeprüften Waldbewohnern helfen will, bitte ich in drei Tagen in Alfursfurt zu erscheinen“.

Gemeint sind diejenigen Spieler, die den Gefallen „Beschützer von Alfursfurt“ bzw. „Champion von Alfursfurt“ inne haben. Sollten sich diese Spieler dem Duell nicht stellen bzw. Alfursfurt beschützen wollen, werden SÄMTLICHE Gefallen, die aus dem Adri stammen, hinfällig, das sich dieser Verrat mit der Zeit herumsprechen wird und die Abenteurer damit das schwer zu verdienende Vertrauen der misstrauischen Waldbewohner leichtfertig mit ihrem Lippenbekenntnis auf Spiel gesetzt haben. Sollte sich jemand kategorisch weigern, nach Alfursfurt zu reisen, ist hier das Abenteuer für ihn vorbei. Für diejenigen, die sich entschließen zu helfen, geht es mit Begegnung 2 weiter. Auch hier haben die Spieler Zeit sich in Herbergsbad mit dem Nötigsten zu versorgen. Beachte bitte das GM-Limit von 40.000 GM, das in Herbergsbad gilt (DMG Seite 137). Wenn alle ihre Besorgungen getätigt haben, fahre mit Begegnung 2 fort.

Begegnung 2

Da es sich hier um ein hochstufiges Abenteuer handelt, besitzen die Spieler höchst wahrscheinlich die Möglichkeit, sich sehr schnell mittels Magie fortzubewegen. Vielleicht aber auch nicht. Passe den Text entsprechend an.

Wie nicht anders zu erwarten war, ist es euch allen gelungen Alfursfurt rechtzeitig zu erreichen. Ihr werdet von allen Bürgern zwar recht herzlich empfangen, doch entgeht euch nicht, das hier alle unter großer Anspannung stehen. Vielen ist die Angst vor dem, was sie die nächsten Tage erwartet, förmlich ins Gesicht geschrieben. Doch eure Anwesenheit scheint ihnen neue Hoffnung zu geben. Etwas, an das sie glauben können. Ihr werdet rasch von Parren's Männern aufgegebelt und gebeten, euch so schnell wie möglich zum Rathaus zu begeben, wo euch Ratsherr Hilman Obrut, Lisara Ulmeck, Parren Ludern und Belgardian Totenbann erwarten. Dort angekommen, werdet ihr rasch in den großen Saal des Rathauses geführt. Im Raum befinden sich außer euch nur Hilman, Lisara, Parren und Belgardian. Sie stehen vor einem großen, massiven Eichentisch, auf dem eine große Karte des Adri Waldes ausgebreitet ist und diskutieren gerade über die Durchführbarkeit möglicher Szenarien. Die Anspannung in ihren Gesichtern weicht deutlich, als ihr den Raum betretet.

„Seid begrüßt, Helden des Adri! Den Göttern sei dank, das ihr es rechtzeitig hierher geschafft habt. Ich danke auch allen, die hier sind um ihren Schwur bzw. ihr Versprechen bei den Bürgern Alfursfurts einzulösen. Ihr könnt euch gar nicht vorstellen, welche Last mir gerade von den Schultern gefallen ist. Möchtet ihr mit mir unser erneutes Aufeinandertreffen mit Wasser, Wein und einem herrlichem Mittagessen feiern?“

Der Einfachheit halber, folgt ein kurzer Dialog zwischen den Vieren

Parren: „Bei aller Wertschätzung für euch und die Abenteurer, haben die Belange Alfursfurts Vorrang vor einem ausgiebigen Essen. Das können wir später immer noch.“

Lisara: „Ja, lasst uns das Wesentliche besprechen, damit wir das Essen genießen können. Wer weiß, wann wir wieder dazu in der Lage sein werden?“

Belgardian: Ihr alle hier werdet bald wieder zu eurem normalen Leben zurückkehren können, wenn mein Plan gelingt. Damit dieser gelingt, muss ich euch nur davon überzeugen, mir zu helfen.“

Parren: „Was euch nicht leicht fallen wird, da ich ihn zwar grundsätzlich für durchführbar halte, aber er birgt das größte Risiko.“

Hilman: „Uns bleiben nicht viele Optionen... und auch wenig Zeit. Ihr verstehe nicht sehr viel von der Kunst der Kriegsführung, aber ich vertraue eurem Urteilsvermögen. Nicht umsonst haben wir die größten Helden dieser Region hier versammelt, um das Unmögliche doch Möglich zu machen.“

Parren: „Hmmm... wir werden sehen. Ich lasse mich gerne überraschen, doch weise ich hier nochmals eindringlich darauf hin, das wir uns mit dieser tollkühnen Aktion, sollte sie misslingen, um fast sämtliche Trümpfe bringen.“

Belgardian: Lasst doch die hier versammelten Helden selbst entscheiden, ob sie meinem tollkühnen Plan folgen werden.

Lisara: Ja... fährt bitte fort.

Hilman: Ja... spannt die hier Anwesenden nicht weiter auf die Folter.

Belgardian bitte die SC sich um den Tisch zu versammeln, um ihnen seinen Plan zu erläutern.

„Dann wollen wir mal. Wie ihr ja bereits wisst, ist es mir gelungen Myrhal's Feste endlich ausfindig zu machen. Leider war es mir nicht möglich mit meinen momentan zur Verfügung stehenden Mitteln, die Gegend um die Feste genauer zu studieren bzw. erkunden. Wir haben große Schwierigkeiten in den vergangenen zwei Jahren gehabt, diese Informationen zusammen zu tragen. Die Feste und einige Bewohner scheinen mal mehr, mal weniger gegen Ausspähungsmagie geschützt zu sein. Das liegt höchstwahrscheinlich daran, dass sie unschuldige Waldbewohner in finsternen Ritualen ihrem Dämonenfürsten opfern, um seine Gunst in Form einer Stärkung der Feste zu erbitten. Dem ganzen Treiben müssen wir nun endlich ein für alle Mal Einhalt gebieten. Die aktuelle Lage sieht so aus, dass es Fürst Myrhal unbemerkt geschafft hat einen Belagerungsgürtel um Alfursfurt zu ziehen. Die ganzen Untoten, die Waldbewohner und Reisende angriffen, um sie zu töten oder zu verschleppen wurden jetzt gezielt in die nähere Umgebung um Alfursfurt positioniert. Wir sahen, das als sicheres Zeichen, das Fürst Myrhal wie vor etwa zwei Jahren angekündigt gegen Alfursfurt ziehen will. Die öffentliche Proklamation des Minotauren Thraxus durch Martin von Cranden über sein baldiges Kommen, ließen dann keine Zweifel daran, das die Zeit gekommen ist, uns für eine weitere große Schlacht vorzubereiten, wie die damals um den Druidenborn im Jahre 591 AZ.

Wir haben uns die letzten Wochen und Monate viele Gedanken gemacht, wie wir dieser Übermacht beikommen können und letztendlich einige Szenarien ausgearbeitet. Ich will jetzt aber nicht auf die einzelnen Szenarien eingehen, sondern nur auf ein einziges. Meinem. Es sieht wie folgt aus:

Myrhal erwartet, das sich einige von euch dem Kampf mit diesem höllischen Minotauren stellen werden und er dadurch einige von euch töten kann, bevor es zum Kampf um Alfursfurt und den Rest des Adri geht. Er hofft, dass mit dem Tod einiger mächtiger Helden möglichst viele Bewohner des Waldes (und Alfursfurts) demoralisiert werden, um nachher leichtes Spiel zu haben. Soweit sein Plan. Mein Plan sieht vor, dass ihr euch natürlich dem Kampf stellt. Das gehört sich so für Helden eures Kalibers. Die Bewohner hier erwarten das auch von euch. Im Gegensatz zu Fürst Myrhal bin ich überzeugt, das ihr Thraxus besiegen könnt und somit ihn und seine Höllenarmee auch dorthin wieder zurückschickt. Gleich am nächsten Morgen würde ich mit euch allen mittels mächtiger Magie zur Fest Teleportieren, um diese dann mit dem Vorteil der Überraschung anzugreifen. Ich bin

mir sicher, das Myrhal nicht mit diesem Verlauf rechnet und wir es leichter haben, die Feste zu schleifen. Selbst er sollte nicht so schnell in der Lage sein, seine Verteidigung so schnell aufzubauen. Mit der Vernichtung aller wichtigen Anführer wären die niederen Truppen führerlos und Parren hätte leichteres Spiel hier vor Ort. Ich weiß, dass es sehr gefährlich und auch sehr riskant ist, aber so können wir uns einen reellen Vorteil gegen diese Übermacht verschaffen, der reichen kann, um letztendlich am Ende des Tages den Sieg zu erringen. Doch um das alles zu bewerkstelligen, brauchen wir die Hilfe eines jeden Einzelnen von euch. Denn das, was uns dort erwartet, können nur Leute unseres Schlages entgegentreten. Folgende Informationen kann ich euch mitteilen:

- die Feste ist mit diversen Zaubern belegt, die es verhindern sich mittels Magie in und aus der Festung zu begeben.
- Durch die gigantische Konzentration an Untoten und Dämonen werden erwartungsgemäß einige Zauber dort keine Wirkung zeigen. Das wären alle Zauber mit dem „Good“-Descriptor, sowie Ort weihen, Weißen Zauber wie Magischer Zirkel gegen Böses. Es können aber auch merkwürdige Dinge auftreten, wie z.B. das sich eure neutralen Tiergefährten in sehr kurzer Zeit zu bösen Kreaturen verwandeln, wenn sie diesen Ort des absolut Bösem aussetzen.
- Erwartet dass durch die hohe Konzentration an Untoten und den diversen Opferritualen, die Untoten dort viel stärker sein werden als ihr sie bisher kennt. Ich habe bei den großen nördlichen Kreuzzügen solch hohe Untotenkonzentrationen erlebt und kann euch sagen, dass die Biester fast nicht zu zerstören geschweige denn zu vertreiben waren. Sie hielten ein Vielfaches des Schadens aus, der im Normalfall gereicht hätte, um sie in ihre ewige Ruhe zu befördern. Auch waren sie resistenter gegen unsere Zauber.
- Erkenntnismagie hat uns außerdem gezeigt, das wir mit folgenden mächtigen Kreaturen im inneren der Festung rechnen können: dämonische Kobold Kleriker, Magier und Hexenmeister, Riesen, die im Abgrund ihr Zuhause haben, untote Drachen, zaubernde Knochenklauen, Knochennagas, mächtigen Vampiren, einem mächtigen Nachtwanderer und auch ein entropischer Sensenmann soll sich dort aufhalten.
- Einige sehr mächtige Dämonen, dessen genaue Spezies uns jedoch bis zum heutigen Tag verborgen geblieben ist, genau wie der vage Hinweis, dass Fürst Myrhal einen alten Streiter aus vergangenen Tagen an seiner Seite hat. Einiges deutet darauf hin, das es sich hier um den Meister der einst mächtigsten Assassinengilde der Welt, der in Rauxes, handeln könnte. Vergesst die Assassinengilde von Graufalk. Sie ist nur ein Schatten dieser hier. Die Weissagung sprach vom „Großvater der Assassine“, wahrscheinlich der höchste Titel dieses Berufszweiges, der nur einem, nämlich dem besten aller Assassine, vorbehalten zu sein scheint.

„Ihr seht nun, dass wir ohne euch alle hier, ziemlich aufgeschmissen sind. Was sagt ihr? Seid ihr bereit mit mir diesen Ort des Bösen zu Schleifen? Kann ich mit euch rechnen?“

Die Vier warten gespannt eure Reaktionen ab. Sollte sich jetzt noch jemand entschließen dem Ganzen aus dem Weg zu gehen, ist an dieser Stelle das Abenteuer für ihn vorbei. Er verliert sämtliche Gefallen, die was mit dem Adri zu tun haben und man wird sich lange an die Namen derer erinnern, die Alfesfurt und den Rest des Waldes einst so kläglich im Stich gelassen haben. Die, die sich Belgardian anschließen, können mit viel Gold, Magie und Ruhm rechnen, wenn sie das Ganze überleben.

Fragen und Antworten (von Parren, Lisara und Hilman), die sich ergeben könnten:

Woran erkenne ich Myrhals Truppen?

A: Fürst Myrhals Wappen ist leicht zu erkennen. Es ist die Aerdy-Sonne, die von Zähnen umringt ist.

Was springt dabei für uns heraus?

Antwort, wenn sich unter den Abenteurern jene befinden, die das Zertifikat *Held des Adri* besitzen:

DAS ist doch nicht wirklich euer Ernst, oder? DAS hätte ich nun von wahren Helden nicht erwartet. Anscheinend müssen wir uns vor sieben Jahren schwer in euch getäuscht haben, als wir euch vorschnell zu Helden des Adri ausgerufen haben. Ihr solltet euch schämen!

Antwort, wenn unter den Abenteurern niemand das Zertifikat *Held des Adri* besitzt:

Hmm ... Schade! Ich dachte, dass euch die Bewohner des Adri am Herzen liegen und ihr nicht dieses opportunistische Verhalten eines Städters an den Tag legt. Meine Naivität überrascht mich immer wieder aufs Neue.

Könnt ihr uns in irgendeiner Weise unterstützen?

„Wir haben wenig Gold, geschweige den mächtige, magische Gegenstände. Wir hatten euch aber vor zwei Jahren versprochen, sämtliche Kontakte spielen zu lassen, um euch so weit wir können zu unterstützen, wenn die Zeit gekommen ist.“ Folgende Gegenstände können wir euch anbieten“:

<i>Beastskin</i> - Armor Enhancement	+2 bonus
Wilding Clasp	4000
Scroll of Restoration	800

APL 10 und APL 12

Item	GP Cost	availability
Potion of Barkskin +5	1200	max. 3 p.P.
Potion of Greater Magic Fang +5	3000	max. 3 p.P.
Potion of Lesser Restoration	300	max. 5 p.P.
Potion of Shield of Faith +5	900	max. 3 p.P.
Oil of Greater Magic Weapon +5	3000	max. 3 p.P.
Oil of Magic Vestment +5	3000	max. 3 p.P.
Staff of Healing (50)	27750	max. 1
Wand of Cure Critical Wounds	21000	max. 1

Wand of Cure Serious Wounds	11250	max. 1
Wand of Stoneskin (50)	33500	max. 1

APL 14 und 16

Item	GP Cost	availability
Oil of Greater Magic Weapon +5	3000	max. 3 p.P.
Oil of Magic Vestment +5	3000	max. 3 p.P.
Staff of Healing (50)	27750	max. 1
Wand of Cure Critical Wounds	21000	max. 1
Wand of Cure Serious Wounds	11250	max. 1

Nachdem sich die Abenteurer bereit erklärt haben in den Kampf gegen Fürst Myrhal zu ziehen, entspannen sich die Gesichter der Vier schlagartig. Gut gelaunt bitten sie die SC nun zum Essen überzugehen. Der restliche Tag wird hier nicht weiter beschrieben, da sich das ganze Meta-rollenspielerisch abgehandelt werden soll. Dafür sind ca. 15-20 Minuten geplant. Zu erwähnen wäre, dass sich ein alter Weggefährte Belgardian's eingefunden hat. Es ist Meister Thorn, ein Zwerg, den die SC unter Umständen kennen könnten, wenn sie im Jahr 592 AZ das Abenteuer AHLS2-01 *Tod im Adri* gespielt haben. Dort wurde dieser von einigen SC damals befreit und hat versprochen, seinen Rettern bei nächster Gelegenheit zu helfen. Er hat Wind von Belgardian's Auftauchen in Alforsfurt bekommen und ihn natürlich sofort aufgesucht. Dieser hat ihm seinen verwegenen Plan mitgeteilt und informiert, dass die SC sehr wahrscheinlich nach Alforsfurt kommen und den Menschen dort helfen werden. Meister Thorn wird einer Gruppe zugeteilt, die einen Kleriker benötigt und vom entsprechenden DM als NPC mitgeführt. Das soll ein wenig, die härteren Bedingungen, die in der Feste herrschen, abfedern. Der Rest des Tages und die Nacht werden ereignislos verlaufen.

Der nächste Tag wird bis zum Anbruch der Dunkelheit ohne große Vorkommnisse verstreichen. Am Abend wird es dann zu Aktivitäten kommen. Einige Schergen Myrhal's werden vor den Toren Alforsfurts auftauchen und mit der Errichtung der Kampfarena beginnen.

Den ganzen Tag herrscht eine trügerische Stille in Alforsfurt. Es ist viel zu still, für das was hier in Kürze passieren soll. Die Nerven der Bürger sind zum Zerreißen gespannt. Dann endlich, bei Anbruch der Dunkelheit ertönen die Signalthörner der Wachen auf einem der Türme und ihr wisst, dass langsam eure Stunde schlägt. „Feindliche Bewegungen ca. 300 m voraus“, schreit eine der Wachen vom linken Turm, neben der Zugbrücke. Parren eilt herbei und fragt: „Was machen sie?“ Dann klettert er auf den Turm, ohne die Antwort abzuwarten. „Sie bewegen sich vorsichtig auf uns zu. Was sollen wir tun, Parren?“ Dieser entgegnet in einem recht militärischem Ton: „Erst einmal nichts. Soldaten! Auf eure Positionen. Die anderen bringen die Frauen und Kinder sowie die Alten wie trainiert in Sicherheit. Ihr Helden, Abenteurer, Haudegen, Veteranen und Opportunisten, es geht los!“ Auch ihr bahnt euch den Weg auf die Wehrgänge der Palisaden, um einen besseren Überblick von der Situation zu bekommen.

Eine einzelne, humanoide, in Kapuzenroben gewandte Gestalt beginnt etwa 100 Meter vor den Toren Alforsfurts zu Zaubern. Ihr seht, wie sich nach etwa 5 Minuten die verschneite Wiese vor euch verformt. Erst schmilzt das Eis. Dann wird der matschige Boden bretthart und eine etwa 25 x 25 m große, steinerne Kampfarena bildet sich aus der Masse. Arena ist hier wohl nicht ganz richtig. Es sieht eher wie großes Steinfeld aus, das Mitten aus den Feldern ragt bzw. hervorsticht.

Die SC können mit einem Wurf auf Zauberkunde SG 21 erkennen, das hier der Zauber „Erde bewegen“ gewirkt wird und danach mit einem Zauberkundewurf SG 20 den Zauber „Schlamm zu Fels verwandeln“ erkennen, der letztendlich der Arena, den Feinschliff gibt.

Parren wird das Zaubern nicht unterbrechen, solange die unbekannte Person keine Angriffsauber wirkt. Wenn die SC auf die verblödete Idee kommen die zaubernde Person zu stören und damit verhindern, dass die Kampfarena erschaffen wird, auch gut. Dann findet der Kampf gegen Thraxus dem Unsterblichen halt auf einer Wiese statt! Die humanoide Gestalt wird in der nächsten Runde nachdem sie angegriffen wurde mittels eines Teleportzaubers die Szenerie verlassen. Bei der verummten Gestalt handelt es sich um niemand anderen als Lady Cyrin. Sie ist mit so vielen Zaubern belegt, die es den SC sehr schwer fallen wird sie in einer Runde zu töten (s. Kampftaktik Lady Cyrin in der Endbegegnung).

Die SC können mit einem gelungenen Entdecken Wurf SG 40 erkennen, dass es sich um eine Frau mit bleicher Haut handelt und damit vermutlich Lady Cyrin ist. Ihnen fällt auch auf, dass die Frau keine Spuren im Schnee hinterlässt.

Wurde Lady Cyrin beim Errichten der Kampfarena unterbrochen, musst du den Text bzw. die Geschehnisse der Situation entsprechend anpassen. Gelingt es Lady Cyrin ungehindert die Kampfarena zu errichten, tritt sie in die Mitte der Arena und spricht:

Die Gestalt in Kapuzenroben tritt in die Mitte der Arena und verharrt dort einen Moment, so als ob sie sich kurz auf etwas Konzentrieren würde. Dann fahren beide Hände gen Kopf. Diese schieben die schwere Kapuze nach hinten und euch offenbart sich der Anblick einer wunderschönen Frau. Kastanienbraune, lang gelockte Haare, in Form einer Löwenmähne mit fast perfekten, weiblichen, weichen Gesichtszügen und blutrote Lippen komplettieren das Erscheinungsbild. Fast perfekt... Wäre da nicht ihre bleiche Haut, das feurige Glühen ihrer Augen und diese unsichtbare, aber dennoch spürbare morbide Aura, die sie umgibt.

„Es ist getan“ entgegnet euch die Frau. Seltsamerweise könnt ihr ihre Stimme trotz der fast 100 m Entfernung klar und deutlich hören.

„Fürst Myrhal erwartet morgen bei Einbruch der Dunkelheit, das folgende Personen sich in der Arena dem Kampf mit Thraxus dem Unsterblichen stellen:

Aeron, Alton Greenbottle, Asgardil Hammerheim, Chalice, Diegon Karadin, Durok Eisenwange, Hapak Lloyd, Lia, Magnus der Schwarze, Mahdavidkia Kelendros, Mara Leano, Martin von Cranden, Mondo Ferell, Ramandra Riskalion, Ras, Rhuban Rotbart, Taralan, Tliggle Bigglesickle, Tom der mit den Zwergen kämpft, Valenthe Startree, Velea Startree und William.

Flucht ist zwecklos, da ich die meisten von Euch seit Jahren mittels Magie beobachte und eure Gewohnheiten gut kenne. Ich werde jeden einzelnen von Euch finden und ... euch dann zu meinen Dienern machen. Ihr habt also die Wahl. Euch dem Kampf zu stellen oder mir als untoter Diener wie ein Hund auf allen Vieren um mich herum zu kriechen und darauf zu warten mir den Dreck von meinen Lederstiefeln ablecken zu dürfen. Für alle Ewigkeit..." Der letzte Satz scheint ihr ein süffisantes, zufriedenes Lächeln zu entlocken. Mit diesen Worten wendet sie sich von euch ab, und begibt sich langsam gen Wald.

Lady Cyrin wird sich auf keine Gespräche, Zwischenrufe oder Beleidigungen ein- bzw. provozieren lassen. Wenn sie den Wald(rand) erreicht hat und sich außerhalb der Sichtweite der SC befindet wird sie augenblicklich zur Feste teleportieren. Wird sie vor-, während- oder nach dem Gespräch angegriffen, teleportiert sie sich sofort zur Feste.

Bis zum Einbruch des nächsten Abends wird nichts Außergewöhnliches passieren. Die SC haben also bis dahin Zeit sich auf dem Kampf gegen Thraxus vorzubereiten. Gib den Spielern genug Zeit dies zu tun. Wenn alle mit ihren Vorbereitungen fertig sind, fahre mit Begegnung 3 fort.

Begegnung 3 – Wem die Stunde schlägt (OPTIONALE BEGEGNUNG)

Nun ist es soweit. Endlich findet der Kampf mit Thraxus dem Unsterblichen statt. An dieser Begegnung dürfen nur diejenigen teilnehmen, die im Jahre 595 AZ den Alfesfurter Bürgern versprochen haben, sie gegen Thraxus und seiner Höllenarmee in einem Duell auf Leben und Tod zu verteidigen (AR Eintrag „Champion von Elversford). Wenn die Helden obsiegen, wird sich die Höllenarmee aus dem Konflikt heraushalten und wieder in die Hölle zurückkehren. Es kann natürlich sein, das sich Spieler melden, die diesen AR-Eintrag haben, sich aber nicht bei mir gemeldet haben. In diesem Fall sind die Spieler natürlich auch Nachträglich zu dem Duell eingeladen bzw. erwähne ihre Namen bei Lady Cyrin's Ansprache.

Ihr habt euch am späten Nachmittag im Darbenden Druiden versammelt und nimmt noch etwas Essen und einige Getränke zu euch als das Ertönen eines Signalthorns von Parren's Milizen euch verkündet, das es endlich losgeht. Thraxus ist da! Ihr habt euch alles was ihr für das Duell braucht soweit zurechtgelegt/angezogen/eingesteckt und begeben euch zum Stadttor. Die Leute auf den Straßen jubeln jeden von euch zu, der den Darbenden Druiden verlässt. Ängstliche, aber hoffnungsvolle Augen überall wohin ihr seht. Nur die vielen Kinder, die von ihren Eltern festgehalten werden, haben anscheinend als einzige keine Angst vor dem, was gleich passieren wird. Dem Stadttor näher kommend, erspäht ihr Parren Ludern, Lisara Ulmeck und Bürgermeister Hilman Obrut, die davor stehen und auf euch warten. Milizen drängen die neugierigen Menschenmengen zurück, um euch einen breiten Durchgang zum Stadttor zu verschaffen. Ihr könnt in der Menge noch einige weitere, nicht nur euch bekannte Gesichter ausmachen. Lukan der Eber, Prisstyne Carnhuis, Wortham Kremm (Druide in Diensten von Immonara) und auch Ernjulf Ebroer wollen diesem

Ereignis beiwohnen. Hilman Obrut reißt die Hände gen Himmel und die Menschenmenge wird nach kurzer Zeit ruhig.

„Champions von Alfesfurt! Wir alle danken jedem von Euch, der den Mut hatte hierher zu kommen und sein Versprechen einzuhalten. Ich muss hier keinem sagen, WAS hier heute auf dem Spiel steht. Die Masse nickt. Aber euch allen, die ihr hier steht und Alfesfurt stellvertretend für den gesamten Adri verteidigen wollt, möchte ich noch sagen, das wir ohne eure konstante, oft selbstlose Hilfe und Hingabe für den Wald und ihrer Bewohner nicht genug danken können. Ihr habt uns allen sehr oft geholfen im Gegensatz zu vielen anderen Personen und Gruppierungen hier im Wald, die nichts anderes zu tun haben als sich zu streiten und nichts für die Bewohner des Waldes zu tun. Erwähnt seien hier besonders die verschiedenen Druidengruppierungen und die neue Erzdruidin Athanasia Baumling. Sie sind mit sich selbst mehr beschäftigt als mit uns, die jeden Tag ums Überleben hier kämpfen müssen. Würden wir auf ihre Hilfe und auf andere warten, ich wüsste nicht, wie es um uns jetzt stehen würde. Doch wissen wir nun, dass wir seit Jahren auf EURE Hilfe zählen können, zählen wollen und in Zukunft auch zählen werden. Also geht hinaus und haut endlich diesem arroganten Kalbskopf mal ordentlich eins zwischen die Hörner!“

Die Menschenmasse ist nicht mehr zu bremsen und feuert euch an! Parren gibt den Wachen das Zeichen, die Tore zu öffnen. Er und Lisara treten vor und wünschen jeden Einzelnen von Euch viel Glück für den bevorstehenden Kampf.

In der dunklen Ferne lodern leuchtend dutzende von Fackeln unruhig rings um die archaische Kampfarena, aus deren Zentrum ein stolzer und mächtiger Riese ragt: Thraxus der Unsterbliche.

Seine majestätische Erscheinung, akzentuiert von seiner noblen Kleidung, wird über dies von stilvollem, erlesenem Geschmeide verziert. Diverse Ringe und ein Amulett mit grünem Stein.

Im Näherkommen erkennt ihr auch eine schwarze Tribal-Tätowierung oder ein Branding, das sich seitlich seines beindicken Halses zu einem massigen Stierkopf mit beispiellos gewaltigen Hörnern empor schlängelt.

Sein cremefarbenes Borstenfell, unter dem sich seine Muskeln wie große Anakondas winden, ist kurz und silbrig glänzend im Gegensatz zu seinen dunklen Augen, die wie zwei schwarze Onyx die Welt und das Licht, das sie erleuchtet, zu verschlucken scheinen. Und obwohl dieser Fleisch gewordene Halbgott regungslos in einer anmutigen Pose verharrt, beschleicht euch eine leichte Unruhe. Denn trotz seiner königlichen Grazie kommt ihr nicht umhin seine unglaubliche, perfekt proportionierte und nur so vor Kraft strotzende Muskulatur zu bewundern: Säulengleiche Beine, breit wie der Oberkörper eines kräftigen Mannes und zwei mächtige Arme, deren Anblick allein jeden Oger einschüchtert und unterwirft, mit Adern dick wie zwei eurer Finger.

In jeder seiner großen Prätzen, die jeweils ohne weiteres den Kopf eines Trolls umschließen könnten, hält er ein zwei Mann großes, gekrümmtes Schwert.

Unter seiner royalen Gewandung trägt Thraxus ein Mithral-Kettenhemd, in dessen Mitte auf seiner beachtlich umfänglichen Brust ein schwarzer Turm auf blutrotem Grund zu erkennen ist: Das unheilige Embleme des Herren der zweiten Hölle. Dispater.

Schließlich trägt der Minotaurus der Minotauren noch einen wadendicken, schwarzen Kopsit-Langbogen, der über und über mit träge pulsierenden, blutroten Runen übersät ist.

Wenn die Champions von Alfursfurt in Hörweite sind bzw. vor der Kampfarena stehen, wird Thraxus zu ihnen sprechen:

„Wie ich sehe, seid ihr ja doch noch zahlreich erschienen. Mehr als ich erwartet habe... Respekt! Ihr seid Mutig und Mut muss belohnt werden. Glaubt nicht, dass die nächste Geste von mir, als Zeichen von Angst und Schwäche zu sehen ist. Ich will nicht alle von euch töten, auch wenn es Myrhal gerne so hätte. Mein Herr und Gebieter interessiert sich für nur einige wenige von euch. Deshalb gebe ich euch allen, außer Durok Eisenwange, Mondo Ferell, Diegon Karadin, Mara Leano, Ramandra Riskalion, Magnus dem Schwarzen und Taralan die Möglichkeit, an diesem Duell nicht teilzunehmen. Betrachtet euch als Gewinner, denn euer Leben wird von mir verschont. Was Myrhal mit euch vorhat, ist mir egal. Mein Gebieter verlangt von mir ihm nur die Körper der sieben erwähnten Personen zu bringen, die vor nicht allzu langer Zeit den Finsteren Streiter Sir Höllenfurcht zur Strecke gebracht haben. Niemand tötet ungestraft einen Diener des Herrschers von Dis. Wenn also alle bis auf die sieben erwähnten Duellteilnehmer die Arena räumen würden... dann könnten wir mit der Bestrafung beginnen.“

Es ist davon auszugehen, dass die wenigsten der SC dem Aufruf folgen werden, was letztlich auch egal ist. Thraxus hat kein Problem gegen alle zu kämpfen. Dieses Angebot soll nur den niedrigstufigeren SC die Möglichkeit bieten, sich ohne Gesichtsverlust aus diesem für sie recht aussichtslosem Kampf zu verabschieden. Er ist sich sicher, dass Myrhal sich den Rest holen wird. Entscheiden sich die SC doch am Kampf teilzunehmen, kann dieser unter Einhaltung der Duellregeln dann beginnen.

Wenn ein Spieler vor dem Duell unbemerkt von Thraxus aus welchem Grund auch immer den Zauber *Wahrer Blick* wirkt, nimm ihn zur Seite und lese ihm folgendes vor:

Überrascht erkennst Du mit einem Male die wahre Gestalt von Thraxus.

Der Minotaur, wie ihn Deine Freunde wahrnehmen, ist weit von der Wirklichkeit entfernt. Stattdessen siehst Du eine monströse Kreatur, die definitiv der Hölle entsprungen sein muss. Zwei gewaltige Köpfe mit langen, weit geschwungenen Hörnern sitzen an buchstäblichen Stiernackten auf einem knapp 4m hohen Berg aus Muskeln, der von zwei massiven, säulengleichen Beinen bewegt und von vier schweren Armen flankiert wird, die einen Titanen neidisch werden ließen. Sein tatsächlich blaues Fell hat einen gräulich blassen Farbton, der die massive und berghafte Statur des Kolosses noch unterstreicht.

Durch einen erfolgreichen Wurf auf Wissen (Natur) SG 17 erfährt man, dass es sich hier um einen Großhornminotauren handelt. Eine viel stärkere und aggressivere Variante des gewöhnlichen Minotauren. Der zweite Kopf und das zusätzliche Paar Arme scheinen eine

Mutation zu sein, oder hat Dispater da etwa nachgeholfen? Wer weiß...?

Besonders pfiffige Spieler werden annehmen, dass Thraxus von Rechtschaffen Böser Gesinnung ist, da er aus den Neuen Höllen kommt und sich deshalb an die Regeln des Turniers halten wird. Dieser Glaube sollte ihnen nicht genommen werden. Natürlich wird er sich mit einigem wenigen Zauber belegen, um auf weitere Eventualitäten vorbereitet zu sein.

Ein kleiner Hinweis zur Begegnungsstufe: da sich bis zu acht Spieler an dem Duell beteiligen können und diverse Zauber vorab auf sich wirken dürfen, ist dieser Kampf um drei Begegnungsstufen gesenkt worden, um den Vorteil der Spieler wiederzuspiegeln.

Alle DGS (BS 18)

Thraxus the Undying: male Two-headed Four-armed Greathorn Minotaur of Legend, Disciple of Dispater 8 / Pious Templar 1; TP 396; Anhang 1

Sollten die Champions von Alfursfurt Thraxus besiegen, wird sein Körper sich nach etwa 10 Sekunden auflösen und zur Hölle zurückkehren. Lediglich seine am Körper getragenen Gegenstände bleiben zurück. Die Alfursfurter werden die glorreichen Helden feiern. Diejenigen, die im Kampf gefallen sind, werden in den Tempel von Ehlonna gebracht, wo man sich um ihre Wiedererweckung kümmern wird. Es sind genug Schriftrollen mit dem Zauber *Tote erwecken* hergestellt worden, um jeden Gefallene Champion wieder zu erwecken.

Begegnung 4 – Das Begrüßungskomitee

BATTLE INTERACTIVE

Am nächsten Morgen finden sich alle SC im Tempel von Ehlonna ein, wo sie Hilman Obrut, Parren Ludern, Lisara Ulmeck und Belgardian Totenbann erwarten. Belgardian wird alle fragen, ob sie bereit sind Myrhal's Festung zu stürmen. Wer Zweifel hat, kann jetzt noch seine Teilnahme an diesem riskanten Unterfangen widerrufen. Für diejenigen, die diese Option in Anspruch nehmen, ist das Abenteuer vorbei. Sie erhalten die bis dahin verdienten Erfahrungspunkte und Schätze. Der Rest kann das eigentliche Abenteuer, das jetzt beginnt, fortsetzen.

Belgardian wird eine Schriftrolle mit dem 9. Grad Zauber *Teleportationszirkel* aus seiner Ausrüstung hervorziehen und diese entweder *Diegon Karadin* oder *Magnus dem Schwarzen* als ranghöchste Magier übergeben, damit diese den Zauber wirken können. Er kann ihnen eine detaillierte Beschreibung der Örtlichkeiten geben bzw. wird den beiden sagen, dass sie versuchen können, den Ort auszuspähen, wenn sie die nötigen Zauber dazu haben.

Wenn der Zauber gewirkt wird und die Charaktere in den Zirkel treten, werden sie in die unmittelbare Nähe von Myrhal's Feste (etwa 300 Meter) teleportiert.

Schnaufend stapft und erklettert ihr eure letzten Meter durch den Adri, als ihr endlich die von uralten Bäumen umgebene Hochebene erreicht. Wie durch einen unsichtbaren, zähflüssigen Vorhang schreitet ihr in eine gigantische, verschneite Waldlichtung mit Bodennebel, so als wäre sie in einer anderen Welt. Eine bewölkte, dunkle Welt, die noch viel kälter ist und euch fröstelnd

das Gefühl aufzwingt, eure Körper tauchten in graues, eisiges Wasser. Plötzlich wird es seltsam still.

Auf der „anderen Seite“ angekommen bemerkt ihr sogleich den fauligen Geruch, der die trübe Luft unheilvoll schwängert. Vor euch erstreckt sich ein gewaltiges tundraartiges Plateau, das von etlichen unregelmäßigen Pfählen überzogen ist, die mehr oder weniger vereist sind.

Hier und dort stehen einzelne verkrüppelte Bäume in der Landschaft, von deren Ästen bizarre Dinge baumeln, was euch an groteske Windspiele erinnert. Wie durch einen Magnet werden eure Blicke dorthin gezogen und ihr erkennt mit Schrecken was dort wirklich hängt:

Häute. Ganze Menschenhäute. Dutzende und Aberdutzende von Menschenhäuten.

Nur mit Mühe könnt ihr euren Blick von dem Exempel unmenschlicher Grausamkeit abwenden, um den Rest genauer in Augenschein zu nehmen. Serpentinengleich führen ausgetretene Wege durch die dunklen Bracken.

Von dem wallenden Bodennebel schaut ihr auf zum bewölkten Himmel. Nicht ein Tier ist zu sehen oder zu hören. Keine Huftiere, keine Vögel, nichts.

In weiter Entfernung allerdings ragt eine dunkle Festung auf. Offensichtlich die Bastion von Fürst Myrhal. Sie ist unverkennbar das Zentrum des Bösen und nun da sie eure Blicke auf sich gezogen hat, schlägt euch eine Welle des Hasses auf alles Lebendige entgegen. Und tatsächlich, für einen Herzschlag lang habt ihr den Wunsch etwas zu zerstören.

Böse und nahezu hypnotisch funkelt euch, das unverhohlene Ahmon-Ibor [Demogorgon] geweihte, Bollwerk an. Es gleicht auf unheilige Weise einem brüllenden Pavianschädel aus dem gigantische, schlangenartige Fortsätze sich in den Boden krallen. Der Schädel mit seinem weit aufgerissenen Maul und den gewaltigen Hauern, wirkt selbst auf diese große Entfernung sehr lebendig.

Wenn die SCs etwa 100m vor der Bastion sind, geschieht folgendes:

Plötzlich erschallt über euch ein heiserer Schrei, was eure Blicke nach oben reißt. Ein geflügeltes Untier schält sich aus einer Wolke und stößt auf euch herab, als neben euch laut krachend das Eis eines größeren Tümpels zerberstet und eine mehrköpfige Riesenschlange fauchend an die Oberfläche dringt. Als ihr herumfährt und in die mordlüsternen Augen der Schlange blickt, bemerkt ihr im Hintergrund einen mehrköpfigen Drachen, der scheinbar wie auf Befehl aus der Wolkendecke bricht und pfeilschnell hinabstürzt.

Zu eurem Unglück bemerkt ihr auch, wie euch in größerer Entfernung skelettierte Torsos, die sich langsam aus dem Bodennebel erheben, eingekreist haben.

Hier kommt es zum ersten „Battle-Interactive“. Die vorher eingeteilten Gruppen würfeln ihre Gruppeninitiative und dann kannst du ihnen, der Situation entsprechend, den weiteren Verlauf schildern. Der Schwierigkeitsgrad bleibt unverändert, da die SC hier bestimmt nicht „unvorbereitet“ auftauchen werden (ist am Offensichtlichsten).

Alle DGS (BS 22)

11-headed Giant Constrictor Snake: TP 605; Anhang 2; **11-headed Manticore:** TP 559; Anhang 2; **8-headed Wyvern:** TP 452; Anhang 2; **Demons, Arrow (2):** advanced to 20 HD, TP je 290; Anhang 2; **Wargolak, Kobold Half-Fiend Warmage 14:** TP 103; Anhang 2; **Kurtulak, Kobold Half-Fiend Sorcerer 16:** TP 110; Anhang 2; **Brutus, War Troll of Legend Cleric of Demogorgon 9:** TP 444; Anhang 2; advanced to 12 HD Spellstitched Shadow **Serpentir (4):** TP 114; Anhang 2

Kampftaktik:

Natürlich ist Lady Cyrin nicht nachlässig nach dem Kampf mit Thraxus geworden. Sie wird durch das Ausspähen einiger Spielercharaktere erfahren, was geplant ist und somit ihre Diener rechtzeitig in Alarmbereitschaft versetzen. Diese werden dann folgende Zauber wirken bzw. Vorbereitungen treffen:

Die 11-köpfige Schlange wird aus einem der Wassertümpel Herhauskriechen und die ihr am nächsten Ziele angreifen. Der 11-köpfige Manticore wird in die Richtung der Charaktere fliegen und vorwiegend Magier und/oder Gegner die Zauber wirken mit einem Stachelvolley angreifen, bis er zu ihnen in den Nahkampf aufgeschlossen hat. Der 8-köpfige Lindwurm wird sich sofort in den Nahkampf stürzen. Die Pfeilteufel (Arrow Demons) werden dank des Zaubers *Superior Invisibility*, zaubernde Charaktere primär angreifen und sich nach dem Angriff mittels einer schnell gewirkten *Dimensionstür* so positionieren, das sie sich diversen Flächenzaubern (wie *Magie bannen*, *Feuerball* etc) nicht aussetzen. Die Serpentine werden ihre Spruchähnlichen Fähigkeiten so lange wie möglich einsetzen und dann in den Nahkampf übergehen. Starten werden sie den Kampf wenn Möglich (und günstig) mit den Flächenzaubern *Mass Curse of Impending Blades* und *Evard's schwarze Tentakel*.

Die hochgestellte Zahl hinter jeden Zauber stellt die Zaubergrad dar, was dem SL bei einem *Magie bannen* – Zauber helfen soll, schneller Spruchgrade zu erkennen, ohne lästiges Blättern, welcher Zauber nun welche Stufe hat. Der Übersicht halber sind die Zauber alphabetisch und nicht nach Zaubergrad geordnet.

11-köpfige Riesenwürgeschlange:

Cat's Grace^{2**}, Greater Invisibility^{4**}, Draconic Might^{5**}, Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Shield of Faith^{4***}

11-köpfige Manticore:

Cat's Grace^{2**}, Draconic Might^{5**}, Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Shield of Faith^{4***}

8-köpfiger Lindwurm:

Cat's Grace^{2**}, Draconic Might^{5**}, Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Shield of Faith^{4***}

Pfeildämonen:

Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fly^{5**}, Mass Shield of Faith^{4***}, Superior Invisibility^{8**}

Wargolak:

Coat of Arms⁵, Greater Invisibility^{4**}, Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fire Shield⁵ (schützt vor Feuer), Mass Fly^{5**}, Mass Shield of Faith^{4***}, Resist Energy² (Sonic)^{***}, Ring of Blades³

Kurtulak:

Cat's Grace², Dragonskin³, False Life², Haste^{3**}, Mass Aid^{3***} (20 TP), Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Fly⁵, Mass Shield of Faith^{4***}, Ray Deflection⁴, Resist Energy² (Sonic)^{***}, Shield¹, Superior Invisibility⁸

Brutus:

Blindsight³, Death Ward⁴, Divine Favor¹, Draconic Might^{5**}, Fire in the Blood⁵, Greater Invisibility^{4**}, Haste^{3**}, Living Undeath², Mass Aid³ (20 TP), Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Shield of Faith⁴, Resist Energy² (Acid, Cold, Sonic), Spell Immunity⁴ (**Magic Missile, Ray of Enfeeblement, Scorching Ray, Silence**), Resistance⁰, True Seeing⁵

Serpentirs:

Death Armor², Haste^{3**}, Iron Bones⁴, Mass Fire Shield⁵ (schützt vor Feuer)*, Mass Fly^{5**}, Mass Shield of Faith^{4***}

*** Brutus (CL 18)

** Kurtulak (CL 16)

* Wargolak (CL 15)

Lady Cyrin wird im Inneren der Festung durch das magische Ausspähungsbecken den Kampf verfolgen und auf den neuesten Stand sein.

Nach erfolgreicher Beendigung des Kampfes können die Abenteurer endlich die Feste betreten.

MYRHAL'S FESTE

Ihr steht nun vor dem riesigen, mit Eisenbeschlägen- und Streben verstärkten Holztor. Dutzende von Runen und ins Holz geschnitzte Dämonenfratzen markieren die Oberfläche.

Ein Großteil der Festung ist mit einem Zauber, der dem Zauber *Wächter und Hüter* (Guards and Wards) ähnelt, Zauberstufe 21 belegt. Das betrifft natürlich auch das Eingangstor. Ein *Magie entdecken* wird deshalb eine sehr starke Aura der Bannmagie anzeigen. In Grunde genommen ist es eine etwas modifizierte Version des Zaubers. Die Modifikationen wirken sich wie folgt aus:

Nebel: Hinter jeder Tür in betroffenen Bereich ist eine ca. 10 cm dicke Nebelwand, die den Einblick in den jeweiligen Raum blockiert.

Arkanes Schloss: unverändert.

Netz:

Sobald ein lebendes Wesen diesen Bereich betritt und durchgeht, bilden sich langsam Spinnweben. Sollte sich in dem jeweiligen Feld kein lebendes Wesen aufhalten, wird nach 3 Runden dieses Feld mit einem Netz-Zauber betroffen, wie in *Guards & Wards* beschrieben.

Verwirrung: unverändert. Damit erkläre ich, warum sich die entsprechenden APL's aufteilen und ihren „vorgeschriebenen“ Weg gehen bzw. dann wieder auf die Gruppen stoßen.

Da sich dieses Abenteuer bedingt auch durch die Battle-Interactives schwer geradlinig wie viele Core Abenteuer spielen lässt, kann man hier keine klassische Karte der Festung zeichnen und die Begegnungen u.a. nach dieser abarbeiten. Es folgen vielmehr die entsprechenden Begegnungen der jeweiligen zu spielenden DGS. Dem Spielleiter steht es frei, die unten in Kurzform beschriebene Räumlichkeiten nach Belieben detaillierter zu beschreiben und auszuschnücken. Es sollten nur keine Schätze und weitere Kreaturen darin vorkommen.

Begegnungen für DGS 10

Begegnung 5: Großes Labor

Vor euch befindet sich eine große Doppeltür aus Holz, verstärkt mit Stahlstreben. Der Geruch von Chemikalien dringt aus den Ritzen hervor. Beim Öffnen der Tür verstärkt sich der Geruch der Chemikalien. Ihr seht ein recht großes, gut eingerichtetes Labor vor euch, das 20 Tische enthält auf dem viele Leichen, zum Teil blutverschmiert liegen. Alle haben nekromantische Tätowierungen auf dem Körper. Manche mehr, manche weniger, wobei keine der Leichen fertig tätowiert zu sein scheint.

Das ist eines von vielen Zimmern in dem Fürst Myrhal seine Untoten verstärken lässt. Hier zu Beispiel werden Untote mit dem *Spellstitched* Template (siehe Complete Arcane, Seite 161) hergestellt. Die Knochnaga ist dafür verantwortlich und die Serpentirs helfen ihr dabei.

Die SC können dies mit einem Wurf auf Wissen (Arkanes) SG 20 feststellen.

Kampf:

DGS 10 (BS 13):

Bone Naga: TP 172; Anhang 5; auf 12 TW gesteigerte Spellstitched Shadow **Serpentir (4):** TP je 138; Anhang 5

Kampftaktik:

Alle Kreaturen wissen von dem Eindringen der Abenteurer und werden entsprechend aufmerksam sein. Sie wirken daher vorher folgende Zauber auf sich:

Knochnaga:

Cat's Grace², False Life², Greater Invisibility⁴, Greater Mage Armor³, Mass Fly⁵, Ray Deflection⁴, Resistance⁰, Resist Energy² (Acid, Fire), Shield¹, Stoneskin⁴

Serpentirs:

Coat of Arms⁵ (Sp), Death Armor² (Sp), Greater Mage Armor³ (Sp), Mass Fly⁵, Undead Torch³ (Sp)

Die Serpentine fliegen oder klettern die Wände hoch, je nachdem was taktisch besser für sie ist. Die Knochennaga weiß, das wenn man einen Serpentin tötet, der Destruction Retribution-Effekt ausgelöst wird, der ihn heilt. Die Naga wird deshalb versuchen, sich kurz vorher, wenn möglich in Position zu bringen, um von diesem Effekt betroffen zu werden (verzichtet in diesem Fall auf Reflex Rettungswurf). Auch die Naga wird fliegen und die Abenteurer aus der Luft angreifen.

Begegnung 6: Leichenhalle

Einige Meter vor euch erkennt Ihr eine große Doppeltür aus Eisen. Trotz einiger Meter Entfernung spürt ihr dass es merklich Kälter wird. Die Kälte scheint auch vor der Tür kein Halt zu machen. Eine fingerdicke Eisschicht bedeckt diese, was darauf schließen lässt, dass es dahinter sehr kalt ist.

Die eiserne Doppeltür ist zwar nicht verschlossen, aber durch das Eis schwerer zu öffnen. Dies gelingt wenn ein Türen Öffnen Wurf SG 25 geschafft wird. Natürlich können bis zu 4 Personen helfen die Tür zu öffnen (mit Aid Another, SG 10). Schaffen es die Abenteurer dann können sie den Raum näher untersuchen. Die Leichen werden durch den Zauber *Gentle Repose* „frisch gehalten“ und strahlen deshalb eine nekromantische Aura aus, wenn *Magie entdecken* gewirkt wird...

Hier drin ist es bitterkalt. Nachdem ihr den Raum erleuchtet habt, erblickt ihr hier so etwas wie eine Leichenhalle. Der Begriff ist ein wenig untertrieben, da hier über 200 Körper, schätzt ihr, fein säuberlich aufgestapelt gelagert werden. Ein Stapel scheint nur aus Skeletten zu bestehen, während ein anderer aus humanoiden Leichen besteht. Alle sind am ganzen Körper tätowiert.

In dieser Leichenhalle / Kältekammer werden sämtliche Leichen aufbewahrt, die den Prozess, sprich Tätowierung, hinter sich haben. Sie müssen jetzt nur noch mit einem faulen Ritual zum „Leben“ erweckt werden. Ein Skull Lord überwacht hier das Ganze. Er wird dem Spectral Rider und den Crypt Things befehlen, die Eindringlinge sofort zu töten.

Kampf:

DGS 10 (BS 13):

Auf 24 TW gesteigerter **Skull Lord**: TP 228; Anhang 5; auf 18 TW gesteigerte Spellstitched **Crypt Things (2)**: TP je 207; Anhang 5; auf 20 TW gesteigerter **Spectral Rider**: TP 210; Anhang 5

Kampftaktik:

Der Skull Lord wird bevor seine Diener vorstürmen den Zauber *Undead Torch* auf alle wirken, während die Crypt Things den Zauber *Mass Curse of Impending Blades* auf die Abenteurer wirken. Alle Kreaturen werden die Kammer bis zum Tod verteidigen.

Begegnung 7: Schrein des Demogorgon

Eine große Doppeltür aus Messing versperrt euch den Weg. Die Türen sind mit vielen seltsamen Runen beschriftet, die nichts Gutes verheißen. Ihr könnt hinter der Tür ein leises Singen vernehmen.

Wer Abyssal beherrscht wird die Runen verstehen. Sie sagen, dass sich hinter dieser Tür ein Altarraum des Fürsten der Dämonen befindet und preisen dessen Macht an. Die Tür ist mit einem *Arkanen Schloss* vom *Wächter und Hüter* – Zauber gesichert.

Unmittelbar hinter der Tür wurde ein Symbol der Schwäche auf den Boden geschrieben. Die erste lebende Person, die den Raum betritt, löst die Falle aus.

Unabhängig ob die Tür mittels Magie oder durch brachiale Gewalt geöffnet wird, wird das Singen nicht verstummen. Sie werden bereits erwartet.

Alle DGS (BS 9):

Falle: Symbol der Schwäche; HG 9; Näherungsauslöser (Betreten des Bodens); automatischer Rücksetzer; Zaubereffekt *Symbol der Schwäche*, Magier 21, Zähigkeitswurf (SG 31); 3D6 Stärkeschaden; *Suchen* (SG 34); *Mechanismus ausschalten* (SG 34).

Der Raum vor euch ist sehr groß. Mindestens 12 x 12 m unter einer Deckenhöhe von etwa 12 Metern. Gegenüber von euch seht ihr ein gewaltiges Doppelportal aus Messing. Der Raum selber ist fast leer bis auf eine große, etwa 6 m hohe Statue eines riesigen zweiköpfigen Pavians vor dessen mit hunderten von schwarzen Kerzen erleuchteten Altar ein Ritter in schwarzer Rüstung kniet und singt. Mit eurem Betreten verstummt das Singen und die Rittergestalt erhebt sich, um sich euch zuzuwenden. Ein bleicher, muskulöser Mann in Vollplatte steht vor euch. Ein unheiliges Symbol von Demogorgon baumelt über der Rüstung. Während er seinen Schild in Position bringt und sein Langschwert zieht, hat er die Zeit einige Worte an euch zu adressieren. „Da habt ihr es doch tatsächlich geschafft bis zu mir, Victor von Carstein, Finsterer Streiter des einzig wahren Dämonenfürsten Demogorgon vorzudringen. Respekt! Ich fürchte, dass euer Abenteuer an dieser Stelle vorbei ist, denn ich werde euch nicht durchlassen. Sollte jemand von euch fliehen, kann er gerne Martin von Cranden ausrichten, das er mich gefunden hat und ich hier auf ihn warte.“ Mit diesen Worten greift er die Gruppe an.

Von Carstein spielt hier auf eine „Special Mission“ des Spielers Oliver Kemmet aus dem Jahr 2006 an, wo er in dem Abenteuer „AHL7-02S Vermächtnisse eines Hochkönigs“ auf Martin von Cranden (Oliver Kemmet's Charakter) getroffen ist. Dieser hat gegen ihn gekämpft, konnte aber von Carstein nicht besiegen, da dieser vor ihm Fliehen konnte. Er sinnt nun auf Rache hier auf heimischen Gebiet.

Kampf:

DGS 10 (BS 14):

Victor von Carstein: TP 112; Anhang 5

Kampftaktik:

Von Carstein wird beim Eintreffen der Abenteurer folgend Zauber und Fähigkeiten aktiviert bzw. gewirkt haben: *Divine Shield* (vor 1 Runde), *Divine Vigor* und *Zeal* (vor 2 Runden). Des Weiteren hat er alle seine Tränke getrunken (*Bull's Strength*, *Eagle's Splendor*, *Fly* und *Haste*).

Begegnungen für DGS 12

Begegnung 8: Kleines Labor

Vor euch befindet sich eine große Doppeltür aus Holz, verstärkt mit Stahlstreben. Der Geruch von Chemikalien dringt aus den Ritzen hervor. Beim Öffnen der Tür verstärkt sich der Geruch der Chemikalien. Ihr seht ein recht großes, gut eingerichtetes Labor vor euch, das 10 Tische enthält auf dem viele Leichen, zum Teil blutverschmiert liegen. Alle haben nekromantische Tätowierungen auf dem Körper. Manche mehr, manche weniger, wobei keine der Leichen fertig tätowiert zu sein scheint.

Das ist eines von vielen Zimmern in dem Fürst Myrhal seine Untoten verstärken lässt. Hier zu Beispiel werden Untote mit dem *Spellstitched* Template (siehe Complete Arcane, Seite 161 bzw. Anhang 10) hergestellt. Die SC können dies mit einem Wurf auf Wissen (Arkane) SG 20 feststellen.

Für die Herstellung Verantwortlich ist Rankhan, der sich momentan nicht hier aufhält. Er hat aber einige Diener zum Schutz des Raumes postiert.

Kampf:

DGS 12 (BS 14):

Voidwraiths (4): TP je 221; Anhang 6; auf 12 TW gesteigerte Spellstitched Shadow **Serpentir (4):** TP je 138; Anhang 6

Kampftaktik:

Einer der Serpentire wird einen *Festen Nebel* zaubern, mit dem er so viele Zaubernde SC wie möglich betreffen kann, damit die Voidwraiths dann diese mit ihrer Airless Aura am Zaubern hindern. Die anderen Serpentire werden die Kämpfer mit *Schwächestrahlen* bzw. *Fester Nebel* angreifen. Die anderen beiden Serpentire wirken jeweils *Undead Torch* und *Mass Curse of Impending Blades* (ersetzt 1x *Undead Torch*).

Begegnung 9: Atrium

Zum ersten Mal betretet ihr einen riesigen Raum, der vom Licht durchflutet ist. Es handelt sich hier um ein Atrium durch dessen zum Teil mit Efeuranken bedeckte Glaskuppel Pelor's Strahlen durchdringen. Am Gegenüberliegenden Ende des Raumes seht ihr eine Treppe, die nach Oben zu führen scheint.

Das Atrium verbindet das erste Gebäude mit dem zweiten Gebäude. Eine Treppe führt nach oben in einen riesigen Innenhof, der zum nächsten Stockwerk führt. Das riesige, bronzene Doppelportal dort wird von weiteren Kreaturen bewacht (Begegnung 10).

Kampf:

DGS 12 (BS 16):

auf 22 TW gesteigerte Spellstitched **Boneclaws (2):** TP je 380; Anhang 6; **Bloodhulk Fighters (4):** TP je 190; Anhang 6; **Bloodhulk Giants (3):** TP je 260; Anhang 6; **Rankhan:** TP 164; Anhang 6

Kampftaktik:

Die Knochenklauen (Boneclaws) werden den Zauber *Säurenebel* (1 oder 2x) wirken und damit versuchen, so viele Zaubernde wie möglich zu betreffen. Die Knochenklauen werden daran denken, sich in die Nähe der Bloodhulk Fighter bzw. Bloodhulk Giants zu begeben, wenn diese kurz vor ihren Tod stehen, damit sie durch den Destruction Retribution-Effekt (verzichtet in diesem Fall auf Reflex Rettungswurf um sich damit zu heilen). Hat ein *Säurenebel*-Zauber gereicht, wird die andere Knochenklaue ein *Mass Curse of Impending Blades* anstatt des Nebels wirken. Vor dem Ganzen wird eine Knochenklaue den Zauber *Undead Torch* auf alle Untoten wirken. Rankhan wird als freie Aktion als erstes seine Schmerzwellen (Pain Wave) aktivieren und dann mit Arcane Fusion bevorzugt kämpfen. Die Knochennagas und Rankhan werden vor dem Ganzen ihre Tränke zu sich nehmen.

Boneclaws:

Death Armor², Death Throes⁵, False Life², Greater Mage Armor³, Iron Bones⁴, Undead Torch³, Potions (Cat's Grace, Eagle's Splendor (bringt nochmal 44 TP!)), Haste, Shield of Faith +3)

Bloodhulk Fighters:

Iron Bones⁴, Undead Torch^{3**}

Bloodhulk Giants:

Iron Bones⁴, Undead Torch^{3**}

Rankhan:

Displacement³, False Life², Greater Mage Armor³, Mirror Image², Ray Deflection⁴, Resistance⁰, Shield¹, Potions (Barkskin +5, Shield of Faith +5)

** Boneclaws (CL 22)

* Rankhan (CL 16)

Begegnung 10: Vorhof

Die Stufen führen euch anscheinend ein Stockwerk höher. Euch offenbart sich ein riesiger Vorhof. Auf der gegenüber liegenden Seite der Treppe seht ihr ein riesiges Doppelmessingportal. In der Mitte des Raumes befindet sich ein großer, heller Marmorsteinbrunnen aus dem eine schwarze, faul riechende Flüssigkeit fließt.

Das faul riechende Wasser war einst rein, doch ist es mit der Zeit durch das Böse verunreinigt worden (siehe unter Vorbereitung nach: **A Great and Powerful Malevolence**).

Kampf:

DGS 12 (BS 16):

Griseldis: TP 196; Anhang 6; **Dread Wraith:** TP 218; Anhang 6; **Bone Naga:** TP 172; Anhang 6

Kampftaktik:

Im Springbrunnen selber versteckt sich der Dread Wraith und wird dank seiner hohen Initiative (wahrscheinlich) als erstes Angreifen. Seine Primärziele sind Magier und Kleriker, die er mit seinem Konstitutionsraub töten will. Er wird durch den Boden bis zu seinen Opfern gleiten und dann diese überraschend mit Spring Attack angreifen und sich wieder aus dem Nahkampf zurück ziehen, um nicht von irgendwelchen Kämpfern angegriffen zu werden. Griseldis wird die Talente Divine Vigor und Divine Shield aktivieren. Vorher trinkt sie noch ihre Tränke und wirkt dann noch die Zauber Protection from Energy (Schutz vor Energien) (Acid), Divine Favor und Divine Sacrifice, Eagle's Splendor (in dieser Reihenfolge). Die Knochennaga wird bevorzugt mit Arcane Fusion angreifen.

Griseldis:

Divine Favor¹, Divine Sacrifice¹, Draconic Might^{5*}, Eagle's Splendor², Heroism³, Mass Fly^{5*}, Protection from Energy³ (Acid)

Dread Wraith:

Cat's Grace^{2*}, Incorporeal Enhancement³ (from Lady Cyrin, CL 21)

Bone Naga:

Cat's Grace², Displacement³, False Life², Greater Invisibility⁴, Greater Mage Armor³, Iron Bones⁴, Mass Fly⁵, Ray Deflection⁴, Resistance⁰, Resist Energy² (Acid, Fire, Sonic), Shield¹, Stoneskin⁴

* Bone Naga (CL 14)

Begegnungen für DGS 14

Begegnung 11: Verlassener Schrein

Ihr steht vor einem mit Dämonenfratzen übersäten großem Doppelportal aus Holz, das an vielen Stellen Schimmel aufweist, der selbst vor den korrodierten Metallstreifen, die die Tür verstärken, nicht halt gemacht

hat. Ihr könnt kein Schloss an der Tür ausfindig machen, doch bemerkt ihr den Geruch von starker Verwesung bereits vor der Tür. Es muss also dahinter noch fürchterlicher stinken. Ihr vernehmt hinter dem Holzportal eine recht laute, raue Stimme, die in einer fremden Sprache etwa zu sprechen scheint. Nach kurzem Hinhören würdet ihr sagen, das was auch immer hinter der Tür ist nicht mit jemanden spricht. Es hört sich eher danach an, also ob dieser Jemand hinter dem Portal eine schwarze Messe oder etwas Ähnliches zelebriert.

Auch hier ist die Tür mit einem *Arkanen Schloss* vom *Wächter und Hüter* – Zauber gesichert. Die Sprache, die hinter der Tür gesprochen wird, ist Abyssal, die der Entropic Reaper verwendet, um noch in einem kurzen Stoßgebet die Gunst von Demogorgon zu erbitten, um die Abenteurer besiegen zu können. Natürlich wurde auch er vorgewarnt und hat sich entsprechend vorbereitet. Der Schimmel an der Tür ist ungefährlich (Nein, kein Gelbschimmel!). Öffnen die Abenteurer die Tür sehen sie folgendes:

Ein Vorhang aus schweren Ketten hängt vor dem Eingang in einen kreisrunden Raum, dessen konisches Dach sich auf etwa 9m erhebt. Sämtliche Wände des Raumes enthalten alle Arten von Inschriften in Abyssalischer Sprache. Die zertrümmerten Reste eines kleinen Altars und einem Sünderbänkchen sind am anderen Ende des Raumes zu sehen. Rechts daneben ist eine große Metalltür. Der Boden hier besteht aus einem komplexen Muster von blauen und grünen Kacheln die euch fast die Illusion eines wässrigen Pools wiedergeben. Dem Rücken euch zuwendend erblickt ihr einen in schweren Kapuzenroben gekleidetes Skelett, das sich durch das Rasseln der Ketten beim Öffnen der Tür erhebt und sich euch zuwendet. Beim Aufstehen erscheint wie aus Geisterhand eine riesige Sense in seiner knöchrigen Hand, an dessen Kopfende nichts als absolute Schwärze zu sein scheint, eine Absurdität von Raum und Zeit, die gierig jegliches Licht um sich herum einsaugt. Links und rechts über dem Sensenmann fliegen zwei scheußlich aussehende, pervertierte Abbilder von verrottenden Engeln, die der Ursprung des Verwesungsgeruches sind. Alle drei Körper sind über und über mit Runen übersät und in schwarze Flammen gehüllt. „Kommt herein, ihr Helden des Adri. Ich habe euch erwartet. Ich, der Grimme Schnitter werde mir eure Seelen holen und sie Demogorgon noch heute als Geschenk darbieten. Ich verspreche euch einen kurzen, schmerzhaften Todeskampf.“

Dieser Raum beinhaltete einmal einen Schrein von Demogorgon, der aber von einem der Dämonen in seiner Wut, hier dienen zu müssen, verwüstet wurde. Ein Wurf auf Wissen Arkanes SG 20 identifiziert die drei Kreaturen als *Spellstitched*-Kreaturen. Ein Wurf auf Zauberkunde SG 17 lässt die SC erkennen, das es sich bei den Flammen um die Zauber *Death Armor* bzw. SG 18 für *Undead Torch* handelt (siehe Anhang 8, Neues Regelmaterial). Das unheilige Symbol von Demogorgon kann man nicht sehen, da es sich unter der Kutte des Sensenmannes befindet.

Kampf:

DGS 14 (BS 18):

Spellstitched Angel of Decay: TP 270; Anhang 7; **Spellstitched Entropic Reaper Cleric:** TP 265; Anhang 7

Kampftaktik:

Die Angels of Decay gehen sofort in den Nahkampf, während der Entropic Reaper wird ein *Recitation*- und *Divine Power* – Zauber wirken, bevor er sich selber in den Nahkampf stürzt.

Angel of Decay:

Coat of Arms⁵, Death Armor², Death Throes⁵, Divine Agility^{5*}, False Life², Greater Mage Armor³, Iron Bones⁴, Resist Energy² (Fire)*, Shield of Faith^{1*}

Entropic Reaper:

Blindsight³, Bull#s Strength², Coat of Arms^{5**}, Death Armor^{2**}, Death Throes^{5**}, Demon Wings³, Demonflesh¹, Divine Agility⁵, Divine Favor¹, Eagle's Splendor², False Life^{2**}, Greater Mage Armor^{3**}, Iron Bones⁴, Protection from Positive Energy², Resistance⁰, Resist Energy² (Fire), Ring of Blades³, Shield of Faith¹

* Angels of Decay (CL 26)

** Entropic Reaper (CL 28 für Zauberrähnliche Fähigkeiten, CL 13 für klerikale Zauber)

Begegnung 12: Große Halle

Vor euch erstreckt sich ein sehr breites und hohes Doppelportal aus massivem Stein. Zwei menschenkopfgroße Messingtüringe sind in etwa 2 m Höhe zu erkennen. Keine Geräusche sind hinter der Tür zu vernehmen.

Diese Tür ist nicht mit einem Zauber gesichert und kann durch das Ziehen der Messingringe geöffnet werden, wenn ein Stärkewurf SG 30 gelingt. Es können insgesamt 4 Personen an den Ringen ziehen.

Direkt hinter der Tür wurde ein Symbol der Schwäche geschrieben. Die erste lebende Person, die den Raum betritt, löst die Falle aus.

Alle DGS (BS 9):

Falle: Verstärktes Symbol der Schwäche; HG 9; Näherungsauslöser (Betreten des Bodens); automatischer Rücksetzer; Zaubereffekt *Symbol der Schwäche*, Magier 21, Zähigkeitswurf (SG 31); 3D6 x1.5 Stärkeschaden; *Suchen* (SG 34); *Mechanismus ausschalten* (SG 34).

Das Steinportal schleift beim Öffnen einige Male am Boden entlang und offenbart euch eine dunkle, aber dem Echo zufolge riesige Halle.

Es handelt sich hierbei tatsächlich um eine riesige Halle. Direkt am Eingang hat der Mature Nabassu zwei *Dunkelheits*-Zauber gewirkt, sodass sämtliche normale Lichtquellen dort nicht funktionieren. Lichtzauber des 2. oder höheren Zaubergades heben die Dunkelheit sofort auf. Bewegen sich die SC durch die Dunkelheit durch oder heben sie die Dunkelheit mit Lichtzaubern bzw. Magie bannen auf, können sie die eigentlichen Bewohner des Raumes erspüren.

Euch gegenüber am anderen Ende der Halle seht ihr die gleiche Steintür, die ihr gerade geöffnet habt. Schwache

Lichtstrahlen dringen durch die Umrisse der riesigen Steintüren. In der Mitte dieser riesigen, leeren Halle saugt gerade ein schwarzer, menschengroßer, geflügelter Dämon, einem Waldbewohner die letzte Lebensenergie aus dem Körper. Etwa 6 m neben ihm schält sich ein etwa 6 m humanoider Riese mit rot leuchtenden Augen aus der Dunkelheit. Ein bis eben noch wie ein riesiger Haufen Knochen erhebt sich vor euch zu einem riesigen, skelettierten Drachen.

Da der Nightwalker aus einer schwarzen, dunklen Masse besteht, kann man sehr schwer erkennen, das es sich hier um ein *Spellstitched*-Exemplar handelt. Ein Erkennen-Wurf SG 40 offenbart dieses wichtige Detail auf die Ferne. Sobald sich jemand mit der Kreatur im Nahkampf befindet, sinkt der Wurf auf SG 25. Das Skelett ist durch den Zauber *Awaken Undead* intelligent geworden und wird deshalb im Gegensatz zu seinen willenlosen Gegenpart hier nicht hirnlos, sondern mit einer ihm seiner Intelligenz entsprechenden Taktik vorgehen.

Kampf:

DGS 14 (BS 18):

Awakened Vicious Nimble **Skeletal Black Dragon:** TP 253; Anhang 7; *Spellstitched Nightwalker:* TP 195; Anhang 7; **Mature Nabassu:** TP 229; Anhang 7

Kampftaktik:

Der Nightwalker wird seinen Zauberspruch *Schild des Glaubens* +5 kurz vor dem Kampf trinken. Danach wird er folgende Zauber in der angegebenen Reihenfolge wirken: *See Invisibility*, *Detect Magic*, *Undead Torch* (auf sich und den Skelettdrachen) *Greater Invisibility* (auf sich und den Drachen), und *Hast*. Er wird versuchen auf Magier und Kleriker in einen *Säurenebel* zu wirken, um sie am Zaubern zu hindern und sich dann um die Kämpfer kümmern, die er mit *Ray of Enfeeblement*, *Confusion* und *Greater Dispel Magic* schwächt. Der Mature Nabassu wird folgende Zauber vor dem Kampf wirken: *True Seeing* und *Unholy Aura*. Auf die Untoten wirkt er jeweils einen *Enervation* (Entkräftung)- und *Energy Drain* (Entzug von Lebenskraft)-Zauber. Dadurch erhalten die zusätzlichen temporäre Trefferpunkte (15 TP durch den *Enervation* und 35 TP durch den *Energy Drain*, also insgesamt 50 temporäre Trefferpunkte). Die temporären Trefferpunkte bleiben für eine Stunde bestehen. Der Mature Nabassu wird mit *Enervation* und *Energy Drain* versuchen, Magier und Kleriker zu treffen, um ihnen einige Stufen und somit die mächtigsten Zauber zu rauben. Natürlich wird er jede Gelegenheit nutzen, einen hinterhältigen Angriff anzusetzen. Der Skelettdrache wird so schnell wie möglich in den Nahkampf gehen.

Begegnung 13: Flugplattform

Vor euch erstreckt sich ein sehr breites und hohes Doppelportal aus massivem Stein. Zwei menschenkopfgroße Messingtüringe sind in etwa 2 m Höhe zu erkennen. Geräusche von mehreren Wesen sind hinter der Tür zu vernehmen.

Gelingt ein Lauschen Wurf SG 20 können die SC hinter dem Steinportal folgende Befehle vernehmen:

„Kümmert euch sofort um die Eindringlinge. Ich fliege nach Alfursfurt und starte mit der ersten Angriffswelle.“ Eine andere Stimme antwortet: „Zu Befehl! Serpentine... entfernt die Ketten.“

Auch hier ist die Tür mit einem *Arkanen Schloss* vom *Wächter und Hüter* – Zauber gesichert.

Gelingt es den SC die Steintüren durch das Ziehen der Messingringe zu öffnen (Stärkewurf SG 30; es können insgesamt 4 Personen an den Ringen ziehen), erwartet sie folgendes Bild:

Im Gegensatz zu dem riesigen Steinportal eben, öffnet sich dieses hier ohne große Geräusche. Tageslicht dringt euch entgegen. Nachdem sich eure Augen in Sekundenbruchteilen an das viele Licht angepasst haben, seht ihr eine riesige Steinplattform vor euch. 4 Serpentine haben gerade eine riesige, 10-köpfige, majestätisch aussehende Chimäre von ihren Fußketten befreit und ein Sensenmann will diese gerade Besteigen, um mit ihr fortzufliegen. Eine Knochennaga koordiniert die Serpentine. Bis auf die 10-köpfige Chimäre sind auch hier alle anderen Wesen in schwarzen Flammen gehüllt.

Ein Wurf auf Zauberkunde SG 18 lässt die SC erkennen, dass es sich bei den Flammen um den Zauber *Undead Torch* handelt.

Kampf:

DGS 14 (BS 18):

10-köpfige auf 23 TW gesteigerte **Chimera of Legend**: TP 495; Anhang 7; **Bone Naga**: TP 172; Anhang 7; auf 12 TW gesteigerte Spellstitched Shadow **Serpentir** (4): TP je 138; Anhang 7; auf 27 TW gesteigerter Spellstitched, Evolved **Entropic Reaper**: TP 256; Anhang 7

Kampftaktik:

Die Szenerie ist natürlich ein Fake. Alle Anwesenden sind sich völlig sicher, dass sie die SC locker besiegen können. Der Sensenmann geht davon aus, dass der Kampf ohne große Verluste auf seiner Seite schnell vorbei ist und er tatsächlich nach Alfursfurt fliegen kann. In seiner Überheblichkeit wird er aber nicht die Option ziehen, zu fliehen, sondern so lange kämpfen, bis alle Abenteurer tot sind und dabei wahrscheinlich zu spät merken, dass er nicht mehr rechtzeitig fliehen kann. Die 10-köpfige Chimera of Legend wird vor dem Kampf noch einige Zauber wirken und dann in den Nahkampf fliegen, wobei sie mit dem *Hover-Feat* über den Abenteurern schwebt und ihre Reichweitevorteile ausnutzt (mit *Mass Fly* gerne andere Taktik, da beweglicher). Außerdem können sie dann nur fliegende oder mit Reichweitenwaffen versehene Personen angreifen. 2 Serpentine werden eine *Mass Curse of Impending Blades* und *Evard's Black Tentacles* wirken, während die anderen beiden *Schwächestralen* auf die Kämpfer wirken. Die Knochennaga wird bevorzugt mit *Arcane Fusion (Orb of Force* und *Lesser Orb of Acid)* angreifen, wenn es ihr besser nutzt, als höherstufige Zauber. *Forcecage* wird sie gegen besonders lästige Bogenschützen, Kämpfer oder Magier wirken. Der Entropic Reaper wird vor dem Kampf seine ganzen Tränke zu sich nehmen und auch mit *Evard's Black Tentacles* und *Säurenebel* versuchen, die Abenteurer ein wenig aufzuhalten.

Chimera:

Bear's Endurance² (Ausdauer des Ochsen), Blindsight³, Bull's Strength², Cat's Grace², Divine Favor¹, Draconic Might^{5**}, Living Undeath², Mass Aid³ (betrifft nur sie), Mass Fly^{5**}, Protection from Good¹, Resistance⁰, Shield of Faith¹

Bone Naga:

Cat's Grace², Displacement³, False Life², Greater Invisibility⁴, Greater Mage Armor³, Iron Bones⁴, Ray Deflection⁴, Resistance⁰, Resist Energy² (Fire), Shield¹, Stoneskin⁴, Undead Torch^{3***}

Serpentirs:

Death Armor² (Sp), Death Throes⁵ (Sp), Greater Mage Armor³ (Sp), Iron Bones⁴, Undead Torch³

Entropic Reaper:

Death Armor² (Sp), Death Throes⁵ (Sp), Greater Mage Armor³ (Sp), Iron Bones⁴, Undead Torch^{3***}

**** Chimera (CL 9)

*** Serpentin (CL 12)

** Bone Naga (CL 14)

* Entropic Reaper (CL 27)

Begegnungen für DGS 16

Begegnung 14: Halle des Erwachens

Auf der gegenüberliegenden Seite der Plattform führen große Treppestufen zu einem steinernen Torbogen ins nächste Gebäude.

Erreichen die SC den Torbogen, können sie die nächste große Halle erblicken. Direkt nach dem Torbogen wurde ein Symbol der Schwäche auf den Boden geschrieben. Die erste lebende Person, die den Raum betritt, löst die Falle aus.

Alle DGS (BS 9):

Falle: Verstärktes Symbol der Schwäche; HG 9; Nahrungsauslöser (Betreten des Bodens); automatischer Rücksetzer; Zaubereffekt *Symbol der Schwäche*, Magier 21, Zähigkeitswurf (SG 31); 3D6 x 1,5 Stärkeschaden; *Suchen* (SG 34); *Mechanismus ausschalten* (SG 34).

Durch den Torbogen vor euch erstreckt sich eine große Halle, die komplett aus schwarzem Marmor mit rote Linien, die wie Venen aussehen besteht. In der Halle selbst ist wie in anderen Hallen zuvor nicht viel an Inventar. Inmitten zweier großer Drachenstatuen erblickt ihr drei Elfen, die eine etwas seltsam aussehende, aus unbekannte Edelmetalllegierungen bestehende sehr flexible Plattenrüstung tragen. Sie ziehen fast gleichzeitig ihre beiden Rapiere und begeben sich in Kampfstellung. Dies erlaubt euch noch zu erkennen, dass die Drachenstatue zu ihrer Linken aussieht wie eine wunderschön gehauene Steinstatue eines etwa 4 m langen und etwa 2m hohen Silberdrachen die perfekte Züge trägt als ob sie versteinert ist. Die Statue zu ihrer

Rechten ist dunkel und von Ruß übersät. Sie ist etwa 5 m lang und 3 m hoch. Aus den Nasenlöchern dringt Rauch nach außen. Hinter den Elfen ist ein weiterer Torbogen zu sehen, der in die Dunkelheit führt.

Kampf:

DGS 16 (BS 20):

auf 30 TW gesteigerte **Nimblewrights (3)**: TP je 195; Anhang 8; Awakened **Ironwurm Golem**: TP 260; Anhang 8; Awakened **Drakestone Golem**: TP 192; Anhang 8

Kampftaktik:

Die Nimblewrights werden vor dem Kampf ihre spruchähnlichen Fähigkeiten auslösen, bevor sie angreifen. Die Nimblewrights werden sich, wenn möglich, auf einen Magier und Kleriker konzentrieren, während die anderen Golems sich ums Grobzeug kümmern. Mit dem Zauber *Disguise Self* versuchen sie sich als Elfen auszugeben. Einer von ihnen wird behaupten, der Sternenwächter Sephiran zu sein, der gerade diese zwei bösen Drachen in Stein verwandelt hat. Auf die Frage warum er sich hier aktive einmische, wird ihm dieser entgegnen, dass es Fürst Myrhal in Kürze gelingen wird, die Schutzvorkehrungen der Sternenwächter zu durchbrechen. Das Wissen dazu haben sie durch lange Nachforschungen erlangt und werden außerdem behaupten, das zwei Spione von Lady Cyrin ihnen vitale Informationen haben zukommen lassen. Es handele sich dabei um niemand geringere als um Magnus dem Schwarze und seinem ehemaligen Schüler Grobbig Grabbelwagg (diese wurden bei dem Charakterspecial „Tod eines Möchtegern Magiers“ von Lord Finster gefangen genommen und in die Feste verschleppt, wo Lady Cyrin ein uraltes, nekromantisches Ritual an beiden vollführt hat, das ihre Seelen in einen Edelstein bindet (ähnliches wie beim Zauber *Magisches Gefäß*). Sollten diese zerstört werden, so wurde es ihnen gesagt, sterben beide augenblicklich, was ihre verräterische Lage erklären würde, wenn einiges davon einfach nur erlogen wäre). Es handelt sich hier nur um einen Bluff, von dem Magnus und sein ehemaliger Schüler nichts wissen können. Lady Cyrin hat den Nimblewrights diese Information gesteckt, um die Paranoia der Beiden zu schüren, da diese nicht Wissen, was Lady Cyrin mit ihnen alles anstellen kann. Vielleicht kann sie ja die Beiden steuern und Dinge vollführen lassen, an die sich nicht mehr erinnern können. . .

Begegnung 15: Halle der Major Domus

Ihr durchschreitet den Torbogen und folgt einen langen dunklen Gang, der vor einem riesigen, massiven Stahltor endet. Obwohl es sich hier bestimmt um dicke Tore handelt, dringt doch Lärm nach Außen. Es klingt so, als ob zwei unterschiedliche Kreaturen Befehle an andere geben und ihr könnt dutzende von Geräuschen ausmachen, die deren ähneln, als wenn sich gerade eine große Anzahl von Soldaten ihre Rüstungen anlegen würden um sich für einen bevorstehenden Kampf bereit zu machen.

Diese Tür ist durch keine Falle gesichert, noch ist sie magisch verriegelt. Direkt hinter der Tür wurde ein

Symbol der Schwäche auf den Boden geschrieben. Die erste lebende Person, die den Raum betritt löst die Falle aus.

Alle DGS (BS 9):

Falle: Verstärktes Symbol der Schwäche; HG 9; Nährungsauslöser (Betreten des Bodens); automatischer Rücksetzer; Zaubereffekt *Symbol der Schwäche*, Magier 21, Zähigkeitswurf (SG 31); 3D6 x 1,5 Stärkeschaden; *Suchen* (SG 34); *Mechanismus ausschalten* (SG 34).

Das Metalltor öffnet sich fast lautlos.

Es scheint sich hier um eine große Rüstungskammer zu handeln. Links und rechts von euch sind gerade Dutzende von Ghosts dabei sich Lederrüstungen anzulegen, die sie von großen Regalen an den Wänden entnehmen. Hinter den Ghosts in etwa 20 m Entfernung peitscht ein schwarzer, geflügelter Dämon die linke Seite mit abyssalischen Flügen und Befehlen an, sich die Rüstungen schneller anzulegen. Die rechte Seite wird von einer massiven Kreatur der Größe eines Riesen angestachelt. Die Kreatur hat große, fühlernähnliche Hörner an denen tote, verdorrte Körper und Schädel baumeln. Die Kreatur trägt einen Reichverzierten Brustpanzer, im linken Arm einen großen Löwenschild und hält rechts ein großes Langschwert aus Adamant. Eine ekelige Kette aus Zähnen schmückt außerdem seinen Hals. An seinen Beinen sind goldene Beinschienen zu erkennen, leider auch das die Beine in Hufen enden.

„Haaaaaaalt!“ schreit die gehörnte Kreatur. „Ihr braucht euch nicht mehr zu beeilen, ihr nichtsnutzigen untoten Vollidioten. Mit was soll ich euch noch bestrafen? Ihr seid nicht mal in der Lage euch schnell eine Lederrüstung anzulegen. Ihr könnt eurer Bestrafung entgehen, wenn ihr für mich diese Eindringlinge tötet.“

Mit diesen Worten rotten sich die Ghost in zwei Mobs zusammen, um euch in die Zange zu nehmen. Die gehörnte Kreatur streckt ihre Arme zum Himmel und schreit:

„Knochenberg erhebe dich und töte diese Ungläubigen“. Der riesige Knochenberg erhebt sich vor ihm und anscheinend wie von Geisterhand gesteuert verbinden sich tausende von Knochen an der Richtigen Stelle zu einem schlangenförmigen Wesen, dessen Schädelform einer euch unbekannten, längst ausgestorbenen Drachenähnlichen Bestie ähnelt.

Inmitten der ganzen Ghosts hält sich ein Blaspheme auf, der in der Masse sehr schwierig zu entdecken ist. Gelingt einem SC ein Entdecken Wurf SG 40, kann er die Kreatur erkennen.

Unabhängig ob der Blaspheme entdeckt wird oder nicht, greift dieser von seinem ewigen Hunger getrieben an.

Kampf:

DGS 16 (BS 20):

Deathdrinker: TP 364; Anhang 8; auf 17 TW gesteigerter **Mature Nabassu**: TP 229; Anhang 8; auf 34 TW gesteigerter **Blaspheme**: TP 391; Anhang 8; auf 25 TW gesteigerter **Boneyard**: TP 288; Anhang 8; **Ghost Mobs (2)**: TP je 345; Anhang 8

Kampftaktik:

Der Mature Nabassu wird folgende Zauber vor dem Kampf wirken: *True Seeing* und *Unholy Aura*. Auf die Untoten wirkt er jeweils einen *Enervation* (auf alle Untoten) - und *Energy Drain* (auf den Blaspheme und Boneyard) Zauber. Dadurch erhalten die zusätzlichen temporäre Trefferpunkte (15 TP durch den *Enervation* und 35 TP durch den *Energy Drain*, also insgesamt 50 bzw. 15 temporäre Trefferpunkte). Die temporären Trefferpunkte bleiben für eine Stunde bestehen. Der Mature Nabassu wird mit *Enervation* und *Energy Drain* versuchen, Magier und Kleriker zu treffen, um ihnen einige Stufen und somit die mächtigsten Zauber zu rauben. Natürlich wird er jede Gelegenheit nutzen, einen hinterhältigen Angriff anzusetzen. Die Mobs werden sich sofort in den Nahkampf begeben, um so viele Abenteuerer wie möglich zu lähmen. Vergiss bitte nicht, dass nur die erste Attacke den erhöhten Rettungswurf auslöst (danach sind alle 24 Stunden dagegen immun). Der Mob wird natürlich auch versuchen so viele wie Möglich zu Grappeln. Der Deathdrinker wird *Air Walk* auf sich wirken und im Kampf sehr liberalen Gebrauch von seiner *quicken Greater Dispel Magic*-Fähigkeit machen. Sollte einer seiner „Kampfgefährten“ schwer verletzt sein, wird er nicht zögern diesen den finalen Todesstoß zu versetzen, damit er seine *Glory in Slaughter*-Fähigkeit aktiviert. Vorher wird er natürlich alle Tränke aufbrauchen und das Öl auf seine Waffe träufeln. Die Blaspheme wird primär Magier und Kleriker angreifen, um sie daran zu hindern im Kampf überhaupt aktiv zu werden (mit *Blasphemous Contact*-Fähigkeit). Alternativ kann auch ein viel Schaden-Austeilenden-Kämpfer angegriffen werden, um diesen schnell zu neutralisieren. Der Boneyard wird vor dem Kampf seine Skelette (Rote Drachen) heraufbeschwören. Diese sind nach 1D6 Runden da.

Begegnung 16: Halle des Blutes

Ihr nähert euch einem großen Torbogen dessen Durchgang durch eine dunkle Schattenwand blockiert wird. Aus der Dunkelheit vernehmt ihr konstantes leises Geflüster, kaum hörbar, aber doch wirkt es ein wenig unheimlich auf euch.

Auch hier ist die Tür mit einem *Arkanen Schloss* vom *Wächter und Hüter* – Zauber gesichert. Bei der Schattenwand handelt es sich um den Zauber *Wall of Gloom*, die durch das Metamagische Talent Zaubergrad erhöhen (Heighten Spell) zum einem Zauber des 8. Grades gemacht wurde und damit nur durch einen Lichtzauber des gleichen oder höheren Grades, oder aber auch durch *Magie bannen*, beseitigt werden kann. Der Zauber ist permanent. Erst beim Durchschreiten der Schattenwand wird der nächste Raum sichtbar.

Die Halle, die ihr betretet ist riesig. Etwa 20 m vor euch seht ihr ein riesiges Schwimmbecken, das bis zum Rand mit dickflüssigen, wahrscheinlich ranzigen Blut gefüllt ist. Ansonsten ist der Raum leer. Doch halt! Hat sich da eben nicht was im Becken bewegt? Plötzlich erheben sich zwei scheußlich aussehende, pervertierte Abbilder verrotteter Engel aus dem Becken, wovon einer am ganzen Körper mit Runen übersät ist. Das geronnene Blut, was gerade herunterläuft, vermischt sich mit dem verrottenden Masse von Haut und Dreck. Im gleichen Augenblick taucht hinter den Wesen, ein Fünfköpfiger

gigantischer Drache. Seine Augen glühen in einem intensiven, unirdischen Rot.

Kampf:

DGS 16 (BS 20):

Spellstitched, Evolved **Angel of Decay**: TP 265; Anhang 8; **Angel of Decay**: TP 250; Anhang 8; **Draco Mortis Dominus**: TP 276; Anhang 8

Kampftaktik:

Die Angels of Decay werden sich sofort in den Nahkampf stürzen und versuchen so viele wie irgendwie möglich mit ihrer Rotting Aura zu betreffen. Auch hier wieder bevorzugt Magier und Kleriker. Der Evolved & Spellstitched Angel of Decay versucht auch hier einen *Säurenebel* zum besten Vorteil zu wirken und dann mit *Evard's Black Tentacles* weiterzumachen. Vorher wirkt er auf alle Untoten den Zauber *Undead Torch*.

Angel of Decay:

Bull's Strength^{2*}, Eagle's Splendor^{2*}, Iron Bones⁴, Mage Armor^{1*}, Resistance⁰, Undead Torch^{3**}

Spellstitched Angel of Decay:

Death Armor²(Sp), Death Throes⁵(Sp), False Life²(Sp), Greater Mage Armor³(Sp), Iron Bones⁴, Resistance^{0*}, Undead Torch³

Draco Mortis:

Bull's Strength², Eagle's Splendor², Iron Bones⁴, Mage Armor¹, Resistance⁰, Shield¹, Spell Turning⁷, Undead Torch^{3**}

** Spellstitched Angel of Decay (CL 26)

* Draco Mortis Dominus (CL 5)

BATTLE INTERACTIVES

Begegnung 17: Beschwörungsraum

Ein krudes mit böse funkelnden Dämonenfratzen verunstaltetes Steintor schließt den Gang ab. Ein wehrhafter Palisadenzaun, der es wie ein eiserner Erker umgibt, verwehrt euch zunächst den Zugang. In ihm ist eine Pforte, welche wie der übrige Zaun mit Stacheldraht durchzogen ist.

Von drinnen dringen tiefe Choräle dumpf und unheilvoll an eure Ohren. Ein düsterer Betgesang, der von Panikrufen und ab und zu von gequälten Schmerzensschreien gedämpft durchdrungen wird. Mit jedem Aufschrei blitzen die Augen der Fratzen auf und man hat den Eindruck, als wäre ihr sardonisches Lächeln echt.

...

Abrupt schlägt euch ein ekelhafter Geruch entgegen. Denn wider euren Erwartungen lassen sich die Pforte und das kurz dahinter liegende Portal ohne Widerstand öffnen. Doch was ihr dann zu Gesicht bekommt, lässt euch das Blut in den Adern gefrieren. Die tiefe und

bedrohliche Anrufung ist nun überdeutlich hör- und spürbar. Euer Blick wird von einem grotesken Bild gefesselt, wie ihr es noch nicht gesehen habt.

Ein großer, spärlich beleuchteter Raum, in dem düstere Abscheulichkeiten der Hölle Menschenopfer unter den wachsamen Augen diverser Götzenbilder eines affenköpfigen Dämons mit Schlangendarbringen. Die verschmierten Wände werden von dämonischen Fratzen und eingemeißelten Gebetsformeln, wie auch von verstümmelten Menschen pervers geschmückt. Ausgemergelte, nackte Menschen hängen in Käfigen an langen Ketten von der hohen Decke herab. Sie bluten große Pfützen aus unzähligen Wunden, denn die Käfige haben innenseitig lange und spitze Dornen, deren Widerhaken sich übel in ihr Fleisch bohren und peinigende Wunden bei jeder Bewegung reißen. Manchen armen Seelen hängen bereits die Gedärme heraus und baumeln triefend unter dem Käfig. Unter lautem Aufschreien versuchen völlig panische Männer, Frauen und Kinder sie mit dreckigen Händen wieder an ihren Platz zu schieben. Manche vergebens.

Der gesamte Boden ist vor lauter Blut, Erbrochenem, Fetzen menschlicher Haut, Fleischbrocken und Exkrementen ganz glitschig. Tausende Maden suhlen und laben sich darin.

Abseits von euch hängt in Kopfhöhe ein nackter, vor Grauen und Schmerzen schreiender Mann von der Decke, dem man etliche Widerhaken durch die Haut getrieben hat, die wiederum an langen stacheligen Ketten befestigt sind. Ein tiefer Schnitt in seiner Bauchdecke hat seine Gedärme freigelegt, die nun bis auf den dreckigen Boden herunterhängen. Wie Ameisen kriechen hunderte kleiner weißer Maden vom Boden daran entlang. Manche außen, manche innen. Und auf dem Rücken wandert bereits eine Vielzahl von Beulen unter seiner Haut gierig hin und her. Kreischend erzittert der Mann unkontrolliert und erbricht.

Das Zentrum dominieren auf einer Empore diverse Folterbänke, die gleichzeitig Altäre sind. Altäre des Grauens und der unvorstellbaren Pein, die schon wer weiß wie viele Liter Blut getrunken haben. An ihnen "huldigen" gerade vier Wesen, darunter ein blutverschmierter Riese, der gerade einem wehrlosen, laut kreischenden Kind die Oberschenkelmuskulatur herauschneidet.

Dies ist das Allerheiligste. Willkommen in der Hölle.

Der komplette Raum wurde mit einem *Unhallow*-Zauber (CL 21) belegt, der jeder bösen Kreatur in dem Beschwörungsraum *Freedom of Movement* gewährt.

Kampf:

Alle DGS (BS 21):

Demon, Lilitu: TP 119; Anhang 3; Lord Finster: TP 155; Anhang 3; Abyssal Giant Cleric / Thrall of Demogorgon: TP 324; Anhang 3; Irata Demonbinder: TP 195; Anhang 3; Aurumvorax: TP 312; Anhang 3

Kampftaktik:

Lilitu:

Death Ward^{4*}, Demonflesh¹, Divine Favor¹, Divine Protection², Mass Aid^{3*}, Mass Shield of Faith^{4*},

Nondetection³, Resist Energy² (Fire, Sonic), Spell Immunity⁴ (Magic Missile, Ray of Enfeeblement, Scorching Ray)

Abyssal Giant:

Bear's Endurance², Blindsight³, Death Ward^{4*}, Demonflesh¹, Demon Wings³, Divine Favor¹, Divine Protection^{2****}, Living Undeath², Mass Aid^{3*}, Mass Shield of Faith^{4*}, Resist Energy² (Electricity, Sonic), Spell Immunity⁴ (Magic Missile, Ray of Enfeeblement, Scorching Ray), True Seeing⁵

Lord Finster:

Blindsight^{3**}, Death Ward^{4*}, Divine Protection^{2****}, Mass Aid^{3*}, Mass Shield of Faith^{4*}, Resist Energy^{2*} (Fire, Sonic), Spell Immunity⁴ (Ray of Enfeeblement, Scorching Ray, Magic Missile)****

Irata Demonbinder:

Bear's Endurance², Blindsight³, Bull's Strength², Death Ward^{4*}, Demon Wings³, Divine Favor¹, Divine Protection^{2****}, Fortunate Fate⁷, Greater Spell Immunity⁸ (Bolt of Glory, Disintegrate, Ray of Enfeeblement, Scorching Ray), Mass Aid³, Mass Shield of Faith⁴, Resist Energy² (Fire, Sonic), Repulsion⁷, Spell Resistance⁵, True Seeing⁵, Unholy Aura⁸

**** Lilitu (CL 13)

*** Abyssal Giant (CL 15)

** Lord Finster (CL 16 for Spell-like Abilities, others CL4)

* Irata Demonbinder (CL 17)

Begegnung 18: Kriegeraum

Das schwere Doppelportal aus Dunkelholz mit dickem Eisenbeschlag öffnet sich quietschend, als ihr es aufdrückt. Ein großer, runder Raum, der wiederum von kleinen, kreisförmigen Nischen mit ritterlichen Wächtern umgeben ist, scheint eine Art Planungsraum zu sein. Es scheint, als hätte der Raum gut und gerne 100, wenn nicht sogar 150 Fuß Durchmesser. Im Zentrum hocken, wie zwei Wachhunde, zwei haushohe, skelettierte Drachen mit angelegten Flügeln auf ihren Hinterbeinen. Unmittelbar dahinter könnt ihr drei nachdenklich ins Gespräch vertiefte Kreaturen sehen, die bei eurem Eintreten aufschauen. Zwei davon scheinen ebenfalls drachenartig zu sein. Der eine mehr aus Schatten, der andere mehr aus Knochen.

„Ah, endlich seid ihr da. Wir hatten eigentlich schon viel früher mit euch gerechnet. Wahrscheinlich wart ihr zu sehr beschäftigt oder zu blöd. –Ich tippe auf Letzteres“, sagt die humanoide, weibliche Sprecherin mit einem zynischen Lächeln, und bleckt ihre spitzen Fangzähne.

Ein kurzer Blick rund rum zeigt, euch, dass die monströsen Ritter bis jetzt noch nicht reagiert haben. Ganz im Gegensatz zu den zwei „Wachhunden“, deren leere Augenhöhlenschlagartig rot glimmen. Fauchend und mit halb geöffneten Flügeln, erheben sie sich in drohender Haltung.

Die Frau macht einen Schritt von dem gut 5m langen und breiten Tisch auf euch zu. Er ist aus dickem Holz und auf

ihm befindet sich die Miniatur einer Landschaft, die dem Adri und Alfursfurt verblüffend ähnlich sieht. Kleine Figuren, die wie Truppen aussehen, sind überall postiert, so wie auch ein Trupp von Figuren, die ihr selbst auf die Entfernung wieder erkennt, auf dem Weg zur Feste. Abseits davon stehen noch drei oder vier weitere solcher Tische. Teils mit solchen Landschaften, teils mit etlichen Karten.

„Ihr kommt leider viel zu spät. Sämtliche Truppen sind bereits positioniert und werden sich noch heute Nacht über Alfursfurt wie eine Heuschreckplage hermachen und niemanden verschonen und das Schönste daran ist, dass ihr das nicht mehr ändern könnt. Ihr werdet mit eurem Vorhaben keinen Erfolg haben. Dafür werde ich, Lady Amcathra von Medegia, sorgen. Tretet deshalb näher, meine lieben 'Freunde'. Mir dürstet es nach frischem Blut“, sagt die Schöne und leckt sich dabei wollüstig über die vollen Lippen.

Der komplette Raum wurde mit einem *Unhallow*-Zauber (CL 21) belegt, der jeder bösen Kreatur in dem Beschwörungsraum *Handlungsfreiheit* (*Freedom of Movement*) gewährt.

Kampf:

Alle DGS (BS 22):

Lady Amcathra von Medegia: TP 140; Anhang 4;
Duskbringer: TP 324; Anhang 4; **Klorphaxius:** TP 237; Anhang 4; awakened vicious nimble **Skeletal Ancient Black Dragons (2):** TP je 351; Anhang 4

Kampftaktik:

Lady Amcathra:

Corrupt Weapon¹, Divine Favor¹, Displacement^{3*}, Haste^{3*}, Iron Bones⁴, Protection from Energy³ (Acid), Protection from Good^{1*}, Resist Energy² (Fire, Sonic), Zeal²

Klorphaxius:

Bull's Strength², Displacement^{3*}, Eagle's Splendor², Haste^{3*}, Iron Bones⁴, Mage Armor¹, Nerveskitter¹, Protection from Good¹, Resistance⁰, Resist Energy² (Fire, Sonic), Shield¹

Duskbringer:

Bull's Strength², Death Armor² (Sp), Displacement³, Eagle's Splendor², False Life² (Sp), Haste³, Iron Bones⁴, Greater Mage Armor³ (Sp), Mirror Image², Nerveskitter¹, Protection from Good¹, Resistance⁰, Resist Energy² (Fire, Sonic), Shield¹

Skeletal Dragons:

Bull's Strength², Haste^{3*}, Iron Bones⁴, Mage Armor^{1*}, Protection from Good^{1**}, Resist Energy^{2*} (Fire, Sonic)

*** Lady Amcathra (CL 7)

** Klorphaxius (CL 7, CL 5 for Spell-like Abilities)

* Duskbringer (CL 11, CL 7 for Spell-like Abilities; CL 24th for Spell-like Abilities from Spellstitched Template)

Begegnung 19: Myrhal's Thronraum

Vor euch ragt ein gewaltiges, schwarzes Doppelportal von gut 10m Höhe auf. Auf ihm prangt das fast ebenso große Relief eines Pavianschädels mit Tentakeln am Hinterkopf, der scheinbar aus dem Portal heraus direkt auf euch herabstößt. Die hervorstehenden Hauer des weit aufgerissenen Mauls glänzen feucht im Schein der Fackeln. Als ihr näher tretet, fällt euch ein Tropfen genau vor die Füße. Er ist blutrot.

Das Portal selbst ist nicht verschlossen, doch lässt es sich nur mit vereinten Kräften aufschieben, was sich als nicht ganz so einfach erweist, denn ihr rutscht immer wieder an der feuchten Oberfläche ab. Als ihr nach getaner Arbeit eure nassen Hände betrachtet, sind sie voll von Blut. Unmittelbar hinter dem knapp 3m breiten Türspalt begegnet euch eine Wolke aus schwarzem Nebel, die vom Boden bis zur Decke reicht und sich wie in Zeitlupe kräuselt.

Eure Bemühungen, etwas von der anderen Seite zu hören, sind vergeblich, denn weder Licht noch Laut dringen durch diesen kalten Nebel.

...

Die Passage durch den Nebel lässt euch frösteln. Doch der Nebel erweist sich zum Glück nur als ein wenige Fuß dicker Vorhang. -Etwa so wie vorhin, als ihr zur Burg teleportiertet.

Der Raum dahinter ist ein wahrer Augenöffner. Er ist mehrreckig, schätzungsweise oktogon, jedoch definitiv immens in seinen Dimensionen mit einem Durchmesser von 200m...250m, wenn das mal reicht...

Von irgendwoher wird diese gewaltige Halle in diffusum Dämmerlicht erleuchtet, was den dunklen Granit des Bodens und der Wände etwas dämpft. Wie bei einer Landkarte ist der Boden buchstäblich von roten Adern durchzogen, die träge die dunkelrote Flüssigkeit transportieren, die kontinuierlich aus den Wänden blutet.

Im hinteren Drittel befindet sich eine locker 10m breite Treppe aus roten Karneol, die gut und gerne 20m oder mehr sich in die Höhe zu einem riesigen Plateau erhebt, wo Prinz Myrhal von Rax lässig auf seinem Obsidian-Thron sitzt. Der Thron hat die Form von unnatürlich zusammen geschmiedeten Frauen, die ganz offensichtlich in die Pose gezwungen wurden. Aus der hohen Rückenlehne ragen wie ein Fächer mehrere schwarze Metallstange, an deren Spitzen Köpfe und andere Körperteile von kleinen Kindern baumeln. An seiner Seite eine Frau mit blasser Teint, die ihr wohl vom Thraxus-Kampf schon kennt und eine ebenso in Roben gehüllte Gestalt, deren Kapuzeninhalt nur Schwärze zu sein scheint. Direkt vor ihm sind zwei kleine Mädchen mit einer rostigen Kette angekettet, deren Ende die Frau und gerobte Gestalt fest in den Händen halten.

Bei eurem Erscheinen reißt die Unheilvolle dem Mann mit einer raschen Handbewegung die Kehle effektiv heraus und stößt den Gurgelnden, der in kurzen Intervallen meterweit sein Blut verspritzt, achtlos in die Tiefe. Etwa in der Mitte der Treppe wartet ein großes, skeletiertes Reptil.

Am Fuße der Treppe sind zwei groß dimensionierte Kugeln, die in Spektralfarben pulsieren und euch den Zugang verwehren. Wiederum vor diesen Kugeln in

einigem Abstand steht eine schwarze, nebulöse Säule, die ab und an mal leicht anschwillt und dann wieder etwas schlanker wird. Zwischen der Säule und der Treppe stehen etwa prunkvoll gerüstete Ritter, so wie etwa noch mal so viele miteinander verwachsene Skelett-Torsos.

Mit einer laxen Handbewegung richtet der Fürst mit deutlicher Stimme das Wort an euch: „Ich grüße euch, Sir Pellidon von Ralsand. Ihr habt es tatsächlich mit eurer bunt Zusammengewürfelten Söldnertruppe äh... Helden geschafft, bis zu mir vorzudringen. Respekt! Hat ja doch eine ganze Weile gedauert... Ich glaube so ...30 Jahre, oder? Korrigiert mich, wenn ich mich irre. Da könnt Ihr ja von Glück reden, dass ich zu dieser unsterblichen Daseinsform gewechselt bin, sonst müsste ich wohl an Altersschwäche sterben“, und lacht dabei krächzend.

„Ihr habt euch verschrieben, mich zur Strecke zu bringen und seid hier nun als alter Mann. Glaubt Ihr wirklich, dass Ihr mich in Eurem erbärmlichen Zustand besiegen könnt?“ [kurze, theatralische Pause] „Pah, niemals... . Aber da ihr mich ja nun schon mal gefunden habt, stelle ich mich gerne einem der letzten großen Beschützerritter zum Duell. Es wird mir eine wahre Freude sein Euch höchst persönlich zu töten und euch dann zu meinem höchsten Champion zu machen. DIENER ! Lasst ihn durch! Wir treffen uns oben auf dem Dach, Sir Pellidon. Was Euer Gefolge betrifft, um die wird sich Lady Cyrin kümmern und die besten 'Stücke' für uns rauspicken. – Nicht wahr, meine Teure?“

Mit diesen Worten erhebt sich Fürst Myrhal und wendet sich von euch ab. Eine Treppe erscheint hinter dem Thron, die offensichtlich weiter nach oben führt.

„Tötet Sie! Macht euren Herrn Ahmon-Ibor glücklich. Er wird jeden von euch dafür reichlich belohnen.“

Der komplette Thronraum wurde mit einem *Unhallow*-Zauber (CL 21) belegt, der jeder bösen Kreatur in dem Beschwörungsraum *Handlungsfreiheit* (*Freedom of Movement*) gewährt.

Kampf:

Alle DGS (BS 26):

Prince Myrhal von Rax: TP 153; Anhang 5; **Ghast „Courtiers“** (7): TP je 161; Anhang 5; **Lady Cyrin:** TP 225; Anhang 5; auf 26 TW gesteigertes **Shadesteel Golem:** TP 206; Anhang 5; **Spell Weaver Lich:** TP 236; Anhang 5; **Grandfather of Assassins:** TP 90; Anhang 5; auf 19 TW gesteigerte **Slaymates** (2): TP je 212; Anhang 5; auf 26 TW gesteigerte **Serpentir Sorcerer** (9): TP je 313; Anhang 5; **Bone Naga Initiate of the Sevenfold Veil:** TP 200; Anhang 5; **Abyssal Giant Cleric / Thrall of Demogorgon:** TP 324; Anhang 5

Kampftaktik:

Prince Myrhal:

Iron Bones^{4**}, Mass Shield of Faith^{4**}

Ghast Courtiers:

Death Armor² (Sp), Death Throes⁵ (Sp), Greater Mage Armor³ (Sp), Iron Bones^{4**}, Mass Shield of Faith^{4**}, Zeal²

Lady Cyrin:

Coat of Arms⁵, Divine Agility⁵, Energy Drain^{9*}, Enervation^{4*}, False Life², Fire in the Blood⁵, Greater Mage

Armor^{3*}, Greater Spell Immunity⁸ (**Bolt of Glory, Ray of Enfeeblement, Scorching Ray, Sunbeam**), Insight of Good Fortune², Iron Bones⁴, Life Ward⁴, Mass Fly^{5*}, Mass Shield of Faith⁴, Necrotic Empowerment⁶, Ray Deflection⁴, Resist Energy² (Fire, Sonic), Retributive Enervation⁷, Superior Resistance⁶, True Seeing⁵

Spell Weaver Lich:

Detect Invisibility² (Sp), Divine Agility^{5**}, Energy Drain⁹, Enervation⁴, False Life², Greater Spell Immunity (**Bolt of Glory, Ray of Enfeeblement, Scorching Ray, Sunbeam**), Insight of Good Fortune^{2**}, Iron Bones^{4**}, Life Ward^{4**}, Mass Fly⁵, Nerveskitter^{1**}, Ray Deflection⁴, Retributive Enervation⁷, See Invisibility² (Sp), Shield¹, Superior Resistance⁶, Resist Energy² (Fire, Sonic)**

Grandfather of Assassins:

Detect Magic⁰, Death Ward^{4**}, Divine Agility^{5**}, Draconic Might^{5**}, Keen Edge^{3**}, Mass Fly^{5*}, See Invisibility²

Slaymates:

Cat's Grace², Death Armor² (Sp), Displacement³, False Life² (Sp), Greater Mage Armor³ (Sp), Iron Bones^{4**}, Mass Fly^{5*}, Mass Shield of Faith^{4**}, Ray Deflection⁴, Resistance⁰, Shield¹

Serpentir Sorcerers:

Cat's Grace², Death Armor² (Sp), Death Throes⁵ (Sp), Displacement³, Greater Mage Armor³ (Sp), Iron Bones^{4**}, Mass Fly^{5*}, Mass Shield of Faith^{4**}, Ray Deflection⁴, Resistance⁰, Resist Energy² (Acid, Fire, Sonic), Shield¹

Bone Naga Initiate:

Cat's Grace², Chasing Perfection^{6**}, Displacement³, Divine Agility^{5**}, Energy Drain⁹, False Life², Greater Mage Armor³, Iron Bones^{4**}, Mass Fly^{5*}, Mass Shield of Faith^{4**}, Ray Deflection⁴, Resist Energy² (Fire, Sound), Shield¹, Spell Immunity^{4**} (**Ray of Enfeeblement, Scorching Ray, Silence**), Superior Resistance⁶, Stoneskin⁴

Abyssal Giant:

Bear's Endurance², Blindsight³, Bull's Strength², Death Ward⁴, Demonskin¹, Demon Wings³, Draconic Might⁵, Greater Magic Weapon³, Magic Vestment³, Mass Fly^{5*}, Mass Shield of Faith^{4**}, Resistance⁰, Resist Energy² (Sound)

* Spell Weaver Lich (CL 30)

** Lady Cyrin (CL 20; 24 for Necromantic) Divine Spells, CL 22; 26 for Necromantic) Arcane Spells

*** Bone Naga (CL 20)

**** Grandfather of Assassins (CL 18)

***** Abyssal Giant (CL 15)

***** Slaymates (CL 14, 19 for Spell-like Abilities)

***** Serpentirs (CL 14, 26 for Spell-like Abilities)

***** Ghast Courtiers (CL 3, 13 for Spell-like Abilities)

Erfahrungspunkte

Um die Erfahrungspunkte für das Abenteuer zu erhalten, addiere die Werte der erreichten Ziele. Dann überlege dir für jede Spielerin, ob sie einen Bonus für gutes Rollenspiel erhalten soll. Teile dann jedem Spieler mit, wie viele EP er insgesamt für das Abenteuer bekommt.

Um EP für eine Begegnung zu berechnen, soll der Spielleiter 30 EP pro bewältigter BS verteilen. So erhält jedes beteiligte Mitglied der Gruppe auf DGS 2 für die Vernichtung eines Monsters mit der BS 4 120 EP, während es auf DGS 4 bei einer BS von 6 180 EP erhält. Ein Abenteuer sollte je nach DGS nur eine bestimmte Zahl an BS enthalten: DGS 2 = 12 BS, DGS 4 = 18 BS, DGS 6 = 24 BS, DGS 8 = 30 BS, DGS 10 = 36 BS, DGS 12 = 42 BS und DGS 14 = 48 BS, DGS 16 = 54 BS. Somit können in einem Abenteuer für die DGS 4 maximal 540 EP an die Spieler verteilt werden. Bis zu 20 % dieser EP dürfen zusätzlich für gutes Rollenspiel verteilt werden. So kann bei DGS 4 540 EP für Begegnungen und 135 EP für gutes Rollenspiel verteilt werden.

Begegnung Drei (Optional)

Wem die Stunde schlägt

DGS 10 BS 18	540 EP
DGS 12 BS 18	640 EP
DGS 14 BS 18	840 EP
DGS 16 BS 18	1.040 EP

Begegnung Vier

Das Empfangskomitee

DGS 10 BS 21	630 EP
DGS 12 BS 21	630 EP
DGS 14 BS 21	630 EP
DGS 16 BS 21	630 EP

Begegnung Neun

Atrium

DGS 10 BS 13	390 EP
DGS 12 BS 14	420 EP
DGS 14 BS 18	540 EP
DGS 16 BS 20	600 EP

Begegnung Zehn

Vorhof

DGS 10 BS 13	390 EP
DGS 12 BS 16	480 EP
DGS 14 BS 18	540 EP
DGS 16 BS 20	600 EP

Begegnung Fünfzehn

Halle des Major Domus

DGS 10 BS 14	420 EP
DGS 12 BS 16	480 EP
DGS 14 BS 14	540 EP
DGS 16 BS 20	600 EP

Begegnung Sechzehn

Halle des Blutes

DGS 10 BS 14	xxx EP
DGS 12 BS 16	xxx EP
DGS 14 BS 14	xxx EP
DGS 16 BS 20	xxx EP

Begegnung Siebzehn

Beschwörungssaal

DGS 10 BS 20	600 EP
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DGS 12 BS 20	600 EP
DGS 14 BS 20	600 EP
DGS 16 BS 20	600 EP

Begegnung Achtzehn

Kriegsraum

DGS 10 BS 20	600 EP
DGS 12 BS 20	600 EP
DGS 14 BS 20	600 EP
DGS 16 BS 20	600 EP

Begegnung Neunzehn

Myrhal's Thronraum

DGS 10 BS 25	750 EP
DGS 12 BS 25	850 EP
DGS 14 BS 25	1.150 EP
DGS 16 BS 25	1.350 EP

Begegnung Zwanzig

Der Grabwächter

DGS 10 BS 19	570 EP
DGS 12 BS 19	570 EP
DGS 14 BS 19	570 EP
DGS 16 BS 19	570 EP

Bonus für gutes Rollenspiel

DGS 10	660 EP
DGS 12	1.220 EP
DGS 14	1.440 EP
DGS 16	1.660 EP

Summe der maximal möglichen EP

DGS 10	5.400 EP
DGS 12	6.300 EP
DGS 14	7.200 EP
DGS 16	8.100 EP

Denke daran, dass SC die ein Interaktivabenteuer spielen, nur die Erfahrungspunkte für ihre tatsächliche Stufe bekommen und nicht die, der tatsächlich gespielten DGS (APL) !!!

Schatzaufistung

Die Spieler können alle in den Begegnungen (bzw. an deren Ende) beschriebenen Gegenstände bis zum Ende des Szenarios mitnehmen. Am Ende müssen alle Gegenstände zu Standardpreisen (d. h. halber Einkaufswert) verkauft werden. Ausnahmen sind Schmuck, Edelsteine, besondere Wertgegenstände und natürlich Bargeld; diese werden zum vollen Wert in die Summe eingerechnet. Alle anderen Gegenstände (auch magische) werden mit 50% ihres Einkaufswertes berechnet. Sollten Gegenstände nicht gefunden oder nicht mitgenommen worden, vor Ende des Szenarios vernichtet oder verbraucht worden sein, dann ziehe deren Wert von der unten aufgeführten Schatzaufistung ab.

Die sich ergebende Summe wird durch sechs geteilt; dies ergibt den Anteil für jeden SC. Dabei gelten die folgenden Maximalsummen pro Spieler: DGS 2 = 450 GM, DGS 4 = 650 GM, DGS 6 = 900 GM, DGS 8 = 1.300 GM, DGS 10 = 2.300 GM, DGS 12 = 3.300 GM, DGS 14 = 6.600 GM, DGS 16 = 9.900 GM. Die folgende Aufstellung enthält die individuellen Anteile für die SC. Sie entspricht weitgehend den Schatzaufstellungen, die du bei Begegnungen findest.

Da es sich bei diesem Abenteuer um ein Regionalabenteuer handelt, können die SC auch weitere Zeiteinheiten ausgeben, um im Anschluss an das Abenteuer Berufen, Handwerken, dem Erschaffen von Gegenständen und anderen Metaspielgelegenheiten nachzugehen. Daher kann sich das Ergebnis hier von dem Unterscheiden, was letztlich in das AR eingetragen wird. Achte darauf, dass solche Metaspielereignisse in den Play Notes des AR festgehalten werden, damit später noch nachvollzogen werden kann, was SC zu einem bestimmten Zeitpunkt unternommen haben. Wenn ein SC drei oder mehr Stufen unter der DGS ist, auf der das Abenteuer gespielt wird, halbiert sich die Anzahl des Geldes, die der SC am Ende erhält.

Begegnung Drei (Optionale Begegnung)

Wem die Stunde schlägt

DGS 10 – DGS 16: --; -2 GM:
Ring of Protection +3 (1500 GM), Skin of the Defender (2667 GM), Girdle of Giant Strength 6 (3000 GM), Amulet of Health +6 (3000 GM), large Bane (Human) Great Flachion +2 (1542 GM), large Bane (Elf) Great Flachion +2 (1542 GM), lesser Crystal of Arrow Deflection (208 GM), Greatreach Bracers (167 GM), Dusty Rose Ioun Stone (417 GM), Ring of Evasion (2083 GM), large mighty +16 Str Greater Dispelling Composite Longbow +1 (867 GM), Potion of Heroism (63 GM), 5 Potons of Lesser Restoration (à 25 GM), Potion of Shield of Faith +5 (75 GM)

17.258 GM

Begegnung Vier

Das Begrüßungskomitee

DGS 10 – DGS 16: --; 15 GM:
Metamagic Rod of Maximize (4500 GM), large Leather Armor +2 (362 GM), Gauntlets of Ogre Power (333 GM), Periapt of Wisdom +4 (1333), large MW Greatsword (58 GM), 2 large mighty +6 Str Composite Longbow (à 158 GM), 20 Adamantine Arrows (3 GM), Potion of Fly (63 GM), Potion of Heroism (63 GM), Potion of Shield of Faith +5 (75 GM), 2 Greater Bracers of Archery (4167 GM)

7.276 GM

Begegnung Neun

Atrium

DGS 10: --; 87 GM:
Mithral Full Plate +2 (1208 GM), animated heavy steel Shield +1 (764 GM), Bane (Human) Keen Greatsword +1 (1529 GM), Gauntlets of Ogre Power (333 GM), 20 Adamantine Arrows (3 GM), Potion of Bull's Strength (13 GM), Potion of Eagle's Splendor (13 GM), Potion of Fly (63 GM), Potion of Haste (63 GM)

4.078 GM

Begegnung Zehn

Vorhof

DGS 12: --; 85 GM:
heavy steel Shield +3 (764 GM), 20 Adamantine Arrows (à 3 GM), Gauntlets of Ogre Power (333 GM), Cloak of Charisma +6 (3000 GM), lesser Crystal of Arrow Deflection (208 GM), 2 Dusty Rose Ioun Stones (à 417 GM), 2 Rings of Counterspells (à 666 GM), Ring of Protection +3 (3000 GM), Hand of Glory (667 GM), Heartstone (150 GM), Amulet of Natural Armor +1 (83 GM), Potion of Fly (63 GM), Potion of Haste (63 GM), Potion of Heroism (63 GM)

10.648 GM

Begegnung Fünfzehn

Halle des Majordomus

DGS 16: large Breastplate +2 (392 GM), large Adamantine Longsword +3 (1803 GM)

2.195 GM

Begegnung Sechzehn

DGS 16:

--; - GM

3 Scrolls (Teleport) (à 94 GM), 2 Scrolls (Freedom of Movement) (à 58 GM), Scroll (Greater Spell Immunity) (250 GM), +1 Ring of Protection (167 GM), Ring of Counterspells (333 GM)

1.148 GM

Begegnung Siebzehn

Beschwörungsraum

DGS 10 – DGS 16:

--; -101 GM

Mithral Full Plate of Speed +1 (2208 GM), heavy Mithral Shield +3 (834 GM), Amulet of Health +2 (333 GM), Bane (Human) Keen Longsword (1526 GM), mighty (+6 Str) Composite Longbow +1 (250 GM), 20 Adamantine Arrows (3 GM), Girdle of Giant Strength +4 (1333 GM), Cloak of Charisma +6 (3000 GM), lesser Crystal of Arrow Deflection (208 GM), Greatreach Bracers (167 GM), Dusty Rose Ioun Stone (417 GM), Anklet of Translocation (117 GM), Potion of Barkskin (13 GM), Potion of Cat's Grace (13 GM), Potion of Fly (126 GM), Potion of Haste (63 GM), 2 Potions of Heroism (à 63 GM), 5 Potions of Lesser Restoration (à 25 GM), Potion of Mage Armor (4 GM), Periapt of Wisdom +4 (1333 GM)

12.210 GM

Begegnung Achtzehn

Kriegsraum

DGS 10 – DGS 16:

--; -50 GM:

Buckler +3 (764 GM), Amulet of Natural Armor +2 (667 GM), mighty (+6 Str) Composite Longbow +1 (250 GM), 20 Adamantine Arrows (3 GM), Girdle of Giant Strength +6 (1333 GM), Cloak of Charisma +6 (3000 GM), lesser Crystal of Arrow Deflection (208 GM), Dusty Rose Ioun Stone (417 GM), Potion of Fly (63 GM)

6.755 GM

Begegnung Neunzehn

Myrhal's Thronraum

DGS 10 – DGS 16:

--; -50 GM:

heavy steel Shield +2 (348 GM), Girdle of Giant Strength +6 (1333 GM), Gloves of Dexterity +2 (333 GM), 2 Gloves of Dexterity +6 (à 3000 GM), Amulet of Natural Armor +1, (83 GM), Ring of Protection +1 (167 GM), 2 Rings of Protection +5 (à 4162 GM), 2 Rings of Spell-Battle (à 1000 GM), 3 Cloaks of Charisma +6 (à 3000 GM), lesser Crystal of Arrow Deflection (208 GM), Dusty Rose Ioun Stone (417 GM), Periapt of Wisdom +6 (3000 GM), Headband of Intellect +6 (3000 GM), 4 Rings of Counterspells (à 434 GM), Hand of Glory (667 GM), Orange Prism Ioun Stone (2500 GM), Metamagic Rod of Extend (917 GM), lesser Metamagic Rod of Quicken (2917 GM), 2 Bracers of Armor +8 (à 5.333 GM)

53.222 GM

Begegnung Zwanzig

Im inneren der Festung

DGS 10 – DGS 16:

--; 22GM

Mithral Breastplate (363 GM), Potion of Cat's Grace (13 GM), Potion of Haste (63 GM), Periapt of Wisdom +2

772 GM

Summe

DGS 10 (12.944) + 5.643 + 772 + 4.078 + 6.105 + 3.378 + 26.611 = 46.587 (59.531)

begrenzt auf 9.200 GM

DGS 12 (12.944) + 5.643 + 10.648 + 772 + 6.105 + 3.378 + 26.611 = 53.157 (66.101)

begrenzt auf 13.200 GM

DGS 14 (12.944) + 5.643 + 772 + 6.105 + 3.378 + 26.611
 = 42.509 (55.453) **begrenzt auf 26.400 GM**
 DGS 16 (12.944) + 5.643 + 772 + 2.195 + 1.148 + 6.105 +
 3.378 + 26.611 = 45.852 (58.796) **begrenzt auf 39.600**
GM

Gegenstände für die Abenteuerbescheinigung (AR)

Item Access

APL 10-12

- ❖ *Animated heavy steel Shield +1* (Adventure, DMG)
- ❖ *Bane (Human) Keen Greatsword +1* (Adventure, DMG)
- ❖ *Adamantine Arrows* (Adventure, DMG)
- ❖ *Mithral Full Plate of Speed +1* (Adventure, DMG)
- ❖ *Bane (Human) Keen Longsword +1* (Adventure, DMG)
- ❖ *Greatreach Bracers* (Adventure, CL 7th, MIC, 2,000 gp)*

- ❖ *Hand of Glory* (Adventure, DMG)
- ❖ *Dusty Rose Ioun Stone* (Adventure, DMG)*
- ❖ *Skin of the Defender* (Adventure, CL 5th, MIC, 32,000 gp)*
- ❖ *Ring of Evasion* (Adventure, DMG)*
- ❖ *Lesser Crystal of Arrow Deflection* (Adventure, CL 5th, MIC, 2,500 gp)*
- ❖ *+1 Greater Dispelling Composite Longbow* (Adventure, CL 15th, MIC, 18,400 gp)*
- ❖ *Lady Cyrin's Spellbook* (Adventure, see text, 9,000 gp)

APL 14-16 (All of APL 10-14 plus the following)

- ❖ *Orange Prism Ioun Stone* (Adventure, DMG)
- ❖ *Metamagic Rod of Extend* (Adventure, DMG)
- ❖ *Metamagic Rod of Empower* (Adventure, DMG)
- ❖ *Metamagic Rod of Maximize* (Adventure, DMG)
- ❖ *Ring of Spell-Battle* (Adventure, CL 14th, MIC, 12,000 gp)

Defeated Thraxus the Undying: For defeating the Minotaur Thraxus, you gain access to the items below marked with a *.

Hero of Elversford: Your dedicated fighting for the Adri people has made you a hero. You receive a permanent +2 (+4 in Elversford) bonus on skill checks which involves interaction with the Adri people (i.e. Diplomacy). Additionally, you gain a one time access to: weapon upgrades of *ghost touch* and *bane (undead)* and to the Prestige Class *Skull Clan Hunter* (MH).

Gratitude of the Nature Faiths: For helping Lisara and Parren defending the Adri against the undeads, they give you a one time access through their churches / organisations to the following magic items: *beastskin armor upgrade* (MIC), owlfeather armor (MIC), *deathstrike bracers* (MIC), *wildling clasp* (MIC), and the spells *death ward*, *mass* (SpC), *resistance*, *superior* (SpC).

Blessing of Heironeous and Pelor: Your battle against the forces of evil hasn't gone unnoticed. The churches are willing to teach you the following if you can pay for it: *battle blessing* (CC), *divine protection* (SpC), *retrieve spell* (CC), *benediction* (CC), *fell the greatest foe* (SpC), *righteous fury* (SpC), *seed of life* (CC), *touch of restoration* (CC), *weapon of impact* (SpC), *shield of faith*, *mass* (SpC). This favor also qualifies you in gaining access to the *Contemplative* Prestige Class for Heironeous or Pelor, if you spend 6 TU's for your initial training.

Found one of Lady Cyrin's Spellbooks: You have found one of Lady Cyrin's Spellbooks bound in well-preserved elven leather skin, containing following arcane spells: 1st – *blade of blood* (PH2); 2nd – *belker claws* (SpC), *death armor* (SpC), *heart of air* (CM), *seeking ray* (PH2); 3rd – *girallon's blessing*, *heart of water* (CM); 4th – *heart of earth* (CM); 5th – *coat of arms* (CM), *dimension door*, *greater* (SpC), *draconic might* (SpC), *heart of fire* (CM); 6th – *rary's arcane conversion* (CM), *ruby ray of reversal* (SpC); 7th – *energy absorption* (CM), *radiant assault* (SpC), 8th – *chain dispel* (PH2), *mysterious redirection* (CM); 9th – *eye of power* (SpC)

Eternal Enmity of Dispater and Demogorgon: By foiling one of their major plots on Oerth, you have earned the eternal hatred of these two godlike fiends. Any Demon or Devil in the service of these two entities gets a profane +5 bonus on attack and damage roll while fighting against you.

Dispater's new Favored Plaything: Thraxus has avenged Sir Hellfear! If you are Level 13 or higher, and he can get his hands on your corpse, he will bring you to his master in Dis, where you are made his new favored servant. You are raised from the dead and gain the Half-Fiend Template after enduring long and painful transformation procedures. You are immediately taken out of the campaign.

Anhang 1: Spieldaten NSC/Monster - DGS alle

Begegnung 3: Wem die Stunde schlägt

THRAXUS, THE UNDYING **CR 21**
Male Two-headed Four-armed Greathorn Minotaur of Legend, Disciple of Dispaten 8 / Pious Templar 1
NE Large Outsider (Native, Earth)
Monster Manual 4100, Monster Manual 2213, Book of Vile Darkness 60, Complete Divine 50
Init +10; **Senses** Darkvision 90 ft., Scent, Tremorsense 120 ft.; Listen +28, Spot +28
Languages Common, Infernal, Giant, Undercommon

AC 43, touch 21, flat-footed 36; ranged 48; Combat Expertise, Evasion, Improved Combat Expertise, never flat-footed
(-1 Size, +6 Dex, +17 Natural, +5 Armor, +3 Deflection, +1 Dodge, +1 Insight, +1 Morale)
hp 396 (22 HD); **DR** 10 / -
Immune *Maze*-spells
Resist permanent *Spell Turning*
Fort +34 (+41), **Ref** +23 (+30), **Will** +20 (+27) mettle, superior resistance

Speed 60 ft. (12 squares); *earth glide*
Melee large +5 *Bane* (Human) *Great Falchion* +46/+46/+41/+36/+31 (3D6+33, Crit 12-20/x2) and large +5 *Bane* (Elves) *Great Falchion* +46/+46/+41/+36/+31 (3D6+33, Crit 12-20/x2) and 2 Gores +36 (1D8+8)
Ranged large *mighty* (+16 STR) +1 *Greater Dispelling Composite Longbow* +29/+29/+24/+19/+14 (2D6+17/x3)
Space 10 ft.; **Reach** 10 ft. (20 ft. with *Greatreach Bracers* 3/day as swift action)
Base Atk +22; **Grp** +42
Attack Options Awesome Blow, Close-Quarters Fighting, Combat Expertise, Combat Reflexes, Greater Iron Hews 3 / day, Improved Combat Expertise, Iron Hews 3 / day, Power Attack
Special Actions *Earth Warp*
Combat Gear *Potions of (heroism, lesser restoration) (5), shield of faith +5, 2 Oils of greater magic weapon +5*
Cleric Spells prepared (CL 5th):
3rd (1) – *blindsight*
2nd (3) – *divine protection, living undeath, silence* (DC 23)
1st (4) – *death watch, divine favor, divine sacrifice* (2)
0th (5) – *cure minor wounds (2), detect magic, guidance, resistance*
Pious Templar Spells prepared (CL 1st):
1st – *lesser vigor*
Spell-like Abilities (CL 15th)
1 / day – *rusting grasp* (DC 25), *stoneskin*

Abilities Str 42, Dex 22, Con 32, Int 14, Wis 14, Cha 10
SQ darkvision 90 ft., device lore, evasion, hasted, ironskin 1 / day, iron power +2, mettle, natural cunning, reflective hide, scent, superior two-weapon fighting, outsider traits
Feats Awesome Blow^B, Close-Quarters Fighting, Combat Expertise, Combat Reflexes^B, Disciple of Darkness, Exotic Weapon Proficiency (Great Falchion)^B, Improved Combat Expertise, Improved Critical (Great Falchion), Improved Initiative^B, Multiattack^B, Power Attack, True Believer, Weapon Focus (Great Falchion)
Skills Balance +17, Concentration +16, Disable Device +5, Hide +6, Intimidate +4 (+8 vs. smaller opponents),

Knowledge (Religion) +10, Listen +28, Ride +10, Search +13, Spot +28, Survival +5, Spellcraft +12
Possessions +1 *Lucky Mithral Chain Shirt of Darksoul Protection, Skin of the Defender, +3 Ring of Protection, +6 Girdle of Giant Strength, +6 Amulet of Health*, large +2 *Bane* (Human) *Great Falchion*, large +2 *Bane* (Elves) *Great Falchion, Dusty Rose Ioun Stone, Ring of Evasion, lesser Crystal of Arrow Deflection, Greatreach Bracers*, large *mighty* (+16 Str) +1 *Greater Dispelling Composite Longbow*, large Leather Quiver, Adamantine Arrows (40), unholy Symbol of Dispaten

Device Lore (Ex) Thraxus can find traps made mostly of metal just as a rogue can. Furthermore he gains a +2 competence bonus on Disable Device checks against devices made mostly of metal.

Earth Glide (Ex) Thraxus can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. It's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Earth Warp (Su) As a swift action, Thraxus can cause the earth and rock around it to twist and warp in a 60-foot-radius emanation around it, doubling movement costs through that area. Natural stone, finished stone, and dirt surfaces are subject to this effect. The effect does not move with the minotaur; when the minotaur leaves the area, the ground returns to normal. The minotaur ignores the movement penalties generated by its own or another Greenhorn's Earth Warp ability.

Greater Iron Hews (Su) Once per day per point of Constitution bonus, Thraxus may add a +6 divine bonus on damage from attacks he made in that round. While this bonus does not stack with the Iron Hews ability, the abilities are separate: a Disciple of Dispaten with a Constitution bonus of +3 can use each ability three times per day.

Haste (Su) Functions constantly, as if affected by a *haste* spell.

Iron Hews (Su) Once per day per point of Constitution bonus, Thraxus may add a +3 divine bonus on damage from attacks made that round.

Iron Power (Ex) When using an iron or steel weapon, Thraxus gains a +2 insight bonus on attack and damage rolls. Furthermore, his threat range is tripled as if he were using a keen weapon. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical Feat.

Ironskin (Sp) Once per day, Thraxus can produce the effect identical to that of a *Stoneskin* spell cast by a 15th-level caster upon himself only.

Natural Cunning (Ex) Greathorn Minotaurs have immunity to *maze* spells, never become lost, and can track enemies. They are never caught flat-footed.

Reflective Hide (Su) The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Rusting Grasp (Sp) Once per day, Thraxus can produce an effect identical to that of the *rusting grasp* spell cast by a 15th-level caster.

Summon Erinyes (Sp) Thraxus can summon 1 Erinyes once per day. This functions as a *Summon Monster* spell cast by a 15th-level caster.

Skills Greathorn Minotaurs have a +4 racial bonus on Listen, Search and Spot checks.

Spells (Su) The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

Begegnung 20: Im Inneren der Festung

AKHMONITEP

CR 17

Male Human Mummy Lord Cleric of Nerull 9 / Tomb Warden 3

LE Medium Undead

Monster Manual 190, *Libris Mortis* 57

Init +9; **Senses** Darkvision 60 ft., *Tomb Sense*, Listen +10, Spot +10

Aura Despair (sight), Evil (overwhelming)

Languages Abyssal, Common, Infernal

AC 45, touch 15, flat-footed 40

(+1 Dex, +18 Natural (incl. *Iron Bones*), +8 Armor, +4 Shield, +4 Deflection)

hp 200 (20 HD); **DR** 5 / -

Immune Mind-affecting spells, poisons, *sleep* effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects objects) and massive damage, turn immunity

Resist Acid 30, electricity 30, fire 30 (due to *resist fire*)

Weakness Vulnerability to fire

Fort +16, **Ref** +9, **Will** +20

Speed 30 ft. (6 squares)

Melee +3 *Keen Scythe* +28/+23/+18 (2D4+21, Crit 19-20/x4)

Melee 3 Slams +25 (1D6+17 plus Mummy Rot)

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

Base Atk +13; **Grp** +25

Atk Options *Despair*, *Mummy Rot*, Rebuke Undead 6/day

Special Actions *Power of the Dead*

Combat Gear *Potions of (cat's grace, haste)*, *Scroll Spell*

Immunity (Ray of Enfeeblement, Scorching Ray, Searing Light, CL 13th)

Cleric Spells prepared (CL 13th):

Domains: Death, Mysticism

5th (3) – *divine agility*, *fire in the blood*, *slay living*^P (DC 20)

4th (4) – *divine power*, *freedom of movement*, *iron bones*, *weapon of the deity*^P

3rd (5) – *dispel magic*, *lesser visage of the deity*^P, *magic vestment* (2)

2nd (6) – *death knell*^P, *eagle's splendor*, *insight of good fortune*, *resist energy* (acid), *resist energy* (electricity), *resist energy* (fire)

1st (7) – *bless*, *deathwatch*, *divine favor*^P, *divine favor*, *inflict light wounds*, *shield of faith* (2)

0th (6) – *detect magic*, *inflict minor wounds* (4), *read magic*

Abilities Str 30, Dex 12, Con -, Int 8, Wis 21, Cha 16

SQ corpsecrafter, darkvision 60 ft., desecrate, hardened flesh, nimble bones, tomb sense, turn immunity, undead traits, vulnerability to fire

Feats Great Fortitude, Divine Shield, Divine Vigor, Improved Buckler Defense, Improved Initiative, Improved Toughness, Practiced Spellcaster

Skills Concentration +12, Hide +11, Knowledge (Religion) +8, Listen +10, Move Silently +14, Spellcraft +6, Spot +10

Possessions *Mithral Breastplate*, Buckler, MW Scythe, unholy Symbol of Nerull, +2 *Periapt of Wisdom*

Despair (Su) At the mere sight of a mummy, the viewer must succeed on a DC 23 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su) Supernatural disease—slam, Fortitude DC 23, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

Power of the Dead (Su) While it is within the tomb, graveyard, or similar resting place it protects, a 3rd-level tomb warden can call upon the spirits of the dead to gain insight from them. This ability requires only a free action to activate, and grants the tomb warden an insight bonus on attack rolls, damage rolls, and saving throws equal to its Charisma modifier (minimum +1). A tomb warden can use this ability once per day, and its effects last for 10 minutes.

Turn Immunity (Ex) As long as it is within the tomb, graveyard, or similar resting place that it protects, a tomb warden is immune to turning or rebuking attempts. It can still be bolstered as normal.

Tomb Sense (Su) While it is within the tomb, graveyard, or similar resting place it protects, a tomb warden of 2nd level or higher automatically knows the precise location of all intruders within that tomb. This ability is similar to blindsense, except that it functions without regard to line of effect and its effect extends to every portion of the tomb.

Anhang 2: Spieldaten NSC/Monster - DGS alle

Begegnung 4: Eingangstor / Zugbrücke

11-HEADED GIANT CONSTRICTOR SNAKE CR 11

N Gargantuan Magical Beast

Monster Manual 280, *Savage Species* 124

Init +8; **Senses** Darkvision 90 ft., Improved Scent 60 ft.;
Listen +39, Spot +39

AC 30, touch 11, flat-footed 25
(-4 Size, +5 Dex, +19 Natural)

hp 605 (31 HD)

Fort +32, **Ref** +14, **Will** +10

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Melee 11 Bites +34 (3D6+18/19-20)

Space 20 ft.; **Reach** 20 ft.

Base Atk +23; **Grp** +47

Attack Options Combat Reflexes, Constrict 3D6+18,
Improved Grab

Abilities Str 34, Dex 20, Con 38, Int 1, Wis 12, Cha 2
SQ Improved Scent 60 ft.

Feats Alertness, Combat Reflexes^B, Endurance, Extended
Reach, Improved Critical (Bite), Improved Initiative^B,
Improved Multiattack^B, Improved Natural Armor,
Improved Natural Attack (Bite), Improved Scent,
Improved Toughness, Large and in Charge, Skill Focus
(Hide), Weapon Focus (Bite)

Skills Balance +12, Climb +18, Hide +11, Listen +39,
Search +20, Spot +39, Swim +21

Constrict (Ex) With a successful grapple check, a giant
constrictor snake can constrict a grabbed opponent,
dealing 3D6+18 points of damage.

Improved Grab (Ex) If a giant constrictor snake hits a
Large or smaller opponent with a bite attack, it deals
normal damage and attempts to start a grapple as a free
action without provoking an attack of opportunity
(grapple bonus +47). If it gets a hold, it can constrict in
the same round. Thereafter, the giant constrictor snake
has the option to conduct the grapple normally, or
simply use it's coils to hold the opponent (-20 penalty
on grapple check, but the giant constrictor snake is not
considered grappled). In either case, each successful
grapple check it makes during successive rounds
automatically deals bite and constrict damage.

11-HEADED MANTICORE CR 11

LE Huge Magical Beast

Monster Manual 179, *Savage Species* 124

Init +6; **Senses** Darkvision 90 ft., Low-light Vision, Scent;
Listen +39, Spot +39

AC 30, touch 10, flat-footed 28
(-2 Size, +2 Dex, +20 Natural)

hp 559 (26 HD)

Fort +32, **Ref** +17, **Will** +10

Speed 30 ft. (6 squares), fly 50 ft. (clumsy)

Melee 2 Claws +35 (3D6+10) and 11 Bites +35 (3D6+5/19-
20)

Ranged 6 Spikes +28 (3D6+5/19-20)

Space 15 ft.; **Reach** 10 ft.

Base Atk +26; **Grp** +39

Attack Options Spikes

Abilities Str 30, Dex 14, Con 44, Int 8, Wis 12, Cha 9
SQ darkvision 90 ft., low-light vision, scent, superior
multi-weapon fighting

Feats Combat Reflexes^B, Fly-by Attack, Hover, Improved
Critical (Bite), Improved Initiative^B, Improved
Multiattack^B, Improved Natural Attack (Bite, Claw,
Spikes), Power Attack, Track^B, Weapon Focus (Bite,
Claw)

Skills Listen +39, Search +20, Spot +39, Survival +3

Spikes (Ex) With a snap of its tail, a manticore can loose a
volley of six spikes as a standard action (make an attack
roll for each spike). This attack has a range of 180 feet
with no range increment. All targets must be within 30
feet of each other. The creature can launch only
twenty-four spikes in any 24-hour period.

Skills: Manticores have a +4 racial bonus on Spot checks.

8-HEADED WYVERN CR 11

N Gargantuan Dragon

Monster Manual 259, *Savage Species* 124

Init +4; **Senses** Darkvision 90 ft., Low-light Vision, Scent;
Listen +35, Spot +38

Languages Draconic

AC 30, touch 6, flat-footed 30
(-4 Size, +24 Natural)

HP 452 (21 HD)

Immune Sleep spells, paralysis

Fort +26, **Ref** +12, **Will** +13

Speed 20 ft. (4 squares), fly 60 ft. (poor)

Melee Sting +31 (2D6+14+poison) and 8 Bites +32 (6D8+7)
and 2 Wings +31 (3D8+7) and 2 Talons +31 (6D6+7)

Space 20 ft.; **Reach** 15 ft.

Base Atk +21; **Grp** +47

Atk Options Combat Reflexes, Poison, Power Attack
Special Actions Improved Grab

Abilities Str 38, Dex 10, Con 38, Int 6, Wis 12, Cha 9

SQ Darkvision 90 ft., dragon traits, low-light vision, scent

Feats Ability Focus (Poison), Combat Reflexes^B, Flyby
Attack, Hover, Improved Initiative^B, Improved
Multiattack^B, Improved Natural Attack (Bite, Talon),
Improved Toughness, Multiattack^B, Power Attack,
Weapon Focus (Bite)

Skills Hide +16, Listen +35, Move Silently +24, Search
+15, Spot +38

Improved Grab (Ex) To use this ability, a wyvern must hit
with its talons. It can then attempt to start a grapple as a
free action without provoking an attack of opportunity. If
it wins the grapple check, it establishes a hold and stings.

Poison (Ex) Injury, Fortitude DC 36, initial & secondary
damage 2d6 Con. The save DC is Constitution-based.

Skills Wyverns have a +3 racial bonus on Spot checks.

DEMON, ARROW CR 12

CE Medium Outsider (Chaotic, Evil, Extraplanar,
Tanaar'ri)

Monster Manual 334

Init +5; **Senses** Darkvision 60 ft.; Listen +26, Spot +26

Languages Abyssal, Celestial, Common, *Telepathy*
100 ft.

AC 30, touch 20, flat-footed 25

(+5 Dex, +5 Natural, +5 Armor, +5 Deflection)

hp 290 (20 HD); **DR** 10 / Cold Iron & Good

Immune Electricity, poison

Resist Acid 10, cold 10, fire 10; **SR** 23

Fort +22, **Ref** +17, **Will** +15

Speed 40 ft. (8 squares)
Melee 4 Claws +26 (1D6+6)
Ranged 2 +5 large mighty (+6 STR) *Greater Dispelling Composite Longbow*
 +32/+32/+32/+32/+27/+27/+22/+22/+17/+17 (2D6+12, x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +20; **Grp** +26
Special Atks Close Combat Shot, Oversized Weapons, *Spell-like Abilities*, Symmetrical Archery
Special Actions *Summon Tanar'ri*
Combat Gear *Potions of (barkskin +2, bear's endurance, cat's grace, haste, heroism, shield of faith +5), 2 Oils of greater magic weapon +5*
Spell-like Abilities (CL 20th):
 At will – *dimension door* (self plus 50 pounds of objects)
Abilities Str 22, Dex 20, Con 30, Int 14, Wis 16, Cha 12
SQ darkvision 60 ft., outsider traits
Feats Improved Rapid Shot, Manyshot, Point-Blank Shot, Precise Shot, Quicken *Spell-like Ability (Dimension Door)*, Rapid Shot, Weapon Focus (Longbow)
Skills Balance +20, Bluff +18, Climb +20, Concentration +33, Hide +28, Jump +22, Listen +26, Move Silently +28, Sense Motive +20, Spellcraft +25, Spot +26
Possessions Mithral Chain Shirt, *Greater Bracers of Archery*, 2 +1 large mighty (+6 Str) *Greater Dispelling Composite Longbows*, 2 large Leather Quivers, Adamantine Arrows (50), Cold Iron Arrows (50), Arrows (100), unholy Symbol of Demogorgon

Close Combat Shot (Ex) An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bow to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.
Oversized Weapons (Ex) Arrow demons can use bows of any kind that are up to one size larger than their size would allow without penalty.
Summon Tanar'ri (Sp) Once per day, an arrow demon can either automatically summon 1D6 Dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.
Symmetrical Archery (Ex) The arrow demon has an amazing ability to wield two bows at once in unison. An time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. For example, when making an attack action, an arrow demon can fire one arrow from each bow at its normal attack bonus minus 2, and when making a full-attack action, it can fire one arrow from each bow for each of its normal iterative attacks (two arrows from each bow, each shaft at a -2 penalty). The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.
Telepath (Su) Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

WARGOLAK **CR 17**
 Kobold Half-Fiend Warmage 14
 CE Small Outsider (Native, Reptilian, Evil)
Monster Manual 161, 147, *Complete Arcane* 10
Init +5; **Senses** Darkvision 60 ft.; Listen +0, Spot +0
Languages Abyssal, Draconic

AC 26, touch 14, flat-footed 23
 (+1 Size, +2 Natural, +3 Dex, +5 Armor, +5 Shield)

hp 97 (15 HD); **DR** 10 / Magic
Immune poison
Resist Acid 10, cold 10, electricity 10, fire 10; **SR** 26
Weakness light sensitivity
Fort +7, **Ref** +8, **Will** +8

Speed 30 ft. (6 squares), fly 30 ft. (average)
Melee small Halfspear +10/+5 (1D4)
Melee Bite +10 (1D4) and 2 Claws +5 (1D3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +9
Attack Options *Smite Good* 1 / day (+15 damage), Warmage Edge (+4 extra damage to spells)
Combat Gear *Potions of (barkskin +2, eagle's splendor, heroism, shield of faith +2)*
Warmage Spells per day (CL 14th):
 7th (3) – *delayed blast fireball, earthquake, finger of death, fire storm, mordenkainen's sword, prismatic spray, sunbeam, waves of exhaustion*
 6th (6) – *acid fog, blade barrier, chain lightning, circle of death, disintegrate, fire seeds, otilluke's freezing sphere, tenser's transformation*
 5th (7) – *arc of lightning, cloudkill, coat of arms, cone of cold, fire shield - mass, fireburst - greater, flame strike, prismatic ray*
 4th (7) – *blast of flame, contagion, 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 (7) – *fire shield, fireball, flame arrow, gust of wind, ice storm, lightning bolt, poison, resonating bolt, ring of blades, sleet storm, stinking cloud*
 2nd (7) – *blades of fire, continual flame, fire trap, fireburst, flaming sphere, ice knife, melf's acid arrow, pyrotechnics, scorching ray, shatter, whirling blade*
 1st (8) – *accuracy, burning hands, chill touch, fist of stone, hail of stone, ice dagger, magic missile, orb of acid, lesser, orb of cold, lesser, orb of electricity, lesser, orb of fire, lesser, orb of sound, lesser, shocking grasp, true strike*
 0th (6) – *acid splash, disrupt undead, light, ray of frost*
Spell-like Abilities (CL 16th)
 3 / day – *darkness* (DC 17), *poison* (DC 19), *unholy aura* (DC 23)
 1 / day – *contagion* (DC 19), *delayed blast fireball* (DC 22), *desecrate, horrid wilting* (DC 23), *unhallow, unholy blight* (DC 19)

Abilities Str 10, Dex 16, Con 14, Int 18, Wis 8, Cha 20
SQ advanced learning (*ice dagger, resonating bolt, coat of arms*), armored mage, darkvision 60 ft., light sensitivity, outsider traits
Feats Accelerate Metamagic (Empower, Quicken), Point-Blank Shot, Practical Metamagic (Empower, Quicken), Precise Shot, Sudden Empower^B, Sudden Enlarge^B
Skills Craft (Trapmaking) +6, Concentration +21, Hide +8, Knowledge (Arcana) +15, Move Silently +4, Profession (Miner) +5, Search +6, Spellcraft +23
Possessions small Breastplate, small Halfspear, unholy Symbol of Demogorgon

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

KURTULAK **CR 19**
 Kobold Half-Fiend Sorcerer 16
 CE Small Outsider (Native, Reptilian, Evil)
Monster Manual 161, 147

Init +5; **Senses** Darkvision 60 ft.; Listen +1, Spot +1
Languages Abyssal, Draconic

AC 29, touch 16, flat-footed 24
 (+1 Size, +2 Natural, +5 Dex, +6 Armor, +5 Shield)
hp 110 (17 HD); **DR** 10 / Magic
Immune poison
Resist Acid 10, cold 10, electricity 10, fire 10; **SR** 27
Weakness light sensitivity
Fort +11, **Ref** +15, **Will** +10

Speed 30 ft. (6 squares), fly 30 ft. (average)
Melee Bite +10 (1D4) and 2 Claws +5 (1D3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +11
Attack Options *Smite Good* 1 / day (+16 damage)
Combat Gear *Potions of (barkskin +2, eagle's splendor, heroism)*
Sorcerer Spells per day (CL 16th):
 8th (3) – *superior invisibility*
 7th (5) – *antimagic ray* (DC 22), *radiant assault* (DC 22)
 6th (7) – *chain lightning* (DC 21), *greater dispel magic*, *fleshshiver* (DC 21)
 5th (7) – *arcane fusion*, *draconic might*, *mass fly*, *reciprocal gyre* (DC 20)
 4th (7) – *greater invisibility*, *orb of force* (+15 ranged touch), *ray deflection*, *solid fog*
 3rd (7) – *dispel magic*, *dragonskin*, *greater mage armor*, *haste*, *slow* (DC 18)
 2nd (8) – *belker claws*, *cat's grace*, *false life*, *resist energy*, *scorching ray* (+15 ranged touch)
 1st (8) – *lesser orb of acid* (+15 ranged touch), *lesser orb of sound* (+15 ranged touch), *magic missile*, *ray of enfeeblement*, *shield*
 0th (6) – *acid splash* (DC 15), *detect magic*, *disrupt undead*, *flare*, *guidance*, *ray of frost* (+15 ranged touch), *read magic*, *resistance*, *touch of fatigue*
Spell-like Abilities (CL 17th)
 3 / day – *darkness* (DC 17), *poison* (DC 19), *unholy aura* (DC 23)
 1 / day – *contagion* (DC 19), *delayed blast fireball* (DC 22), *desecrate*, *horrid wilting* (DC 23), *unhallow*, *unholy blight* (DC 19)

Abilities Str 10, Dex 20, Con 14, Int 12, Wis 10, Cha 20
SQ darkvision 60 ft., light sensitivity, outsider traits
Feats Accelerate Metamagic (Empower, Quicken), Point-Blank Shot, Practical Metamagic (Empower, Quicken), Precise Shot
Skills Craft (Trapmaking) +3, Concentration +22, Hide +10, Knowledge (Arcana) +12, Listen +1, Move Silently +6, Profession (Miner) +3, Search +3, Spellcraft +18, Spot +1
Possessions black Robe, Dagger, unholy Symbol of Demogorgon, *Metamagic Rod of Maximize*

Light Sensitivity (Ex) Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
Skills Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

BRUTUS, THE WAR TROLL **CR 18**
 Male War Troll of Legend Cleric of Demogorgon 9
 LE Large Outsider (Extraplanar, Native, Evil)
Monster Manual 3181, Monster Manual 2213, Book of Vile Darkness 67
Init +10; **Senses** Darkvision 90 ft., Scent; Listen +16, Spot +17
Languages Common, Infernal, Giant

AC 41, touch 16, flat-footed 35
 (-1 Size, +6 Dex, +19 Natural, +6 Armor, +1 Dodge)

hp 444 (21 HD), Regeneration 9; **DR** 15 / Magic & Adamantine
Resist permanent *Spell Turning* effect; **SR** 26
Fort +25, **Ref** +17, **Will** +21

Speed 60 ft. (12 squares)
Melee large +4 *Greatsword* +39/+39/+34/+29/+24 (3D6+30, Crit 17-20/x2) and Bite +32 (1D8+16)
Melee 3 Claws +34 (1D8+16) and Bite +32 (1D8+16)
Ranged large MW mighty (+16 STR) *Composite Longbow* +25/+25/+20/+15 (2D6+16/x3)
Space 10 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +38
Atk Options Combat Reflexes, Dazing Blow (Fort DC 35)
Special Actions Turn or rebuke undead 5/day
Combat Gear *Potions of (barkskin +3, fly, heroism, shield of faith +5)*
Cleric Spells prepared (CL 18th):
 7th (3) – *brilliant blade*, *radiant assault* (DC 24) (2)
 6th (3) – *greater dispel magic*, *heal* (2),
 5th (6) – *fire in the blood*, *flame strike*^p (DC 22) (2), *righteous wrath of the faithful*, *slay living* (DC 22), ~~*true seeing*~~
 4th (7) – *death ward*, *divine power*, *greater magic weapon*, *shield of faith* – ~~*mass*~~, *recitation*, *spell immunity* (*magic missile*, *ray of enfeeblement*, *scorching ray*, *searing light*)^p (2)
 3rd (8) – *aid* ~~*mass*~~ (2), *blindsight*, *dispel magic*, *magic vestment* (B), *protection from energy* (2), *wind wall*
 2nd (9) – *bear's endurance*, *bull's strength*^p, *divine protection*, *living undeath*, *resist energy* (5)
 1st (9) – *blade of blood* (3), *cure light wounds*, *death watch*, *divine favor* (2), *magic weapon*^p, *shield of faith*
 0th (6) – *cure minor wounds* (2), *detect magic*, *guidance*, *read magic*, ~~*resistance*~~

Abilities Str 42, Dex 22, Con 40, Int 10, Wis 24, Cha 14
SQ darkvision 90 ft., hasted, low-light vision, reflective hide, regeneration 9, scent, outsider traits
Feats Cleave, Close-Quarters Fighting, Combat Expertise, Combat Reflexes, Divine Vigor, Improved Critical (Greatsword), Improved Initiative^B, Multiattack^B, Power Attack, Practiced Spellcaster, Weapon Focus (Greatsword)
Skills Concentration +27, Intimidate +14 (+18 vs. smaller Opponents), Jump +16, Listen +16, Search +4, Spellcraft +6, Spot +17
Possessions +2 *Leather Armor*, large MW Greatsword, large MW mighty (+16 Str) *Composite Longbow*, large *Leather Quiver*, Adamantine Arrows (20), unholy Symbol of Hextor, *Gauntlets of Ogre Power*, +4 *Periapt of Wisdom*

Dazing Blow (Ex) The force of a war troll's blow can be overwhelming. If a war troll hits with a weapon or claw attack, the opponent must make a DC 35 Fortitude save or be dazed for one round. The save DC is Constitution-based.
Haste (Su) The creature is supernaturally quick. Functions constantly, as if affected by a *haste* spell.
Reflective Hide (Su) The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.
Regeneration (Ex) Unlike with their lesser cousins, acid (not fire) deals normal damage to a war troll. If a war troll loses a limb or a body part, the lost portion regrows in 2d4 minutes. The creature can reattach the severed member instantly by holding it to the stump.
Spells (Su) Brutus casts divine spells from the cleric list and from the Protection, Strength, and War domains as

a 9th-level cleric. He does not gain extra domain spell slots for these domains as a cleric would.

SERPENTIR

CR 7

Spellstitched Shadow Creature

CE Large Undead

Monster Manual 5158, *Complete Arcane* 161, *Lords of Madness* 167

Init +9, dual actions; **Senses** All-around Vision, Darkvision 60 ft., Low-light Vision, *Sense Emotions* 60 ft.; Listen +11, Spot +11

Languages understands creator's orders

AC 29, touch 14, flat-footed 24, evasion

(-1 Size, +5 Dex, +9 Natural (incl. *Iron Bones*), +6 Armor)

hp 114 (12 HD), fast healing 2; **DR** 5 / Bludgeoning Magic & Silver

Immune Cold, flanking, undead immunities

Resist stability, turn resistance +8; **SR** 16

Fort +10, **Ref** +13 Evasion, **Will** +16

Speed 90 ft. (16 squares), climb 45 ft.

Melee 4 Claws +9 (1D6+4)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +16

Atk Options Improved Grab, Spell-like Abilities (quicken)

Special Actions Churning Ribs, Destruction Retribution (REF DC 15, 7D6 negative energy)

Spell-like Abilities per day (CL 12th):

3 / day – *ray of enfeeblement* (+10 ranged touch), *scorching ray* (+10 ranged touch)

1 / day – *curse of impending blades* – *mass*, *death armor*, *death throes*, *escalating enfeeblement* (+10 ranged touch), *evard's black tentacles*, ~~*greater mage armor*~~, *lesser orb of sound* (+10 ranged touch), *night's caress* (+9 melee touch), *orb of force* (+10 ranged touch)

Abilities Str 18, Dex 20, Con -, Int 4, Wis 18, Cha 10

SA Churning ribs, dual actions, improved grab, spell-like abilities

SQ corpsecrafter, destruction retribution, evasion, fast healing 2, hardened flesh, luck, nimble bones, *shadow blend*, undead traits

Feats Combat Casting, Great Fortitude, Improved Toughness, Quicken Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*)

Skills Concentration +15, Climb +10, Hide +10, Jump +10, Listen +11, Move Silently +20, Search +1, Spot +11

Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.

All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.

Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.

Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attack. It can then attempt to start a grapple

as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be grappled and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within the churning ribs takes 2D6 points of piercing damage at the beginning of each of the serpentir's turns.

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 Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks. A Serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Anhang 3: Spieldaten NSC/Monster - DGS alle

Begegnung 17: Beschwörungsraum

LILITU **CR 12**
CE Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'Ri)
Fiendish Codex 143
Init +8; **Senses** Darkvision 60 ft., *True Seeing*; Listen +22, Spot +22
Languages Abyssal, Common, Telepathy 100 ft.

AC 34, touch 18, flat-footed 26 (+8 Dex, +10 Natural, +4 Armor)
hp 119 (14 HD); **DR** 10 / Cold Iron or Good
Immune electricity, poison
Resist Acid 10, cold 10, fire 10; **SR** 23
Fort +17, **Ref** +13, **Will** +13
Weakness Divine Magic

Speed 40 ft. (8 squares)
Melee 4 Stingers +22 (1D4+3 plus poison) and 2 Claws +20 (1D6+1)
Space 5 ft.; **Reach** 5 ft. (10 ft. with Stingers)
Base Atk +14; **Grp** +17
Special Actions Combat Reflexes, Lilitu's Gift
Combat Gear *Potions of barkskin* +2, *cat's grace*, *mage armor*
Cleric Spells prepared (CL 13th):
5th (4) – *flame strike* (DC 25), *morality undone* (DC 25), *righteous wrath of the faithful*, *symbol of sleep*^D
4th (5) – *confusion*^D (DC 24), *divine power*, *recitation*, *spell immunity*–(*ray of enfeeblement*, *scorching ray*, *magic missile*)–(2)
3rd (6) – *bestow curse* (DC 23), *cure serious wounds*, *dispel magic* (2), *mass aid*, *non-detection*^D (DC 23)
2nd (7) – *cure moderate wounds* (2), *demoncall*^P, *divine protection*, *resist energy* (2), *silence* (DC 22)
1st (8) – *command* (DC 21), *cure light wounds* (3), *demonflesh*^D, *divine favor*, *shield of faith* (2)
0th (6) – *cure minor wounds* (3), *detect magic*, *mending*, *resistance*
Spell-like Abilities (CL 14th)
At will – *charm monster* (DC 24), *detect good*, *detect thoughts* (DC 22), *disguise self* (DC 21, no limit on duration), *fly*, *suggestion* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *sending*, *tongues*
1 / day – *dominate person* (DC 25), quickened *suggestion* (DC 23), *symbol of persuasion* (DC 26)

Abilities Str 17, Dex 26, Con 18, Int 19, Wis 20, Cha 30
SQ item use, mock divinity, shroud alignment, tanar'ri traits
Feats Combat Reflexes, Dark Speech, Practiced Spellcaster, Quicken Spell-like Ability (*Suggestion*), Weapon Finesse
Skills Bluff +29, Concentration +21, Diplomacy +31, Disguise +27 (+29 acting), Forgery +21, Heal +22, Intimidate +31, Knowledge (Religion) +21, Listen +22, Perform (oratory) +27, Sense Motive +22, Spot +22

Item Use (Ex) A Lilitu can use any magic item as though she had successfully used the Use Magic Device skill.
Lilitu's Gift (Su) Once per day, a lilitu can embrace a willing or helpless living creature as a standard action and grant it a +2 profane bonus to Charisma and saving throws. The effect persists for 24 hours or until the target creature is affected by a *dispel chaos*. Until the gift expires or is removed the affected creature radiates

chaos as if his alignment were chaotic. Moreover, its natural weapons, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of bypassing damage reduction. As long as the character possesses the gift, the lilitu's name (written in Abyssal) appears as a tattoo somewhere on the character's body. Most lilitu take pains to place this mark somewhere that's easily hidden. The recipient of a lilitu's gift cannot see his own tattoo. As long as the gift remains active, the lilitu can monitor the character's condition and location as if she had placed a *status* spell on the character. She can communicate telepathically with the character at all times, despite any intervening distance (even across planes), and by concentrating can observe the world around the character as if she were there in his place. Lilitus often use this ability to influence and trick a character into performing chaotic or evil acts. Accepting a lilitu's gift is a chaotic act and could have repercussions on the recipient's alignment. A creature can resist gaining a lilitu's gift by making a DC 27 Will save. The save is Charisma-based.

Mock Divinity (Ex) A Lilitu cast's spells as a 9th-level Cleric, except that she uses her Charisma score to determine bonus spells per day and spell saving throw DCs. She has access to the spheres of Demonic and Trickery. She cannot spontaneously cast *cure* or *inflict* spells, nor can she turn or rebuke undead.
Poison (Su) Stinger – Injury, Fortitude DC 21, 2D6 WIS / 1D4 negative levels. The save DC is Constitution-based.
Shroud Alignment (Ex) Spells and spell-like abilities that have the good descriptor treat Lilitu as if her alignment was good. Magic items are similarly fooled.
Vulnerable to Divine Magic (Ex) A lilitu's heretical nature renders her particularly susceptible to divine magic. She makes all saving throws against divine magic at a -2 penalty, and checks to overcome her spell resistance with a divine spell gain a +4 sacred bonus.

LORD FINSTER **CR 19**
Male Human unholy Scion Fighter 8 / Blackguard 4 / Thrall of Demogorgon 4
CE Medium Outsider (Augmented Humanoid (Human), Chaotic, Native, Evil)
Book of Vile Darkness 67, *Heroes of Horror* 155
Init +3; **Senses** Darkvision 60 ft., *Detect Good*; Listen +6, Spot +6
Aura Despair (10 ft., -2 on all saving throws), Evil (overwhelming)
Languages Common

AC 40, touch 24, flat-footed 37; 45 vs. ranged (+3 Dex, +2 Natural, +9 Armor, +5 Shield, +10 Deflection, +1 Insight)
hp 155 (16 HD), fast healing 4; **DR** 10 / Magic
Immune Poison, mind-affecting spells & abilities
Resist Acid 5, electricity 5, fire 5; **SR** 26
Fort +27, **Ref** +17, **Will** +17

Speed 20 ft. (4 squares), 30 ft. with Divine Vigor
Melee +5 *Bane (Human) Keen Longsword* +30/+25/+20/+15 (1D8+15 plus 2D6 unholy damage, Crit 17-20/x2)
Ranged *mighty* (+6 STR) +1 *Composite Longbow* +19/+14/+9/+4 (1D8+7/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *Greatreach Bracers* 3/day as swift action)
Base Atk +16 **Grp** +22
Attack Options *Dual Actions* 2/day, *Poison* use, *Reaching Touch* 3/day, *Smite Good* 4/day (+10 to hit, +4 damage), *Sneak Attack* +1D6, *Spell-like Abilities*, *Unholy Strike*
Special Actions *Command & Rebuke Undead* 13/day, *Familial Charm*, *Hypnosis* 1/day (DC 26), *Touch of Fear* 3/day (DC 26)
Combat Gear *Potions of (fly)(2), heroism, lesser restoration (5)), Oil of greater magic weapon* +5
Blackguard Spells prepared (CL 4th):
 2nd (2) – *cure moderate wounds, zeal*
 1st (2) – *divine sacrifice (2)*
Spell-like Abilities (CL 16th)
 3 / day – *charm person* (DC 21), *major image* (DC 23), *poison* (+21 melee touch, DC 24), *protection from good, true seeing, unholy aura* (DC 28)
 1 / day – *animate dead, baleful polymorph* (DC 25), *darkness, desecrate, dominate person* (DC 25), *enervation* (+19 ranged touch), *harm* (+22 melee touch, DC 26), *unhallow*

Abilities Str 22, Dex 16, Con 18, Int 16, Wis 16, Cha 31
SQ dark blessing, darkvision 60 ft., instant knowledge, lilitu's gift scaly flesh +2, outsider traits
Feats Close-Quarters Fighting^B, Divine Might, Divine Shield, Divine Vigor, Extra Smiting, Improved Sunder, Melee Weapon Mastery (Longsword), Power Attack^B, Weapon Focus (Longsword)^B, Shield Specialization^B, Shield Ward, Thrall to Demon, Weapon Specialization (Longsword)^B, Willing Deformity
Skills Concentration +14, Handle Animal +21, Hide +11, Intimidate +21, Knowledge (Arcana) +10, Knowledge (Religion) +20, Knowledge (The Planes) +10, Listen +6, Ride +18, Spellcraft +8, Spot +6
Possessions +1 *Mithral Full Plate of Speed*, +3 *heavy Mithral Shield*, +2 *Amulet of Health*, large +1 *Bane (Human) Keen Longsword*, +1 *mighty (+6 Str) Composite Longbow*, large *Leather Quiver*, *Adamantine Arrows* (40), +4 *Girdle of Giant Strength*, +6 *Cloak of Charisma*, *lesser Crystal of Arrow Deflection*, *Greatreach Bracers*, *Dusty Rose Ioun Stone*, *Anklet of Translocation*, unholy *Platinum Symbol of Demogorgon*

Dual Actions (Su) Twice per day, Lord Finster can take two full rounds' worth of actions in the same round.
Familial Charm (Su) An unholy scion's mother is under a constant *charm person* or *charm animal* effect (as appropriate), generated by the scion. The mother might be aware that her actions are inappropriate, even that her child is evil, but she cannot shake her emotional devotion to it. The scion can switch between its own senses and its mother's at will as a free action. The scion can use any of its spell-like abilities with its mother, rather than itself, as the source, much as wizards can deliver touch attacks through their familiars. *Familial charm* does not allow a save, and applies even before the scion's actual birth (since the unborn scion is already intelligent and knowledgeable enough to have its own agenda).
Hypnosis (Sp) Once per day, Lord Finster can produce an effect identical to that of a *hypnotism* spell, except that it functions as a gaze attack with a range of 30 feet. The Will save DC to resist the effect is 26.
Instant Knowledge The moment the fetus is corrupted or possessed, it gains a working knowledge of the world

and has full access to its mental abilities, skills, and spell-like abilities.

Reaching Touch (Su) Three times per day, Lord Finster can cause his arms to stretch unnaturally like tentacles, providing him an extra 5 feet. reach for 1 round.

Scaly Flesh (Ex) A thrall of demogorgon gains dark, scaly flesh, which provides a +2 natural armor bonus. The bonus from scaly flesh stacks with that of natural armor of derived from creature type (if the thrall is a lizardfolk, for example), but not from magical sources such as an *amulet of natural armor*.

Touch of Fear (Sp) Three times per day, Lord Finster can use an effect identical to that of a *cause fear* spell. The Will save DC to negate the fear is 26.

Unholy Strike (Su) An unholy scion's natural weapons and any melee weapons it wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2D6 points of damage against good-aligned opponents.

ABYSSAL GIANT

CR 17

Male Abyssal Giant Cleric of Demogorgon 9 / Thrall of Demogorgon 4

CE Gargantuan Outsider (Evil, Extraplanar)
Expedition to the Demonweb Pits 204, *Book of Vile Darkness* 67

Init +6; **Senses** Darkvision 120 ft.; Listen +16, Spot +16

Languages Abyssal, Giant

AC 42, touch 8, flat-footed 40

(-4 Size, +2 Dex, +23 Natural, +11 Armor)

hp 324 (30 HD); **DR** 15 / Adamantine

Immune acid, charm, cold, fire

Resist Electricity 20

Fort +26, **Ref** +12, **Will** +17

Speed 30 ft. (6 squares), 40 ft. base speed

Melee Gargantuan +3 *Greatsword* +37/+32/+27 (6D8+30, Crit 17-20/x2)

Melee 2 Slams +33 each (1D8+15)

Ranged Exploding Rock +20 (3D8+15 in a 10 ft. radius)

Space 20 ft.; **Reach** 20 ft.

Base Atk +22; **Grp** +49

Attack Options dual actions 2/day, exploding rocks, *sword of corruption*

Special Actions *chaos shape*, *reaching touch* 3/day, *rock catching*, *touch of fear* 3/day, *turn or rebuke undead* 4/day

Combat Gear *Potions of (eagle's splendor, haste, heroism, lesser restoration (2)), Oil of corrupt weapon*

Cleric Spells per day (CL 15th):

Domains: Demoniac, Evil

6th (2) – *create undead^P, heal*

5th (3) – *dispel good^P, righteous wrath of the faithful, true seeing*

4th (5) – *dimensional anchor^P, divine power, greater magic weapon, recitation, spell-immunity (magic missile, ray of enfeeblement, scorching ray)*

3rd (6) – *blindsight (2), demon-wings^P, dispel magic, magic vestment, weapon of the deity*

2nd (6) – *bear's endurance, bull's strength, desecrate^P, living undeath, resist energy (2)*

1st (7) – *demomflesh^P, divine favor (2), protection from good, shield of faith (3)*

0th (6) – *detect magic, ghost sound, inflict minor wound, light, read magic, resistance*

Spell-like Abilities (CL 15th)

3 / day – *touch of fear* (DC 22)

1 / day – *hypnosis* (DC 22)

Abilities Str 40, Dex 14, Con 26, Int 12, Wis 18, Cha 13
SQ abyssal resistances, *chaos shape*, darkvision 120 ft., scaly flesh +2
Feats Divine Vigor, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Large and in Charge, Monkey Grip, Power Attack, Practiced Spellcaster, Thrall to Demon, Weapon Focus (Greatsword), Willing Deformity
Skills Bluff +14, Climb +23, Concentration +25, Intimidate +14, Knowledge (Arcana) +9, Knowledge (Religion) +9, Knowledge (The Planes) +5, Listen +16, Sense Motive +10, Spellcraft +13, Spot +16
Possessions Gargantuan Full Plate, MW Gargantuan Greatsword, Rocks, silver unholy Symbol of Demogorgon

Chaos Shape (Su) While they remain in the Abyss, Abyssal Giants can reshape the ground around them permanently with an effort of will. If they take a full-round action, they can create a pit either 60 ft. deep and 20 ft. by 20 ft. at its mouth, or a trench 20 ft. deep and wide and 60 ft. long. They love to throw rocks at foes attempting to climb out of such a pit or trench.

Dual Actions (Su) Twice per day, a 4th-level thrall of Demogorgon can take two full rounds' worth of actions in the same round.

Exploding Rocks (Ex) An Abyssal Giant can throw rocks with a range increment of 100 ft. and with a +1 racial on attack rolls. The rocks of Abyssal Giants explode on impact, dealing 2D8+15 points of damage dealt to anyone within 10 ft. of the impact point. Secondary targets (those from 15 to 25 ft. away from the point of impact) who succeed on a DC 26 Reflex save take half damage. The saving throw is Dexterity-based.

Hypnosis (Sp) Once per day, a thrall of Demogorgon can produce an effect identical to that of the hypnotism spell, except that it functions as a gaze attack with a range of 30 feet. The Will save DC to resist the effect is 10 + class level + Cha modifier.

Reaching Touch (Su) Three times per day, a 3rd-level thrall of Demogorgon can cause his arms to stretch unnaturally like tentacles, providing him an extra 5 feet of reach for 1 round.

Scaly Flesh (Ex) A 1st-level thrall of Demogorgon gains dark scaly flesh, which provides a +1 natural armor bonus. At every three levels beyond 1st (4th, 7th, and 10th), this bonus increases by +1. The bonus from scaly flesh stacks with that of natural armor derived from creature type (if the thrall of Demogorgon is a lizardfolk or troglodyte, for example), but not from magical sources such as an amulet of natural armor.

Sword of Corruption (Su) When an Abyssal Giant threatens a critical hit with its greatsword, the latent corrupting power of the blade is released. Regardless of whether the critical hit is confirmed, the blade releases energy that deals 4D8 points of vile damage against lawful foes and 2D8 points of vile damage against all others. Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

Touch of Fear (Sp) Three times per day, a thrall of Demogorgon of 2nd level or higher can use an effect identical to that of the cause fear spell. The Will save DC to negate the fear is 10 + class level + Cha modifier.

IRATA DEMONBINDER **CR 16**
 Kobold Monster of Legend Cleric of Demogorgon 12 /
 Thaumaturgist 5

CE Small Outsider (Augmented Monstrous Humanoid, Reptilian, Chaotic, Evil)
Monster Manual 161, *Monster Manual* 2213
Init +7; **Senses** Darkvision 60 ft.; Listen +16, Spot +16
Languages Abyssal, Draconic

AC 34, touch 14, flat-footed 26
 (+1 Size, +6 Natural, +3 Dex, +9 Armor, +5 Shield)
hp 195 (18 HD)
Immune Electricity & mind-affecting effects
Fort +18, **Ref** +10, **Will** +16

Speed 30 ft. (6 squares)
Melee small +4 *small Heavy Mace* +20/+15 (1D6+9)
Space 5 ft.; **Reach** 5 ft.
Base Atk +10; **Grp** +6
Attack Options Spells

Special Actions Contingent Conjunction (advanced Marilith), Raging blood (acid), Rebuke undead 6/day

Combat Gear *Potions of (heroism, shield of faith +5)*

Cleric Spells per day (CL 17th):

Domains: Demonic, Evil

9th (3) – *gate^P*, *gate*, *mass heal*

8th (4) – *brilliant aura*, *greater planar ally* (18 HD Marilith), *greater spell immunity* (*bolt of glory*, *magic missile*, *ray of enfeeblement*, *scorching ray*), *unholy aura^P* (DC 30)

7th (5) – *blood to water* (DC 29), *fiendish clarity^P*, *fortunate fate*, *radiant assault* (DC 29), *repulsion* (DC 29)

6th (6) – *create undead^P*, *greater dispel magic* (2), *heal* (2), *visage of the deity*

5th (6) – *dispel good^P*, *divine agility*, *righteous wrath of the faithful*, *slay living* (DC 27), *spell resistance*, *true seeing*

4th (8) – *dimensional anchor^P*, *divine power*, *greater magic weapon*, *mass shield of faith*, *recitation* (2), *spell immunity* (*magic missile*, *ray of enfeeblement*, *scorching ray*, *searing light*) (2)

3rd (8) – *blindsight*, *demon wings^P*, *dispel magic* (2), *magic vestment* (2), *mass aid*, *weapon of the deity*

2nd (8) – *bear's endurance*, *bull's strength*, *desecrate^P*, *living undeath*, *resist energy* (4)

1st (8) – *demon flesh^P*, *divine favor* (2), *protection from good*, *shield of faith* (4)

0th (6) – *detect magic*, *ghost sound*, *inflict minor wound*, *light*, *read magic*, *resistance*

Abilities Str 20, Dex 16, Con 22, Int 12, Wis 26, Cha 16

SQ Augment summoning, contingent conjunction (advanced 20 HD Marilith Demon), darkvision 60 ft., enhanced attributes, extend summoning, immune to electricity & mind-affecting effects, improved ally, light sensitivity, planar cohort (arrow demon), raging blood (acid)

Feats Augment Summoning^B, Combat Casting, Divine Shield, Divine Vigor, Improved Toughness, Improved Initiative^B, Multiattack^B, Rapid Spell, Spell Focus (Conjunction), Sudden Maximize

Skills Craft (Trapmaking) +4, Concentration +30, Diplomacy +22, Hide +11, Knowledge (Arcana) +5, Knowledge (Religion) +5, Listen +16, Move Silently +5, Profession (Miner) +3, Search +4, Sense Motive +9, Spellcraft +15, Spot +16

Possessions small Breastplate, small Buckler, small Heavy Mace, +6 *Periapt of Wisdom*, silver unholy Symbol of Demogorgon, Scroll (4x *Death Ward*, CL 17th)

Augment Summoning At 2nd level, a thaumaturgist gains the Augment Summoning feat.

Contingent Conjunction A 4th-level thaumaturgist can prepare a summoning or calling spell ahead of time to be triggered by some other event. This functions as

described for the *contingency* spell, including having the thaumaturgist cast the summoning or calling spell beforehand. The spell is cast instantly when the trigger event occurs.

The conditions needed to bring the spell into effect must be clear, although they can be general. If complicated or convoluted condition as are prescribed, the contingent conjuration may fail when triggered. The conjuration spell occurs based solely on the stated conditions, regardless of whether the thaumaturgist wants it to, although most conjurations can be dismissed normally. A thaumaturgist can have only one contingent conjuration active at a time.

Improved Ally When a thaumaturgist casts a *planar ally* spell (including the *lesser* and *greater* versions), he makes a Diplomacy check to convince the creature to aid him for a reduced payment. If the thaumaturgist's Diplomacy check adjusts the creature's attitude to helpful the creature will work for 50% of the standard fee, as long as the task is one that is not against its nature.

The thaumaturgist's improved ally class feature only works when the planar ally shares at least one aspect of alignment with the thaumaturgist.

A thaumaturgist can have only one such ally at a time, but he may bargain for tasks from other planar allies normally.

Planar Cohort A 5th-level thaumaturgist can use any of the *planar ally* spells to call a creature to act as his cohort. The called creature serves loyally and well as long as the thaumaturgist continues to advance a cause important to the creature.

To call a planar cohort, the thaumaturgist must cast the relevant spell, paying the XP costs normally. It takes an offering of 1,000 gp x the HD of the creature to convince it to serve as a planar cohort, and the improved ally class feature can't be used to reduce or eliminate this cost. The planar cohort can't have more Hit Dice than the thaumaturgist has, and must have an ECL no higher than the thaumaturgist's character level -2.

A thaumaturgist can have only one planar cohort at a time, but he can continue to make agreements with other called creatures normally. A planar cohort replaces a thaumaturgist's existing cohort, if he has one by virtue of the Leadership feat.

MARILITH - ADVANCED **CR 20**
CE Large Outsider (Chaotic, Evil, Extraplanar, Tanar'Ri)
Monster Manual 44

Init +9; **Senses** Darkvision 60 ft., *True Seeing*, Listen +35, Spot +35

Languages Abyssal, Common, *Telepathy* 100 ft.

AC 34, touch 14, flat-footed 28

(-1 Size, +5 Dex, +16 Natural, +4 Armor)

hp 341 (22 HD); **DR** 10 / Cold Iron & Good

Immune Electricity, poison

Resist Acid 10, cold 10, fire 10; **SR** 28

Fort +22, **Ref** +18, **Will** +17

Speed 40 ft. (8 squares)

Melee Primary +5 *Longsword* +39/+34/+29/+24 (2D6+17/17-20) and 5 +1 *Longswords* +35 (2D6+7/17-20) and Tail Slap +31 (4D6+6)

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

Base Atk +22; **Grp** +38

Atk Options Constrict 4D6+18, Improved Grab, Spell-like Abilities

Special Actions *Summon Tanar'Ri*

Combat Gear *Potions of (bear's endurance, heroism, ~~mage armor~~), Oil of greater magic weapon +5*

Spell-Like Abilities (CL 20th):

At will— *align weapon, blade barrier* (DC 23), *magic weapon, project image* (DC 23), *polymorph, see invisibility, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25)

Abilities Str 34, Dex 20, Con 34, Int 18, Wis 18, Cha 24

SQ Darkvision 60 ft., Tanar'Ri traits, Telepathy 100 ft.

Feats Combat Reflexes, Improved Critical (Longsword), Improved Initiative, Improved Multiweapon Fighting, Multiattack, Multiweapon Fighting, Power Attack, Quicken Spell-like Ability (*Telekinesis*), Weapon Focus (Longsword)

Skills Bluff +29, Concentration +37, Diplomacy +34, Disguise +7 (+9 acting), Hide +23, Intimidate +32, Listen +35, Move Silently +27, Search +25, Sense Motive +25, Spellcraft +29 (+29 Scrolls), Spot +35, Survival +8 (+10 following tracks) +25, Tumble +15, Use Magic Device +32 (+34 Scrolls)

Possessions 6 +1 *Longswords*

Constrict (Ex) A marilith deals 4d6+18 points of damage with a successful grapple check. The constricted creature must succeed on a DC 32 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex) To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Summon Demon (Sp) Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su) Mariliths continuously use this ability, as the spell (caster level 20th).

Skills Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

ZUTHNAGOTI, MOLYDEUS **CR 20**

CE Large Outsider (Chaotic Evil, Extraplanar, Tanar'Ri)
Fiendish Codex 146

Init +10; **Senses** All-around vision, darkvision 60 ft., *True Seeing*; Listen +29, Spot +29

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, *Telepathy* 100 ft.

AC 40, touch 17, flat-footed 33; can't be flanked

(-1 Size, +5 Dex, +18 Natural, +4 Armor, +3 Deflection)

hp 304 (21 HD), fast healing 30; **DR** 15 / Cold Iron & Good

Immune Electricity, Poison

Resist Acid 10, Cold 10, Fire 10; **SR** 31

Fort +22, **Ref** +18, **Will** +19

Speed 40 ft. (8 squares)

Melee +5 *Dancing Vorpall Cold Iron Greataxe* +35/+30/+25/+20 (3D6+20/19-20) and Bite +27 (2D6+4) and Bite +27 (1D6+4 plus poison) or

Melee +5 *Dancing Vorpall Cold Iron Greataxe* +35/+30/+25/+20 (3D6+20/19-20) and 2 Claws +29

(1D6+9) and Bite +27 (2D6+4) and Bite +27 (1D6+4 plus poison)

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

Base Atk +21; **Grp** +34

Atk Options Combat Expertise, Improved Trip, Improved Disarm

Special Actions Piercing Strike, Snakebite, *Summon Tanar'ri*

Combat Gear *Potions of (bear's endurance, heroism), Oil of greater magic weapon*

Spell-Like Abilities (CL 21st):

At will — *baleful polymorph* (DC 24), *power word "stun"*, *blindness/deafness* (DC 20), *charm person* (DC 20), *fear* (DC 23), *fly*, *greater dispel magic*, *invisibility*, *greater teleport* (self plus 50 pounds of objects only), *suggestion* (DC 22), *telekinesis* (DC 24), *vampiric touch* (+29 melee touch)

7 / day — *dimensional lock*, *lightning bolt* (DC 22)

3 / day — *quicken greater dispel magic*

1 / day — *trap the soul* (DC 28)

Abilities Str 28, Dex 22, Con 30, Int 21, Wis 24, Cha 28

SQ All-around vision, darkvision 60 ft., Tanar'ri traits, Telepathy 100 ft.

Feats Combat Expertise, Improved Critical (Greataxe), Improved Disarm, Improved Initiative, Improved Trip, Multiattack, Quicken Spell-like Ability (*Greater Dispel Magic*), Track^b, Weapon Focus (Greataxe),

Skills Bluff +30, Concentration +32, Diplomacy +35, Forgery +21, Intimidate +30, Knowledge (Arcana) +27, Knowledge (The Planes) +27, Listen +29, Search +26, Sense Motive +29, Spellcraft +25 (+27 Scrolls), Spot +29, Survival +28 (+30 following tracks) +25, Tumble +18, Use Magic Device +31

Possessions +1 *Dancing Vorpall Cold Iron Greataxe*, +4 *Bracers of Armor*, +3 *Ring of Protection*, *Ring of Evasion*

All-around Vision (Ex) A molydeus's snake head constantly peers in all directions, granting the demon a +4 racial bonus on Search and Spot checks. A molydeus can't be flanked.

Dancing Vorpall Axe (Ex) A molydeus's +1 *dancing vorpall cold iron greataxe* is an extension of its being. If the molydeus is slain, its axe melts away into ichor. A molydeus whose axe is destroyed can manifest a new one by taking an 8-hour ritual on the Woeful Escarand (Layer 400), where it uses manes as the raw material to forge a new axe. Once the new axe is created, the previous axe (or its remains) melts away.

Piercing Strike (Su) A molydeus can strike through many forms of damage reduction with its weapons. The first time it strikes a foe, damage reduction applies normally to the blow. All following strikes automatically ignore damage reduction, save for damage reduction that requires a specific material (such as silver, cold iron, or adamantine) to bypass, epic damage reduction, or damage reduction that doesn't allow any form to bypass (such as that granted to barbarians).

Poison (Su) Snake bite — Injury, Fort DC 29, 2d6 Con drain / 2d6 Con drain. A creature reduced to 0 Constitution by this poison immediately transforms into a mane. Only a *miracle* or *wish* can reverse this transformation. Molydeus venom is supernaturally potent and can harm creatures normally immune to poison (including those under the effect of spells such as *neutralize poison* or *heroes' feast*, but not constructs, oozes, plants, or undead). Against such creatures, its

effects are reduced to 1d6 Con for both initial and secondary damage.

Snakebite (Ex) A molydeus's snake head can strike independently of the demon's other actions. It can make a bite attack as a free action once per round while the molydeus takes any other standard or full-round action. The snake head always strikes as a secondary attack.

Summon Demon (Sp) Once per day, a molydeus can automatically summon 1d6 babaus, 1d4 chasmes, or one marilith. This ability is the equivalent of a 9th-level spell (CL 21st).

True Seeing (Su) A Molydeus has a continuously true seeing ability, as the spell (CL 21st). This ability cannot be dispelled.

AURUMVORAX

CR 13

N Medium Magical Beast

Expedition to Castle Greyhawk 216

Init +4; **Senses** Darkvision 60 ft., Low-light Vision, Scent gold; Listen +17, Spot +17

AC 35, touch 10, flat-footed 35
(+15 Natural, +10 Armor (with *Golden Barding & Magic Vestment*))

hp 312 (27 HD); **DR** 10 / Adamantine & Slashing

Immune Poison

Resist Fire 10

Fort +23, **Ref** +16, **Will** +15

Speed 30 ft. (6 squares), burrow 20 ft.

Melee Bite +35 (3D6+5/19-20) and 4 Claws +35 (3D6+2/19-20)

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

Base Atk +27; **Grp** +40

Atk Options Crushing Bite, Gold Frenzy, Improved Grab, Pounce, Rake

Abilities Str 20, Dex 10, Con 20, Int 2, Wis 14, Cha 15

SQ Darkvision 60 ft.

Feats Improved Critical (Bite, Claw), Improved Initiative, Improved Multiattack, Improved Natural Attack (Bite, Claw), Improved Toughness, Iron Will, Multiattack, Weapon Focus (Bite, Claw)

Skills Hide +4, Listen +17, Spot +17

Crushing Bite (Ex) An aurumvorax deals automatic bite damage on a successful grapple check. If it bites an object, it ignores half the object's hardness.

Gold Frenzy (Ex) An aurumvorax gains a +2 morale bonus on attack and damage rolls made against any creature on which it can scent gold.

Improved Grab (Ex) To use this ability, an aurumvorax must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. An aurumvorax has a +8 racial bonus on grapple checks, which is included in the statistics block.

Pounce (Ex) If an aurumvorax charges a foe, it can make a full attack, including eight rake attacks.

Rake (Ex) Attack bonus +34 melee, damage 3d6+2, eight attacks against grappled foe.

Scent Gold (Ex) An aurumvorax has the scent ability, but it can smell only gold. As long as a creature carries any amount of gold, the aurumvorax can scent it. Gold kept in an extradimensional space (such as a *bag of holding*) can escape an aurumvorax's senses.

Anhang 4: Spieldaten NSC/Monster - DGS alle

Begegnung 18: Kriegeraum

LADY AMCATHRA OF MEDEGIA **CR 19**
Female Human Vampire Shadow Creature Fighter 8 / Blackguard 8
LE Medium Undead
Monster Manual 250, *Lords of Madness* 167
Init +7; **Senses** Darkvision 60 ft., *Detect Good*, Low-light Vision; Listen +13, Spot +13
Aura Despair (10 ft., -2 on all saving throws), Evil (overwhelming)
Languages Common

AC 43, touch 15, flat-footed 35; 48 vs. ranged (+3 Dex, +14 Natural (incl. *Iron Bones*), +10 Armor, +5 Shield, +1 Insight)
hp 140 (16 HD), fast healing 5; **DR** 10 / Magic & Silver
Immune Mind-affecting spells and effects, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage
Resist Cold 15, electricity 10, +14 turn resistance
Fort +26, **Ref** +24 Evasion, **Will** +22

Speed 30 ft. (6 squares), 40 ft. with Divine Vigor, *spider climb*
Melee +5 *Lifedrinker Greataxe* +31/+26/+21/+16 (1D12+21 plus energy drain, Crit x3)
Melee Slam +25 (1D8+9)
Ranged *mighty* (+7 STR) +1 *Composite Longbow* +22/+17/+12/+7 (1D8+9/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +16 **Grp** +25
Attack Options Command & rebuke Undead 12/day, *Dominate person* 30 ft. (DC 26), Poison use, *Smite Good* 2/day (+8 to hit, +8 damage), Sneak Attack +2D6
Special Actions Blood drain, children of the night, create spawn, energy drain (2 levels; Fort DC 26)
Combat Gear *Potions of (fly)(2), shield of faith +5, Oil of greater magic weapon +5*
Blackguard Spells prepared (CL 8th):
4th (1) – *vile lance*
3rd (2) – *inflict serious wounds*, ~~*protection from energy*~~
2nd (3) – ~~*resist energy*~~ (2), *zeal*
1st (4) – ~~*corrupt weapon*~~, *divine favor*, *divine sacrifice*, *golden barding*

Abilities Str 24, Dex 16, Con -, Int 14, Wis 16, Cha 27
SQ dark blessing, darkvision 60 ft., desecrate, evasion, luck, undead traits
Feats Alertness^B, Cleave, Close-Quarter Fighting^B, Combat Reflexes^B, Divine Might, Divine Shield, Divine Vigor, Dodge^B, Improved Buckler Defense, Improved Initiative^B, Improved Sunder, Lightning Reflexes^B, Power Attack^B, Shield Specialization^B, Shield Ward, Weapon Focus (Greataxe)^B, Weapon Specialization (Greataxe)^B
Skills Bluff +16, Concentration +20, Diplomacy +10, Hide +22, Intimidate +23, Knowledge (Nobility & Royalty) +7, Knowledge (Religion) +9, Knowledge (The Planes) +4, Move Silently +14, Listen +13, Ride +11, Search +10, Sense Motive +11, Spot +13
Possessions +2 *Glamered Mithral Full Plate of Darksoul Protection*, +3 *Buckler*, +2 *Amulet of Natural Armor*, +1 *Lifedrinker Greataxe*, +1 mighty (+7 Str) *Composite*

Longbow, *Leather Quiver*, *Adamantine Arrows* (10), *Arrows* (10), +4 *Girdle of Giant Strength*, +6 *Cloak of Charisma*, *lesser Crystal of Arrow Deflection*, *Dusty Rose Ioun Stone*, unholy Platinum Symbol of Demogorgon

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until

the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

DUSKBRINGER, CYRIN'S CHOSEN CR 20

Advanced Spellstitched Male Mature Adult Vampiric Shadow Dragon

CE Large Undead

Draconomicon 191, 195

Init +10; **Senses** Blindsight 60 ft., Darkvision 120 ft., Keen Senses, Low-light Vision; Listen +38, Spot +38

Aura Frightful Presence 210 ft., Evil (overwhelming)

Languages Abyssal, Celestial, Common, Draconic, Infernal

AC 54, touch 15, flat-footed 48

(-1 Size, +6 Dex, +33 Natural (incl. *Iron Bones*), +6 Armor)

hp 324 (24 HD), fast healing 5; **DR** 10 / Silver & Magic

Immune mind-affecting spells and effects, polymorph, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage

Resist +16 turn resistance, cold 20, electricity 20; **SR** 25

Vulnerabilities vampiric weaknesses

Fort +19, **Ref** +25, **Will** +23

Speed 80 ft. (16 square), fly 150 ft. (poor)

Melee Bite +37 (2D6+20) and 2 Claws +37 (2D6+8 plus Energy drain) and 2 Wings +37 (1D6+8) and Tail Slap +37 (1D8+20)

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

Base Atk +24; **Grp** +42

Attack Options Blood drain, Charm, Domination, Energy drain, Frightful presence

Special Actions Spell-like Abilities

Sorcerer Spells known (CL 11th):

3rd (6) – *displacement, haste*

2nd (8) – *bull's strength, eagle's splendor, resist energy*

1st (8) – *nerveskitter, mage armor, magic missile, protection from good, shield*

0th (6) – *dancing lights, detect magic, message, mage hand, ray of frost, resistance*

Spell-like Abilities Dragon (CL 7th)

3 / day – *mirror image*

2 / day – *dimension door*

Spell-like Abilities Spellstitched Template (CL 24th):

3 / day – *ray of enfeeblement (+31 ranged touch), scorching ray (+31 ranged touch)*

1 / day – *acid fog, coat of arms, ~~death armor~~, evard's black tentacles, false life, ~~greater mage armor~~, lesser orb of sound (+31 ranged touch), night's caress (+35 melee touch), orb of force (+31 ranged touch), undead torch*

Abilities Str 34, Dex 22, Con -, Int 20, Wis 20, Cha 27

SQ Blindsight 60 ft., desecrate, dragon traits, frightful presence 210 ft., immunities, undead traits

Feats Ability Focus (Breath Weapon) Alertness^B, Combat Reflexes^B, Flyby Attack, Great Fortitude, Hover, Improved Initiative^B, Improved Multiattack, Improved Natural Attack (Bite, Claw), Improved Toughness, Lightning Reflexes^B, Multattack, Practiced Spellcaster

Skills Bluff +18, Concentration +35, Escape Artist +31, Hide +16, Intimidate +30, Knowledge (Arcana) +27, Knowledge (Nature) +22, Knowledge (Religion) +22, Knowledge (The Planes) +22, Listen +38, Move Silently +16, Search +35, Sense Motive +35, Spellcraft +32, Spot +38, Use Magic Device +33

Blood Drain (Ex) A vampiric dragon can suck blood from a living victim one size category smaller than itself or larger: If it pins the foe whom it is grappling, it drains blood, dealing 1D4 points of Constitution drain each round the pin is maintained.

Breath Weapon (Su) A shadow dragon's breath weapon is a cone of billowing, smoky shadows with an energy drain effect. Creatures within the cone gain 4 negative levels; the saving throw to remove the negative levels is 32. A successful Reflex save DC 32 reduces the negative levels by half (rounded down).

Charm (Su) The voice of a vampiric dragon can bewitch listeners. This requires a full-round action by the vampiric dragon, but any creature within 30 feet per age category of the base dragon who can hear its voice must make a Will save or become charmed (as *charm monster*). The charm is immediately broken if the vampiric dragon uses its frightful presence within range of the charmed individual or makes any attack against the charmed individual. A vampiric dragon need not see its targets to use this power.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampiric dragon's energy drain attack rises as a vampire spawn (see page 253 of the *Monster Manual*) 1D4 days after death. If a vampiric dragon instead drains its victim's Constitution to 0, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vampire or vampire spawn is under the command of the vampiric dragon that created it and remains enslaved until its master's death. An adult or older dragon slain by a vampiric dragon's blood drain returns as a vampiric dragon under the command of the vampiric dragon that created it, as noted above. Young adult or younger dragons slain by its blood drain attack, or any dragons slain by its energy drain attack, rise instead as mindless zombie dragons (see page 197 of the *Draconomicon*).

Domination (Su) A vampiric dragon can rush an opponent's will just by looking into its eyes. This ability works similar to a gaze attack, except that the vampiric dragon must use a standard action, and those merely looking at the creature are not affected. Anyone the vampiric dragon targets must succeed on a Will save or fall instantly under the vampiric dragon's influence as though by a *dominate monster* spell (caster level 18th). The ability has a range of 30 feet plus 10 feet per age category of the base dragon.

Energy Drain (Su) A living creature hit by a vampiric dragon's claw attack gains one negative level.

Frightful Presence (Ex) 180 ft. range; DC 30 Will save negates. Creatures with less than 4 HD are panicked for 4D6 rounds and those with 5 or more HD are shaken for 4D6 rounds.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow dragon can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, does.

Vampiric Weaknesses Vampiric dragons share the typical vampire's vulnerabilities to sunlight. Direct sunlight slows a vampiric dragon, allowing it only a single standard action or move action each round. A vampiric dragon can survive exposure to direct sunlight for a number of consecutive rounds equal to its age category, after which it is utterly destroyed. Driving a wooden stake through a vampiric dragon's heart slays it, just as with a normal vampire (though for larger dragons, you'll need a stake the size of a spear). Unlike other vampires, vampiric dragons are not injured by immersion in water. Vampiric dragons are not repelled by garlic or mirrors (though they don't keep mirrors in their hoards), and they can freely cross running water. They can't enter a home unless invited, but most simply destroy the home and then pick through the rubble for their victims.

Skills Vampiric dragons have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

KLORPHAXIUS **CR 17**
 Advanced Male Adult Green Dragon Dracolich
 LE Huge Undead (Air)
Monster Manual 74, *Draconomicon* 146
Init +4; **Senses** Blindsight 60 ft., Darkvision 120 ft., Keen Senses, Low-light Vision; Listen +28, Spot +28
Aura Frightful Presence 180 ft. (Will DC 26), Evil (overwhelming)
Languages Abyssal, Celestial, Common, Draconic, Infernal

AC 39, touch 8, flat-footed 39
 (-2 Size, +0 Dex, +27 Natural (incl. *Iron Bones*), +4 Armor)
hp 237 (22 HD); **DR** 10 / Magic & Bludgeoning
Immune Acid, cold, electricity, mind-affecting spells and effects, polymorph, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage
Resist +10 turn resistance; **SR** 24
Fort +15, **Ref** +14, **Will** +17

Speed 40 ft. (12 square), swim 40 ft., fly 150 ft. (poor)
Melee Bite +33 (2D6+15 plus 1D6 cold plus paralyzing) and 2 Claws +33 (1D8+6) plus 1D6 cold plus paralyzing and 2 Wings +33 (1D6+6 plus 1D6 cold plus paralyzing) and Tail Slap +33 (1D8+15 plus 1D6 cold plus paralyzing)
Space 15 ft.; **Reach** 15 ft. (10 ft. with Claws)
Base Atk +22; **Grp** +41
Attack Options Breath Weapon, control undead, frightful presence, *paralyzing gaze*, *paralyzing touch*, suggestion, trip
Special Actions Spell-like Abilities
Sorcerer Spells known (CL 5th):

2nd (5) – *bull's strength*, *eagle's splendor*
 1st (8) – *nerveskitter*, *mage armor*, *protection from good*, *shield*
 0th (6) – *dancing lights*, *message*, *mage hand*, *ray of frost*, *resistance*

Spell-like Abilities (CL 5th)
 At will – *suggestion*

Abilities Str 28, Dex 10, Con -, Int 16, Wis 16, Cha 20
SQ Blindsight 60 ft., desecrate, dragon traits, frightful presence 180 ft., immunities, invulnerability, undead traits, water breathing
Feats Ability Focus (Paralyzing Touch), Great Fortitude, Hover, Improved Initiative, Improved Multiattack, Improved Natural Attack (Bite), Multattack, Power Attack
Skills Concentration +30, Escape Artist +25, Intimidate +16, Knowledge (Arcana) +18, Knowledge (Religion) +18, Listen +28, Search +26, Sense Motive +10, Spellcraft +18, Spot +28, Use Magic Device +27

Breath Weapon (Su) Klorphaxius has one type of breath weapon, a cone of corrosive (acid) gas. The breath weapon does 12D6+2 points of damage unless a Reflex save DC 26 is made, reducing the damage by half.

Control Undead (Sp) Once every 3 days Klorphaxius can use *control undead* as the spell (CL 15th). He cannot cast any other spells while this ability is in effect.

Frightful Presence (Ex) 180 ft. range; DC 26 Will save negates. Creatures with less than 4 HD are panicked for 4D6 rounds and those with 5 or more HD are shaken for 4D6 rounds.

Invulnerability If Klorphaxius is slain, his spirit immediately returns to his phylactery. If no dragon-type corpse lies within 90 ft. for the spirit to possess he is trapped in the phylactery until such a time – if ever – that a corpse becomes available. Destroying the phylactery destroys Klorphaxius.

Paralyzing Gaze (Su) 40 ft. range; DC 26 Will save negates. If the save is successful the target is forever immune to Klorphaxius' gaze. If it fails the victim is paralyzed for 2D6 rounds.

Paralyzing Touch (Su) A creature struck by any of Klorphaxius physical attacks must make a DC 28 Fortitude save or be paralyzed for 2D6 rounds. A successful saving throw against this effect does not confer any immunity from subsequent attacks.

ANCIENT BLACK DRAGON **CR 12**
 Awakened, Viscious, Nimble
 N Huge Undead
Monster Manual 70, *Draconomicon* 192, *Libris Mortis* 158
Init +10; **Senses** Blindsight 60 ft., Keen Senses; Listen +33, Spot +33
Aura Frightful Presence 270 ft. (Will DC 30)

AC 26, touch 6, flat-footed 24
 (-2 Size, +2 Dex, +12 Natural (+6 incl. *Iron Bones*), +4 Armor)
hp 351 (31 HD); **DR** 5 / Bludgeoning
Immune Acid, cold, mind-affecting spells, poisons, *Sleep* effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects objects) and massive damage
Resist +10 turn resistance; **SR** 22
Fort +21, **Ref** +21, **Will** +18

Speed 70 ft. (14 square), climb 60 ft.

Melee Bite +44 (3D8+13) and 2 Claws +45 (4D6+8, Crit 19-20/x2) and 2 Wings +44 (1D8+8) and Tail Slap +44 (2D6+19)

Space 15 ft.; **Reach** 15 ft. (10 ft. with Claws)

Base Atk +31; **Grp** +55

Attack Options Rend 8D6+19

Special Actions Destruction Retribution (10 ft. radius, 16D6 negative energy damage, REF DC 15)

Abilities Str 36, Dex 15, Con -, Int 8, Wis 10, Cha 16

SQ corpsecrafter, blindsense 60 ft., desecrate, frightful presence 210 ft., hardened flesh, nimble bones, undead traits

Feats Great Fortitude, Improved Critical (Claws)^B, Improved Initiative^B, Improved Natural Attack (Bite, Claw), Improved Multiattack, Improved Toughness, Multiattack, Power Attack, Rend^B, Weapon Focus (Claws)

Skills Listen +33, Search +33 Spot +33

Frightful Presence (Ex) This skeletal black dragon can unsettle foes within 270 ft. with his mere presence, whenever it attacks, charges, or flies overhead. Creatures with 4 or fewer HD become panicked for 4D6 rounds, while those with 5 to 21 HD become shaken for 4D6 rounds. A DC 30 Will save negates the effect and makes the creature immune to that dragon's frightful presence for 24 hours.

Keen Senses (Ex) A skeletal dragon sees four times as well as a human in low-light conditions and twice well in normal light.

Anhang 5: Spieldaten NSC/Monster - DGS alle

Begegnung 19: Myrhal's Thronraum

PRINCE MYRHAL OF RAX **CR 19**
Male Human Death Knight Fighter 16
CE Medium Undead
Monster Manual 2 207, *Living Greyhawk Journal* 6+7
Init +9; **Senses** Darkvision 60 ft.; Listen +2, Spot +2
Aura Evil (overwhelming), Fear (15 ft., Will DC 18)
Languages Abyssal, Common

AC 38, touch 16, flat-footed 33; 43 vs. ranged
(+5 Dex, +11 Natural (incl. *Iron Bones*), +11 Armor, +1 Deflection)
hp 152 (16 HD); **DR** 15 / Chaotic & Silver; **SR** 26
Immune cold, electricity, fire, polymorph-effects, poison, turn immunity
Fort +14, **Ref** +14, **Will** +11

Speed 20 ft. (4 squares)
Melee +3 *Oozing Trident of Azharadian* +31/+26/+21/+16 (1D8+17 plus 1D6 acid & 1 point Con drain, 19-20/x2)
Space 5 ft.; **Reach** 5 ft.
Base Atk +16 **Grp** +25
Attack Options Abyssal Blast, Combat Expertise, Combat Reflexes, Power Attack
Special Actions Summon Mount (rides a Wyvern), Undead Followers (7 Ghost Courtiers)
Combat Gear *Potions of (barkskin +5, fly (2), haste, shield of faith +5)*

Abilities Str 23, Dex 20, Con -, Int 10, Wis 14, Cha 10
SQ darkvision 60 ft., desecrate, undead traits
Feats Cleave^B, Close-Quarter Fighting^B, Combat Expertise^B, Combat Reflexes, Great Fortitude, Greater Weapon Focus (Trident)^B, Greater Weapon Specialization (Trident), Improved Critical (Trident)^B, Improved Initiative^B, Improved Toughness, Iron Will, Lightning Reflexes, Melee Weapon Mastery (Trident), Power Attack^B, Weapon Focus (Trident)^B, Weapon Specialization (Trident)^B
Skills Climb +13, Diplomacy +10, Handle Animal +10, Listen +2, Ride +13, Spot +2
Possessions +2 *Mithral Breastplate of Darksoul Protection*, +2 *heavy steel Shield*, +3 *Oozing Trident of Azharadian*, +4 *Girdle of Giant Strength*, +2 *Gauntlets of Dexterity*, +1 *Amulet of Natural Armor*, +1 *Ring of Protection*, *Myrhal's Crown*, *lesser Crystal of Arrow Deflection*, unholy Platinum Symbol of Demogorgon

Abyssal Blast (Su) 16D6 Fireball, 20 ft. radius, 600 ft. range, REF DC 18, half fire & half divine damage.
Fear Aura (Su) Prince Myrhal is shrouded in a dreadful aura of death and evil. Creatures with less than 5 HD within 15 feet of Prince Myrhal must succeed at a Will save DC 18, or be affected as though by a *fear* spell cast by a sorcerer of 16th level.
Summon Mount (Su) Prince Myrhal has the ability to summon a wyvern mount.
Turn Immunity (Ex) Prince Myrhal can not be turned. It can be banished by a *holy word*, however, just as if it were an evil outsider. The banished Prince Myrhal returns to the plane of the evil god it serves (Demogorgon).

GHOST COURTIER **CR 11**
Gravetouched Spellstitched Fighter 2 / Blackguard 3
CE Medium Undead

Monster Manual 118, *Complete Arcane* 161, *Libris Mortis* 103
Init +8; **Senses** Darkvision 60 ft., *Detect Good*, Listen +5, Spot +11
Languages Common
Aura Despair (10 ft., -2 on all saving throws), Evil (overwhelming)
Weakness Diet Dependent (Flesh)

AC 36, touch 16, flat-footed 30
(+6 Dex, +14 Natural (incl. *Iron Bones*), +6 Armor)
hp 161 (13 HD); **DR** 5 / Magic & Silver
Immune Cold, undead immunities
Resist turn resistance +14; **SR** 21
Fort +15, **Ref** +18, **Will** +21

Speed 30 ft. (4 squares)
Melee +3 *Boneblade* Greatsword +22/+17 (2D6+16 plus 1D6 to living targets plus 1D6 to good targets, Crit 17-20/x2) and Bite +14 (1D6+5 plus paralysis)
Melee Bite +18 (1D8+9) and 2 Claws +16 (1D6+5 plus paralysis)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +18
Atk Options Ghoul fever, paralysis, poison use, smite good 1/day (+4 to hit, +3 damage), stench
Special Actions Command & Rebuke Undead 7/day, destruction retribution 7D6
Blackguard Spells prepared (CL 3rd):
2nd (1) – *zeal*
1st (2) – *divine sacrifice* (2)
Spell-like Abilities per day (CL 13th):
3 / day – *ray of enfeeblement* (+17 ranged touch), *scorching ray* (+17 ranged touch)
1 / day – *acid fog*, *death armor*, *death throes*, *escalating enfeeblement*, *evard's black tentacles*, *greater mage armor*, *lesser orb of sound* (+17 ranged touch), *night's caress* (+18 melee touch, DC 20), *orb of force* (+17 ranged touch), *undead torch*

Abilities Str 24, Dex 22, Con -, Int 15, Wis 20, Cha 18
SA dark blessing, ghoul fever, paralysis, stench
SQ corpsecrafter, desecrate, diet dependent (flesh), hardened flesh, nimble bones, undead traits
Feats Cleave, Improved Critical (Greatsword), Improved Sunder, Improved Toughness, Multiattack^B, Power Attack^B, Quicken Spell-like Ability (*Scorching Ray*), Weapon Focus (Greatsword)^B
Skills Balance +10, Climb +8, Concentration +14, Hide +15, Jump +10, Knowledge (Religion) +4, Move Silently +13, Listen +5, Spot +11

Ghoul Fever (Su) Disease—bite, Fortitude DC 20, 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.
Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 19 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by 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 20 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.

LADY CYRIN

CR 25

female Vampire Cleric 3 / Wizard (Nec) 3 / True Necromancer 14 / Master Vampire 3

NE Medium Undead

Monster Manual 250, *Libris Mortis* 51, 55

Init +13; **Senses** Darkvision 60 ft.; Listen +19, Spot +19

Aura Evil (overwhelming), Zone of Major Desecration 130 ft.

Languages Abyssal, Celestial, Common, Dwarven, Elven, Infernal, Orcish, Undercommon

AC 50, touch 24, flat-footed 41

(+9 Dex, +12 Natural (incl. *Iron Bones*), +8 Armor, +4 Deflection, +6 Shield, +1 Insight)

hp 200 / 225/325 with *False Life*/ *Necrotic Empowerment* (23 HD), fast healing 5; **DR** 10 / Silver & Magic

Immune Mind-affecting spells and effects, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage

Resist Cold 10, electricity 10, +14 turn resistance

Fort +14 (+20), **Ref** +19 (+25), **Will** +29 (+35)

Speed 30 ft. (6 squares)

Melee 2 Slams +17 (1D6+6)

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

Base Atk +11; **Grp** +22,

Attack Options Dominate person 30 ft. (DC 31), mobile spellcasting, rebuke undead 10/day, spell-like abilities,

Special Actions blood drain, children of the night, create spawn, energy drain (2 levels DC 31)

Combat Gear *Potion of Displacement*

Cleric Spells prepared (CL 20th, 24th for necromantic spells:

Domains: Death, Mysticism

8th (3) – *chain dispel*, *greater spell immunity (bolt of glory, ray of enfeeblement, scorching ray, sunbeam)*^P, *unholy aura*^P (DC 28)

7th (4) – *blood to water* (DC 28), *finger of death*^P (DC 28), *greater harm*^P (DC 28) (+19 melee touch), *radiant assault* (DC 26)

6th (5) – *chasing perfection*^P, *greater dispel magic*, *harm* (2) (DC 27) (+19 melee touch), *visage of the deity*^P

5th (7) – *divine agility* (4), *fire in the blood*^P, *slay living*^P (DC 26), *true seeing*

4th (7) – *divine power*, *life ward* (2), *mass shield of faith*, *recitation*, *spell immunity (ray of enfeeblement, scorching ray, searing light)*, *weapon of the deity*^P

3rd (8) – *alter fortune* (2), *bestow curse*^P, *dispel magic* (2), *magic vestment*, *lesser visage of the deity*^P, *wind wall*

2nd (8) – *death knell*^P, *deific vengeance* (3), *desecrate*, *insight of good fortune*, *resist energy* (4)

1st (9) – *blade of blood* (3), *deathwatch*, *divine favor*^P, *divine favor* (2), *shield of faith* (2)

0th (6) – *detect magic*, *guidance*, *inflict minor wounds* (2), *resistance*

Wizard (Nec) Spells prepared (CL 22nd, 26th for necromantic spells) prohibited Schools are Enchantment and Illusion:

9th (2) – *energy drain*^P (+19 melee touch, DC 30), *prismatic sphere*, *wish*

8th (3) – *avascular mass* (+19 ranged touch, DC 29), *chain dispel*, *necrotic empowerment*^P, *mysterious redirection* (DC 28)

7th (4) – *antimagic ray* (+19 ranged touch), *finger of death*^P (DC 28), *necrotic curse*, *retributive enervation*, *reverse gravity*

6th (6) – *acid fog*, *disintegrate* (+19 ranged touch, DC 26), *fleshshiver*^P, *greater dispel magic* (2), *prismatic aura*, *superior resistance*

5th (6) – *coat of arms*, *cone of cold* (DC 25), *draconic might* (2), *reciprocal gyre* (2), *symbol of pain*^P

4th (6) – *enervation*^P (+19 ranged touch), *evard's black tentacles*, *fire shield*, *orb of force* (3) (+19 ranged touch), *ray deflection*

3rd (6) – *dragonskin*, *fly*, *haste*, *keen edge*, *slow* (DC 23), *vampiric touch* (2)^P (+19 melee touch, DC 28)

2nd (7) – *death armor*, *false life*, *insight of good fortune*, *scorching ray* (3) (+19 ranged touch), *seeking ray* (+19 ranged touch), *spectral hand*^P

1st (7) – *blade of blood* (2), *magic missile*, *nerve splitter*, *orb of sound* (+19 ranged touch), *ray of clumsiness* (+19 ranged touch), *ray of enfeeblement*^P (+19 ranged touch), *shield*

0th (4) – *detect magic*, *ray of frost*, *read magic*, *touch of fatigue*

Spell-like Abilities (CL 26th)

2 / day – *create undead*, *create greater undead*

1 / day – *energy drain* (+19 melee touch, DC 30), *horrid wilting* (DC 29), *wail of the banshee* (DC 30)

Abilities Str 18, Dex 28, Con -, Int 30, Wis 28, Cha 30

SQ alternate form (bat swarm), create undead 2 / day, create greater undead 2 / day, darkvision 60 ft., gaseous form, necromantic prowess +4, spider climb, turn resistance +14, undead traits, zone of major desecration 130 ft.

Feats Alertness^P, Combat Reflexes^P, Corpsecrafter, Destruction Retribution, Dodge^P, Endure Sunlight, Improved Initiative^P, Lightning Reflexes^P, Mobile Spellcasting, Mother Cyst, Nimble Bones, Practiced Spellcaster (Cleric, Wizard), Scribe Scroll^P, Spell Focus (Necromancy)

Skills Bluff +18, Concentration +33, Heal +26, Hide +17, Knowledge (Arcana) +33, Knowledge (History – Great Kingdom) +20, Knowledge (Nature) +25, Knowledge (Religion) +33, Knowledge (The Planes) +25, Listen +19, Move Silently +17, Search +18, Sense Motive +17, Spellcraft +33, Spot +19, Tumble +21

Possessions +8 Bracers of Armor, Ring of Counterspells (Reciprocal Gyre), Ring of Spell-Battle, +6 Periapt of Wisdom, +6 Headband of Intellect, +6 Cloak of Charisma, +6 Gloves of Dexterity, Orange Prism Ioun Stone, Scroll (Cone of Cold, Gust of Wind), unholy Symbol of Nerull

Blood Drain (Ex) A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6

wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

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

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Enhanced Spawn (Su) Any vampire or vampire spawn created by a master vampire of 2nd level or higher gains a +2 enhancement bonus to Strength and Dexterity scores. If the master vampire is destroyed or releases the spawn from service, the spawn loses this bonus.

Master's Chosen (Su) At 3rd level, a master vampire can designate a single vampire or vampire spawn that it created with its create spawn ability as its chosen. Doing this requires a 1-hour ritual during which the chosen must consume a small portion of its master's flesh. The chosen gains a +6 enhancement bonus to its Strength and Dexterity scores. The master can remove this designation as a standard action. If the master vampire is destroyed or releases the chosen from service, the chosen loses this bonus.

More Spawn (Su) A master vampire adds its Charisma modifier to its Hit Dice to determine how many spawn it can have enslaved. For example, a master vampire with 10 HD and a Charisma of 18 is treated as having 14 HD for the purpose of determining its limit of controlled spawn, and therefore can enslave up to 28 HD of spawned vampires.

Necromantic Prowess (Ex) At 3rd level, a true necromancer gains unsurpassed power over death. When she rebukes undead, casts a necromancy spell, or uses a spell-like ability that mimics a necromancy spell, her effective caster level increases. The bonus is +1 at 3rd level, +2 at 6th level, +3 at 9th level, and +4 at 12th level and higher.

Alternate Form (Su) A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex) A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex) A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex) A vampire has +4 turn resistance. A master vampire's turn resistance is increased by 1 foe each of its spawn within 60 feet.

Zone of Desecration (Su) At 4th level, a true necromancer begins to exert her authority over undead. This aura is identical to the effects of the desecrate spell (see page 218 of the *Player's Handbook*) except that it affects only allied undead.

Major Desecration (Su) At 7th level, a true necromancer extends her authority over undead. The supernatural aura of negative energy surrounding her (see Zone of Desecration, above) now extends to a radius of 10 feet per true necromancer class level.

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

SHADESTEEL GOLEM

CR 14

Awakened

N Medium Construct

Monster Manual 373

Init +7; **Senses** Darkvision 90 ft., Low-light Vision; Listen +29, Spot +29

Languages Common

AC 33, touch 13, flat-footed 30; **Combat Expertise**, Dodge (+3 Dex, +20 Natural)

hp 206 (26 HD); **DR** 15 / Adamantine & Magic

Immune Magic

Fort +9, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares), fly 30 ft. (perfect)

Melee 2 Slams +28 (3D6+8)

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

Base Atk +19; **Grp** +27

Attack Options Combat Expertise, Combat Reflexes, Power Attack

Special Actions Negative Pulse Wave

Abilities Str 26, Dex 16, Con -, Int 14, Wis 12, Cha 10

SQ construct traits, darkvision 90 ft., immunity to magic, low-light vision, shadow blend

Feats Ability Focus (Negative Pulse Wave), Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (Slam), Improved Toughness, Power Attack, Weapon Focus (Slam)

Skills Hide +44, Listen +29, Move Silently +48, Spot +29

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as *continual flame*) causes the golem to speed up as if affected by the spell *haste* for 2D4 rounds. The golem is also hasted whenever it is subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, the golem is healed of 1 point of damage per level of the spell.

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1D4+1 rounds. The pulse wave drains life from all living creatures within 40 feet of the golem, dealing 12D6 points of negative energy damage. A DC 25 Fortitude save halves the damage; the save is Constitution-based. Undead creatures within the area are healed 12D6 points of damage instead, and any turning effect they are under is broken. A *death ward* spell or similar effect protects the creature from a shadesteel golem's negative pulse wave.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadesteel golem can disappear into the shadows, giving it concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability, though a *daylight* spell does.

Skills A shadesteel golem has a +16 racial bonus on Move Silently checks and a +12 racial bonus on Hide checks.

SPELL WEAVER LICH

CR 19

Male Spell Weaver Evolved Lich Archmage 2

NE Medium Undead

Monster Manual 166, *Monster Manual* 2 187, *Libris Mortis* 99

Init +3 (+8); **Senses** Darkvision 60 ft.; Listen +32, Spot +32
Aura Fear 60 ft. (Will DC 34)

Languages Common, Infernal, Giant, *Telepathy 1000 miles*

AC 43, touch 22, flat-footed 40
(+6 Dex, +12 Natural (incl. *Iron Bones*), +6 Armor, +4 Shield, +5 Deflection, +1 Insight)

hp 236 (28 HD), fast healing 3; **DR** 15 / Bludgeoning & Magic

Immune Cold, electricity, mind-affecting spells, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects objects) and massive damage

Resist +14 turn resistance; **SR** 29

Fort +12 (+18), **Ref** +17 (+23), **Will** +26 (+32)

Speed 30 ft. (6 squares)

Melee *Negative Energy Touch* +17 (1D8+7 plus permanent paralysis, Fort DC 34)

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

Base Atk +14; **Grp** +22

Atk Options *High Arcana* (Spell-like Ability: *Greater Dispel Magic* 2/day, Mastery of Elements), Spell-like Abilities, Spell Weaving

Special Actions Chromatic Disk

Combat Gear Potions of (*barkskin* +5, *shield of faith* +5)

Sorcerer Spells per Day (CL 30th):

9th (7) – *energy drain* (+17 melee touch, DC 30), *prismatic sphere*, *wail of the banshee* (DC 30)

8th (7) – *greater arcane fusion*, *horrid wilting* (DC 29), *superior invisibility*

7th (6) – *forcecage*, *retributive enervation*, *waves of exhaustion*

6th (7) – *chain lightning* (DC 27), *greater dispel magic*, *superior resistance*

5th (8) – *arcane fusion*, *mass fly*, *reciprocal gyre* (DC 25), *teleport*

4th (8) – *enervation*, *evard's black tentacles*, *orb of force* (+19 ranged touch), *ray deflection*

3rd (8) – *displacement*, *greater mage armor*, *sound lance*, *vampiric touch* (+17 melee touch)

2nd (9) – *arcane lock*, *belker claws*, *escalating enfeeblement* (+19 ranged touch), *false life*, *scorching ray* (+19 ranged touch)

1st (9) – *mage armor*, *magic missile*, *ray of enfeeblement* (+19 ranged touch), *shield*, *true strike*

0th (6) – *arcane mark*, *detect magic*, *disrupt undead*, *ghost sound* (DC 20), *mage hand*, *mending*, *message*, *read magic*, *resistance*

Spell-like Abilities (CL 30th)

At Will – *detect magic*, *invisibility*, *see invisibility* (always active)

3 / day – *greater dispel magic*

1 / day – *plane shift*

Abilities Str 12, Dex 16, Con -, Int 20, Wis 20, Cha 30

SQ darkvision 60 ft., desecrate, shielded mind, undead traits

Feats Empower Spell, Enhance Spell, Maximize Spell, Mobile Spellcasting, Multispell, Practical Metamagic (Empower), Quicken Spell-like Ability (*Greater Dispel Magic*), Skill Focus (Spellcraft), Quicken Spell, Rapid Metamagic, Spell Focus (Evocation)^B, Spell Focus (Necromancy)^B, Spell Penetration^B

Skills Concentration +42, Knowledge (Arcana) +31, Knowledge (The Planes) +31, Knowledge (Religion) +31, Listen +32, Spellcraft +39, Spot +32, Use Magic Device +36

Possessions +8 *Bracers of Armor*, +6 *Cloak of Charisma*, +6 *Gloves of Dexterity*, +5 *Ring of Protection*, 2 *Rings of Counterspells* (*Reciprocal Gyre*), *Dusty Rose Ioun Stone*, *Hand of Glory*, *Metamagic Rod of Extend*

Chromatic Disk A spell weaver is never without his chromatic disk. This 6-inch-diameter indestructible disk glows with colors that slowly shift through the spectrum. This object stores ten additional spell levels of energy that the creature can tap and use as it wishes – the spell weaver could, for example, cast two 5th-level spells in a day, or three 3rd-level spells and one 1st-level spell, or any other combination of extra spell levels that adds up to ten, so long as no single spell is higher than 5th-level (For this purpose, two 0th-level spells are equivalent to one 1st-level spell). To tap this spell energy, a spell weaver must hold the chromatic disk in one of its hands. The disk automatically recharges itself to full power every night, at midnight. A spell powered by the disk is cast as though the caster had the Spell Focus Feat for the spell question. Only a spell weaver

can utilize a chromatic disk. Should any other creature pick one up and try to tap its energy (by employing the Use Magic Device Skill, for instance), it explodes, dealing 4D10 points of damage to everything in a 30-foot radius.

Fear Aura (Su) Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save DC 34 or be affected as though by a *fear* spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Immunity to Mind-Affecting Effects Because its alien mind functions differently than those of other creatures, a spell weaver is immune to all mind-affecting spells and effects.

Paralyzing Touch (Su) Any living creature a lich hits with its touch attack must succeed on a Fortitude save DC 34 or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Shielded Mind (Ex) Attempts by creatures of other races to communicate telepathically with a spell weaver, or to read its mind, always fail. A creature making such an attempt must succeed a Will save DC 28, or be affected as if by a *confusion* spell (caster level 29th) for 1D6 days. This effect can be dispelled or removed by a *heal* effect.

Spell Weaving (Ex) These monsters are infamous for their ability to cast more than one spell at a time. Casting a spell occupies a number of the spell weaver's arms equal to the spell's level (maximum 6th). A spell weaver can cast more than one spell simultaneously, as long as the sum of the spell levels is six or less. It could, for example, cast one 6th-level spell, one 4th-level and one 2nd-level spell, one 3rd-level and three 1st-level spells, six 1st-level spells, or any combination of spells whose levels add up to six or less (a single 0th-level spell occupies one arm).

Telepathy (Su) Spell weavers can communicate with each other telepathically at a range of up to 1000 miles.

GRANDFATHER OF ASSASSINS CR 18

Kelvezu Demon

CE Medium Outsider (Chaotic, Evil, Tanar'Ri)

Monster Manual 260

Init +15; **Senses** Darkvision 60 ft., *Detect Magic*, *See Invisibility*; Listen +18, Spot +18

Languages Abyssal, Common, Telepathy 100 ft.

AC 41, touch 26, flat-footed 30 – evasion, improved uncanny dodge (can't be flanked)
(+11 Dex, +15 Natural, +5 Deflection)

hp 90 (12 HD); **DR** 15 / Cold Iron & Good

Immune electricity, poison

Resist Acid 10, cold 10, fire 10; **SR** 26

Fort +11, **Ref** +19, **Evasion**, **Will** +11

Speed 30 ft. (6 squares), fly 60 ft (good)

Melee +5 *Scimitar of Greater Wounding* +28/+23/+18

(2D4+10 plus poison, 18-20/x2) and +5 *Dagger of Wounding* +21/+16/+11 (1D4+7 plus poison, 19-20/x2)

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

Base Atk +12; **Grp** +17

Atk Options Poison Use, Sneak Attack +8D6, Spell-like Abilities

Special Actions *Summon Tanar'Ri*

Combat Gear Potions of (*bear's endurance*, *bull's strength*, *cat's grace*, *heroism*, *mage armor*, *shield of faith* +5), 2 *Oils of greater magic weapon* +5

Spell-like Abilities (CL 18th)

Always active – *detect magic*, *see invisibility*

At will – *deeper darkness*, *desecrate*, *detect good*, *detect law*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *greater invisibility* (self only), *read magic*, *suggestion* (DC 16), *tongues* (self only), *unhallow*

Possessions +1 *Scimitar of Greater Wounding*, +1 *Dagger of Wounding*, +5 *Ring of Protection*

Abilities Str 21, Dex 32, Con 16, Int 16, Wis 16, Cha 16

SQ darkvision 60 ft. enhanced detection, evasion, improved uncanny dodge, tanar'ri traits

Feats Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse (Scimitar)

Skills Bluff +15, Concentration +18, Diplomacy +11, Hide +34, Intimidate +12, Knowledge (The Planes) +18, Listen +18, Move Silently +34, Search +18, Sense Motive +18, Sleight of Hands +19, Spellcraft +18, Spot +18

Enhanced Detection (Su) In addition to its regular senses, a kelvezu perceives foes through *detect magic* and *see invisibility* effects (Caster Level 18th) that are always active.

Poison (Ex) A kelvezu continually coats its weapons with an injury poison (Fortitude save DC 19) produced from its fingertips. The initial and secondary damage is the same (1D6 points of Constitution damage). Kelvezu poison is highly perishable, becoming inert 1 minute after the creature stops applying it.

Summon Tanar'Ri (Sp) Once per day, a kelvezu can attempt to summon another kelvezu with a 25% chance of success.

Skills A kelvezu receives a +8 racial bonus on Hide and Move Silently checks.

SLAYMATE

CR 13

Spellstitched Sorcerer 6 / Fatespinner 5

LE Small Undead

Libris Mortis 122, *Complete Arcane* 37

Init +3; **Senses** Darkvision 60 ft.; Listen +10, Spot +10

Languages Abyssal, Common

AC 36, touch 14, flat-footed 33

(+1 Size, +3 Dex, +12 Natural (incl. *Iron Bones*), +6 Armor, +4 Shield)

hp 197 / 212 with *False Life* (19 HD); **DR** 5 / Magic & Silver

Immune undead immunities

Resist turn resistance +12; **SR** 22

Fort +10, **Ref** +11, **Will** +18

Speed 20 ft. (4 squares)

Melee Bite +12 (1D3+5 plus wasting)

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

Base Atk +9; **Grp** +8

Attack Options Fickle Finger of Fate, Spin Destiny, Spin Fate, Seal Fate

Special Actions Destruction Retribution 10D6, Spell-like Abilities

Sorcerer Spells per day (CL 14th):

5th (3) – *prismatic ray* (+15 ranged touch)

4th (5) – *orb of force* (+15 ranged touch), *ray deflection*

3rd (6) – *fly*, *displacement*, *vampiric touch* (+15 melee touch)

- 2nd (6) – *belker claws, cat's grace, mirror image, scorching ray (+15 ranged touch)*
 1st (6) – *mage armor, magic missile, ray of enfeeblement (+15 ranged touch), shield, true strike*
 0th (6) – *detect magic, disrupt undead, ghost sound (DC 20), mage hand, mending, message, read magic, resistance*

Spell-like Abilities per day (CL 19th):

- 3 / day – *ray of enfeeblement (+15 ranged touch), scorching ray (+15 ranged touch)*
 1 / day – *mass curse of impeding blades, ~~death armor, false life, evard's black tentacles, greater mage armor, lesser orb of sound~~ (+15 ranged touch), orb of force (+15 ranged touch)*

Abilities Str 16, Dex 16, Con -, Int 12, Wis 16, Cha 16

SQ Corpsecrafted, deny fate, desecrate, hardened flesh, nimble bones, resist fate, undead traits

Feats Great Fortitude, Point Blank Shot, Practiced Spellcaster, Precise Shot, Rapid Metamagic, Split Ray

Skills Concentration +21, Hide +11, Knowledge (Arcana) +12, Listen +10, Move Silently +10, Profession (Gambler) +8, Spellcraft +14, Spot +10

Deny Fate (Ex) At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Fickle Finger of Fate (Ex) On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Pale Aura (Su) A slaymate produces an invisible aura in a 10-foot radius around itself. Any creature within the aura that uses a metamagic fear on a spell from the school of necromancy can prepare or use the spell as if it took up a spell slot one level lower than what the metamagic necromancy spell would normally require.

Pale Wasting (Su) Supernatural disease – bite, Fortitude DC 22, incubation period 1 day; damage 1d6 Con and 1d6 Str. The save DC is Charisma-based.

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points.

Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Seal Fate (Su) A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

SERPENTIR

CR 13

Spellstitched Shadow Creature Sorcerer 10

CE Huge Undead

Monster Manual 5158, *Complete Arcane* 161, *Lords of Madness* 167

Init +9, dual actions; **Senses** All-around Vision, Darkvision 60 ft., Low-light Vision, *Sense Emotions* 60 ft.; Listen +11, Spot +11

Languages understands creator's orders

AC 35, touch 13, flat-footed 30; evasion (–2 Size, +5 Dex, +12 Natural (incl. *Iron Bones*), +6 Armor, +4 Shield)

hp 298 / 313 with *False Life* (26 HD), fast healing 2; **DR** 15 / Bludgeoning Magic & Silver

Immune Cold, flanking, undead immunities

Resist stability, turn resistance +10; **SR** 25

Fort +15, **Ref** +18 Evasion, **Will** +25

Speed 90 ft. (16 squares), climb 45 ft.

Melee 4 Claws +21 (1D8+8)

Space 15 ft.; **Reach** 10 ft.

Base Atk +13; **Grp** +31

Atk Options Improved Grab, Spell-like Abilities

Special Actions Churning Ribs, Destruction Retribution (REF DC 15, 14D6 negative energy)

Sorcerer Spells per day (CL 14th):

- 5th (3) – *arcane fusion*
 4th (5) – *orb of force (+20 ranged touch), ray deflection*
 3rd (7) – *displacement, dispel magic, sound lance*
 2nd (7) – *cat's grace, escalating enfeeblement (+20 ranged touch), resist energy, scorching ray (+20 ranged touch)*
 1st (7) – *lesser orb of acid (+20 ranged touch), magic missile, ray of clumsiness, ray of enfeeblement (+20 ranged touch), shield*
 0th (6) – *acid splash (DC 13), detect magic, flare, ghost sound, light, message, ray of frost, read magic, resistance*

Spell-like Abilities per day (CL 26th):

- 3 / day – *ray of enfeeblement (+20 ranged touch), scorching ray (+20 ranged touch)*
 1 / day – *acid fog, ~~death armor, death throes, evard's black tentacles, false life, greater mage armor, lesser orb of sound~~ (+20 ranged touch), night's caress (+23 melee touch), orb of force (+20 ranged touch), undead torch*

Abilities Str 26, Dex 20, Con -, Int 7, Wis 19, Cha 16

SA Churning ribs, dual actions, improved grab, spells, spell-like abilities

SQ corpsecrafter, destruction retribution, evasion, fast healing 2, hardened flesh, luck, nimble bones, shadow blend, summon familiar, undead traits

Feats Empower Spell, Great Fortitude, Improved Toughness, Practiced Spellcaster, Precise Shot, Point Blank Shot, Quicken Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*), Rapid Metamagic

Skills Concentration +20, Climb +10, Hide +10, Jump +14, Listen +11, Move Silently +20, Spellcraft +12, Spot +11

Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.

All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.

Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.

Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be gapped and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within the churning ribs takes 2D6 points of piercing damage at the beginning of each of the serpentir's turns.

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: Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks. A Serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

BONE NAGA

CR 17

Initiate of the Sevenfold Veil 6

LE Large Undead

Monster Manual 235, *Complete Arcane* 44

Init +6; **Senses** Darkvision 60 ft., *Detect Thoughts*, Listen +20, Spot +20

Immunity Cold, mind-reading

Resist +10 turn resistance; **SR** 29

Languages Common, *Telepathy* 250 ft.

AC 35, touch 11, flat-footed 33

(-1 Size, +2 Dex, +14 Natural incl. *Iron Bones*, +6 Armor, +4 Shield)

hp 200 (21 HD); **DR** 5 / Bludgeoning or piercing

Immune Cold, mind-reading

Fort +14, **Ref** +18, **Will** +23 with *superior resistance*

Speed 50 ft.

Melee Sting +14 (1D8+3) and Bite +9 (1D4+1)

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

Base Atk +10; **Grp** +21

Attack Options Poison, Veils (red, orange, yellow, green, blue, indigo veil)

Special Actions Double warding, *Reactive warding*, Unanswerable strike +4, unimpeachable abjuration, *Warding* 3/day

Combat Gear Potion of (*shield of faith* +5)

Sorcerer Spells per day (CL 20th):

9th (6) – *bigby's crushing hand*, *energy drain* (+15 melee touch, DC 26), *meteor swarm*

8th (6) – *chain dispel*, *greater arcane fusion*, *wall of greater dispel magic*

7th (7) – *forcecage*, *power word "blind"*, *radiant assault* (DC 24)

6th (7) – *disintegrate* (+14 ranged touch, DC 23), *greater dispel magic*, *superior resistance*

5th (7) – *arcane fusion*, *cone of cold* (DC 22), *mass fly*, *reciprocal gyre* (DC 23)

4th (8) – *greater invisibility*, *orb of force* (+14 ranged touch), *ray deflection*, *stoneskin*

3rd (8) – *displacement*, *greater mage armor*, *greater magic weapon*, *sound lance*

2nd (8) – *belker claws*, *cat's grace*, *false life*, *resist energy*, *scorching ray* (+14 ranged touch)

1st (8) – *lesser orb of acid* (+14 ranged touch), *magic missile*, *ray of clumsiness*, *ray of enfeeblement* (+14 ranged touch), *shield*

0th (6) – *acid splash* (DC 17), *detect magic*, *disrupt undead*, *ghost sound*, *light*, *message*, *ray of frost*, *read magic*, *resistance*

Abilities Str 16, Dex 14, Con -, Int 16, Wis 14, Cha 25

SQ darkvision 60 ft., desecrate, detect thought, guarded thoughts, undead traits

Feats Greater Spell Focus (Abjuration), Improved Initiative, Improved Toughness, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Metamagic, Skill Focus (Spellcraft), Spell Focus (Abjuration)

Skills Bluff +21, Concentration +31, Diplomacy +10, Knowledge (Arcana) +15, Knowledge (Nature) +10, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +25, Spot +20

Possessions +6 *Cloak of Charisma*, *Ring of Counterspells* (*Greater Dispel Magic*), *Ring of Spell-Battle*, *Lesser Metamagic Rod of Quicken*

Detect Thought (Su) A Bone Naga can continuously detect the thoughts of those around it. This ability functions like the *detect thoughts* spell (CL 9th, Will DC 19), and it is always active.

Guarded Thoughts (Ex) Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Poison (Ex) A Bone Naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fort DC 21) has the same initial and secondary damage (1D4 points of STR-damage). The poison from its sting (Fort DC 21) is more virulent; its initial damage is 1D4 points of CON-drain and the secondary damage is 1D4 points of CON-damage.

Telepathy (Su) A Bone Naga can communicate telepathically with any creature within 250 feet that has a language.

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

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

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

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

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

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical

ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

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

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

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

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

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

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

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

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

Double Warding At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*.

This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be “outside” the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

ABYSSAL GIANT

CR 17

Male Abyssal Giant Cleric of Demogorgon 9 / Thrall of Demogorgon 4

CE Gargantuan Outsider (Evil, Extraplanar)

Expedition to the Demonweb Pits 204, *Book of Vile Darkness* 67

Init +6; **Senses** Darkvision 120 ft.; Listen +16, Spot +16

Languages Abyssal, Giant

AC 42, touch 8, flat-footed 40

(-4 Size, +2 Dex, +23 Natural, +11 Armor)

hp 324 (30 HD); **DR** 15 / Adamantine

Immune Acid, charm, cold, fire

Resist Electricity 20

Fort +26, **Ref** +12, **Will** +17

Speed 30 ft. (6 squares), 40 ft. base speed

Melee Gargantuan +3 *Greatsword* +37/+32/+27 (6D8+30, Crit 17-20/x2)

Melee 2 Slams +33 each (1D8+15)

Ranged Exploding Rock +20 (3D8+15 in a 10 ft. radius)

Space 20 ft.; **Reach** 20 ft.

Base Atk +22; **Grp** +49

Attack Options sword of corruption, dual actions 2/day, exploding rocks

Special Actions chaos shape, reaching touch 3/day, rock catching, *touch of fear* 3/day, turn or rebuke undead 4/day

Combat Gear *Potions of (eagle's splendor, heroism, lesser restoration (2)), Oil of corrupt weapon*

Cleric Spells per day (CL 15th): 6/6/5/5/4

/2/1 **Domains:** Demonic, Evil

6th (2) – *create undead*^P, *heal*

5th (3) – *dispel good*^P, *righteous wrath of the faithful, true seeing*

4th (5) – ~~*death ward*~~, *dimensional anchor*^P, *divine power, greater magic weapon, recitation*

3rd (6) – ~~*blindsight, demon wings*~~^P, *dispel magic (2), magic vestment, weapon of the deity*

2nd (6) – ~~*bear's endurance, bull's strength*~~, *deseccate*^P, *living undeath, resist energy (2)*

1st (7) – ~~*demon flesh*~~^P, *divine favor (2), protection from good, shield of faith (3)*

0th (6) – *detect magic, ghost sound, inflict minor wound, light, read magic, resistance*

Spell-like Abilities (CL 15th)

3 / day – *touch of fear* (DC 22)

1 / day – *hypnosis* (DC 22)

Abilities Str 40, Dex 14, Con 26, Int 12, Wis 18, Cha 13

SQ abyssal resistances, chaos shape, darkvision 120 ft., scaly flesh +2

Feats Divine Vigor, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative, Large and in Charge, Monkey Grip, Power Attack, Practiced Spellcaster, Thrall to Demon, Weapon Focus (Greatsword), Willing Deformity

Skills Bluff +14, Climb +23, Concentration +25, Intimidate +14, Knowledge (Arcana) +9, Knowledge

(Religion) +9, Knowledge (The Planes) +5, Listen +16, Sense Motive +10, Spellcraft +13, Spot +16

Possessions Gargantuan Full Plate, MW Gargantuan Greatsword, Rocks, silver unholy Symbol of Demogorgon

Chaos Shape (Su) While they remain in the Abyss,

Abyssal Giants can reshape the ground around them permanently with an effort of will. If they take a full-round action, they can create a pit either 60 ft. deep and 20 ft. by 20 ft. at its mouth, or a trench 20 ft. deep and wide and 60 ft. long. They love to throw rocks at foes attempting to climb out of such a pit or trench.

Dual Actions (Su) Twice per day, a 4th-level thrall of

Demogorgon can take two full rounds' worth of actions in the same round.

Exploding Rocks (Ex) An Abyssal Giant can throw rocks with a range increment of 100 ft. and with a +1 racial on attack rolls. The rocks of Abyssal Giants explode on impact, dealing 2D8+15 points of damage dealt to anyone within 10 ft. of the impact point. Secondary targets (those from 15 to 25 ft. away from the point of impact) who succeed on a DC 26 Reflex save take half damage. The saving throw is Dexterity-based.

Hypnosis (Sp) Once per day, a thrall of Demogorgon can produce an effect identical to that of the hypnotism spell, except that it functions as a gaze attack with a range of 30 feet. The Will save DC to resist the effect is 10 + class level + Cha modifier.

Reaching Touch (Su) Three times per day, a 3rd-level thrall of Demogorgon can cause his arms to stretch unnaturally like tentacles, providing him an extra 5 feet of reach for 1 round.

Scaly Flesh (Ex) A 1st-level thrall of Demogorgon gains dark scaly flesh, which provides a +1 natural armor bonus. At every three levels beyond 1st (4th, 7th, and 10th), this bonus increases by +1. The bonus from scaly flesh stacks with that of natural armor derived from creature type (if the thrall of Demogorgon is a lizardfolk or troglodyte, for example), but not from magical sources such as an amulet of natural armor.

Sword of Corruption (Su) When an Abyssal Giant threatens a critical hit with its greatsword, the latent corrupting power of the blade is released. Regardless of whether the critical hit is confirmed, the blade releases energy that deals 4D8 points of vile damage against lawful foes and 2D8 points of vile damage against all others. Vile damage can be healed only by magic cast within the area of a *consecrate* or *hallow* spell.

Touch of Fear (Sp) Three times per day, a thrall of Demogorgon of 2nd level or higher can use an effect identical to that of the *cause fear* spell. The Will save DC to negate the fear is 10 + class level + Cha modifier.

Anhang 5: Spieldaten NSC/Monster - DGS 10

Begegnung 5: Großes Labor

BONE NAGA	CR 11
LE Large Undead <i>Monster Manual</i> 235	
Init +9; Senses Darkvision 60 ft., <i>Detect Thoughts</i> , Listen +20, Spot +20	
Languages Common, <i>Telepathy</i> 250 ft.	
AC 28, touch 10, flat-footed 27 (-1 Size, +1 Dex, +8 Natural, +6 Armor, +4 Shield)	
hp 172 (15 HD); DR 5 / Bludgeoning & half damage from piercing weapons	
Immune Cold, mind-reading	
Resist +10 turn resistance; SR 23	
Fort +9, Ref +10, Will +13	
Speed 50 ft.	
Melee Sting +13 (1D8+7) and Bite +8 (1D4+4)	
Space 10 ft.; Reach 10 ft.	
Base Atk +7; Grp +18	
Attack Options Poison,	
Sorcerer Spells per day (CL 14 th):	
7 th (3) – <i>power word "blind"</i>	
6 th (5) – <i>disintegrate</i> (DC 19), <i>greater dispel magic</i>	
5 th (6) – <i>arc of lightning</i> (DC 18), <i>arcane fusion</i> , <i>mass fly</i>	
4 th (6) – <i>greater invisibility</i> , <i>orb of force</i> (+9 ranged touch), <i>ray deflection</i> , <i>stoneskin</i>	
3 rd (7) – <i>displacement</i> , <i>greater mage armor</i> , <i>sound lance</i> , <i>vampiric touch</i> (+13 melee touch)	
2 nd (7) – <i>belker claws</i> , <i>cat's grace</i> , <i>false life</i> , <i>resist energy</i> , <i>scorching ray</i> (+9 ranged touch)	
1 st (7) – <i>lesser orb of acid</i> (+9 ranged touch), <i>magic missile</i> , <i>ray of clumsiness</i> , <i>ray of enfeeblement</i> (+9 ranged touch), <i>shield</i>	
0 th (6) – <i>acid splash</i> (DC 13), <i>detect magic</i> , <i>disrupt undead</i> , <i>ghost sound</i> , <i>light</i> , <i>message</i> , <i>ray of frost</i> , <i>read magic</i> , <i>resistance</i>	
Abilities Str 20, Dex 13, Con -, Int 16, Wis 15, Cha 17	
SQ darkvision 60 ft., desecrate, detect thought, guarded thoughts, undead traits	
Feats Great Fortitude, Improved Initiative, Improved Toughness, Lightning Reflexes, Precise Shot, Point Blank Shot, Sudden Maximize	
Skills Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20	
Possessions	
Detect Thought (Su) A Bone Naga can continuously detect the thoughts of those around it. This ability functions like the <i>detect thoughts</i> spell (CL 9 th , Will Save DC 15), and it is always active.	
Guarded Thoughts (Ex) Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.	
Poison (Ex) A Bone Naga delivers it's poison via successful bite or sting attacks. The poison from it's bite (Fort Save DC 17) has the same initial and secondary damage (1D4 points of STR-damage). The poison from it's sting (Fort Save DC 17) is more virulent; it's initial damage is 1D4 points of CON-drain and the secondary damage is 1D4 points of CON-damage.	
Telepathy (Su) A Bone Naga can communicate telepathically with any creature within 250 feet that has a language.	

SERPENTIR	CR 7
Spellstitched Shadow Creature CE Large Undead <i>Monster Manual</i> 5158, <i>Complete Arcane</i> 161, <i>Lords of Madness</i> 167	
Init +9, dual actions; Senses All-around Vision, Darkvision 60 ft., Low-light Vision, <i>Sense Emotions</i> 60 ft.; Listen +11, Spot +11	
Languages understands creator's orders	
AC 27, touch 14, flat-footed 22; evasion (-1 Size, +5 Dex, +3 Natural, +6 Armor, +4 Shield)	
hp 138 (12 HD), fast healing 2; DR 5 / Bludgeoning Magic & Silver	
Immune Cold, flanking, undead immunities	
Resist stability, turn resistance +12; SR 16	
Fort +12, Ref +15 Evasion, Will +18	
Speed 90 ft. (16 squares), climb 45 ft.	
Melee 4 Claws +11 (1D6+6)	
Space 10 ft.; Reach 5 ft.	
Base Atk +6; Grp +16	
Atk Options Improved Grab, Spell-like Abilities	
Special Actions Churning Ribs, Destruction Retribution (REF DC 15, 7D6 negative energy)	
Spell-like Abilities per day (CL 12 th):	
3 / day – <i>ray of enfeeblement</i> (+12 ranged touch), <i>scorching ray</i> (+12 ranged touch)	
1 / day – <i>coat of arms</i> , <i>death armor</i> , <i>escalating enfeeblement</i> (+12 ranged touch), <i>evard's black tentacles</i> , <i>greater mage armor</i> , <i>lesser orb of sound</i> (+12 ranged touch), <i>night's caress</i> (+9 melee touch), <i>orb of force</i> (+12 ranged touch), <i>undead torch</i>	
Abilities Str 18, Dex 20, Con -, Int 4, Wis 18, Cha 10	
SA Churning ribs, dual actions, improved grab, spell-like abilities	
SQ corpsecrafter, desecrate, destruction retribution, evasion, fast healing 2, hardened flesh, luck, nimble bones, shadow blend, undead traits	
Feats Combat Casting, Great Fortitude, Improved Toughness, Quicken Spell-like Ability (<i>Ray of Enfeeblement</i> , <i>Scorching Ray</i>)	
Skills Concentration +15, Climb +10, Hide +10, Jump +10, Listen +11, Move Silently +20, Search +1, Spot +11	
Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.	
All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.	
Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.	
Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).	
Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attack. It can then attempt to start a grapple	

as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be grappled and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within the churning ribs takes 2D6 points of piercing damage at the beginning of each of the serpentir's turns.

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: Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks. A Serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

Begegnung 6: Leichenhalle

SKULL LORD

CR 11

Spellstitched

LE Medium Undead

Monster Manual 5154, *Complete Arcane* 161

Init +5; **Senses** Darkvision 60 ft.; Listen +20, Spot +20

Languages Common, Draconic, Infernal

AC 31, touch 15, flat-footed 26

(+5 Dex, +4 Natural, +6 Armor, +6 Shield)

hp 228 (24 HD); **DR** 10 / Bludgeoning Magic & Silver

Immune Cold, undead immunities

Resist turn resistance +14 (see skull loss); **SR** 26

Fort +14, **Ref** +17, **Will** +22

Weakness skull loss

Speed 30 ft. (4 squares)

Melee Bone Staff +20/+15 (1D6+2 plus 1D6 cold) or

Melee Bone Staff +18/+18/+13 (1D6+2 plus 1D6 cold)

Ranged Bone Shard +19 (1D6+2 plus 1D6 cold; see triple skulls)

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

Base Atk +12; **Grp** +14

Atk Options Point Blank Shot, Precise Shot

Special Actions Triple skulls

Spell-like Abilities per day (CL 24th):

3 / day – *ray of enfeeblement* (+19 ranged touch), *scorching ray* (+19 ranged touch)

1 / day – ~~*coat of arms*~~, ~~*death armor*~~, *escalating enfeeblement* (+19 ranged touch), *evard's black tentacles*, ~~*greater mage armor*~~, *lesser orb of sound* (+19 ranged touch), *night's caress* (+12 melee touch), *orb of force* (+19 ranged touch), *undead torch*

Abilities Str 11, Dex 20, Con -, Int 14, Wis 17, Cha 18

SA Triple skulls

SQ create spectral rider, desecrate, undead traits

Feats Corpsecrafter, Great Fortitude, Hardened Flesh, Improved Toughness, Nimble Bones, Point Blank Shot, Precise Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (Bone Staff)

Skills Bluff +10, Concentration +14, Diplomacy +10, Disguise +4 (+6 acting), Hide +5, Intimidate +11, Knowledge (Arcana) +20, Knowledge (Dungeoneering) +20, Knowledge (Religion) +20, Listen +20, Move Silently +9, Spellcraft +20 (+22 deciphering scrolls), Spot +20, Survival +3 (+5 underground), Use Magic Device +25 (+27 scrolls)

Possessions Royal Outfit, Quarterstaff

Bone Staff (Su) A skull lord's bone staff functions as a masterwork quarterstaff that deal an extra 1D6 points of cold damage. A bone staff is treated as a natural weapon for the purpose of the skull lord's use of its Weapon Finesse feat. If a skull lord loses possession of its bone staff, the bone staff is destroyed. A skull lord can create a new bone staff as a swift action. To do so, it must slay one of its created undead servitor within 30 feet. The chosen servitor is instantly destroyed as the bone staff reappears in the skull lord's hands.

Skull Loss When a skull lord is reduced to two-thirds of its full normal hit points, its creator skull shatters. The skull lord loses the ability to create undead, though extant undead remain under its control. When the skull lord is reduced to one-third of its full normal hit points, its spitting skull shatters, and it loses its bone shard ability. If a skull lord is healed so that its hit points once again exceed one-third or two-thirds of its full normal total, the appropriate skull reappears. The skull lord then regains the use of the ability granted by the skull. A skull lord and the undead it controls have +4 turn resistance as long as the skull lord has all three of its skull heads. This turn resistance is reduced to +2 if a skull lord has only one head remaining.

Triple Skull (Ex) Each round as a swift action, a skull lord can use one of these abilities: bone beckon, bone shard, or create servitor. If a skull lord loses a skull (see skull loss), it loses access to one of the abilities.

Bone Beckon (Su) A skull lord can use its beckoning skull to bring forth fragments of bone from the body of an opponent within 30 feet that has a skeletal system. The creature must succeed on a DC 19 Will save or take 2D6 points of damage as the shards are torn from its body. Nonintelligent undead creatures do not get a save. A skull lord can instantaneously cause the shards to be absorbed by a corporeal undead of its choice within 30 feet (including itself). The chosen undead heals 5 points of damage. Alternatively, a skull lord can hold the shards in the mouth of its spitting skull (see bone shard ability).

Bone Shard (Su) A skull lord's spitting skull can spit shards of bone from its mouth. A bone shard attack has a range increment of 30 feet. If a skull lord has uses the bone beckon ability to hold bone shards wrenched from a creature, it can fire those shards with this ability. If the skull lord fires bone shards at the same creature the shards were taken from, the bone shard attack automatically hits unless the target has total cover or total concealment. A skull lord must make this special bone shard attack in the round immediately after it brings forth the shards with its bone beckon ability.

Create Servitor (Su) A skull lord's creator skull can create a bonespur, a serpentir, or a skeleton from nearby bones and bone shards. Undead created by this ability are automatically under the skull lord's control. A skull lord can have a number of undead under the control of its creator skull equivalent of an EL 7 encounter. For example, a skull lord might have four bonespurs, three serpentirs, or a cloud giant skeleton

under its control. It could also control a mix of undead, such as five human skeletons, three bonespurs, and a serpentir. Servitors in the presence of a skull lord at the beginning of an encounter earn experience points for PCs as normal if they are fought and defeated. Servitors created during combat are treated as summoned monsters, which do not provide additional experience points.

Create Spectral Rider (Su) Once per month, a skull lord can engage in a 12-hour ritual under the dark moon to create a spectral rider from the remains of a mounted warrior. The spectral rider is loyal to the skull lord, but it is not controlled. Through use of this ability, a skull lord can have one spectral rider servant at a time, creating a new one only after an existing servant is destroyed.

CRYPT THING

CR 8

Spellstitched

NE Large Undead

Fiend Folio 60, *Complete Arcane* 161

Init +10; **Senses** Darkvision 60 ft.; Listen +20, Spot +20

Languages Abyssal, Common, Infernal

AC 33, touch 11, flat-footed 31

(-1 Size, +2 Dex, +10 Natural, +6 Armor, +6 Shield)

hp 207 (18 HD); **DR** 5 / Silver & Magic

Immune Cold

Resist turn resistance +12; **SR** 22

Fort +10, **Ref** +10, **Will** +17

Speed 30 ft. (6 squares)

Melee 2 Claws +17 (1D8+8)

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

Base Atk +9; **Grp** +21

Atk Options Scatter Defilers, Spell-like Abilities

Special Actions Destruction Retribution (REF DC 15, 10D6 negative energy)

Spell-like Abilities per day (CL 18th):

3 / day – *ray of enfeeblement* (+12 ranged touch), *scorching ray* (+12 ranged touch)

1 / day – *acid fog*, ~~*coat of arms*~~, *curse of impending blades* – *mass*, ~~*death armor*~~, *escalating enfeeblement* (+12 ranged touch), *evard's black tentacles*, ~~*greater magic armor*~~, *lesser orb of sound* (+12 ranged touch), *night's caress* (+16 melee touch), *orb of force* (+12 ranged touch)

Abilities Str 22, Dex 14, Con -, Int 10, Wis 19, Cha 13

SA Scatter Defilers, Spell-like Abilities

SQ corpsecrafter, desecrate, destruction retribution, hardened flesh, nimble bones, undead traits

Feats Deflect Arrows^b, Great Fortitude, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Quicken-Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*), Weapon Focus (Claw)

Skills Bluff +6, Concentration +25, Diplomacy +10, Disguise +1 (+3 acting), Escape Artist +7, Intimidate +8, Listen +20, Sense Motive +9, Spellcraft +12, Spot +20, Use Rope +2 (+4 bindings)

Scatter Defilers (Su) Once per day a crypt thing can target it's enemies with a teleportation effect, which causes them to be transported 10D10x10 feet in a random direction (Will DC 20 negates). Targets that fails their saves arrive safely in the closest open space to the destination (including shifting up or down if necessary) if a solid body occupies that location. This ability affects a number of enemies equal to the crypt thing's Hit Dice, and all targets must be within 30-foot

burst centered on the crypt thing. The transported targets cannot take any actions until their next turn.

SPECTRAL RIDER

CR 10

Shadow Creature

LE Medium Undead

Monster Manual 5160, *Lords of Madness* 167

Init +6; **Senses** Darkvision 60 ft., Low-light Vision; Listen +11, Spot +11

Languages Common, Infernal

AC 23, touch 12, flat-footed 21 or 28, touch 17, flat-footed 26 using ghost shift (+2 Dex, +2 Natural, +7 Armor, +2 Shield, +5 Deflection using ghost shift)

hp 210 (20 HD); **DR** 10 / Bludgeoning

Immune Cold, undead immunities

Resist turn resistance +7

Fort +10 (+12), **Ref** +11 (+13) Evasion, **Will** +19 (+21)

Speed 45 ft. (9 squares) in full plate, base speed 60 ft.

Melee MW Longsword +21/+16 (1D8+9 +2D6 unholy damage, 17-20/x2)

Melee Defiling touch +17 (1D6+9 + 2D6 unholy damage)

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

Base Atk +10; **Grp** +19

Atk Options Mounted Combat, Power Attack, Smite Good 1/day (+5 attack, +20 damage), Unholy Strike

Special Actions Phantom Steed, Shroud of Living Days

Abilities Str 24, Dex 14, Con -, Int 12, Wis 16, Cha 20

SA defiling touch, phantom steed, smite good, shroud of living days, unholy strike

SQ corpsecrafter, evasion, hardened flesh, luck, nimble bones, shadow blend, undead traits

Feats Combat Expertise, Great Fortitude, Mounted Combat, Improved Critical (Longsword), Improved Toughness, Power Attack, Weapon Focus (Longsword)

Skills Bluff +24, Diplomacy +28, Disguise +28 (+30 acting), Intimidate +17, Listen +11, Move Silently +2, Ride +17, Spot +11

Possessions Full Plate, large steel Shield, MW Longsword

Desecration Aura (Su) As the *desecrate* spell; continuous; Caster level 20th. This aura also causes holy symbols of good-aligned deities to dissolve into an acidic spray of noxious gas. Attended holy symbols are allowed a saving throw DC 25 Will save against this effect. Anyone within 5 ft. of an affected holy symbol takes 1D6 points of acid damage.

Magic Circle against Good (Su) As the *magic circle against good* spell; continuous; Caster level 20th. A spectral rider's *magic circle against good* is continuously active but can be suppressed by *dispel magic*. The spectral rider can activate it again as a free action on its next turn.

Ghost Shift (Su) A spectral rider and its equipment can become incorporeal as an immediate action when it moves. It becomes corporeal at the end of it's move. When incorporeal, a spectral rider gains a +5 deflection bonus to AC due to it's Charisma bonus, but it doesn't lose it's armor bonus to AC.

Defiling Touch (Su) A spectral rider that hits a target with a melee touch attack, deals equal damage to 1D6+5 (it's Charisma bonus).

Unholy Strike (Su) A spectral rider's touch and any weapon it wields deals an extra 2D6 points of damage against good creatures.

Phantom Steed (Su) As the *phantom steed* spell; at will; Caster level 20th. A spectral rider can use this ability as a swift action. It's steed also becomes incorporeal when a spectral rider uses it's ghost shift ability.

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.

Shroud of Living Days (Su) At will, a spectral rider can appear as it did in life. This is an illusion, but only *true seeing* reveals the spectral rider's hideous undead form.

Begegnung 7: Schrein des Demogorgon

VICTOR VON CARSTEIN **CR 14**
Male Human Vampire Fighter 8 / Blackguard 4
CE Medium Undead
Monster Manual 250
Init +7; **Senses** Darkvision 60 ft.; Listen +13, Spot +14
Aura Despair (10 ft., -2 on all saving throws), Evil (overwhelming)
Languages Abyssal, Common, Infernal

AC 33, touch 14, flat-footed 25
(+3 Dex, +6 Natural, +10 Armor, +4 Shield)
hp 104 (12 HD); fast healing 5; **DR** 10 / Silver & Magic
Immune to mind-affecting spells, poisons, *sleep* effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-Spells (unless it effects objects) and massive damage
Resist Cold 10, electricity 10, turn resistance +14
Fort +18, **Ref** +16, **Will** +13

Speed 20 ft. (4 squares), *spider climb*
Melee +1 Bane (Human) Keen Greatsword +22/+17/+12 (2D6+14, Crit 17-20/x2)
Ranged mighty +6 STR) Composite Longbow +18/+13/+8 (1D8+8/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +12; **Grp** +20
Atk Options Command & Rebuke Undead 9/day, Dominate Person 30 ft. (DC 22), Combat Reflexes, Smite Good 3/day (+6 to hit, +4 damage), Sneak Attack +1D6
Special Actions blood drain, children of the night, create spawn, energy drain (2 levels DC 22)
Combat Gear Potions of (~~bull's strength~~, ~~eagle's splendor~~, ~~fly~~, ~~haste~~)
Blackguard Spells prepared (CL 4th):
2nd (2) – *wave of grief*, *zeal*
1st (2) – *divine sacrifice* (2)

Abilities Str 22, Dex 16, Con -, Int 15, Wis 14, Cha 22
SQ darkvision 60 ft., desecrate, low-light vision, fast healing 5, undead traits
Feats Alertness^B, Cleave^B, Combat Reflexes^B, Divine Might, Divine Shield, Divine Vigor, Dodge^B, Extra Smiting, Improved Initiative^B, Improved Sunder, Lightning Reflexes^B, Power Attack^B, Shield Specialization^B, Shield Ward, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)
Skills Bluff +14, Concentration +18, Hide +14, Intimidate +16, Knowledge (Religion) +8, Listen +13, Move Silently +8, Ride +12, Search +10, Sense Motive +10, Spot +14
Possessions +2 Mithral Full Plate, +1 Animated large steel Shield, +1 Bane (Human) Keen Greatsword, Gauntlets of Ogre Power, mighty (+6 Str) Composite Longbow, large Leather Quiver, Adamantine Arrows (10), Arrows (10), unholy Symbol of Demogorgon

Blood Drain (Ex) Can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su) Command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

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

Create Spawn (Su) A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su) Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Alternate Form (Su) Can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Fast Healing (Ex) Heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no

longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet (perfect maneuverability).

Spider Climb (Ex) Can climb sheer surfaces as though with a *spider climb* spell.

Skills Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Anhang 6: Spieldaten NSC/Monster - DGS 12

Begegnung 8: Kleines Labor

SERPENTIR

CR 7

Spellstitched Shadow Creature

CE Large Undead

Monster Manual 5158, *Complete Arcane* 161, *Lords of Madness* 167

Init +9, dual actions; **Senses** All-around Vision, Darkvision 60 ft., Low-light Vision, *Sense Emotions* 60 ft.; Listen +11, Spot +11

Languages understands creator's orders

AC 29, touch 14, flat-footed 24; evasion

(-1 Size, +5 Dex, +9 Natural (incl. *Iron Bones*), +6 Armor)

hp 138 (12 HD), fast healing 2; **DR** 5 / Bludgeoning Magic & Silver

Immune Cold, flanking, undead immunities

Resist stability, turn resistance +12; **SR** 16

Fort +12, **Ref** +15 Evasion, **Will** +18

Speed 90 ft. (16 squares), climb 45 ft.

Melee 4 Claws +11 (1D8+6)

Space 10 ft.; **Reach** 5 ft.

Base Atk +6; **Grp** +16

Atk Options Improved Grab, Spell-like Abilities

Special Actions Churning Ribs, Destruction Retribution (REF DC 15, 7D6 negative energy)

Spell-like Abilities per day (CL 12th):

3 / day – *ray of enfeeblement* (+12 ranged touch), *scorching ray* (+12 ranged touch)

1 / day – ~~*death armor*~~, ~~*death throes*~~, *escalating enfeeblement* (+12 ranged touch), *evard's black tentacles*, ~~*greater mage armor*~~, *lesser orb of sound* (+12 ranged touch), *night's caress* (+11 melee touch), *orb of force* (+12 ranged touch), *undead torch*

Abilities Str 18, Dex 20, Con -, Int 4, Wis 18, Cha 10

SA Churning ribs, dual actions, improved grab, spell-like abilities

SQ corpsecrafter, desecrate, destruction retribution, evasion, fast healing 2, hardened flesh, luck, nimble bones, shadow blend, undead traits

Feats Combat Casting, Great Fortitude, Improved Toughness, Quicken Spell-like Abilities (*Ray of Enfeeblement*, *Scorching Ray*)

Skills Concentration +15, Climb +10, Hide +10, Jump +10, Listen +11, Move Silently +20, Search +1, Spot +11

Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.

All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.

Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.

Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).

Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or

more claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.

Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be gapped and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within the churning ribs takes 2D6 points of piercing damage at the beginning of each of the serpentir's turns.

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 flames* spell, does not negate this ability, but a *daylight* spell will.

Skills Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks. A Serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

VOIDWRAITH

CR 9

NE Huge Undead (Air, Incorporeal)

Libris Mortis 131

Init +15; **Senses** Darkvision 60 ft., Lifesense; Listen +16, Spot +16

Aura airless

Languages Auran

AC 21, touch 19, flat-footed 19

(-2 Size, +6 Dex, +2 Natural, +5 Deflection)

hp 221 (18 HD)

Resist turn resistance +10

Fort +10, **Ref** +16, **Will** +15

Speed fly 60 ft. (12 squares) (perfect)

Melee Incorporeal Touch +16 (3D6+2 plus Constitution drain)

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

Base Atk +9; **Grp** -

Atk Options Steal breath

Special Actions Airless aura

Abilities Str -, Dex 22, Con -, Int 8, Wis 13, Cha 17

SA constitution drain, steal breath

SQ airless aura, darkvision 60 ft., desecrate, elemental turning vulnerability, incorporeal, *incorporeal enhancement*, inescapable craving, nimble bones, undead traits

Feats Ability Focus (Steal Breath), Great Fortitude, Improved Initiative, Improved Natural Attack (Incorporeal Touch), Improved Toughness, Lifesense, Weapon Finesse (Incorporeal Touch)

Skills Hide +17, Listen +16, Spot +16

Airless Aura (Su) A voidwraith's body is surrounded by an aura of near vacuum at all times. This means that any creatures adjacent to the voidwraith have no air to breathe and must hold their breath (see Suffocation, page 304 of the *Dungeon Master's Guide*),

Elemental Turning Vulnerability (Ex) A character who can turn undead and also turn air creatures gains a +2 bonus on turning checks to turn a voidwraith. A character who can rebuke undead and also rebuke air creatures gains a +2 bonus on turning checks to rebuke a voidwraith.

Inescapable Craving A voidwraith has an inescapable craving (see the Undead Metabolism section in Chapter 1, *Libris Mortis*) for Constitution, which it satisfies by using its steal breath ability.

Steal Breath (Su) Living creatures hit by a voidwraith's touch attack must succeed on a DC 24 Fortitude save or take 1D2 points of Constitution drain (creatures with the air subtype take a -4 penalty on this save). When a voidwraith drains a victim's Constitution it gains 5 temporary Hit Points, no matter how many points it drains. Temporary Hit Points gained in this way last for up to 1 hour. The save DC is Charisma-based. If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by 2 per point of Constitution drained. If this reduction exhausts all of the target's remaining breath, the creature must begin making Constitution checks or start to suffocate (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Skills A voidwraith has a +4 racial bonus on Hide checks.

Begegnung 9: Atrium

BONECLAW

CR 9

Spellstitched

CE Large Undead

Monster Manual 317, *Complete Arcane* 161

Init +12; **Senses** Darkvision 60 ft., See in Darkness; Listen +15, Spot +15

Languages Abyssal, Common, Infernal

AC 36, touch 13, flat-footed 31

(-1 Size, +4 Dex, +17 Natural (incl. *Iron Bones*), +6 Armor)

hp 363 / 380 with *False Life* (22 HD); **DR** 10 /

Bludgeoning Magic & Silver

Immune Cold

Resist turn resistance +14; **SR** 15

Fort +12, **Ref** +14, **Will** +19

Speed 50 ft. (10 squares)

Melee 2 piercing Claws +21 (2D6+10)

Space 10 ft.; **Reach** 20 ft.

Base Atk +11; **Grp** +25

Atk Options Combat Reflexes, Reaching Claws (up to 20 ft.), Spell-like Abilities

Special Actions Destruction Retribution (REF DC 15, 12D6 negative energy)

Combat Gear *Potions of (cat's grace, eagle's splendor, haste, shield of faith +3)*

Spell-like Abilities per day (CL 22nd):

3 / day – *ray of enfeeblement* (+16 ranged touch), *scorching ray* (+16 ranged touch)

1 / day – *acid fog*, *death armor*, *death throes*, *false life*, *evard's black tentacles*, *greater mage armor*, *lesser orb of sound* (+16 ranged touch), *night's caress* (+20 melee touch), *orb of force* (+16 ranged touch), *undead torch*

Combat Gear Black Robe

Abilities Str 26, Dex 18, Con -, Int 13, Wis 19, Cha 21

SA reaching claws

SQ corpsecrafter, desecrate, hardened flesh, nimble bones, undead traits, unholy toughness

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Quicken Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*), Weapon Focus (Claw)

Skills Concentration +21, Hide +13, Intimidate +17, Listen +15, Move Silently +23, Search +15, Spot +15

Possessions Black Robe

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

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

BLOODHULK FIGHTER

CR 5

NE Medium Undead

Monster Manual 420

Init +7; **Senses** Darkvision 60 ft., Low-light Vision; Listen +13, Spot +13

AC 19, touch 7, flat-footed 19

(-1 Dex, +10 Natural incl. *Iron Bones*)

hp 190 (10 HD)

Immune undead immunities

Resist turn resistance +10

Fort +5, **Ref** +4, **Will** +9

Weakness Fragile

Speed 30 ft. (6 squares)

Melee Slam +13 (2D6+9)

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

Base Atk +5; **Grp** +12

Special Actions Destruction Retribution (6D6 negative energy damage, Ref DC 15)

Abilities Str 20, Dex 9, Con -, Int 8, Wis 10, Cha 1

SQ awakened, corpsecrafter, blood bloated, darkvision 60 ft., desecrate, fragile, hardened flesh, low-light vision, nimble bones, undead traits

Feats Improved Initiative, Improved Natural Attack (Slam), Improved Toughness, Weapon Focus (Slam)

Skills Listen +13, Search +3, Spot +13

Blood Bloated (Su) a bloodhulk fighter gains the maximum possible Hit Points per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Fragile (Ex) A bloodhulk fighter takes an extra 1D6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

BLOODHULK GIANT

CR 7

NE Large Undead

Monster Manual 420

Init +6; **Senses** Darkvision 60 ft., Low-light Vision; Listen +17, Spot +17

AC 21, touch 7, flat-footed 21

(-1 Size, -2 Dex, +14 Natural incl. *Iron Bones*)

hp 260 (14 HD)

Immune undead immunities

Resist turn resistance +10

Fort +6, **Ref** +4, **Will** +11

Weakness Fragile

Speed 30 ft. (6 squares)

Melee Slam +22 (3D6+21, 19-20/x2)

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

Base Atk +7; **Grp** +26

Special Actions Destruction Retribution (8D6 negative energy damage, Ref DC 15)

Abilities Str 37, Dex 6, Con -, Int 8, Wis 10, Cha 1

SQ awakened, corpsecrafter, blood bloated, darkvision 60 ft., desecrate, fragile, hardened flesh, low-light vision, nimble bones, undead traits

Feats Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Toughness, Weapon Focus (Slam)

Skills Listen +17, Search +7, Spot +17

Blood Bloated (Su) A bloodhulk fighter gains the maximum possible Hit Points per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Fragile (Ex) A bloodhulk fighter takes an extra 1D6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

RANKHAN

CR 15

Male Rakshasa Ak'Chazar

LE Medium Outsider

Monster Manual 3134

Init +9; **Senses** Darkvision 60 ft.; Listen +24, Spot +24

Languages Common, Infernal, Undercommon

AC 34, touch 15, flat-footed 29

(+5 Dex, +13 Natural, +6 Armor)

hp 144 / 164 with *False Life* (17 HD); **DR** 15 / Piercing & Good

SR 31

Fort +14 **Ref** +15 **Will** +14

Speed 40 ft. (8 squares), fly 40 (average)

Melee 2 Claws +19 (1D4+2) and Bite +14 (1D6+1)

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

Base Atk +17; **Grp** +19

Atk Options Pain wave, rebuke undead 9/day (+6, 2D6+26, 20th Level), spell-like abilities

Special Actions

Combat Gear Potions of (*Barkskin* +5, *Shield of Faith* +5)

Sorcerer Spells per Day (CL 16th):

6th (4) – *greater dispel magic*

5th (6) – *arcane fusion, teleport*

4th (7) – *enervation* (+22 ranged touch), *orb of force* (+22 ranged touch), *ray deflection*

3rd (7) – *displacement, greater mage armor, ray of exhaustion* (+22 ranged touch) (DC 20), *vampiric touch* (+19 melee touch) (DC 21)

2nd (8) – *escalating enfeeblement, false life, mirror image, scorching ray* (+22 ranged touch), *touch of idiocy* (+19 melee touch)

1st (8) – *charm person* (DC 18), *lesser orb of sound* (+22 ranged touch), *magic missile, ray of enfeeblement* (+22 ranged touch), *shield*

0th (6) – *daze, detect magic, disrupt undead* (+22 ranged touch), *mage hand, ray of frost* (+22 ranged touch), *resistance*

Spell-like Abilities (CL 20th)

3 / day – *animate dead*

2 / day – *control undead* (DC 23), *create undead*

1 / day – *create greater undead, magic jar* (DC 23), *trap the soul* (DC 24)

Abilities Str 15, Dex 20, Con 18, Int 19, Wis 19, Cha 22

SQ Change shape, darkvision 60 ft., outsider traits

Feats Empower Spell, Improved Initiative, Practiced Spellcaster, Rapid Metamagic, Spell Focus (Enchantment, Necromancy)

Skills Bluff +30, Concentration +20, Diplomacy +24, Disguise +16 (+18 acting), Escape Artist +25, Gather Information +16, Hide +20, Intimidate +22, Knowledge (Arcana) +24, Knowledge (The Planes) +24, Listen +24, Move Silently +20, Sense Motive +14, Spellcraft +26,

Spot +24, Survival +4 (+6 other planes) Use Rope +5 (+7 bindings)

Possessions +6 *Cloak of Charisma*, 2 *Rings of Counterspells* (*Reciprocal Gyre*), +3 *Ring of Protection*, *Dusty Rose Ioun Stone*, *Hand of Glory*, Spell Component Pouch

Change Shape (Su) Rankhan can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, Rankhan loses its claw and bite attacks (although it often equips itself with weapons and armor instead). Rankhan typically remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but Rankhan reverts to its natural form when killed. A *true seeing* spell reveals its natural form.

Pain Wave (Su) Three times per day for 1 round per Hit Dice, Rankhan can emit an aura of negative energy as a free action. Every creature within 20 feet of Rankhan when it activates the ability is subject to an *inflict moderate wounds* spell (caster level 20th) and becomes shaken for 1D6+1 rounds. Creatures within the area can make a DC 24 Will save for half damage (and ignore the shaken effect). The save DC is Charisma-based.

Rebuke Undead (Su) Rankhan can rebuke and command undead as a 20th-level cleric. Rankhan can make up to nine rebuke attempts per day

Skills Rankhan has a +4 racial bonus on Bluff, Diplomacy, and Intimidate checks.

Begegnung 10: Vorhof

GRISELDIS

CR 14

Female Night Hag Fighter 3 / Blackguard 6

NE Medium Outsider (Evil, Extraplanar)

Monster Manual 193

Init +3; **Senses** Darkvision 60 ft., *Detect Good*, Listen +14, Spot +14

Aura Despair (10 ft., -2 on all saving throws), Evil (overwhelming)

Languages Abyssal, Celestial, Common, Infernal

AC 40, touch 14, flat-footed 31, ranged 45

(+3 Dex, +11 Natural, +9 Armor, +6 Shield, +1 Insight)

hp 196 (17 HD); **DR** 10 / Cold Iron & Magic

Immune Charm, cold, fear, fire, *sleep*

Resist Acid 10; **SR** 25

Fort +25, **Ref** +18, **Will** +21

Speed 15 ft. (3 squares) in Full Plate, 20 ft. (4 squares) base speed

Melee +2 *Longsword* +26/+21/+16/+11 (1D8+9, 17-20/x2)

Melee Bite +23 (2D6+10 plus disease)

Ranged Mighty (+7 Str) Composite Longbow +21/+16/+11/+6 (1D8+7)

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

Base Atk +17; **Grp** +24

Atk Options Aligned Strike (evil, magic), Disease, Poison Use, Power Attack, Smite Good 4/day (+6 to hit, +16 to damage), Sneak Attack +1D6

Special Actions Command Undead, Dream Haunting, Turn or Rebuke Undead 9/day

Combat Gear Potions of (*haste*, *heroism*), Oil of Keen Edges

Blackguard Spells prepared (CL 6th):

3rd (1) – *protection from energy*

2nd (2) – *bear's endurance, eagle's splendor*

1st (2) – *divine favor, divine sacrifice*

Spell-like Abilities (CL 8th)

At will – *detect chaos, detect evil, detect good, detect law, detect magic, etherealness* (CL 16th), *magic missile, polymorph (self only), ray of enfeeblement (ranged touch +120), sleep* (DC 17)

Abilities Str 24, Dex 16, Con 22, Int 10, Wis 14, Cha 22

SQ Aura of despair, aura of evil, darkvision 60 ft., dark blessing, detect good, fiendish servant, outsider traits

Feats Cleave^B, Close-Quarters Fighting, Divine Shield, Divine Vigor, Extra Smiting, Improved Sunder, Power Attack^B, Shield Specialization, Shield Ward

Skills Bluff +17, Concentration +20, Diplomacy +9, Disguise +6 (+9 acting), Intimidate +19, Hide +15, Intimidate +14, Knowledge (Religion) +2, Listen +14, Ride +19, Sense Motive +12, Spellcraft +13, Spot +14

Possessions +1 Mithral Full Plate of Darksoul Protection, +3 steel Shield, +2 Longsword (*Blackguard's Blade*), mighty (+6 Str) Composite Longbow, large Leather Quiver, Adamantine Arrows (10), Arrows (10), *Gauntlets of Ogre Power*, +6 Cloak of Charisma, lesser Crystal of Arrow Deflection, Dusty Rose Ioun Stone, Heartstone, unholy Symbol of Demogorgon

Disease (Ex) Demon fever—bite, Fortitude DC 24, incubation period 1 day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 24 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Dream Haunting (Su) Night hags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the night hag.

HEARTSTONE

All night hags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a *heartstone* provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A night hag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a night hag. If sold, an intact *heartstone* brings 1,800 gp.

DREAD WRAITH**CR 15**

Ephemeral Exemplar 3

LE Large Undead (Incorporeal)

Monster Manual 257, *Libris Mortis* 53

Init +14; **Senses** Darkvision 60 ft., *Lifesense*; Listen +32, Spot +32

Aura Unnatural

Languages Common

AC 36, touch 33, flat-footed 24

(-1 Size, +1 Natural, 10 Dex, +14 Deflection, +2 Shield)

hp 218 (23 HD)

Resist turn resistance +21

Weakness daylight powerlessness

Fort +10, **Ref** +18, **Will** +20

Speed fly 60 ft. (12 squares) (good)

Melee Incorporeal Touch +27 (2D6+2 plus Constitution drain)

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

Base Atk +12; **Grp** -

Atk Options Constitution Drain, Ghostly Grasp

Abilities Str -, Dex 30, Con -, Int 17, Wis 18, Cha 25

SA constitution drain, enhanced spawn

SQ create spawn, darkvision 60 ft., desecrate, incorporeal, *incorporeal enhancement*, undead traits

Feats Alertness^B, Blind-Fight, Bounding Assault, Combat Reflexes, Dodge, Endure Sunlight, Ghostly Grasp^B, Improved Initiative^B, Improved Natural Attack (Incorporeal Touch), Mobility, Spring Attack

Skills Diplomacy +13, Hide +34, Intimidate +33, Knowledge (Religion) +26, Listen +32, Search +26, Sense Motive +23, Spot +32, Survival +11 (+13 following tracks)

Possessions heavy steel Shield, +1 Amulet of Natural Armor

Constitution Drain (Su) Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 28 Fortitude save or take 2d6 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.

Enhanced Spawn (Su) Any spawn created by an ephemeral exemplar of 2nd level or higher gains a +4 enhancement bonus to its Dexterity score. If the exemplar is destroyed, the spawn loses this bonus.

Ghostly Grasp As the Feat (see *Libris Mortis* p. 27).

Improved Deflection (Su) An ephemeral exemplar adds its class level to its deflection bonus to AC.

Improved Turn Resistance (Ex) An ephemeral exemplar adds its class level to its turn resistance.

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*.

BONE NAGA**CR 11**

LE Large Undead

Monster Manual 235

Init +9; **Senses** Darkvision 60 ft., *Detect Thoughts*, Listen +20, Spot +20, *Telepathy* 250 ft.

Immunity Cold, mind-reading

Resist +10 turn resistance; **SR** 23

Languages Common

AC 34, touch 10, flat-footed 33

(-1 Size, +1 Dex, +14 Natural (incl. *Iron Bones*), +6 Armor, +4 Shield)

hp 172 (15 HD); **DR** 5 / Bludgeoning & half damage from piercing weapons

Immune Cold, mind-reading

Resist +10 turn resistance; **SR** 23

Fort +9, **Ref** +10, **Will** +13

Speed 50 ft.

Melee Sting +11 (1D8+7) and Bite +6 (1D4+4)

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

Base Atk +7; **Grp** +18

Attack Options Poison

Sorcerer Spells per day (CL 14th):

7th (3) – *power word “blind”*

6th (5) – *disintegrate (DC 19), greater dispel magic*

5th (6) – *arcane fusion, draconic might, mass fly*

4th (6) – *greater invisibility, orb of force (+9 ranged touch), ray deflection, stonewood*

3rd (7) – *displacement, greater mage armor, sound lance, vampiric touch (+13 melee touch)*

2nd (7) – *belker claws, cat’s grace, false life, resist energy, scorching ray (+9 ranged touch)*

1st (7) – *lesser orb of acid (+9 ranged touch), magic missile, ray of clumsiness, ray of enfeeblement (+9 ranged touch), shield*

0th (6) – *acid splash (DC 13), detect magic, disrupt undead, ghost sound, light, message, ray of frost, read magic, resistance*

Abilities Str 20, Dex 13, Con -, Int 16, Wis 15, Cha 17

SQ darkvision 60 ft., desecrate, detect thought, guarded thoughts, undead traits

Feats Dodge, Improved Initiative, Improved Toughness, Lightning Reflexes, Precise Shot, Quicken Spell-like Ability (*Greater Dispel Magic*), Sudden Maximize

Skills Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20

Detect Thought (Su) A Bone Naga can continuously detect the thoughts of those around it. This ability functions like the *detect thought* spell (CL 9th, Will Save DC 15), and it is always active.

Guarded Thoughts (Ex) Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Poison (Ex) A Bone Naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fort Save DC 17) has the same initial and secondary damage (1D4 points of STR-damage). The poison from its sting (Fort Save DC 17) is more virulent; its initial damage is 1D4 points of CON-drain and the secondary damage is 1D4 points of CON-damage.

Telepathy (Su) A Bone Naga can communicate telepathically with any creature within 250 feet that has a language.

Anhang 7: Spieldaten NSC/Monster - DGS 14

Begegnung 11: Verlassener Schrein

ANGEL OF DECAY

CR 16

Spellstitched

CE Large Undead

Libris Mortis 83, *Complete Arcane* 161

Init +6; **Senses** Darkvision 60 ft.; Listen +29, Spot +29

Languages Abyssal, Celestial, Common

AC 46, touch 15, flat-footed 44

(-1 Size, +2 Dex, +19 Natural (incl. *Iron Bones*), +6 Armor, +4 Deflection, +6 Shield)

hp 250 / 270 with *False Life* (26 HD); **DR** 10 / Adamantine & Magic

Immune ability drain & damage, critical hits, death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, stunning

Resist turn resistance +12; **SR** 24

Fort +18, **Ref** +20, **Will** +28

Speed 30 ft., fly 50 ft. (poor)

Melee 2 Claws +27 (3D6+15) and 2 Wing slams +25 (1D6+8) plus rotting touch

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

Base Atk +13; **Grp** +32

Attack Options Rotting Aura, Rotting Touch, Spell-like Abilities

Spell-like Abilities per day (CL 26th):

3 / day – *ray of enfeeblement* (+16 ranged touch),

scorching ray (+15 ranged touch)

1 / day – *acid fog*, *coat of arms*, *death armor*, *death throes*, *evard's black tentacles*, *false life*, *greater mage armor*, *lesser orb of sound* (+16 ranged touch), *night's caress*, *orb of force* (+16 ranged touch), *plane shift*, *undead torch*

Abilities Str 37, Dex 14, Con -, Int 20, Wis 20, Cha 18

SQ darkvision 60 ft., desecrate, fast healing 3, undead traits, unholy grace

Feats Ability Focus (Rotting Aura, Rotting Touch), Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack

Skills Concentration +30, Diplomacy +7, Hide +18, Knowledge (Arcana) +26, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Rotting Aura (Su) When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 30 Reflex saving throw each round or take 5D6 points of damage (half that on a successful save) as it's flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 30 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim. The save DC is Charisma-based.

Rotting Touch (Su) An angel of decay that hits a single foe with more than one attack in one round rots it's

opponents flesh. This effect automatically deals 1D6+6 points of damage and heals the angel of decay 5 points of damage.

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

ENTROPIC REAPER CLERIC

CR 17

Spellstitched, Cleric of Demogorgon 9

CE Medium Undead (Extraplanar, Chaotic)

Libris Mortis 98, *Complete Arcane* 161

Init +6; **Senses** Darkvision 60 ft.; Listen +26, Spot +26

Languages Abyssal, Celestial, Common

AC 40, touch 12, flat-footed 32

(+2 Dex, +16 Natural (incl. *Iron Bones*), +6 Armor, +6 Shield)

hp 247 / 265 with *False Life* (28 HD), fast healing 10; **DR** 10 / Cold Iron & Lawful

Immune to Mind-affecting spells and effects, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage

Resist turn resistance +12; **SR** 27

Fort +17, **Ref** +15, **Will** +23

Speed 30 ft. (6 squares)

Melee large Scythe +29/+24/+19 (2D6+17 plus entropic blade, 19-20/x4)

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

Base Atk +15; **Grp** +27

Attack Options Entropic blade (Fort DC 27), turn or rebuke undead 6/day, whirlwind attack

Special Actions Spell-like Abilities

Cleric Spells prepared (CL 13th):

Domains Demonic, Evil

5th (3) – *dispel good*^P, *divine agility* (2)

4th (4) – *dimensional anchor*^P (+19 ranged touch), *divine power*, *iron bones*, *recitation*

3rd (5) – *blindsight*, *demon wings*^P, *dispel magic* (2), *ring of blades*

2nd (6) – *bull's strength*, *desecrate*^P, *eagle's splendor*, *protection from positive energy*, *resist energy* (2)

1st (7) – *death watch*, *demomflesh*^P, *divine favor* (2), *protection from good*, *shield of faith* (2)

0th (6) – *cause minor wounds* (2), *detect magic*, *guidance*, *read magic*, *resistance*

Spell-like Abilities (CL 28th)

3 / day – *ray of enfeeblement* (+19 ranged touch), *scorching ray* (+19 ranged touch)

1 / day – *acid fog*, *coat of arms*, *death armor*, *death throes*, *evard's black tentacles*, *false life*, *greater mage armor*, *lesser orb of sound* (+19 ranged touch), *orb of force* (+19 ranged touch), *plane shift*, *undead torch*

Abilities Str 30, Dex 14, Con -, Int 12, Wis 20, Cha 16

SQ darkvision 60 ft., desecrate, fast healing 10, master of the scythe, undead traits

Feats Combat Reflexes, Close-Quarters Fighting, Divine Vigor, Improved Critical (Scythe), Improved Initiative, Improved Toughness, Power Attack, Practiced Spellcaster, Weapon Focus (Scythe), Whirlwind Attack

Skills Concentration +35, Knowledge (The Planes) +24, Knowledge (Religion) +10, Listen +26, Spellcraft +10, Spot +26

Possessions MW Scythe, unholy Symbol of Demogorgon

Entropic Blade (Su) An entropic reaper confers the entropic blade property upon any weapon it wields – usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskins* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (though a separate *restoration* is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Spell-like Abilities 1/day – *plane shift*. Caster level equals the entropic reaper's HD. The save DCs are Charisma-based.

Begegnung 12: Große Halle

MATURE ADULT SKELETAL BLACK DRAGON CR 10

Awakened, Viscious, Nimble

N Huge Undead

Monster Manual 70, *Draconomicon* 192, *Libris Mortis* 158

Init +10; **Senses** Blindsight 60 ft., Keen Senses; Listen +22, Spot +22

Aura Frightful Presence 210 ft. (Will DC 23)

AC 22, touch 6, flat-footed 20

(-2 Size, +2 Dex, +12 Natural (incl. *Iron Bones*))

hp 253 (22 HD); **DR** 5 / Bludgeoning

Immune Acid, cold, mind-affecting spells, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-Spells (unless it effects objects) and massive damage

Resist +12 turn resistance; **SR** 21

Fort +18, **Ref** +18, **Will** +16

Speed 70 ft. (14 square), climb 60 ft.

Melee Bite +32 (3D8+12) and 2 Claws +33 (3D6+7, 19-20/x2) and 2 Wings +32 (1D8+7) and Tail Slap +32 (2D6+17)

Space 15 ft.; **Reach** 15 ft. (10 ft. with Claws)

Base Atk +22; **Grp** +43

Attack Options Rend 6D6+17

Special Actions Destruction Retribution (10 ft. radius, 12D6 negative energy damage, REF DC 15)

Abilities Str 31, Dex 14, Con -, Int 8, Wis 10, Cha 14

SQ blindsense 60 ft., desecrate, frightful presence 210 ft., undead traits

Feats Great Fortitude, Improved Critical (Claws)^(B), Improved Initiative^(B), Improved Natural Attack (Bite), Improved Multiattack, Improved Toughness, Multiattack, Power Attack, Rend, Weapon Focus (Claws)

Skills Listen +22, Search +21 Spot +22

Frightful Presence (Ex) This skeletal black dragon can unsettle foes within 210 ft. with his mere presence, whenever it attacks, charges, or flies overhead. Creatures with 4 or fewer HD become panicked for 4D6 rounds, while those with 5 to 21 HD become shaken for 4D6 rounds. A DC 23 Will save negates the effect and makes the creature immune to that dragon's frightful presence for 24 hours.

Keen Senses (Ex) A skeletal dragon sees four times as well as a human in low-light conditions and twice well in normal light.

NIGHTWALKER

CR 17

Spellstitched

CE Huge Undead (Extraplanar)

Monster Manual 196, *Complete Arcane* 161

Init +6; **Senses** Darkvision 60 ft.; Listen +29, Spot +29

Aura Desecrating

Languages Abyssal, Celestial, Common, Telepathy 100 ft.

AC 45, touch 11, flat-footed 40

(-2 Size, +2 Dex, +28 Natural (incl. *Iron Bones*), +6 Armor, +1 Dodge)

hp 178 / 195 with *False Life* (21 HD); **DR** 10 / Silver & Magic

Immune ability drain & damage, cold, critical hits, death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, stunning

Resist turn resistance +10; **SR** 29

Fort +14, **Ref** +14, **Will** +22

Speed 40 ft. (8 squares), fly 20 ft. (poor)

Melee 2 Slams +24 (3D6+16)

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

Base Atk +10; **Grp** +34

Attack Options Crush item, Evil Gaze, Spell-like Abilities

Special Actions Summon Undead

Combat Gear *Potion of shield of faith* +5

Spell-like Abilities per day (CL 21st):

At will – *contagion* (DC 18), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *see invisibility*, *unholy blight* (DC 18)

3 / day – *confusion* (DC 18), *hold monster* (DC 19), *invisibility*, *ray of enfeeblement* (+12 ranged touch), *scorching ray* (+12 ranged touch)

1 / day – *acid fog*, *cone of cold* (DC 19), *death armor*, *death throes*, *false life*, *evard's black tentacles*, *finger of death* (DC 21), *greater mage armor*, *lesser orb of sound* (+12 ranged touch), *night's caress* (DC 19) (+22 melee touch), *orb of force* (+12 ranged touch), *plane shift*, *undead torch*

Abilities Str 38, Dex 14, Con -, Int 20, Wis 20, Cha 18

SQ Aversion to daylight, darkvision 60 ft., desecrating aura, master of the scythe, undead traits

Feats Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Improved Natural Attack (Slam), Power Attack, Quicken Spell-like Abilities (*Greater Dispel Magic*)

Skills Concentration +28, Diplomacy +11, Hide +20*, Knowledge (Arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +28, Spot +29, Survival +10 (+12 following tracks)

Crush Item (Su) A nightwalker can destroy any weapon or item of Large size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between its hands. The nightwalker must make a successful disarm attempt to grab an item held by an opponent. The item is entitled to a DC 34 Fortitude save to resist destruction. The save DC is Strength-based.

Evil Gaze (Su) Fear, 30 feet. A creature that meets the nightwalker's gaze must succeed on a DC 24 Will save or be paralyzed with fear for 1d8 rounds. Whether or not the save is successful, that creature cannot be affected again by the same nightshade's gaze for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Summon Undead (Su) A nightwalker can summon undead creatures once per night: 7–12 shadows, 2–5 greater shadows, or 1–2 dread wraiths. The undead arrive in 1d10 rounds and serve for 1 hour or until released.

Skills *When hiding in a dark area, a nightwalker gains a +8 racial bonus on Hide checks.

MATURE NABASSU

CR 16

CE Medium Outsider (Chaotic, Evil, Extraplanar, Tanar' Ri)

Fiendish Codex 148

Init +9; **Senses** Darkvision 60 ft., *True Seeing*, Listen +25, Spot +25

Languages Abyssal, Common, Telepathy 100 ft.

AC 31, touch 15, flat-footed 26

(+5 Dex, +16 Natural)

hp 229 (17 HD); regeneration 5; **DR** 10 / Cold Iron or Good

Immune Electricity, poison

Resist Acid 10, cold 10, fire 10; **SR** 27

Fort +21, **Ref** +15, **Will** +17

Speed 40 ft. (8 squares), Fly 90 ft. (good);

Melee Bite +26 (2D8+9, 19-20/x2) and 2 Claws +21 (1D8+4)

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

Base Atk +17; **Grp** +26

Atk Options Sneak Attack +6D6

Special Actions *Death-stealing Gaze, Feed, Summon Tanar' Ri, Vampiric Link*

Spell-Like Abilities (CL 17th):

At will— *darkness, enervation* (+22 ranged touch), *ethereal jaunt, greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 20), *obscuring mist, silence* (DC 19), *true seeing, unholy aura* (DC 25), *unholy blight* (DC 21)
3/day— *energy drain* (+22 melee touch, DC 26), *power word "blind"*

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 24

SQ Camouflage, Tanar' Ri traits

Feats Ability Focus (Death-stealing Gaze), Improved Critical (Bite), Improved Initiative, Iron Will, Quicken Spell-like Ability (*Enervation, Unholy Blight*)

Skills Balance +9, Bluff +26, Concentration +29, Diplomacy +8, Gather Information +8, Hide +25 (+33

in underground or barren Environments), Intimidate +26, Jump +15, Knowledge (Arcana) +25, Knowledge (Local) +25, Knowledge (Religion) +25, Knowledge (The Planes) +25, Listen +25, Move Silently +25, Spot +25, Tumble +27, Use Magic Device +26

Camouflage (Ex) A mature Nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-stealing Gaze (Su) 30 feet, Fort DC 26 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the mature Nabassu's Death-stealing gaze dies and is immediately transformed into a Ghoul (MM1 119) under the Nabassu's permanent command. The Death-stealing Gaze has no effect on creatures that are not humanoid. As a Standard Action, a Nabassu can actively use its Gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 26 Fortitude save against the killing gaze is immediately slain. This is a death effect. The save DC for either version is Charisma-based.

Feed (Su) A mature Nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and its life force. To do so, the Nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creature that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the Nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising and resurrecting that requires a part of the corpse.

A *wish, miracle* or *true resurrection* can restore a devoured victim to life. A mature Nabassu that devours a humanoid in this fashion gains the effect of a *DeathKnell* spell (CL 20th)

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a Nabassu.

Sneak Attack (Su) A mature Nabassu can make a sneak attack as a rogue, dealing an extra 6D6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile Nabassu is flanking.

Summon Tanar' Ri (Sp) Once per day, a mature Nabassu can summon 2d4 Babaus or 1d4 Hezrous with a 70% chance of success, or one Glabrezu with a 30% chance of success. This ability is equivalent of a 7th-level spell (CL 21st).

Vampiric Link (Su) As a standard action, a mature Nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 24 Will save; otherwise the link remains in place until the target moves out of range or the Nabassu targets a different creature. A creature affected by a vampiric link finds that whatever damages the Nabassu, be it with a spell or a weapon, he takes the same amount of damage. Additionally, if the creature targets the Nabassu with a spell, the effect of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the Nabassu's Spell Resistance or the Nabassu makes its saving throw. This is a necromantic effect. The save DC is Charisma-based.

Begegnung 13: Flugplattform

10-HEADED CHIMERA OF LEGEND CR 15

CE Huge Outsider (Chaotic, Evil, Extraplanar)
Monster Manual 34, *Monster Manual* 2213, *Savage Species* 124

Init +8; **Senses** Darkvision 90 ft., Low-light Vision, Scent; Listen +30, Spot +30

Languages Draconic

AC 36, touch 12, flat-footed 32
(-2 Size, +4 Dex, +24 Natural)

hp 495 (23 HD); **DR** 10 / Magic

Fort +34, **Ref** +21, **Will** +20

Speed 30 ft. (6 squares), fly 50 ft. (poor);

Melee 3 Bites +36 (6D6+14) and 4 Bites +36 (4D6+14) and 3 Gores +35 (4D6+14) and 2 Claws +35 (3D6+7)

Space 15 ft.; **Reach** 10 ft.

Base Atk +23; **Grp** +45

Attack Options Combat Reflexes, Breath Weapons

Cleric Spells prepared (CL 9th):

3rd (2) – *blindsight*, *mass aid*

2nd (3) – *bear's endurance*, *bull's strength*, *living undeath*

1st (4) – *divine favor*, *lesser vigor*, *protection from good*, *shield of faith*

0th (5) – *cure minor wounds* (3), *detect magic*, *resistance*

Abilities Str 38, Dex 18, Con 44, Int 6, Wis 16, Cha 14

SQ Greater Damage, Regrow Limbs, Outsider traits

Feats Combat Reflexes^B, Hover, Improved Initiative^B, Improved Multiattack^B, Improved Natural Attack (Bite, Claw, Gore), Large and in Charge, Multiattack^B, Power Attack, Practiced Spellcaster, Weapon Focus (Bite)

Skills Concentration +22, Hide +12, Listen +30, Search +18, Spot +30

Breath Weapon (Su) A chimera's breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a chimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 38 Reflex save for half damage. The save DC is Constitution-based.

Head Color	Breath Weapon
Black	40-foot line of acid
Blue	40-foot line of lightning
Green	20-foot cone of gas (acid)

Skills A chimera's three heads give it a +2 racial bonus on Spot and Listen checks.

*In areas of scrubland or brush, a chimera gains a +4 racial bonus on Hide checks.

Spells (Su) The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War Domains as a 9th level cleric. It does not gain extra domain spell slots for these domains as a cleric would.

BONE NAGA

CR 11

LE Large Undead

Monster Manual 235

Init +9; **Senses** Darkvision 60 ft., *Detect Thoughts*, Listen +20, Spot +20, *Telepathy* 250 ft.

Immunity Cold, mind-reading

Resist +10 turn resistance; **SR** 23

Languages Common

AC 34, touch 10, flat-footed 33

(-1 Size, +1 Dex, +14 Natural (incl. *Iron Bones*), +6 Armor, +4 Shield)

hp 172 (15 HD); **DR** 5 / Bludgeoning & half damage from piercing weapons

Immune Cold, mind-reading

Resist +10 turn resistance; **SR** 23

Fort +9, **Ref** +10, **Will** +13

Speed 50 ft.

Melee Sting +11 (1D8+5) and Bite +6 (1D4+2)

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

Base Atk +7; **Grp** +18

Attack Options Poison

Sorcerer Spells per day (CL 14th):

7th (3) – *forcecage*

6th (5) – *disintegrate* (+13 melee touch, DC 19), *greater dispel magic*

5th (6) – *arcane fusion*, *draconic might*, *mass fly*

4th (6) – *greater invisibility*, *orb of force* (+9 ranged touch), *ray deflection*, *stoneskin*

3rd (7) – *displacement*, *greater mage armor*, *greater magic weapon*, *vampiric touch* (+13 melee touch)

2nd (7) – *belker claws*, *cat's grace*, *false life*, *resist energy*, *scorching ray* (+9 ranged touch)

1st (7) – *lesser orb of acid* (+9 ranged touch), *magic missile*, *ray of clumsiness*, *ray of enfeeblement* (+9 ranged touch), *shield*

0th (6) – *acid splash* (DC 13), *detect magic*, *disrupt undead*, *ghost sound*, *light*, *message*, *ray of frost*, *read magic*, *resistance*

Abilities Str 20, Dex 13, Con -, Int 16, Wis 15, Cha 17

SQ darkvision 60 ft., desecrate, detect thought, guarded thoughts, undead traits

Feats Dodge, Improved Initiative, Improved Toughness, Lightning Reflexes, Precise Shot, Quicken Spell-like Ability (*Greater Dispel Magic*), Sudden Maximize

Skills Bluff +21, Concentration +21, Diplomacy +7, Hide +15, Intimidate +23, Listen +20, Sense Motive +20, Spellcraft +21, Spot +20

Detect Thought (Su) A Bone Naga can continuously detect the thoughts of those around it. This ability functions like the *detect thought* spell (CL 9th, Will Save DC 15), and it is always active.

Guarded Thoughts (Ex) Because of their ability to shield their thoughts, bone nagas are immune to any form of mind-reading.

Poison (Ex) A Bone Naga delivers its poison via successful bite or sting attacks. The poison from its bite (Fort Save DC 17) has the same initial and secondary damage (1D4 points of STR-damage). The poison from its sting (Fort Save DC 17) is more virulent; its initial damage is 1D4 points of CON-drain and the secondary damage is 1D4 points of CON-damage.

Telepathy (Su) A Bone Naga can communicate telepathically with any creature within 250 feet that has a language.

SERPENTIR

CR 7

Spellstitched Shadow Creature

CE Large Undead

Monster Manual 5158, *Complete Arcane* 161, *Lords of Madness* 167

Init +9, dual actions; **Senses** All-around Vision, Darkvision 60 ft., Low-light Vision, *Sense Emotions* 60 ft.; Listen +11, Spot +11

Languages understands creator's orders

AC 29, touch 14, flat-footed 24; evasion

(-1 Size, +5 Dex, +9 Natural (incl. *Iron Bones*), +6 Armor)
hp 138 (12 HD), fast healing 2; **DR** 5 / Bludgeoning Magic & Silver

Immune Cold, flanking, undead immunities

Resist stability, turn resistance +12; **SR** 16

Fort +12, **Ref** +15 Evasion, **Will** +18

Speed 90 ft. (16 squares), climb 45 ft.
Melee 4 Claws +11 (1D8+6)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +16
Atk Options Improved Grab, Spell-like Abilities
Special Actions Churning Ribs, Destruction Retribution (REF DC 15, 7D6 negative energy)
Spell-like Abilities per day (CL 12th):
 3 / day – *ray of enfeeblement* (+12 ranged touch), *scorching ray* (+12 ranged touch)
 1 / day – ~~*death armor*~~, ~~*death throes*~~, *escalating enfeeblement* (+12 ranged touch), *evard's black tentacles*, ~~*greater mage armor*~~, *lesser orb of sound* (+12 ranged touch), *night's caress* (+11 melee touch), *orb of force* (+12 ranged touch), *undead torch*

Abilities Str 18, Dex 20, Con -, Int 4, Wis 18, Cha 10
SA Churning ribs, dual actions, improved grab, spell-like abilities
SQ corpsecrafter, desecrate, destruction retribution, evasion, fast healing 2, hardened flesh, luck, nimble bones, shadow blend, undead traits
Feats Combat Casting, Great Fortitude, Improved Toughness, Quicken Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*)
Skills Concentration +15, Climb +10, Hide +10, Jump +10, Listen +11, Move Silently +20, Search +1, Spot +11

Dual Actions (Ex) A serpentir's two independent heads allow it to take two rounds' worth of action in any given round, as if it were two creatures. Thus, a serpentir can use two standard actions and two move actions, two full-round actions and two 5-foot steps, or some other combination.
All-Around Vision (Ex) A serpentir's two heads allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. Opponents gain no benefit when flanking a serpentir.
Sense Emotions (Su) This ability functions like blindsense, except that a serpentir can detect only the presence and positions of living creatures.
Stability (Ex) A serpentir has better than average footing and leverage. It gains a +4 bonus on ability checks made to being bull rushed or tripped when standing on the ground (but not when climbing, flying, or otherwise not standing firmly on the ground).
Improved Grab (Ex) To use this ability, a serpentir must hit an opponent of up to Medium size with two or more claw attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. A grappled opponent can be drawn into the serpentir's churning ribs as a free action.
Churning Ribs (Ex) A serpentir's elongated torso of prehensile ribs can chew creatures to pieces. Any Medium or smaller opponent successfully grappled by a serpentir can be drawn into the churning ribs as a free action. When this occurs, the serpentir is no longer considered to be grappled and can act and move normally, dragging the creature with it as it goes. Opponents in the churning ribs remain grappled until they succeed on a grapple check against the serpentir, allowing them to claw their way free. A creature within the churning ribs takes 2D6 points of piercing damage at the beginning of each of the serpentir's turns.
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 Serpentirs have a +4 racial bonus on Listen checks and a +8 racial bonus on Hide, Move Silently, and Climb checks. A Serpentir can choose to take 10 on Climb checks, even if rushed or threatened. Serpentirs use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

ENTROPIC REAPER

CR 16

Evolved & Spellstitched
 CE Medium Undead (Extraplanar, Chaotic)
Libris Mortis 98, *Complete Arcane* 161
Init +6; **Senses** Darkvision 60 ft.; Listen +30, Spot +30
Languages Abyssal, Celestial, Common

AC 33, touch 12, flat-footed 31
 (+2 Dex, +15 Natural (incl. *Iron Bones*), +6 Armor)
hp 256 (27 HD); fast healing 13; **DR** 10 / Cold Iron & Lawful
Immune ability drain & damage, critical hits, death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, stunning
Resist turn resistance +12; **SR** 23
Fort +15, **Ref** +14, **Will** +21

Speed 30 ft.
Melee large MW Scythe +32/+27 (2D6+27 plus Entropic Blade, 19-20/x4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +13; **Grp** +27
Attack Options Entropic Blade, Spell-like Abilities
Combat Gear *Potions of (barkskin +2, eagle's splendor, fly, haste, shield of faith +5)*, *Oil of Greater Magic Weapon* +5
Spell-like Abilities per day (CL 27th):
 3 / day – *ray of enfeeblement* (+17 ranged touch), *scorching ray* (+17 ranged touch)
 1 / day – *acid fog*, ~~*death armor*~~, ~~*death throes*~~, *escalating enfeeblement* (+17 ranged touch), *evard's black tentacles*, ~~*greater mage armor*~~, *greater dispel magic*, *lesser orb of sound* (+17 ranged touch), *night's caress* (+27 melee touch), *orb of force* (+17 ranged touch), *plane shift*, *undead torch*

Abilities Str 34, Dex 14, Con -, Int 11, Wis 20, Cha 17
SQ darkvision 60 ft., desecrate, master of the scythe, undead traits
Feats Ability Focus (Entropic Blade), Close-Quarters Fighting, Combat Reflexes, Great Fortitude, Improved Critical (Scythe), Improved Initiative, Improved Toughness, Power Attack, Quicken Spell-like Ability (*Ray of Enfeeblement*, *Scorching Ray*), Whirlwind Attack^B
Skills Concentration +26, Escape Artist +26, Knowledge (The Planes) +26, Listen +30, Spellcraft +16, Spot +30
Possessions Black Robe, large MW Scythe

Entropic Blade (Su) An entropic reaper confers the entropic blade property upon any weapon it wields – usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 28 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom

drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 28 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (though a separate *restoration* is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Anhang 8: Spieldaten NSC/Monster - DGS 16

Begegnung 14: Halle des Erwachens

NIMBLEWRIGHT

CR 12

CN Large Construct

Monster Manual 2162

Init +11; **Senses** Darkvision 60 ft., Low-light Vision; Listen +13, Spot +13

Languages Common, Elven, Dwarfen

AC 25, touch 16, flat-footed 18

(-1 Size, +7 Dex, +9 Natural)

hp 195 (30 HD)

SR 27

Fort +9, **Ref** +16, **Will** +12

Speed 40 ft. (8 squares)

Melee 2 Rapier Hands +33 (4D6+10, 12-20/x2)

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

Base Atk +23; **Grp** +37

Atk Options Combat Reflexes, Spell-like Abilities

Special Actions Tripping Thrust

Spell-like Abilities (CL 30th):

At will – *cat's grace*, *disguise self*, *entropic shield*, *feather fall*, *haste*

Abilities Str 30, Dex 24, Con -, Int 10, Wis 17, Cha 19

SQ augmented critical, construct traits, darkvision 60 ft., vulnerabilities

Feats Combat Expertise^B, Combat Reflexes^B, Dodge^B, Improved Disarm^B, Elusive Target^B, Improved Initiative^B, Improved Natural Attack (Rapier Hands)^B, Large and in Charge^B, Mobility^B, Spring Attack^B, Weapon Focus (Rapier Hands)^B

Skills Balance +10, Jump +20, Listen +13, Spot +13, Tumble +40

Augmented Critical (Ex) A nimblewright threatens a critical hit on a natural attack roll of 12-20. On a successful critical hit, its foe is subject to a tripping thrust attack (see below).

Tripping Thrust (Ex) A nimblewright's rapier-hand attacks are powerful enough to push over creatures its own size or smaller. An opponent who is the target of a successful critical hit from a nimblewright must make a Reflex save DC 35 or be knocked prone as if tripped.

Vulnerabilities A cold effect slows a nimblewright for 3 rounds, and a fire effect stuns it for 1 round.

IRONWYRM GOLEM

CR 18

Awakened

N Large Construct

Draconomicon 165

Init +3; **Senses** Darkvision 60 ft., Low-light Vision; Listen +21, Spot +21

Languages Common, Draconic, Infernal

AC 40, touch 8, flat-footed 40

(-1 Size, -1 Dex, +32 Natural)

hp 260 (40 HD); **DR** 15 / Magic & Adamantine

Immune magic, rust

Fort +15, **Ref** +14, **Will** +14

Speed 30 ft. (6 squares)

Melee Bite +45 (3D10+15) and 2 Claws +45 (2D8+7) and 2 Wings +45 (2D6+7) and Tail Slap +45 (3D8+22)

Space 10 ft.; **Reach** 5 ft.

Base Atk +30; **Grp** +49

Atk Options Power Attack

Special Actions Breath weapon

Abilities Str 41, Dex 8, Con -, Int 8, Wis 13, Cha 19

SA breath weapon

SQ construct traits

Feats Ability Focus (Breath Weapon), Great Fortitude, Improved Initiative, Improved Multiattack, Improved Natural Attack (Bite, Tail Slap), Improved Toughness, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (Bite, Claw, Wing, Tail Slap)

Skills Listen +21, Spot +21

Breath Weapon (Su) 60 ft. Cone, every 1D4 rounds, 20D10 fire, Reflex DC 32 for half damage. The breath weapon remains the same regardless of the dragon spirit contained within.

Immunity to Magic (Ex) An ironwyrms golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A cold effect slows it (as the slow spell) for 3 rounds, with no saving throw. A fire effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it otherwise would deal. For example, an ironwyrms golem hit by a delayed blast fireball cast by a 15th level wizard that would normally deal 52 points of damage instead gains 17 Hit Points. The golem gets no saving throw against fire effects.

Immunity to Rust (Ex) An ironwyrms golem is immune to rust attacks, whether magical or not.

DRAKESTONE GOLEM

CR 16

Awakened

N Large Construct

Draconomicon 163

Init +3; **Senses** Darkvision 60 ft., Low-light Vision; Listen +19, Spot +19

Languages Common, Draconic, Infernal

AC 36, touch 8, flat-footed 36

(-1 Size, -1 Dex, +28 Natural)

hp 192 (35 HD); **DR** 10 / Magic & Adamantine

Immune Magic

Fort +14, **Ref** +11, **Will** +13

Speed 30 ft. (6 squares)

Melee Bite +36 (3D8+11) and 2 Claws +36 (3D6+5) and 2 Wings +36 (2D8+5) and Tail Slap +36 (3D6+16)

Space 10 ft.; **Reach** 5 ft.

Base Atk +26; **Grp** +41

Atk Options Power Attack

Special Actions Petrifying Breath

Abilities Str 33, Dex 8, Con -, Int 8, Wis 13, Cha 15

SA petrifying breath

SQ construct traits

Feats Ability Focus (Breath Weapon), Great Fortitude, Improved Initiative, Improved Multiattack, Improved Natural Attack (Bite, Tail Slap), Improved Toughness, Multiattack, Power Attack, Weapon Focus (Bite, Claw, Wing, Tail Slap)

Skills Listen +19, Spot +19

Breath Weapon (Su) Once every 1D4 rounds, a drakestone golem can exhale a 30 ft. Cone of petrifying gas, Fort DC 29 negates.

Immunity to Magic (Ex) An ironwyrms golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A transmute rock to mud spell slows it (as the slow spell) for 2D6 rounds, with no saving

throw, while transmute mud to rock heals all its lost Hit Points.

SLAUGHTERSTONE BEHEMOTH **CR 15**
Awakened
N Huge Construct (Earth)
Init +4; **Senses** Darkvision 60 ft., low-light Vision; Listen +29, Spot +29

AC 36, touch 8, flat-footed 36 (-2 Size, +28 Natural)
hp 233 (30 HD)
Resist Acid 10, cold 10, electricity 10, fire 10; **DR** 10 / Adamantine; **SR** 24
Fort +12, **Ref** +12, **Will** +12

Speed 20 ft. (4 squares)
Melee 4 Slams +35 (6D6+14, 19-20/x2)
Space 15 ft.; **Reach** 10 ft.
Base Atk +22; **Grp** +44
Atk Options Dazing Blow, Thunder Step
Special Actions Trample 4D6+21

Abilities Str 38, Dex 11, Con -, Int 10, Wis 10, Cha 1
SQ Construct traits, darkvision 60 ft., low-light vision, tunnel fighting
Feats Ability Focus (Dazing Blow), Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Slam)
Skills Listen +29, Spot +29

Dazing Blow (Ex) Any creature struck must succeed on a DC 28 Fortitude save or be dazed for 1 round. The save DC is Wisdom-based.
Thunder Step (Ex) The ponderous step of a slaughterstone behemoth shakes the very earth. Any creature within 5 feet of a slaughterstone behemoth when it moves must succeed on a DC 25 Reflex save or fall prone. The save DC is Wisdom-based.
Trample (Ex) Reflex half DC 38. The save DC is Strength-based.
Tunnel Fighting (Ex) A slaughterstone behemoth has a limited ability to reshape its form to fit into a tight area. It does not take a penalty on attack rolls or to Armor Class when squeezing through a tight space. See page 29 of the *Dungeon Master's Guide* for more information on squeezing through tight spaces.

Begegnung 15: Halle des Majordomus

DEATHDRINKER **CR 18**
CE Huge Outsider (Chaotic Evil, Extraplanar)
Monster Manual 440
Init +6; **Senses** Darkvision 60 ft., *True Seeing*; Listen +30, Spot +30
Aura unlife (10 ft.)
Languages Abyssal, Common

AC 40, touch 10, flat-footed 34 (-2 Size, +2 Dex, +19 Natural, +7 Armor, +4 Shield)
hp 364 (27 HD); **DR** 15 / Good & Lawful
Immune Negative energy, poison
Resist Acid 10, cold 10, electricity 10, fire 10; **SR** 29
Fort +23, **Ref** +17, **Will** +15

Speed 35 ft. (7 squares) in breastplate; base 50 ft.
Melee +3 *Adamantine Longsword* +40/+35/+30/+25 (3D6+14, 17-20/x2)
Space 15 ft.; **Reach** 15 ft.
Base Atk +27; **Grp** +45

Atk Options Cleave, Combat Reflexes, Great Cleave, Power Attack, Quick Draw, 2 x Quicken Spell-like Ability (*Greater Dispel Magic*), aligned strike (Chaotic, Evil), Glory in Slaughter
Combat Gear *Potions of (bear's endurance, cat's grace, heroism, shield of faith +5), Oil of corrupt weapon*
Spell-Like Abilities (CL 20th):
At will— *Air walk (self only), greater dispel magic, greater teleport (self plus 50 pounds of objects only)*

Abilities Str 32, Dex 14, Con 27, Int 10, Wis 11, Cha 11
SQ deathdrink
Feats Cleave, Combat Reflexes, Great Cleave, Improved Critical (Longsword), Improved Initiative, Improved Toughness, Power Attack, 2x Quicken Spell-like Ability (*Greater Dispel Magic*), Weapon Focus (Longsword)
Skills Concentration +38, Hide +21, Intimidate +30, Jump +37, Knowledge (The Planes) +30, Listen +30, Move Silently +29, Spot +30, Survival +0 (+2 on other planes)
Possessions large +2 *Breastplate, Lion's Shield, +1 Amulet of Natural Armor, +3 Adamantine Longsword, Gauntlets of Ogre Power*

Aura of Unlife (Su) Creatures take 2D6 points of damage at the end of each of the deathdrinker's turns if they are within 10 feet of it. This is a negative energy effect. Undead are instead healed of a like amount of damage.
Deathdrink (Su) If a deathdrinker deals enough damage to a creature to kill it, with either its death aura or a melee attack, it instantly heals 1D8 points of damage per HD of the creature killed.
Glory in Slaughter (Ex) A deathdrinker gains a +5 morale bonus on attack rolls, damage rolls, and saving throws for 1 minute after it kills a worthy opponent (a creature with at least 10 HD).
True Seeing (Su) As the spell; continuous; caster level 20th.

MATURE NABASSU **CR 16**
CE Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'Ri)
Fiendish Codex 148
Init +9; **Senses** Darkvision 60 ft.; Listen +25, Spot +25
Languages Abyssal, Common, *Telepathy* 100 ft.

AC 31, touch 15, flat-footed 26 (+5 Dex, +16 Natural)
hp 229 (17 HD); regeneration 5; **DR** 10 / Cold Iron or Good
Immune Electricity, poison
Resist Acid 10, cold 10, fire 10; **SR** 27
Fort +21, **Ref** +15, **Will** +17

Speed 40 ft. (8 squares), Fly 90 ft. (good);
Melee Bite +26 (2D8+9 / 19-20) and 2 Claws +21 (1D8+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +17; **Grp** +26
Atk Options Sneak Attack +6D6
Special Actions *Death-stealing Gaze, Feed, Summon Tanar' Ri, Vampiric Link*
Spell-Like Abilities (CL 17th)
At will— *darkness, enervation (+22 ranged touch), ethereal jaunt, greater dispel magic, greater teleport (self plus 50 pounds of objects only), hold monster (DC 20), obscuring mist, silence (DC 19), true seeing, unholy aura (DC 25), unholy blight (DC 21)*
3/day— *energy drain (+22 melee touch, DC 26), power word "blind"*

Abilities Str 28, Dex 20, Con 28, Int 20, Wis 21, Cha 24
SQ Camouflage, Tanari' Ri traits

Feats Ability Focus (Death-stealing Gaze), Improved Critical (Bite), Improved Initiative, Iron Will, Quicken Spell-like Ability (*Enervation*, *Unholy Blight*)

Skills Balance +9, Bluff +26, Concentration +29, Diplomacy +8, Gather Information +8, Hide +25 (+33 in underground or barren Environments), Intimidate +26, Jump +15, Knowledge (Arcana) +25, Knowledge (Local) +25, Knowledge (Religion) +25, Knowledge (The Planes) +25, Listen +25, Move Silently +25, Spot +25, Tumble +27, Use Magic Device +26

Camouflage (Ex) A mature Nabassu has the ability to change the coloration of its flesh between various shades of black, gray and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-stealing Gaze (Su) 30 feet, Fort DC 26 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the mature Nabassu's Death-stealing gaze dies and is immediately transformed into a Ghoul (MM1 119) under the Nabassu's permanent command. The Death-stealing Gaze has no effect on creatures that are not humanoid. As a Standard Action, a Nabassu can actively use its Gaze to kill a single creature within range, regardless of the creature's type. A creature that fails the DC 26 Fortitude save against the killing gaze is immediately slain. This is a death effect. The save DC for either version is Charisma-based.

Feed (Su) A mature Nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and its life force. To do so, the Nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creature that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the Nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising and resurrecting that requires a part of the corpse.

A *wish*, *miracle* or *true resurrection* can restore a devoured victim to life. A mature Nabassu that devours a humanoid in this fashion gains the effect of a *Death Knell* spell (CL 20th)

Regeneration (Ex) Damage caused by good-aligned weapons deal lethal damage to a Nabassu.

Sneak Attack (Su) A mature Nabassu can make a sneak attack as a rogue, dealing an extra 6D6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the juvenile Nabassu is flanking.

Summon *Tanar'ri* (Sp) Once per day, a mature Nabassu can summon 2d4 Babaus or 1d4 Hezrous with a 70% chance of success, or one Glabrezu with a 30% chance of success. This ability is equivalent of a 7th-level spell (CL 21st).

Vampiric Link (Su) As a standard action, a mature Nabassu can establish a vampiric link between itself and any living creature within 30 feet that it can see. The targeted creature can resist the link with a DC 24 Will save; otherwise the link remains in place until the target moves out of range or the Nabassu targets a different creature. A creature affected by a vampiric link finds that whatever damages the Nabassu, be it with a spell or a weapon, he takes the same amount of damage. Additionally, if the creature targets the Nabassu with a spell, the effect of that spell are duplicated and affect the caster as well, even if the spell fails to penetrate the Nabassu's Spell Resistance or the

Nabassu makes its saving throw. This is a necromantic effect. The save DC is Charisma-based.

BLASPHEME

CR 13

NE Medium Undead

Libris Mortis 85

Init +11; **Senses** Darkvision 60 ft.; Listen +11, Spot +11

Languages Common

AC 30, touch 13, flat-footed 27; Dodge, Mobility (+3 Dex, +17 Natural (incl. *Iron Bones*))

hp 391 (34 HD); **DR** 5 / Slashing

Immune cold

Resist turn resistance +10

Fort +10, **Ref** +18, **Will** +19

Speed 50 ft. (10 squares)

Melee Bite +31 (1D8+18, 19-20/x2 plus Blaspheinous contact)

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

Base Atk +17; **Grp** +30

Atk Options Blaspheinous Contact, Combat Reflexes, Erratic Charge, Power Attack, Spring Attack

Special Actions Destruction Retribution 18D6, Ref DC 15

Abilities Str 32, Dex 16, Con -, Int 5, Wis 16, Cha 10

SQ corpsecrafter, darkvision 60 ft., desecrate, destruction retribution, hardened flesh, inescapable craving, nimble bones, undead traits

Feats Combat Reflexes, Dodge, Great Fortitude, Improved Critical (Bite), Improved Initiative, Improved Natural Attack (Bite), Improved Toughness, Mobility, Power Attack, Spring Attack, Track, Weapon Focus (Bite)

Skills Intimidate +3, Listen +19, Spot +19, Survival +8

Blaspheinous Contact (Su) Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1D6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex) When a blaspheme charges, it can make one turn up to 90 degrees during its movement. All other restrictions on charge still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving A blaspheme has an inescapable craving (see Undead Metabolism section in Chapter 1 of *Libris Mortis*) for Strength, which it satisfies by using its blaspheinous contact ability.

BONEYARD

CR 16

CE Huge Undead

Libris Mortis 89

Init +6; **Senses** Darkvision 60 ft.; Listen +33, Spot +33

Languages Abyssal, Common, Terran

AC 38, touch 10, flat-footed 36

(-2 Size, +2 Dex, +28 Natural (incl. *Iron Bones*))

hp 288 (25 HD), fast healing 10; **DR** 10 / -

Immune cold

Resist turn resistance +10; **SR** 24

Fort +14, **Ref** +14, **Will** +20

Speed 20 ft. (4 squares), fly 60 ft. (good)

Melee Bite +27 (3D8+23, 19-20/x2 plus Bone Subsumption)

Space 15 ft.; **Reach** 10 ft.

Base Atk +12; **Grp** +36

Atk Options Bone Subsumption, Improved Grab, Utter Subsumption

Special Actions Summon Skeletons

Abilities Str 38, Dex 14, Con -, Int 18, Wis 20, Cha 18

SQ corpsecrafter, darkvision 60 ft., desecrate, hardened flesh, inescapable craving, nimble bones, undead traits
Feats Ability Focus (Bone Subsumption), Combat Reflexes, Dodge, Great Fortitude, Improved Critical (Bite), Improved Initiative, Improved Natural Attack (Bite), Improved Toughness, Weapon Focus (Bite)
Skills Balance +30, Climb +30, Hide +30, Jump +33, Listen +33, Move Silently +30, Search +32, Spellcraft +13, Spot +33

Bone Subsumption (Su) Whenever a boneyard successfully bites a foe, the victim must make a DC 28 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2D4 points of damage to Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure (so it works on many undead, but it is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex) To use this ability, a boneyard must hit a large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving A boneyard has an inescapable craving (see Undead Metabolism section in Chapter 1 for *Libris Mortis*) Bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su) A boneyard can summon undead creatures from its own bones once per day: 3-6 troll skeletons or 2-4 young adult red dragon skeletons. The undead arrive in 1D10 rounds and serve for 1 hour or until they are absorbed back into the boneyard.

Utter Subsumption (Su) If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

GHAIST MOB

CR 8

CE Gargantuan Undead

Dungeon Masters Guide 259

Init +12; **Senses** Darkvision 60 ft.; Listen +15, Spot +15

Languages Common

Weakness Diet Dependent (Flesh)

AC 18, touch 10, flat-footed 18

(-4 Size, +4 Dex, +8 Natural)

hp 345 (30 HD)

Immune Cold, undead immunities

Resist turn resistance +12

Fort +11, **Ref** +15, **Will** +19

Speed 20 ft. (4 squares)

Melee Mob (5D6+2 plus paralysis)

Space 20 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** +34

Atk Options Expert grappler, paralysis, stench, trample
2D6+6

Abilities Str 21, Dex 18, Con -, Int 10, Wis 10, Cha 10

SA ghoul fever, paralysis, stench

SQ corpsecrafter, desecrate, diet dependent (flesh), hardened flesh, mob anatomy, nimble bones, undead traits

Feats Ability Focus (Ghoul Fever, Paralysis, Stench), Contagious Paralysis, Dodge, Elusive Target, Improved Bull Rush^B, Improved Initiative, Improved Natural Attack (Mob), Improved Overrun^B, Improved Paralysis, Improved Toughness, Mobility
Skills Balance +19, Climb +19, Hide +7, Jump +20, Move Silently +19, Listen +15, Search +15, Spot +15

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Ghoul Fever (Su) Disease—bite, Fortitude DC 27, 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.

Mob Anatomy (Ex) A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, or bull rushed. Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 Hit Points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never results in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as a splash weapon and evocation spells. Although mobs are treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 Hit Points. To determine if a specific individual's fate, simply roll 1D100; a result of 01-30 indicates death, 31-60 indicates the victim is reduced to 0 Hit Points, and a roll of 61-100 indicates the victim escapes relatively unscathed.

Paralysis (Ex) Those hit by a ghoul's bite or claw attack must succeed on a DC 31 Fortitude (first hit only, others are DC 27) save or be paralyzed for 1d4+1 rounds. Even elves can be affected by 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 27 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.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of the occupied squares can trample the creature. A trampled creature takes damage equal to 2D6 + 1 ½ times the mob's strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 30) to take half damage.

Begegnung 16: Halle des Blutes

ANGEL OF DECAY

CR 17

Evolved & Spellstitched
CE Large Undead

Libris Mortis 83, 99, *Complete Arcane* 161

Init +6; **Senses** Darkvision 60 ft.; Listen +29, Spot +29

Languages Abyssal, Celestial, Common

AC 42, touch 16, flat-footed 39

(-1 Size, +2 Dex, +20 Natural (incl. *Iron Bones*), +6 Armor, +5 Deflection)

hp 247 / 265 with *False Life* (26 HD), fast healing 3; **DR** 10 / Adamantine & Magic

Immune ability drain & damage, critical hits, death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, stunning

Resist turn resistance +12; **SR** 26

Fort +17, **Ref** +19, **Will** +27

Speed 30 ft., fly 50 ft. (poor)

Melee 2 Claws +28 (3D6+16) and 2 Wing slams +26 (1D6+9) plus rotting touch

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

Base Atk +13; **Grp** +33

Attack Options Rotting Aura, Rotting Touch, Spell-like Abilities

Spell-like Abilities per day (CL 26th):

3 / day – *ray of enfeeblement*, (+16 ranged touch) *scorching ray* (+16 ranged touch)

1 / day – *acid fog*, ~~*death armor*~~, ~~*death throes*~~, *evard's black tentacles*, ~~*false life*~~, ~~*greater mage armor*~~, *greater dispel magic*, *lesser orb of sound* (+16 ranged touch), *night's caress*, (+28 melee touch) *orb of force* (+16 ranged touch), *plane shift*, ~~*undead toreh*~~

Abilities Str 39, Dex 14, Con -, Int 20, Wis 20, Cha 20

SQ darkvision 60 ft., desecrate, fast healing 3, undead traits, unholy grace

Feats Ability Focus (Rotting Aura, Rotting Touch), Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack

Skills Concentration +30, Diplomacy +7, Hide +18, Knowledge (Arcana) +26, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Rotting Aura (Su) When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 30 Reflex saving throw each round or take 5D6 points of damage (half that on a successful save) as it's flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 30 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim. The save DC is Charisma-based.

Rotting Touch (Su) An angel of decay that hits a single foe with more than one attack in one round rots it's opponents flesh. This effect automatically deals 1D6+6 points of damage and heals the angel of decay 5 points of damage.

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

DRACO MORTIS DOMINUS

CR 19

Male Mature Adult 5-Headed Fang Dragon Dracolich
LE Gargantuan Undead

Draconomicon 146, 159, *Savage Species* 121

Init +4; **Senses** Blindsight 60 ft., Darkvision 120 ft., Keen Senses; Listen +42, Spot +42

Aura Frightful Presence 210 ft. (Will DC 27), Evil (overwhelming)

Languages Abyssal, Celestial, Common, Draconic, Infernal

AC 53, touch 9, flat-footed 53

(-4 Size, +2 Dex, +36 Natural (incl. *Iron Bones*), +4 Armor, +1 Deflection, +4 Shield)

hp 276 (29 HD); **DR** 10 / Magic & Bludgeoning

Immune Cold, electricity, mind-affecting spells and effects, polymorph, poisons, sleep effects, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, fatigue, exhaustion, Fortitude-spells (unless it effects Objects) and massive damage

Resist +10 turn resistance; **SR** 26

Fort +20, **Ref** +20, **Will** +22

Speed 60 ft. (12 square), fly 120 ft. (poor)

Melee 5 Bites +41 (8D6+16 plus 1D6 cold plus paralyzing) and 2 Claws +41 (3D8+9 plus 1D6 cold plus paralyzing) and 2 Wings +41 (3D6+9 plus 1D6 cold plus paralyzing) and Tail Slap +41 (3D8+23 plus 1D6 cold plus paralyzing)

Space 20 ft.; **Reach** 20 ft. (15 ft. with Claws)

Base Atk +29; **Grp** +55

Attack Options Ability drain, control undead, frightful presence, increased damage, paralyzing gaze, paralyzing touch, trip

Special Actions Rend 6D8+23, Spell-like Abilities

Sorcerer Spells known (CL 5th):

2nd (5) – *bull's strength*, *eagle's splendor*

1st (7) – *mage armor*, *protection from good*, *shield*, *true strike*

0th (6) – *dancing lights*, *message*, *mage hand*, *ray of frost*, *resistance*

Spell-like Abilities (CL 7th)

At will – *detect magic*, *read magic*

2 / day – *shield*

1 / day – *dispel magic*, *spell turning*

Abilities Str 38, Dex 14, Con -, Int 14, Wis 18, Cha 16

SQ Blindsight 60 ft., desecrate, dragon traits, frightful presence 210 ft., immunities, invulnerability, multiheaded, sound imitation, undead traits

Feats Ability Focus (Paralyzing Touch), Combat Expertise, Combat Reflexes^B, Curling Wave Strike, Great Fortitude, Improved Initiative^B, Improved Multiattack^B, Improved Natural Attack (Bite),

Improved Toughness, Improved Trip, Multattack^B, Power Attack, Rend, Snatch

Skills Concentration +35, Escape Artist +34, Intimidate +27, Listen +42, Search +25, Sense Motive +32, Spellcraft +25, Spot +42, Use Magic Device +31

Possessions 3 *Scrolls (Teleport)*, 2 *Scrolls (Freedom of Movement)*, *Scroll (Greater Spell Immunity: Bolt of Glory, Ray of Enfeeblement, Scorching Ray, Sunbeam)*, *Ring of Counterspells (Greater Dispel Magic)*, +1 *Ring of Protection*

Ability Drain (Su) Draco Mortis Dominus has no breath weapon but his bite drains 1D8 points of Constitution. A DC 27 Fortitude save negates this damage.

Control Undead (Sp) Once every 3 days Draco Mortis Dominus can use *control undead* as the spell (CL 15th). He cannot cast any other spells while this ability is in effect.

Frightful Presence (Ex) 210 ft. range; DC 27 Will save negates. Creatures with less than 4 HD are panicked for 4D6 rounds and those with 5 or more HD are shaken for 4D6 rounds.

Invulnerability If Draco Mortis Dominus is slain, his spirit immediately returns to his phylactery. If no dragon-type corpse lies within 90 ft. for the spirit to possess he is trapped in the phylactery until such a time – if ever – that a corpse becomes available. Destroying the phylactery destroys Draco Mortis Dominus.

Increased Damage (Ex) Draco Mortis Dominus claws, teeth and scales are so sharp that he deals damage as if he were a colossal dragon.

Multiheaded (Ex) Having a redundant head makes a creature more able to survive otherwise lethal attacks. Severing a head requires hitting the creature's neck (same AC as creature) with a slashing weapon and dealing 100 points of damage. The player must declare an attack against Draco Mortis Dominus' neck before making the attack roll. If the head is severed, a natural reflex seals the neck shut to prevent further blood loss and Draco Mortis Dominus can no longer attack with its severed head (which does not grow back naturally).

Paralyzing Gaze (Su) 40 ft. range; DC 27 Will save negates. If the save is successful the target is forever immune to Draco Mortis Dominus' gaze. If it fails the victim is paralyzed for 2D6 rounds.

Paralyzing Touch (Su) A creature struck by any of Draco Mortis Dominus physical attacks must make a DC 29 Fortitude save or be paralyzed for 2D6 rounds. A successful saving throw against this effect does not confer any immunity from subsequent attacks.

Sound Imitation (Ex) Draco Mortis Dominus can mimic any voice or sound he has heard anytime he likes. Listeners must succeed on a DC 27 Will save to detect the ruse.

Tail Sweep (Ex) This special attack allows a dragon of at least Gargantuan size to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC 27).

Trip (Ex) If Draco Mortis Dominus hits with a claw or tail attack he can attempt to trip his opponent as a free

action. If his attempt fails, his opponent cannot attempt to trip him.

ANGEL OF DECAY

CR 16

Evolved

CE Large Undead

Libris Mortis 83, 99

Init +6; **Senses** Darkvision 60 ft.; Listen +29, Spot +29

Languages Abyssal, Celestial, Common

AC 39, touch 16, flat-footed 37

(-1 Size, +2 Dex, +19 Natural (incl. *Iron Bones*), +5 Deflection, +4 Armor)

hp 250 (26 HD), fast healing 3; **DR** 10 / Adamantine & Magic

Immune ability drain & damage, critical hits, death effects, disease, mind-affecting effects, paralysis, poison, sleep effects, stunning

Resist turn resistance +10; **SR** 25

Fort +14, **Ref** +18, **Will** +26

Speed 30 ft., fly 50 ft. (poor)

Melee 2 Claws +28 (3D6+16) and 2 Wing slams +26 (1D6+9) plus rotting touch

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

Base Atk +13; **Grp** +32

Attack Options Rotting Aura, Rotting Touch

Spell-like Abilities per day (CL 26th):

1 / day – *greater dispel magic*

Abilities Str 39, Dex 14, Con -, Int 20, Wis 20, Cha 20

SQ darkvision 60 ft., desecrate, fast healing 3, undead traits, unholy grace

Feats Ability Focus (Rotting Aura, Rotting Touch), Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (Claw), Improved Toughness, Multiattack, Power Attack

Skills Concentration +30, Diplomacy +7, Hide +18, Knowledge (Arcana) +26, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Rotting Aura (Su) When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 30 Reflex saving throw each round or take 5D6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 30 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round.

In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim. The save DC is Charisma-based.

Rotting Touch (Su) An angel of decay that hits a single foe with more than one attack in one round rots its opponents flesh. This effect automatically deals 1D6+8 points of damage and heals the angel of decay 5 points of damage.

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

Anhang 9: Verbündete NSC's

SIR BELGARDIAN DEADBANE **CR 19**
Male Human (Oeridian) Half-Celestial Paladin 6 / Hunter of the Dead 10
LG Medium Outsider (Lawful, Good, Extraplanar, Augmented Humanoid)
Monster Manual 144, *Complete Warrior* 42
Init +3; **Senses** Darkvision 60 ft., *Detect Evil*, *Detect Undead*, Listen +4, Spot +4
Aura Aura of Good (60 ft., overwhelming), Aura of Courage (10 ft.)
Languages Abyssal, Celestial, Common, Draconic, Infernal

AC 31, touch 16, flat-footed 28
(+3 Dex, +1 Natural, +14 Armor, +3 Deflection)
hp 232 (16 HD); **DR** 10 / Magic
Immune disease
Resist Acid 10, cold 10, electricity 10; **SR** 26
Fort +31, 35 vs. Poison, **Ref** +17, **Will** +19

Speed 20 ft. (4 squares), fly 60 ft. (good)
Melee +2 *Holy Bane (Undead) Greatsword*
+24/+19/+14/+9 (2D6+12, 19-20/x2)
Ranged mighty (+6 Str) Composite Longbow
+20/+15/+10/+5 (1D8+7, Crit x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +16; **Grp** +22
Attack Options *Smite Evil* 1/day (+10 to hit, +16 damage),
Smite Evil 4/day (+10 to hit, +6 to damage), *Smite Undead* 3/day (+4 to hit, +10 to damage), *Spell-like Abilities*, Turn Undead 17/day, *True Death*
Special Actions *Lay on Hands*, *Positive Energy Burst*
Combat Gear *Potions of barkskin* +5, *heroism*, *lesser restoration* (5), *oil of greater magic weapon* +5
Hunter of the Dead Spells prepared (CL 10th):
4th (2) – *freedom of movement* (2)
3rd (3) – *cure serious wounds* (2), *searing light*
2nd (3) – *bull's strength*, *lesser restoration* (2)
1st (3) – *cure light wounds*, *hide from undead*, *remove fear*
Paladin Spells prepared (CL 6th):
1st (2) – *bless weapon*, *divine sacrifice*
Spell-like Abilities (CL 16th)
At will – *daylight*
3 / day – *holy aura* (DC 28), *protection from evil*
1 / day – *aid*, *bless*, *cure serious wounds* (DC 23), *detect evil*, *dispel evil*, *hallow*, *holy smite* (DC 24), *holy word* (DC 27), *mass charm monster* (DC 28), *neutralize poison*, *remove disease*
Possessions +2 *Mithral Full Plate of Ghost- & Deathwarding*, +2 *animated heavy steel shield*, +3 *Ring of Protection*, +2 *Holy Bane (Undead) Greatsword*, +1 *silvered Heavy Mace*, +6 *Cloak of Charisma*, +6 *Amulet of Health*, *Hat of Disguise*, mighty (+6 STR) Composite Longbow, *Leather Quiver*, +1 *alchemical Silver Arrows* (20), *Wand of Cure Critical Wounds* (25), Backpack, Trail Rations (7), Waterskin (full), one Sprig Wolfsbane, wooden Mallet, 12 wooden Stakes, one pound Garlic, small silver Mirror, Vials of Holy Water (10), golden True Holy Symbol of Heironeous

Abilities Str 22, Dex 16, Con 28, Int 16, Wis 18, Cha 30
SQ Aura of Courage, Aura of Good, Darkvision 60 ft., Detect Evil, Detect Undead, Divine Grace, Divine Health, Immunity to Disease, Lay of Hands 60 HP, Remove Disease 1 / week, Sealed Life, Special Mount, Spurn Death's Touch

Feats Battle Blessing, Divine Might, Divine Shield, Divine Vigor, Extra Smiting, Extra Turning, Power Attack, Sacred Healing
Skills Concentration +18, Diplomacy +29, Heal +18, Knowledge (Nobility & Royalty) +8, Knowledge (Religion) +22, Ride +22, Sense Motive +20

Detect Undead (Sp) At will, Belgardian can use *detect undead* as if casting the spell of the same name.
Positive Energy Burst (Su) At the cost of two normal turning attempts, Belgardian can use a standard action to create a positive energy burst that deals 10D6 points of damage to all undead within 20 feet. Undead are allowed a Reflex save DC 30 for half damage.
Sealed Life (Su) Belgardian cannot lose levels, due to energy drain effects (although death still results in level loss, as do other level- or experience-draining effects).
Smite Undead (Su) Once per day, Belgardian can attempt to smite undead with one normal melee attack. He adds his Wisdom modifier to his attack roll and deals 1 extra point of damage per level. If he accidentally smites a creature that is not undead, the smite has no effect but it is still used up for the day. A Paladin / Hunter of the Dead can both smite evil and smite undead in the same day, potentially against the same target (if it's an evil undead).
Spurn Death's Touch (Ex) Belgardian applies his Wisdom modifier as an additional bonus on all saving throws against effects and spells used by undead. This bonus stacks with the Wisdom modifier already applied to Will saves.
True Death (Su) Undead slain by Belgardian, either by melee attacks or spells, can never rise again as undead. They are forever destroyed.

MASTER THORN **CR 16**
Male Dwarf Fighter 4 / Cleric of Moradin 5 / Church Inquisitor 7
LG Medium Humanoid (Dwarf)
Complete Divine 26
Init +1; **Senses** Darkvision 60 ft., *Detect Evil*, Listen +7, Spot +7
Languages Abyssal, Common, Dwarven

AC 26, touch 11, flat-footed 25
(+1 Dex, +11 Armor, +4 Shield)
hp 166 (16 HD); **DR** 2 / -
Immune Charms and compulsions
Fort +15 (+17 vs. poison), **Ref** +7, **Will** +18

Speed 20 ft. (4 squares)
Melee +3 *Keen Dwarven Waraxe* +20/+15/+10 (1D10+12, 19-20/x3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +15
Special Atks +4 on dispel checks, turn undead 4/day
Special Actions Force shapechange
Cleric Spells prepared (CL 16th):
Domains: Inquisition, War
6th (4) – *blade barrier*^P, *greater dispel magic* (2), *heal*
5th (5) – *cure light wounds* - *mass*, *flame strike* (DC 21), *righteous wrath of the faithful* (2), *true seeing*^P
4th (5) – *death ward*, *divine power*^P, *freedom of movement*, *recitation*, *mass shield of faith*

3rd (7) – *cure serious wounds, dispel magic (2), ghost touch weapon, magic vestment^P, mass aid (2)*
 2nd (7) – *bear's endurance, close wounds, cure moderate wounds (2), divine protection, ghost touch armor, spiritual weapon^P*
 1st (8) – *cure light wounds (2), divine favor (2), magic weapon^P, shield of faith (3)*
 0 (6) – *cure minor wounds (3), detect magic, mending, resistance*
Spell-like Abilities (CL 16th)
 At will – *detect evil*

Abilities Str 20, Dex 12, Con 18, Int 10, Wis 25, Cha 12
SQ Dwarven traits, pierce disguise, pierce illusions, +4 on dispel checks, +2 on saves vs. Spells and spell-effects
Feats Combat Casting, Power Attack^B, Practiced Spellcaster, Skill Focus (Weapon- & Armsmithing), Titan Fighting^B, Weapon Focus (Dwarven Waraxe)^D, Weapon Specialization (Dwarven Waraxe)^D
Skills Concentration +19, Craft +12, Heal +11, Knowledge (Arcana) +5, (Religion) +5, Sense Motive +12, Spellcraft +7
Possessions +3 Adamantine Full Plate, +2 heavy Mithral Shield, +3 Keen Dwarven Waraxe, +1 silvered Heavy Mace, Greater Truedeath Crystal, +4 Gloves of Dexterity, +6 Periapt of Wisdom, +6 Girdle of Giant Strength, Staff of Life (8), lesser Hammer of Craftsmanship, Scroll (Greater Magic Weapon, CL 15th), golden Holy Symbol of Moradin, Backpack, Trail Rations (10), Wineskin (full)

Detect Evil (Sp) Master Thorn can use *detect evil* at will as a spell-like ability.

Force Shapechange (Su) Master Thorn can force a creature into its natural form. He must make a successful melee touch attack against the creature. If the attack is successful, Master Thorn makes a caster level check as if casting *dispel magic* against the shapechanging effect. The church inquisitor's +4 bonus on dispel checks (the Inquisition domain granted power) applies to this check. This ability undoes the effect of *alter self*, *polymorph*, *shapechange*, and alternate form abilities, whether exceptional, spell-like, or supernatural in nature. The affected creature cannot change its shape again for 1D6 rounds. Master Thorn can use this ability at will.

Immune to Charms (Ex) Master Thorn is immune to all enchantment charm spells and effects.

Immune to Compulsions (Ex) Master Thorn is immune to all compulsion spells and effects.

Pierce Disguise (Ex) Master Thorn has a +4 competence bonus on Spot checks against the Disguise skill.

Pierce Illusion (Su) Master Thorn has the supernatural ability to penetrate illusions and disguises at will. Whenever an inquisitor sees an illusion or disguise spell of any sort, he immediately makes a Will save to see through it. He need not interact with or touch the illusion, visual contact is enough to give the Will save.

SIR PELLIDON VON RALSAND **CR 16**
 Male Human Fighter 10 / Knight Protector of the Great Kingdom 6
 LG Medium Humanoid (Oeridian)
Complete Warrior 55
Init +3; **Senses** Listen +6, Spot +15
Aura *Shining Beacon* (10 ft., +4 on all saving throws vs. Fear)
Languages Common

AC 31, touch 17, flat-footed 28
 (+3 Dex, +10 Armor, +4 Deflection, +4 Natural)
hp 231 (16 HD)
Fort +17, **Ref** +8, **Will** +12

Speed 30 ft. (6 squares)
Melee +4 *Holy Cold Iron Greatsword* +30/+25/+20/+15 (2D6+17 plus 2D6 holy damage, 17-20/x2)
Ranged *mighty* (+6 STR) +1 *Composite Longbow* +20/+15/+10/+5 (1D8+7 / Crit x3)

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

Base Atk +16 **Grp** +22

Attack Options Cleave, Combat Reflexes, Great Cleave, Supreme Cleave

Special Actions Best Effort +3, Defensive Stance +3, Elusive Target, No Mercy 1

Combat Gear *Potions of (barkskin +5, fly, haste, heroism, shield of faith +5, silversheen (2))*

Abilities Str 22, Dex 16, Con 26, Int 14, Wis 14, Cha 18
SQ Defensive Stance +3, Shining Beacon, Best Effort +3, Iron Will

Feats Cleave^B, Combat Reflexes^B, Dodge, Elusive Target, Great Cleave, Greater Weapon Focus (Greatsword), Improved Critical (Greatsword)^B, Iron Will^B, Melee Weapon Mastery (Greatsword), Mobility, Mounted Combat, Power Attack^B, Weapon Focus (Longsword)^B, Weapon Specialization (Greatsword)^B

Skills Diplomacy +16, Handle Animal +9, Intimidate +16, Knowledge (Nobility & Royalty) +12, Knowledge (Religion) +5, Listen +6, Ride +15, Spot +15, Survival +5

Possessions +2 Mithral Full Plate of Moderate Fortification, +4 Ring of Protection, Shirt of the Defender, +6 Amulet of Health, +4 Holy Cold Iron Greatsword, +1 Heavy Lance, +1 mighty (+6 Str) *Dispelling Composite Longbow*, Leather Quiver, +1 Arrows (8), Adamantine Arrows (6), silvered Arrows (6), Gauntlets of Ogre Power, Boots of Striding & Springing, Vials of Holy Water (5), Mallet, 6 wooden Stakes, 1 pound Garlic, Sprigs Wolfsbane (3), small silver Mirror, Bedroll, golden Holy Symbol of Heironeous

Best Effort (Ex) The daunting nature of the knight protector's goals often requires special focus of effort. A knight protector gains a +3 bonus on any skill check he makes, once per day. He must declare that he is using this ability before he makes the skill check.

Defensive Stance (Ex) At the start of any turn when a knight protector is within 5 ft. of an ally who has fewer Hit Dice than he does, the knight protector can transfer up to 3 points of Armor Class to the ally (making his own Armor Class worse by the same number).

No Mercy (Ex) A knight protector gains the ability to make one extra attack of opportunity per round (as if he had the Combat Reflexes feat and a Dexterity modifier of +1).

Shining Beacon (Su) A knight protector is the physical and spiritual embodiment of high ideals. All his allies gain a +4 morale bonus on saves against fear effects when they stand within 10 ft. of the knight protector. If the knight protector is paralyzed, unconscious, or otherwise rendered helpless, his allies lose this bonus.

Supreme Cleave (Ex) A knight protector can take a 5 ft. step between attacks when using the Cleave or Great Cleave feat.

Anhang 10: Neues Regelmateriale

Neue Talente

Accelerate Metamagic (General)

Excerpted from *Races of the Dragon*

You can apply a selected metamagic feat to your spells more quickly than normal.

Prerequisites: Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells.

Benefit: Choose a metamagic feat you know. You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

Normal: Without this feat, metamagic spells with a normal casting time of 1 standard action take a full-round action for spontaneous casters. Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

Special: You can gain Accelerate Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

Battle Blessing (General)

Excerpted from *Complete Champion*

You can cast spells more quickly than usual in the heat of battle.

Prerequisites: Ability to cast paladin spells.

Benefit: You can cast most of your paladin spells faster than normal. If the spell normally requires a standard action, you can cast it as a swift action. If it normally requires a full round to cast, you can cast it as a standard action. Spells with longer or shorter casting times are not affected by this feat.

Bounding Assault (General)

Excerpted from *Players Handbook 2*

You can move and attack with superior speed and power.

Prerequisites: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +12.

Benefit: When using the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke an attack of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

Close-Quarters Fighting (General)

Excerpted from *Complete Warrior*

You are skilled at fighting at close range and resisting grapple attempts.

Prerequisites: Base attack bonus +3

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple unless it has the Improved Grapple feat or a special ability such as Improved Grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you extra attacks of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

Normal: Creatures with Improved Grapple, Improved Grab, or similar feat or special abilities do not provoke attacks of opportunity when they attempt to start a grapple.

Special: A fighter may select this feat as one of his fighter bonus feats.

Contagious Paralysis [Monstrous]

Excerpted from *Libris Mortis*

Your paralyzing attack is contagious.

Prerequisite: Paralysis as an extraordinary or supernatural ability.

Benefit: Any creature paralyzed by your special attack can confer paralysis to other creatures that touch it. Any creature touching a creature that you have paralyzed is immediately affected as if you had delivered a paralyzing attack upon it (using the same save DC to resist, if allowed). If a creature successfully saves against your contagious paralysis attack, it can't be affected by your attack for 24 hours.

Corpsecrafter (General)

Excerpted from *Libris Mortis*

Undeads you raise or create are tougher than normal.

Benefit: Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.

Curling Wave Strike

Excerpted from *Stormwrack*

Mimicking the forceful power of the wave, you can trip multiple foes as part of the same strike.

Prerequisite: Dex 13, Improved Trip

Benefit: If you trip an opponent in melee combat, you can immediately make another trip attempt against another foe within reach at the same total attack bonus as the first trip attack. This replaces the free attack you would normally get against the tripped opponent (from the Improved Trip feat). If you successfully trip a second opponent, you do not get a free attack against that opponent. You can use this feat only once per round.

Normal: A character with Improved Trip who trips an opponent in a melee gets a free attack against that opponent.

Dark Speech (Vile)

Excerpted from *Book of Vile Darkness*

The character learns a smattering of the language of truly dark power.

Prerequisite: Base Will save bonus +5, Int 15, Cha 15.

Benefit: The character can use the Dark Speech to bring loathing and fear to others, to help cast evil spells and create evil magic items, and to weaken physical objects (see Dark Speech in Chapter 2 of the *Book of Vile Darkness*).

Normal: Attempting to utter a word of the Dark Speech always ends in immediate death for a speaker who is not trained in its dark power. Fortunately, it is impossible to make someone use the Dark Speech if he or she is unwilling, because the language's pronunciation is so exacting.

Special: The character gains a +4 circumstance bonus on saving throws made when someone uses the Dark Speech against him or her.

Destruction Retribution (General)

Excerpted from *Libris Mortis*

Undeads you raise or create harbour a retributive curse that is unleashed if they are destroyed.

Prerequisite: Corpsecrier

Benefit: Each undead you raise or create with any necromancy spell releases a burst of negative energy upon its destruction, dealing 1d6 points of damage plus an additional 1d6 points per 2 Hit Dice to every creature within a 10-foot spread. (Reflex DC 15 half). This damage comes from negative energy, and it therefore heals undead creatures

Disciple of Darkness (Vile)

Excerpted from *Book of Vile Darkness*

The character formally supplicates himself to an archdevil. In return for his obedience, he gains a small measure of power.

Benefit: Once per day, while performing an evil act, the character may call upon his diabolic patron to add a +1 luck bonus on any one die roll.

Special: Once a character takes this feat, he may not take it again; he may not be the disciple of more than one devil. Nor may he take the Thrall to Demon feat.

Divine Might (Divine)

Excerpted from *Complete Warrior*

You can channel energy to increase the damage you deal in combat.

Prerequisite: Str 13, turn or rebuke undead ability, Power Attack

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage rolls for 1 full round.

Divine Shield (Divine)

Excerpted from *Complete Warrior*

You can channel energy to make your shield more effective for either offense or defense.

Prerequisite: Turn or rebuke undead ability, proficiency with a shield.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to channel energy into your shield, granting it a bonus equal to your Charisma modifier. This bonus applies to the shield's bonus to Armor Class and lasts a number of rounds equal to half your character level.

Divine Vigor (Divine)

Excerpted from *Complete Warrior*

You can channel energy to increase your speed and durability.

Prerequisite: Turn or rebuke undead ability

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base land speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Endure Sunlight (Monstrous)

Excerpted from *Libris Mortis*

Your vulnerability to sunlight is reduced.

Prerequisite: Sunlight powerlessness or sunlight-related weakness.

Benefit: You can resist all dangerous effects of sunlight for a number of rounds equal to 1 + Charisma-modifier (minimum 1 round). After this time, if you are still

exposed to sunlight, you take the normal effects as appropriate for your kind.

Enhance Spell (Epic)

Excerpted from *Complete Arcane*

Prerequisites: Maximize Spell.

Benefit: The damage cap for your spells increase by 10 dice for spells that deal a number of dice of damage equal to your caster level (such as *fireball*) or by 5 dice for spells that deal a number of dice of damage equal to half your level (such as *searing light*). An enhanced spell uses up a spell slot four levels higher than the spell's actual level (or as modified by any other metamagic feats). This feat has no effect on spells that don't specifically deal a number of dice of damage equal to your level or half your level, even if the spell's effect is otherwise dictated by your level. Thus, it has no effect on *magic missile* (though your level determines how many missiles you fire), *Melf's acid arrow* (though your level indicates how many rounds the acid deals damage), or *produce flame* (Though you add your level to the base 1D4 points of damage dealt).

Elusive Target (Tactical)

Excerpted from *Complete Warrior*

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

Prerequisite: Dodge, Mobility, base attack bonus +6

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

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

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

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

Extended Reach (Monstrous)

Excerpted from *Savage Species*

Your flexible body allows you to reach farther than normal.

Prerequisite: Small or larger size, nonrigid body or nonrigid attack from such as a tentacle, feeler, or pseudopod.

Benefit: Your body or part of your body with which you can deliver a melee attack is boneless and flexible, allowing you to threaten a larger than normal area with melee attacks. Add +5 feet to your normal reach.

Extra Smiting (General)

Excerpted from *Complete Warrior*

You can make more smite attacks.

Prerequisite: Smite ability, base attack bonus +4

Benefit: When you take this feat, you gain two extra attempts to smite per day. Use whatever smite ability you

have (the paladin's smite evil ability or the hunter of the dead ability to smite undead, for example).

Special: You can take this feat multiple times. Its effects stack.

Ghostly Grasp (Monstrous)

Excerpted from *Libris Mortis*

You can handle corporeal objects even while incorporeal.

Prerequisite: Cha 15, incorporeal subtype.

Benefit: You can wear, wield, and otherwise use corporeal items as though you were not incorporeal.

Special: Without this feat, an incorporeal creature can only wear or wield items that have the *ghost touch* special ability.

Hardened Flesh (General)

Excerpted from *Libris Mortis*

Undeads you raise or create can better handle themselves in fight.

Prerequisite: Corpsecrafter

Benefit: Every undead you raise or create with any necromancy spell gains a +2 natural armor bonus to Armor Class.

Improved Buckler Defense (General)

Excerpted from *Complete Warrior*

You can attack with an off-hand weapon while retaining a buckler's shield bonus to your Armor Class.

Prerequisite: Shield Proficiency

Benefit: When you attack with a weapon in your off hand, you may still apply your buckler's shield bonus to your Armor Class.

Normal: Without this feat, a character wielding a buckler who attacks with an off-hand weapon loses the buckler's shield bonus to AC until his or hers next turn.

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

Improved Combat Expertise (General)

Excerpted from *Complete Warrior*

You have mastered the art of defense in combat.

Prerequisite: Int 13, Combat Expertise, base attack bonus +6

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack roll and add to your AC can be any number that does not exceed your base attack bonus.

Normal: With Combat Expertise, the number can be no greater than +5

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

Improved Multiattack (Monstrous)

Excerpted from *Dracomonicon*

You are particularly adept at using all of your natural weapons at once.

Prerequisite: Three or more natural weapons, Multiattack

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or -2 if you have the Multiattack feat).

Improved Paralysis [Monstrous]

You are better at paralyzing your victims.

Prerequisites: Undead type, paralysis special ability, Ability Focus (paralysis).

Benefit: When your natural attacks threaten to paralyze your foe, add a +4 bonus to the save DC.

Improved Rapid Shot (General)

Excerpted from *Complete Warrior*

You are an expert at firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attacks.

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

Improved Scent (General)

Excerpted from *Savage Species*

You can detect and track creatures by smell at greater distances than normal.

Prerequisite: Scent ability.

Benefit: You can detect approaching enemies and sniff out hidden foes within 50 feet. For strong scents, such as smoke or rotting garbage, double these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Normal: Without this feat, you can detect creatures by smell only within 30 feet.

Improved Toughness (General)

Excerpted from *Complete Warrior*

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2

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

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

Large and in Charge (General)

Excerpted from *Draconomicon*

You can prevent opponents from closing inside your reach.

Prerequisite: Natural reach of 10 feet or more, size Large or larger.

Benefit: When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther this round.

Lifesense (Monstrous)

Excerpted from *Libris Mortis*

You see the light that all living creatures emit.

Prerequisite: Cha 13, Con – (no Con score)

Benefit: In addition to any normal light that might be present, your surroundings are illuminated by roving points of brightness created by living creatures. To your eyes, a Medium or smaller creature gives off life force sufficient to provide bright illumination in a 60-foot radius, revealing itself and all features and objects in range

to your life-adapted sight. This life-light behaves like regular light – you can't see into solid objects, or pass solid walls.

A large creature gives off life-light in a 120-foot radius, and the radius doubles again for each additional size category larger than Medium, up to a maximum radius of 960 feet for a Colossal creature.

Melee Weapon Mastery (General)

Excerpted from *Player's Handbook 2*

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

Prerequisite: Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +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 selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

Special: You can select this feat more than once. Each time you can select a new damage type. A fighter may select Melee Weapon Mastery as one of his fighter bonus feats.

Mobile Spellcasting (General)

Excerpted from *Complete Adventurer*

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action (You can't use this ability to cast a spell that takes longer than 1 standard action to cast). If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creature who threaten you at any point of your movement. You can cast defensively while using the feat, but doing so increases the Concentration DC to 25 + spell level.

Monkey Grip (General)

Excerpted from *Complete Warrior*

You are able to use a larger weapon than other people of your size.

Prerequisite: Base attack bonus +1

Benefit: You can use melee weapons one size category larger than you are with a -2 penalty on the attack roll, but the amount of effort it takes you to use the weapon does not change. For instance, a large Longsword (a one-handed weapon for a Large creature) is considered a two-handed weapon for a Medium creature that does not have this feat. For a Medium creature who has this feat, it is still considered a one-handed weapon. You can wield a larger light weapon as a light weapon, or a larger two-handed weapon in two hands. You cannot wield a larger weapon in your off hand, and you cannot use this feat with a double weapon.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a larger one-handed weapon is considered a two-handed

weapon, and you cannot use a larger two-handed weapon at all.

Mother Cyst (General)

Excerpted from *Libris Mortis*

You gain the ability to cast necrotic cyst spells by growing a cyst of your own.

Prerequisite: Caster level 1st, Knowledge (Religion) 2 ranks

Benefit: You grow an internal cyst of undead flesh called a mother cyst. This cyst may be noticeable as a discoloured swelling on your skin, if desired. The mother cyst is slightly painful, but otherwise isn't harmful. The mother cyst grants you access to a selection of cyst-related spells listed below. You cast these spells like any other spell you can cast, once you host a mother cyst (if you are a caster who prepares spells, you can prepare all necrotic cyst spells without referring to a spellbook, as if you had the Spell Mastery feat for each such spell).

Necrotic Cyst Spells: 1st necrotic awareness; 2nd necrotic cyst, necrotic scrying; 3rd necrotic bloat; 4th necrotic domination; 5th necrotic burst; 6th necrotic eruption; 7th necrotic tumor; 8th necrotic empowerment; 9th necrotic termination.

Multispell (Epic)

Excerpted from *Epic Level Handbook*

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast one additional quickened spell in a round.

Special: A character can gain this feat multiple times. Its effects stack.

Nimble Bones (General)

Excerpted from *Libris Mortis*

Undead you raise or create are faster and more nimble than normal.

Prerequisite: Corpsecrier

Benefit: Each undead you raise or create with any necromancy spell gains a +4 bonus on initiative checks and a 10-foot increase to its base land speed.

Practical Metamagic (General)

Excerpted from *Races of the Dragon*

You can apply a selected metamagic feat to your spells more easily.

Prerequisites: Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

Benefit: Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

Special: You can gain Practical Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

Practiced Spellcaster (General)

Excerpted from *Complete Arcane*

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft (4 ranks)

Benefit: Your caster level for the chosen spellcasting class is increased by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Rapid Metamagic (Metamagic)

Excerpted from *Complete Mage*

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Normal: Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

Rapid Spell (Metamagic)

Excerpted from *Complete Divine*

You can cast spells with long casting time more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual spell level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Rend (Monstrous)

Excerpted from *Draconomicon*

You can rend opponents you hit with your claws.

Prerequisite: Two claw attacks, Str 13, Power Attack, Snatch, size Huge or larger.

Benefit: If you strike at the same opponent with two claw attacks, you automatically deal extra damage equal to that of two claw attacks plus 1 ½ your Strength bonus. You cannot grab an opponent at the same time you rend that opponent.

Sacred Healing (Divine)

Excerpted from *Complete Divine*

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst. The fast healing lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1 round).

Shield Specialization (General)

Excerpted from *Player's Handbook 2*

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 take this feat more than once. Each time you select it, choose a different type of shield. A fighter may select Shield Specialization as one of his fighter bonus feats.

Shield Ward (General)

Excerpted from *Player's Handbook 2*

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 may select Shield Ward as one of his fighter bonus feats.

Sudden Maximize (Metamagic)

Excerpted from *Complete Arcane*

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

Prerequisites: Any metamagic feat.

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

Sudden Spell (Metamagic)

Excerpted from *Complete Arcane*

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

Prerequisites: Any metamagic feat.

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

Sudden Widen (Metamagic)

Excerpted from *Complete Arcane*

You can increase a spell's area without special preparation.

Prerequisites: Any metamagic feat.

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

Thrall to Demon (Vile)

Excerpted from *Book of Vile Darkness*

The character formally supplicates himself to a demon prince. In return for his obedience, he gains a small measure of power.

Benefit: Once per day, while performing an evil act, the character may call upon his demonic patron to add a +1 luck bonus on any one roll.

Special: Once a character takes this feat, he may not take it again; he may not be the disciple of more than one demon. Nor may he take the Disciple of Darkness feat.

Titan Fighting (Racial)

Excerpted from *Races of Stone*

You have been trained to fight larger creatures, and you are adept at dodging their attacks.

Prerequisite: Dodge, racial dodge bonus to Armor Class against monsters of the giant type.

Benefit: When you designate a creature at least one size category larger than you as the target of your Dodge feat, you apply your racial dodge bonus to Armor Class against monsters of the giant type against attacks from that opponent (regardless of the creature type) instead of the +1 bonus granted by the Dodge feat.

Special: A fighter may select Titan Fighting as one of his fighter bonus feats.

True Believer (General)

Excerpted from *Complete Divine*

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of the 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.

Willing Deformity (Vile)

Excerpted from *Book of Vile Darkness*

Through scarification, self-mutilation, and supplication to dark powers, the character intentionally mars her own body.

Benefit: The character gains a +2 deformity bonus on Intimidate checks.

Neue Zauber

Aid, Mass

Excerpted from *Spell Compendium*

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 3

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which are more than 30 ft. apart

You hold your holy symbol aloft and cast the spell. A silvery radiance dances from your hands, leaping over all the nearby party members and strengthening them. This spell functions like *aid* (PH196), except that it affects multiple subjects at a distance and each subject gains temporary hit points equal to 1d8 + caster level (to a maximum of 1d8+15).

Alter Fortune

Excerpted from *Player's Handbook 2*

Divination

Level: Bard 3, Cleric 3, Sorcerer / Wizard 3

Components: V, X

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With a single utterance, you can create a momentary distortion that engulfs and confounds your foe.

You change the flow of chance, causing the subject to immediately reroll any die roll it just made. It must abide by the second roll.

XP Cost: 200 XP

Antimagic Ray

Excerpted from *Spell Compendium*

Abjuration

Level: Sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: Yes

As you cast this spell, an invisible ray projects from your fingers. Where it strikes your foe, it ripples across his body, like water spreading across a calm pond.

You must succeed on a ranged touch attack with the ray to strike a target. The target, if struck, functions as if it were inside an *antimagic field* (PH200) if it fails its Will save. If this spell is used against a creature, the subject can't cast spells or use supernatural or spell-like abilities, nor do such abilities have any effect on the creature. However, the creature can still use spell completion items (such as scrolls) or spell trigger items (such as wands), even though it can't cast the spells required. If this spell is used against an object, that object's magical powers are suppressed—including any spells previously cast and currently in effect on the item, as well as any spells or magical effects targeted on the object during the *antimagic ray's* duration. The spell doesn't affect any objects other than the subject itself, even if those objects are worn, carried by, or in contact with the subject. For instance, if a creature is the target, its equipment remains unaffected.

Material Component: A pinch of iron filings mixed with ruby dust worth 100 gp.

Arc of Lightning

Excerpted from *Spell Compendium*

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any

corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Arcane Fusion

Excerpted from *Complete Mage*

Universal

Level: Sorcerer 5

Components: V, S; see text

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: Instantaneous

You weave two spells together in your mind and release them in a single burst of magic.

When you cast this spell, choose any 1st-level sorcerer spell you know and any 4th-level or lower sorcerer spell you know. Neither spell chosen can have a casting time longer than 1 standard action. Both spells take effect in the order you choose, as if you had cast them one after the other using only one standard action, but you don't expend any additional spell slots to cast those spells. Effectively, you cast two other spells using this spell's 5th-level spell slot. Each of the chosen spells has its normal effect, including range, target, area, duration, saving throw, and spell resistance as appropriate to the spell's level. If either spell requires a material component, focus, XP cost, or other special cost, these must be used or paid as part of the casting of *arcane fusion*.

Arcane Fusion, Greater

Excerpted from *Complete Mage*

Universal

Level: Sorcerer 8

You weave two powerful spells together in your mind and release them in a single intertwined display of magical prowess.

This spell works like *arcane fusion*, except that you choose any 4th-level or lower sorcerer spell that you know and any 7th-level or lower sorcerer spell that you know to cast together.

Avascular Mass

Excerpted from *Spell Compendium*

Necromancy [Death, Evil]

Level: Deathbound 8, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: See text

Saving Throw: Fortitude partial and Reflex negates; see text

Spell Resistance: Yes

You shoot a black ray of necromantic energy from your outstretched hand, causing your foe to violently purge blood vessels through its skin. The purged blood vessels spread outward, creating a many-layered mass of bloody, adhesive tissue that traps nearby creatures in a gory horror.

You must succeed on a ranged touch attack with the ray to strike a target. If the attack is successful, the subject loses half its hit points (rounded down) and is stunned for 1 round. On a successful Fortitude saving throw, the subject is not stunned. Oozes and plants are not affected by this spell.

The *avascular mass* instantaneously erupts from the subject and must be anchored to at least two opposed

points—such as floor and ceiling or opposite walls—or else the mass collapses and has no effect. Creatures caught within a 20-foot-radius *avascular mass* become entangled. The original target of the spell is automatically entangled. Because the *avascular mass* is magically animate and gradually tightens on those it holds, an entangled character who attempts to cast a spell must make a DC 25 Concentration check or lose the spell. Anyone within 20 feet of the primary target when the spell is cast must make a Reflex save. If this save succeeds, the creature is not stuck in the avascular mass and is free to act, though moving might be a problem (see below). If the save fails, the creature is stuck. A stuck creature can break loose by spending 1 round and succeeding on a DC 20 Strength check or a DC 25 Escape Artist check. Once loose (either from making the initial Reflex save or a later Strength check or Escape Artist check), a creature can progress through the writhing blood vessels very slowly. Each round devoted to moving allows the creature to make a new Strength check or Escape Artist check. The creature moves 5 feet for each full 5 points by which the check result exceeds 10. If you have at least 5 feet of avascular mass between you and an opponent, it provides cover. If you have at least 20 feet of avascular mass between you, it provides total cover. The avascular mass of entangling tissue persists for 1 round per caster level. When the duration elapses, the blood vessel mass becomes so much limp, decaying tissue.

Awaken Undead

Excerpted from *Libris Mortis*

Necromancy (Evil)

Level: Deathbound 6, Sorcerer / Wizard 7

Components: V, S, M, XP

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Targets: All mindless undead within a circle 25 ft. in radius + 5 ft. / 2 levels

Duration: Permanent (D)

This spell grants Intelligence to mindless undead such as skeletons and zombies. Undead with Intelligence scores are unaffected. Mindless undead within the radius gain Intelligence 4+1d6. Undead cannot gain more than Intelligence than typical of their original kind. A skeletal dog simply has Intelligence 2, while a skeletal orc makes the die roll but can't have more Intelligence than 8. Undead do not regain any skills or feats they had in life. Undead regain the armor and weapon proficiencies they had in life (assuming the undead were formerly warriors unless your DM specifies otherwise) and will don armor and take up weapons while obeying your commands. A zombie fighter can wear any armor and wield any simple or martial weapon, while a zombie warhorse can wear any armor.

Undead also regain any extraordinary abilities they had in life, such as poison or scent.

Awakened undead gain a +2 profane bonus on their Will saving throws to resist *control undead*. Awakened undead also gain +2 turn resistance (or retain their own turn resistance, if any, and if it is better than +2).

Material Component: A humanoid fingerbone.

XP Cost: 200 XP.

Belker Claws

Excerpted from *Spell Compendium*

Transmutation [Air]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You uncork the vial and speak the old words. The smoke issues from the bottle and wraps itself around your hand, turning it into smoke as well.

With a successful touch attack, you deal 2d12 points of damage. For every three caster levels, the smoke lasts for another round (to a maximum of 4 additional rounds at 12th level), dealing another 2d12 points of damage per round.

Material Component: A small vial of smoke.

Blade of Blood

Excerpted from *Player's Handbook 2*

Necromancy

Level: Assassin 1, Blackguard 1, Cleric 1, Duskblade 1, Sorcerer / Wizard 1

Components: V, S,

Casting Time: 1 swift action

Range: Touch

Target: Weapon touched

Duration: 1 round/level or until discharged

Saving Throw: None

Spell Resistance: No

Red blood erupts along the weapon's blade, bludgeon, or point. The blood drips to spatter in thick, viscous drops upon the ground.

This spell infuses the weapon touched with baleful energy. The next time this weapon strikes a living creature, *blade of blood* discharges. The spell deals an extra 1d6 points of damage against the target of the attack. You can voluntarily take 5 points of damage to empower the weapon to deal an extra 2d6 points of damage (for a total of 3d6 points of damage). The weapon loses this property if its wielder drops it or otherwise loses contact with it.

Blindsight

Excerpted from *Spell Compendium*

Transmutation

Level: Cleric 3, druid 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You touch your intended subject, which then turns its head rapidly about as if looking for the source of some sound.

This spell grants the subject the blindsight ability (*MM* 306) effective out to 30 feet.

Blood to Water

Excerpted from *Spell Compendium*

Necromancy [Water]

Level: Cleric 7

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Up to five living creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

You forcefully spit, ending your spellcasting. From where you spat arises a sea-green orb of energy for each creature you intend as a subject of the spell. The orbs fly to their designated targets and turn blood red as they impact.

You transmute the subjects' blood into pure water, dealing 2d6 points of Constitution damage. A successful Fortitude save halves the Constitution damage. This spell has no effect on living creatures with the fire or water subtype.

Boneblade

Excerpted from *Book of Vile Darkness*

Necromancy [Evil]

Level: Blk 2, Clr 3

Components: V, S, F, Undead

Casting Time: 1 action

Range: Touch

Effect: One bone that becomes a blade

Duration: 10 minutes/level

The caster changes a bone at least 6 inches long into a longsword, short sword, or greatsword (caster's choice). This weapon has a +1 enhancement bonus on attacks and damage for every five caster levels (at least +1, maximum +4). Furthermore, this blade deals an extra +1d6 points of damage to living targets and an additional +1d6 points of damage to good-aligned targets. This spell confers no proficiency with the blade, but the caster doesn't need to be the one wielding the blade for it to be effective.

Focus: A 6-inch-long bone.

Brilliant Aura

Excerpted from *Spell Compendium*

Transmutation

Level: Cleric 8, druid 8, sorcerer/wizard 7

Targets: Weapons carried by one creature/2 levels, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Taking fresh insight from contemplation of light, you cast the spell and set your allies aglow with white brilliance.

This spell functions like *brilliant blade* (see below), except as noted here, and that all weapons of the subject creatures gain the brilliant energy special ability.

Chain Dispel

Excerpted from *Player Handbook 2*

Abjuration

Level: Cleric 8, Sorcerer/wizard 8

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft + 5 ft./2 levels)

Target: One or more creatures, no two of which are more than 30 ft. apart.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A coruscating bolt rips through the air, humming with power as it strikes each targeted creature.

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to the dispel check, up to a maximum of 25.

Material Component: A pair of bronze nails, each no less than 6 inches in length.

Chasing Perfection

Excerpted from *Player's Handbook 2*

Transmutation

Level: Cleric 6, Druid 6, Sorcerer / Wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Energy courses through the creature touched. Its muscles grow and become more defined, it starts to move with greater alacrity and grace, and its bearing increases.

The subject improves in all ways. It gains a +4 enhancement bonus to each of its ability scores.

Material Component: A statuette of a celestial or fiend worth 50 gp.

Coat of Arms

Excerpted from *Complete Mage*

Evocation [Force]

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: 0 ft.

Effect: A ring of blades swirling around you

Duration: 1 minute/level (D) or until expended

Saving Throw: None

Spell Resistance: No or Yes; see text

A ring of flashing blades, composed entirely of glowing blue force, spins around you in a whirling dance of death.

You surround yourself with a ring of spinning force blades. This spell creates one blade per three caster levels, up to a maximum of six blades at 18th level. You gain a shield bonus to AC equal to the number of blades that circle you. This bonus applies against incorporeal touch attacks, since it is a force effect. Every round, as a move action, you can direct one of the blades to break off and strike any target within 30 feet.

The blade strikes unerringly, requiring no attack roll, and deals 2d6 points of damage (even to incorporeal creatures) before disappearing. Spell resistance applies against this effect. Launching a blade in this fashion reduces your shield bonus accordingly. Any creature that grapples you is automatically struck by all the blades that still encircle you, which deal damage as normal but then disappear as though you had voluntarily launched them.

Curse of Impending Blades

Excerpted from *Spell Compendium*

Necromancy

Level: Bard 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

You grip the nail-pierced hunk of leather and cast the spell. A small black dagger jets from the tip of the nail and strikes your opponent squarely in the chest.

The target of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC. The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Arcane Material Component: A nail through a piece of leather.

Curse of Impending Blades, Mass

Excerpted from *Spell Compendium*

Necromancy

Level: Bard 3, ranger 3, sorcerer/wizard 3

Targets: Enemies in a 20-ft.-radius burst

This spell functions like *curse of impending blades*, except that it affects multiple enemies.

Death Armor

Excerpted from *Spell Compendium*

Necromancy

Level: Sorcerer/wizard 2

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You smear yourself with white paste, drawing a skull on your bare flesh. Immediately, a wreath of black flames crackles to life around you.

The black flames created by this spell injure creatures that contact them. Any creature striking you with its body or handheld weapons takes 1d4 points of damage +1 point per two caster levels (maximum +10). If the creature has spell resistance, it applies to the damage. Weapons with reach, such as longspears, do not endanger their users in this way.

Material Component: Paste made from ground bones.

Focus: An onyx worth 50 gp.

Death Throes

Excerpted from *Spell Compendium*

Necromancy [Force]

Level: Cleric 5, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level or until you are killed

Saving Throw: None

Spell Resistance: No

As the killing blow falls, you smile with grim satisfaction even as the light of life fades, knowing that your enemy will soon be joining you in the afterlife.

If you are killed, your body is instantaneously destroyed in an explosion that deals 1d8 points of damage per caster level to everyone in a 30-foot-radius burst. This explosion destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore life.

Deific Vengeance

Excerpted from *Complete Divine*

Conjuration (Summoning)

Level: Cleric 2, Purification 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

When you cast this spell, you call out to a deity, listing the crimes of your target and urging the deity to punish the

miscreant (the target's alignment is irrelevant to the success of the spell). The divine power of the angry deity imposes this punishment in form of a sharp, spiritual blow to the target. This attack hits automatically and deals 1d6 points of damage per two caster levels (maximum 5d6), or 1d6 points per caster level (maximum 10d6) if the target is undead. A successful Will saving throw reduces the damage by half.

Demon Wings

Excerpted from *Fiendish Codex 1*

Transmutation (Evil)

Level: Blackguard 3, Demonic 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

You raise your arms dramatically, whisper the name "Pazuzu" twice, and watch as demonic wings sprout from your back.

Wings sprout from your back, allowing you to fly at your normal land speed with average maneuverability. You can carry weight while flying according to your normal carrying capacity, and greater burdens affect your fly speed as they would your land speed.

Demoncall

Excerpted from *Fiendish Codex 1*

Divination (Evil)

Level: Blackguard 2, Demonic 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: Instantaneous

Your eyes roll back into your head as you call to Dagon for his unique insight. Suddenly you become aware of some fragment of forbidden lore previously lost to you.

You tap into forbidden knowledge of demons, gaining a +10 profane bonus on any skill check involving Knowledge (Arcana), Knowledge (The Planes), or Knowledge (Religion). The check must be made immediately, in the same turn as you cast the spell.

Demonflesh

Excerpted from *Fiendish Codex 1*

Transmutation (Evil)

Level: Blackguard 1, Demonic 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Your flesh becomes thick and leathery like a demon's.

This spell grants you a +1 enhancement bonus to your natural armor for every five caster levels you possess (minimum +1, maximum +4). A creature without natural armor has an effective natural armor bonus of +0

Divine Agility

Excerpted from *Spell Compendium*

Transmutation

Level: Cleric 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

Calling aloud on the divine power of your deity, you imbue a living creature with agility and skill in combat.

You grant the subject a +10 enhancement bonus to Dexterity.

Divine Protection

Excerpted from *Spell Compendium*

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 2, paladin 2

Components: V, S, DF

Casting Time: 1 standard action

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

Targets: Allies in a 20-ft.-radius burst

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You call upon your holy powers to aid your companions and a golden light appears from above, bathing them with sparkling radiance.

Allies gain a +1 morale bonus to their Armor Class and on saving throws.

Divine Sacrifice

Excerpted from *Spell Compendium*

Evocation

Level: Blackguard 1, Paladin 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round / level

You can sacrifice life force to increase the damage you deal. Once each round, as a free action, you can sacrifice up to 10 of your hit points (doing so does not trigger an attack of opportunity). For every 2 hit points you sacrifice, on your next successful attack you deal +1d6 damage, to a maximum of +5d6 on that attack. Your ability to deal this additional damage ends when you successfully attack or when the spell duration ends. You can make as many sacrifices as the spell duration allows. Sacrificed hit points count as normal damage. For example, an 8th level Paladin can cast this spell with a duration of 4 rounds. If she sacrifices 10 hit points a round and hits in every round, she can spend up to 40 hit points and deal up to +5d6 points of additional damage all 4 rounds.

Draconic Might

Excerpted from *Spell Compendium*

Transmutation

Level: Paladin 4, sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Upon casting this spell, your ally's face is covered briefly with a fine pattern of yellow scales. The scales fade, but the golden radiance remains.

The subject of the spell gains a +4 enhancement bonus to Strength, Constitution, and Charisma. It also gains a +4 enhancement bonus to natural armor. Finally, it has immunity to magic sleep and paralysis effects.

Special: Sorcerers cast this spell at +1 caster level.

Dragonskin

Excerpted from *Spell Compendium*

Transmutation

Level: Sorcerer/wizard 3

Components: S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You say nothing, but make the motions in the prescribed pattern and hold the dragon's scale aloft. Your flesh erupts with hard, colorful scales.

Your skin toughens and becomes scaly like that of a chromatic dragon, of a color that you select. You gain an enhancement bonus to natural armor equal to +1 per two levels (to a maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

Material Component: A dragon's scale.

Special: Sorcerers cast this spell at +1 caster level.

Escalating Enfeeblement

Excerpted from *Complete Mage*

Necromancy

Level: Sorcerer / Wizard 2

This spell functions like *ray of enfeeblement*, except that if you cast it on a target that is already fatigued or exhausted, or one currently affected by a penalty, damage, or drain to its Strength, Dexterity, or Constitution score, it instead applies a penalty to Strength equal to 1d10+1 per two caster levels (maximum 1d10+5). This penalty does not stack with the penalty from *ray of enfeeblement*.

Fiendish Clarity

Excerpted from *Fiendish Codex I*

Divination (Evil)

Level: Cleric 7, demonic 7, sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 10 minutes / level

You manifest the acute senses of a powerful fiend.

You gain darkvision out to 60 feet and can see in magical darkness. In addition, you can see invisible creatures and objects as if affected by a *see invisibility* spell, and you can use *detect good* at will.

Fire in the Blood

Excerpted from *Heroes of Horror*

Transmutation

Level: Cleric 5, Spite 5

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This unsettling spell enables you to make deadly weapons of your own arteries and veins. Once the spell is cast, your blood takes a mystical potency that makes it more corrosive than the strongest acid to anyone who draws it

from you. From then on, until the spell's duration has elapsed, anyone who deals slashing or piercing melee damage on you is sprayed with your blood in retribution. The blood deals a cumulative 1d6 points of damage per attack upon the attacker, with no save or spell resistance applicable, up to the maximum of 5d6. Thus, the first time a foe hits you with a slashing or piercing weapon, he instantly takes 1d6 points of damage from the sanguinary backlash. The second time the same foe strikes you, he takes 2d6 points of damage. As soon as any single foe has taken 5d6 points of damage in a single spray from your corrosive blood, the spell ends.

Opponents striking you with magical attacks that do not manifest in a slashing or piercing manner, or those striking you with only bludgeoning weapons, do not trigger the retributive blood spray.

The arc and direction of the blood spray is magical in nature, and the spray does not splatter adjacent squares or parties, no matter how close together they might be. Each spray strikes only the one responsible for the wound.

Material Component: A drop of your own blood.

Fire Shield, Mass

Excerpted from *Spell Compendium*

Evocation [Fire or Cold]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more allied creatures, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a few frenzied motions you complete the spell, bathing your allies in halos of magical flame.

This spell functions like *fire shield* (PH 230), except as noted above.

Fleshshiver

Excerpted from *Spell Compendium*

Necromancy

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

Breaking the bone in the grip of your fist, you hear the sickening but satisfying crunch of your foe's bones breaking beneath his squeezing flesh.

A creature with Hit Dice less than or equal to your caster level is automatically stunned for 1 round (no saving throw). A creature with Hit Dice greater than your caster level is allowed a saving throw to negate the stunning effect. In the following round, the target must make a Fortitude save or take 1d6 points of damage per caster level (maximum 15d6) and be nauseated by the pain for 1d4+2 rounds.

Material Component: A bone, which is snapped during the casting of the spell.

Forceward

Excerpted from *Spell Compendium*

Abjuration [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: 15 ft.

Effect: 15-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Waiving your arm about your head to trace the curve of a dome, you call up a hemisphere of force as clear as glass.

You create an unmoving, transparent sphere of force centered on you. The sphere negates force effects and provides an impassable barrier against incorporeal creatures. Spells with the force descriptor do not affect anything within the sphere, and any force spell that overlaps the area, such as *wall of force*, is automatically countered. Incorporeal creatures, or creatures with the force descriptor must make a Will save to enter the area of the sphere. *Forceward* does not push a creature out of the way if you move toward an incorporeal creature or force effect, and such creatures are treated as if they automatically succeeded on their saving throws against this spell.

Fortunate Fate

Excerpted form *Spell Compendium*

Conjuration (Healing)

Level: Cleric 7

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Living creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

A golden aura spreads out from your fingertips, suffusing your ally with a golden glow that brightens, then fades into her skin.

You surround the subject with an aura that immediately heals the creature if it is subjected to an effect that would kill it (reduce its hit points to –10 or below). When this event occurs, the *fortunate fate* spell intervenes by immediately triggering a *heal* spell upon the target. If the effect is one that causes harm in a way that a *heal* spell can repair (disease, hit point damage, ability damage, or poison), the target does not actually die, saved by the *heal*. If the effect is one that *heal* cannot countermand (such as ability drain, old age, negative levels, disintegration, ability drain, or death effects), the *fortunate fate* spell cannot prevent the creature's death.

Ghost Touch Weapon

Excerpted form *Spell Compendium*

Transmutation

Level: Cleric 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One weapon or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 minute/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

With a few words and a gesture, you empower a weapon to strike true against incorporeal foes.

Ghost touch weapon makes a weapon magically capable of dealing damage normally to incorporeal creatures, regardless of its enhancement bonus. (An incorporeal creature's 50% chance to avoid damage does not apply to

attacks made with weapons under the effect of this spell.) A ranged weapon affected by this spell does not bestow the ability on its ammunition. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a weapon under the effect of this spell counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.

Golden Barding

Excerpted form *Spell Compendium*

Conjuration (Creation)

Level: Blackguard 1, paladin 1

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Special mount touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

With a flash, a glowing, golden suit of barding for your special mount appears.

You create a suit of barding for your mount to wear. The armor appears on your mount, fitting perfectly. The golden barding you create has no armor check penalty and has no effect on your mount's speed. The exact nature of the barding depends on your caster level.

2nd–3rd: Scale mail barding (+4 armor bonus).

4th–5th: Chainmail barding (+5).

6th–7th: Splint mail barding (+6).

8th–9th: Half-plate barding (+7).

10th +: Full plate barding (+8).

You can cast *magic vestment* or other spells that target a suit of armor on the *golden barding*.

Harm, Greater

Excerpted form *Heroes of Horror*

Level: Cleric 7, Dread Necromancer 7

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

As *harm* (see page 239 of the *Player's Handbook*), except as noted above and in that this spell deals 1d12 points of damage per caster level, maximum of 20d12 at 20th level.

Incorporeal Enhancement

Excerpted form *Spell Compendium*

Necromancy [Evil]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One incorporeal undead/level

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Calling upon the dark power of the Plane of Negative Energy, you bolster the power of incorporeal undead.

The undead affected by this spell gain a +1 deflection bonus to Armor Class, +1d8 bonus hit points, a +1 enhancement bonus on attack rolls, and a +2 bonus to turn resistance. Each of these enhancements improves by the base amount for every five caster levels beyond 5th, so that a 20th-level caster grants undead +4 to AC, +4d8 bonus hit points, +4 on attack rolls, and +8 to turn resistance.

Insight of Good Fortune

Excerpted form *Player's Handbook 2*

Divination

Level: Bard 2, Cleric 2, Sorcerer / Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. /2 level)

Target: One creature

Duration: 1 minute/level or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You toss a small golden die. It rolls toward the creature you choose, then disappears in a tiny golden flash of light.

The subject of this spell becomes unusually lucky. Once during the spell's duration, when he makes an attack roll, skill check, saving throw, or ability check, he rolls twice and takes the better result. He must choose to use this ability before the check is attempted, and the spell expires once the second die is rolled.

Material Component: A gold die worth 20 gp.

Invisibility, Superior

Excerpted form *Spell Compendium*

Illusion (Glamer)

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Personal or touch

Target: You or a creature or object weighing no more than 100 lb./level

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

As you complete the spell, your senses dull somewhat. Upon releasing the spell's energy on your desired subject, your senses clear, although the spell's recipient can no longer be perceived.

This powerful glamer functions like *invisibility* (PH 245), except that it masks image, scent, and sound alike, concealing the subject from all senses except touch. As with *greater invisibility*, this spell doesn't end if the subject attacks. While invisible, the subject exudes no scent and is undetectable by scent, blindsense, tremorsense, and blindsight.

Superior invisibility renders the recipient immune to detection by *see invisibility*, *faerie fire*, *glitterdust*, *invisibility purge*, and *dust of appearance*, although creatures under the effect of the spell can be detected by *true seeing*. Certain mundane conditions (such as leaving footprints) can also render a subject detectable.

Iron Bones

Excerpted form *Spell Compendium*

Level: Cleric 4, sorcerer/wizard 4

A brief flash engulfs your undead ally, and through its flesh you can see its skeleton. The skeleton glows a dusky red for a moment.

This spell functions like *stone bones* (page 208), except that the subject creature's skeleton changes to iron. The creature gains a +6 natural armor bonus to AC.

Arcane Focus: A miniature skull made out of iron or steel.

Life Ward

Excerpted form *Spell Compendium*

Abjuration

Level: Cleric 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

With a brush of your hand you surround the creature in crawling shadows, a cloak of negative energy that whirls and swims across the creature's body.

A creature warded by this spell gains protection from the effects of positive energy, including magical healing. The spell can be cast upon undead to offer additional protection against the turning abilities of clerics. The subject is immune to all positive energy effects, including conjuration (healing) spells, channelled positive energy such as from the turn undead ability, or other effects that derive their power from positive energy. This spell offers protection from the blinding effect of the Positive Energy Plane, and warded creatures gain no temporary hit points while there.

Living Undeath

Excerpted form *Spell Compendium*

Necromancy

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

You invoke the will of your gods and your skin sags and becomes sallow, your eyes hollow, and your flesh foul and rotted.

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject is not subject to sneak attacks and critical hits for the duration of the spell, as if it were undead. While the spell is in effect, the subject takes a -4 penalty to its Charisma score (to a minimum of 1).

Morality Undone

Excerpted form *Fiendish Codex 1*

Enchantment (Evil, Mind-Affecting)

Level: Bard 5, Cleric 5, Corruption 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One non-evil living creature

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

With a cruel utterance and a complex set of hand signs, you cause great evil to swell within the targeted creature, overwhelming and confusing its sense of morality like a magnet touching a compass.

You temporarily turn one creature evil. The chaotic / neutral / lawful component of the subject's alignment is unchanged. The subject retains whatever outlook, allegiances, and relationships it had before, as long as they do not conflict with its new alignment. Otherwise, it acts with its new selfish, bloodthirsty, and cruel outlook in all matters.

For example, a wizard affected by this spell might not immediately turn on her fighter companion, particularly in the middle of a combat when they are fighting the same side. But she might allow her friend to be hurt or killed if he is carrying a valuable item that she could recover later, or she might use spells to control or deceive

him in order to get what she wants. She might even decide to betray or attack her friend at a later time if significant potential gain is involved. An *atonement* spell restores the subject's original alignment, but a *remove curse* spell has no effect.
Arcane Material Component: A powdered or splintered holy symbol.

Mysterious Redirection

Excerpted from *Complete Mage*

Abjuration

Level: Sorcerer/wizard 8, wu jen 8

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 5 rounds or until expended

Your foe's attacks mysteriously veer toward other targets.

This spell creates a field around you that deflects physical blows. The field affects melee and ranged attacks made with natural or manufactured weapons, but not spells or magical attacks unless they are delivered with a physical touch attack.

Anyone who aims a melee or ranged attack against you must make a Will save to overcome the spell's effect. If the save fails, all attacks that individual makes against you while the spell lasts have a 50% chance to be deflected to another target instead. Spell resistance applies to this effect. If a melee attack is deflected, the new target must be a creature both adjacent to you and within your attacker's melee reach. If a ranged attack is deflected, the new target must be both adjacent to you and within your attacker's range. If more than one target is available, determine which creature is attacked randomly. Any combat modifiers (such as cover) apply to the attack. A creature that has total cover against the attacker can't be selected as a target, nor can the attacker. If no eligible target exists, the attack misses. As an immediate action while the spell lasts, you can choose to redirect a deflected attack back at the attacker. You can wait to make this decision until after you know an attack has been deflected, but you must do so before you know which creature is the target of the deflected attack. Using this ability ends the spell's duration.

Necrotic Bloat

Excerpted from *Libris Mortis*

Necromancy (Evil)

Level: Cleric 3, Sorcerer / Wizard 3

Components: V, S, F

Casting Time: 1 standard action

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

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to pulse and swell. This agitation of the necrotic cyst tears living tissue and expands the size of the cyst, dealing massive internal damage to the subject. The subject takes 1d6 points of damage per level (maximum 10d6), and half the damage is considered vile damage (introduced in the *Book of Vile Darkness*) because the cyst expands to envelop the newly necrotized tissue. The cyst is reduced to its original size when the vile damage is healed. Vile damage can only be healed by magic cast within the area of a *consecrate* or

hallow spell (or an area of naturally consecrated or hallowed). Points of vile damage represent such an evil violation to a character's body or soul that only in a holy place, with holy magic, can the damage be repaired.

Focus: Caster must possess a mother cyst.

Necrotic Burst

Excerpted from *Libris Mortis*

Necromancy (Evil)

Level: Cleric 5, Sorcerer / Wizard 5

Components: V, S, F

Casting Time: 1 standard action

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

Target: Living creature with necrotic cyst

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: None

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expense of the subject's body tissue. If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum of 15d6), and half the damage is considered vile damage (see *necrotic bloat*). The subject's cyst-derived saving throw penalty against effects of the school of necromancy applies.

If the subject fails her saving throw, the cyst expands beyond control, killing the subject. On the round following the subject's death, the cyst exits the flesh of the slain subject, as a free-willed undead called a skulking cyst (see page 120 of *Libris Mortis*). The skulking cyst is formed of the naked organs of the subject (usually the intestines), but also including a mass of blood vessels, the odd bone or two, and sometimes even half the lolling head).

Focus: Caster must possess a mother cyst.

Necrotic Curse

Excerpted from *Libris Mortis*

Necromancy [Evil]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes

You feel a wave of cold pass through you as it seeps into the land, the air, and even the souls of those nearby.

You imbue the area with negative energy so powerful it transforms positive energy into its opposite. Anyone in the area who casts a healing spell must succeed on a caster level check (DC 11 + your caster level); if the check fails, the healing spell deals damage to each of its subjects equal to the caster's caster level instead of its normal effect.

Living creatures that rest in this area do not regain hit points or lost ability score points. Undead in the area heal damage at the rate of 1 point per Hit Die every 24 hours.

In addition to the normal means of ending a spell's duration, this effect can be ended by a *remove curse* (or similar spell) cast within its area for that purpose.

Material Component: Grave dust.

Necrotic Cyst

Excerpted from *Libris Mortis*

Necromancy (Evil)

Level: Cleric 2, Sorcerer / Wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject develops an internal spherical sac that contains fluid or semisolid necrotic flesh. The internal cyst is noticeable as a slight bulge on the subject's arm, abdomen, or face (wherever you chose to touch the target) or it is buried deeply enough in the flesh of your target that is not immediately obvious – the subject may not realize what was implanted within her.

From now on, undead foes and necromantic magic are particularly debilitating to the subject – the cyst enables a sympathetic response between free-roaming external undead and itself. Whenever the victim is subject to a spell or effect from the school of necromancy, she makes saving throws to resist at a -2 penalty. Whenever the subject is dealt damage by the natural weapon of an undead (claw, bite, or other attack form), she takes an additional 1d6 points of damage.

Victims who possess necrotic cysts may elect to have some well-meaning surgeon remove them surgically. The procedure is a bloody, painful process that incapacitates the subject for 1 hour on a successful DC 20 Heal check, and kills the subject with an unsuccessful Heal check. The procedure takes 1 hour, and the surgeon can't take 20 on the check.

Protection from Evil or a similar spell prevents the necrotic cyst from forming. Once a necrotic cyst is implanted, spells that manipulate the cyst and its bearer are no longer thwarted by *protection from evil*.

Focus: Caster must possess a mother cyst.

Necrotic Empowerment

Excerpted form *Libris Mortis*

Necromancy (Evil)

Level: Cleric 8, Sorcerer / Wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You call upon the mother cyst that your body hosts, drawing from it strength, vigor, speed, and viscous certainty. While the spell is in effect, you gain a +8 enhancement bonus to Dexterity, Intelligence, and Wisdom, a +8 natural armor bonus to Armor Class as your skin briefly crusts and hardens, a +5 competence bonus on Fortitude saves, and 100 temporary Hit Points.

While the empowerment lasts, you are unable to cast any other mother cyst feat-enabled spells.

Focus: Caster must possess a mother cyst (see page 28 of *Libris Mortis*)

Necrotic Eruption

Excerpted form *Libris Mortis*

Necromancy (Evil)

Level: Cleric 6, Sorcerer / Wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Living creature with necrotic cyst and all creatures in a 20 ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

You cause the cyst of a subject already harboring a necrotic cyst (see spell of the same name) to explosively enlarge itself at the expanse of the subject's body tissue, harming both the subject (and nearby creatures if the subject fails its save). If the subject succeeds on her saving throw, she takes 1d6 points of damage per level (maximum of 15d6), and half the damage is considered vile damage (see *necrotic bloat*). The subject's cyst-derived saving throw penalty against effects of the school of necromancy applies.

If the subject fails her saving throw, the cyst expands beyond control, killing the subject. All creatures within 20 feet of the subject take 1d6 points of damage (maximum 15d6; Reflex 15 half), and half the damage is considered vile damage. All creatures in range that take the secondary damage are also exposed to the effect of the base *necrotic cyst* spell. On the round following the subject's death, the cyst exits the flesh of the slain subject, as a free-willed undead called a skulking cyst (see page 120 of *Libris Mortis*).

Focus: Caster must possess a mother cyst.

Nerveskitter

Excerpted form *Spell Compendium*

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll for initiative. Unlike other immediate actions, you can cast this spell while flat-footed. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Night's Caress

Excerpted form *Libris Mortis*

Necromancy (Evil)

Level: Sorcerer / Wizard 5

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A touch from your hand, which sheds darkness like the blackest night, disrupts the life force of a living creature. Your touch deals 1d6 points of damage per caster level (maximum 15d6) and 1d6+2 points of Constitution damage (a successful Fortitude save negates the Constitution damage).

The spell has a special effect on an undead creature. An undead touched by you takes no Constitution loss, but it must make a successful Will saving throw or flee as panicked for 1d4 rounds + 1 round per caster level.

Orb of Acid, Lesser

Excerpted form *Spell Compendium*

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

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: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals 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 Force

Excerpted form *Complete Arcane*

Conjuration (Creation) (Force)

Level: Sorcerer / Wizard 4, Warmage 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Orb of Sound, Lesser

Excerpted form *Spell Compendium*

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Prismatic Aura

Excerpted form *Complete Mage*

Abjuration

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until discharged (D)

You are surrounded in a flashing aura of multiple colors. The *prismatic aura* spell obscures your image, offering you concealment. In addition, any creature that hits you with a nonreach melee weapon is subject to a random prismatic effect. Roll 1d8 and consult the table under *prismatic spray* (PH 264); reroll any result of 8, since a *prismatic aura* can't generate two effects at once. Each time an effect is expended, that color disappears from the *aura* (reroll if it comes up again on the table). Thus a *prismatic aura* can

affect a maximum of seven attackers before it disappears, and the spell ends. An attacker is entitled to any applicable saves, and spell resistance applies to this effect.

Protection from Positive Energy

Excerpted form *Spell Compendium*

Abjuration

Level: Cleric 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

A black seed of magic floats above your finger, and you implant it in the creature before you, guarding it against positive energy.

The warded creature gains partial protection against positive energy effects. For as long as the spell lasts, it subtracts 10 from the hit point damage dealt by any positive energy effect (such as a *cure* spell) that adversely affects it. Positive energy effects that don't deal hit point damage to the subject, such as turning attempts, affect the subject normally.

Radiant Assault

Excerpted form *Spell Compendium*

Evocation [Light]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.- radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With outstretched hand, you gesture toward the area where the spell will come into effect. An instant later a blast of multicolored light fills that area.

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead. Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

Ray of Clumsiness

Excerpted form *Spell Compendium*

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's

muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Ray Deflection

Excerpted form *Spell Compendium*

Abjuration

Level: Bard 4, sorcerer/wizard 4

Components: V, S, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

As the spell is cast, a brief shimmering field appears around you. Small motes of silver float within the field.

For the duration of the spell, you are protected against ranged touch attacks, including ray spells and ray attacks made by creatures. Any ray attack directed at you is automatically reflected harmlessly away.

Focus: A glass prism.

Reciprocal Gyre

Excerpted form *Spell Compendium*

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

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

Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component: A tiny closed loop of copper wire.

Recitation

Excerpted form *Spell Compendium*

Conjuration (Creation)

Level: Cleric 4, Purification 3

Components: V, S, DF

Casting Time: 1 standard action

Range: 60 ft.

Area: All allies within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies.

The spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to

AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

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

Resistance, Greater

Excerpted form *Spell Compendium*

Abjuration

Level: Bard 4, cleric 4, druid 4, sorcerer/wizard 4

Duration: 24 hours

Just as you touch the spell's subject, a feeling of peace and watchful guardianship fills your being.

This spell functions like *resistance* (PH272), except as noted here. You grant the subject a +3 resistance bonus on saves.

Resistance, Superior

Excerpted form *Spell Compendium*

Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6

Duration: 24 hours

As you finish casting the spell, you feel imbued with the feeling that something greater than yourself is protecting you. When you touch your intended subject and release the spell, the feeling disappears.

This spell functions like *resistance* (PH272), except as noted here. You grant the subject a +6 resistance bonus on saves.

Retributive Enervation

Excerpted form *Complete Mage*

Necromancy

Level: Sorcerer/wizard 7

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

The world around you takes on a dim and muted tone as you are encased in a tight-fitting sheath of crackling negative energy.

This spell bestows a negative level upon any non-undead creature that makes a successful melee attack against you (regardless of whether the attack deals damage). There is no save, but spell resistance applies. *Retributive enervation* can bestow a number of negative levels equal to ½ your caster level (maximum 10). Once this limit is reached, the spell ends, even if the duration has not yet expired. Assuming a creature that gains negative levels survives, it regains lost levels after a number of hours equal to your caster level (maximum 20 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from *retributive enervation* don't last long enough to do so. An undead creature that makes a successful melee attack against you while this spell is active gains 5 temporary hit points that last for up to 1 hour.

Righteous Wrath of the Faithful

Excerpted form *Spell Compendium*

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 5, Purification 7

Components: V, S, DF

Casting Time: 1 standard action

Range: 30 ft.

Targets: Allies within a 30-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When you cast this spell, you fire your allies and companions with a divine madness or fury, greatly enhancing their combat ability.

Allies gain one additional melee attack each round, at their highest attack bonus, when making a full attack. (This additional attack is not cumulative with other effects that grant extra attacks, such as a *haste* spell.) They also gain a +3 morale bonus on melee attack rolls and damage rolls. (This bonus on melee attack rolls does stack with the bonus provided by *haste*.)

Ring of Blades

Excerpted form *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.

Seeking Ray

Excerpted form *Player's Handbook 2*

Evocation

Level: Duskblade 2, Sorcerer / Wizard 2

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: Yes

A ray of electricity springs from your hand. It sneaks around obstacles, cover, and other impediments on its way toward your target.

You create a ray that deals 4d6 points of electricity damage if it strikes your target. While this ray requires a ranged touch attack to strike an opponent, it ignores concealment or cover (but not total concealment or total cover), and it does not take the standard penalty for firing into melee. In addition to the damage it deals, the ray creates a link of energy between you and the subject. If this ray struck the target and dealt damage, you gain a +4 bonus on attacks you make with ray spells (including another casting of this one, if desired) against the subject for 1 round per caster level. If you cast *seeking ray* a second time on a creature that is still linked to you from a previous casting, the duration of the new link overlaps (does not stack with) the remaining duration of the previous one.

Shield of Faith, Mass

Excerpted form *Spell Compendium*

Abjuration

Level: Cleric 4

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

You hold your arms aloft and implore the power you venerate. Your comrades are bathed in a silver light, and over their hearts appears the symbol of your god, showing the deity's protection.

This spell functions like *shield of faith* (PH278), except that it affects multiple allies at a distance.

Stone Bones

Excerpted form *Spell Compendium*

Transmutation

Level: Cleric 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Corporeal undead creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

A brief flash engulfs your ally, and through his flesh you can see his skeleton. The skeleton glows a foggy gray for a moment, thickening with eldritch power, then all is as it was before.

You cause the skeleton of the target corporeal undead to become thicker and as strong as stone. This gives the subject a +3 enhancement bonus to its existing natural armor.

Arcane Focus: A miniature skull carved of granite.

Undead Torch

Excerpted form *Spell Compendium*

Necromancy

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One corporeal undead/level, no two of which are more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You make a dark incantation and smash the firefly between your thumb and forefinger. The undead bursts into blue flames that do not burn.

The subject creature deals an extra 2d6 points of damage on melee attacks against living creatures. If an attacked creature has spell resistance, the resistance is checked the first time the undead subject attacks it. If your caster level check fails, the creature is unaffected by that casting of the *undead torch*.

If the undead creature is destroyed, the *undead torch* continues to burn at the location of its destruction until the duration ends, and living creatures that pass through that area take 2d6 points of damage. If the undead creature assumes a nonphysical state (such as a vampire assuming gaseous form), the spell disperses harmlessly. **Material Component:** A living or dead firefly or glowworm.

Vigor, Lesser

Excerpted form *Spell Compendium*

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 rounds + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The sounds of battle ring in your ears as you lay hands on your fallen comrade. You can spare neither time nor magic to do more right now, but the blood flow slows to a trickle and her breathing becomes less labored, even as you are called to the aid of another.

The subject gains fast healing 1, enabling it to heal 1 hit point per round until the spell ends and automatically becoming stabilized if it begins dying from hit point loss during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts. The effects of multiple *vigor* spells do not stack; only the highest-level effect applies.

Vile Lance

Excerpted form *Book of Vile Darkness*

Evocation (Evil)

Level: Blackguard 4, Cleric 3, Mortal Hunter 3, Sorcerer / Wizard 3

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Touch

Effect: One shortspear

Duration: 10 minutes/level

Vile lance creates a weapon of blackness that the caster (and only the caster) can wield with proficiency. The caster can throw it, but if he does, the spell ends after the ranged attack is resolved. The *vile lance* is treated in all ways like a +2 *shortspear*, except that the damage dealt is vile damage.

Arcane Material Component: A bone fragment of a good-aligned creature.

Visage of the Deity

Excerpted form *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).

Visage of the Deity, Lesser

Excerpted form *Complete Divine*

Transmutation (Evil, Good)

Level: Blackguard 4, Cleric 3, Paladin 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

When you cast this spell, your body changes into a form more like your deity's (in a very limited fashion, of course). You gain a +4 enhancement bonus to your Charisma score. You also gain resistance 10 to two or three energy types: acid, cold, and electricity if you are good; cold and fire if you are evil.

Wall of Dispel Magic

Excerpted form *Spell Compendium*

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You cast the spell and a translucent wall springs up, a shimmering field of faded colors that swirls and merges with itself like the surface of a soap bubble.

This spell creates a transparent, permeable barrier.

Anyone passing through it becomes the target of a *dispel magic* effect (PH223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell.

Detect magic indicates the presence of the effect, and *true seeing* reveals its presence.

Wall of Greater Dispel Magic

Excerpted form *Spell Compendium*

Abjuration

Level: Cleric 8, sorcerer/wizard 8

You cast the spell and a translucent wall springs up, its shimmering field pulsing with strong, malignant shades than spin and twist into each other.

This spell functions like *wall of dispel magic* (see above), except that the effect is that of *greater dispel magic* (PH 223).

Wall of Gloom

Excerpted form *Spell Compendium*

Illusion (Shadow) [Darkness, Fear, Mind-Affecting]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: No

Rubbing the fleece between your fingers, you hold up your hand and shout an arcane word. In an instant, a wall of dark shadow appears in the indicated location. Dark whispers, barely perceptible, constantly issue forth from the far side of the wall, causing a cold chill to run up your spine.

You create a barrier of ominous shadow that obscures vision and blocks line of sight, including darkvision. The wall is insubstantial, so creatures can move through it

without penalty. *Wall of gloom* counters or dispels any light spell of equal or lower level.
Material Component: A bit of fleece from a black sheep.

Weapon of the Deity

Excerpted from *Spell Compendium*

Transmutation

Level: Blackguard 3, cleric 3, paladin 3

Components: V, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Wielding the weapon your deity favors, you call upon that divine force to imbue it with power.

You must be holding your deity's favored weapon to cast this spell. You can use the weapon as if you had proficiency with it even if you normally do not. The weapon gains a +1 enhancement bonus on attack rolls and damage rolls and an additional special ability (see the list below). A double weapon gains this enhancement bonus and special ability for only one of its two ends, as chosen by you. When you reach caster level 9th, the enhancement bonus of the weapon increases to +2. At 12th level, the bonus rises to +3, at 15th level it is +4, and at 18th level it becomes +5. The list below includes deities from the core pantheon as well as other deities described in D&D supplements, along with the five alignment components. If a cleric worshipping a different deity casts this spell, the DM should assign an appropriate weapon special ability of the same power level as those given here.

Deities

Bahamut: +1 frost heavy pick

Boccob: +1 spell storing quarterstaff

Corellon Larethian: +1 keen longsword

Ehlonna: +1 frost longsword

Erythnul: +1 mighty cleaving morningstar

Fharlanghn: +1 defending quarterstaff

Garl Glittergold: +1 throwing battleaxe

Gruumsh: +1 returning shortspear

Heironeous: +1 shock longsword

Hextor: +1 mighty cleaving heavy flail

Kord: +1 mighty cleaving greatsword

Kurtulmak: +1 shock shortspear

Lolth: +1 keen whip

Moradin: +1 throwing warhammer

Nerull: +1 keen scythe

Obad-Hai: +1 defending quarterstaff

Olidammara: +1 keen rapier

Pelor: +1 flaming heavy mace

St. Cuthbert: +1 mighty cleaving heavy mace

Vecna: +1 frost dagger

Wee Jas: dagger of venom

Tiamat: +1 flaming heavy pick

Yondalla: +1 defending short sword

Alignments

Good: +1 frost warhammer

Evil: +1 mighty cleaving light flail

Neutral: +1 defending heavy mace

Law: +1 flaming longsword

Chaos: +1 shock battleaxe

Wrack

Excerpted from *Complete Divine*

Necromancy (Evil)

Level: Cleric 3, Sorcerer / Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. +5 ft. / 2 levels)

Area: One humanoid

Duration: 1 round / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty on attack rolls, saves, and skill checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

Zeal

Excerpted from *Spell Compendium*

Abjuration

Level: Competition 2, blackguard 2, paladin 2

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You invoke a divine shield to protect you as you close with a chosen opponent.

Choose a foe as you cast this spell. You gain a +4 deflection bonus to AC against all attacks of opportunity from opponents other than the chosen foe. Also, you can move through enemies as if they were allies for the duration of this spell, as long as you finish your movement closer to your chosen foe than when you began it.

Neue Domänen

DEMONIC DOMAIN

Excerpted from *Fiendish Codex 1: Hordes of the Abyss*

Granted Power: You gain a +1 profane bonus to attack and damage rolls for unarmed strikes and attacks with natural weapons.

Demonic Domain Spells

1. Demonflesh
2. Demoncall
3. Demonwings
4. Dimensional Anchor
5. Planar Binding, lesser
6. Planar Binding
7. Fiendish Clarity
8. Planar Binding, greater
9. Gate

INQUISITION DOMAIN

Excerpted from *Complete Divine*

Granted Power: You gain a +4 bonus on all dispel checks.

Inquisition Domain Spells

1. Detect Chaos
2. Zone of Truth
3. Detect Thoughts
4. Discern Lies
5. True Seeing
6. Geas / Quest
7. Dictum
8. Shield of Law
9. Imprisonment

MYSTICISM DOMAIN

Excerpted from *Complete Divine*

Granted Power: Once per day, you may use a free action to channel your deity's power to grant yourself a luck bonus on your saving throws equal to your Charisma modifier (minimum +1). This is a supernatural ability and its effect last for 1 round per cleric level.

Mysticism Domain Spells

- 1 Divine Favor
- 2 Spiritual Weapon
- 3 Visage of the Deity, Lesser
- 4 Weapon of the Deity
- 5 Righteous Might
- 6 Visage of the Deity
- 7 Blasphemy (hier ersetzt durch *Spätzündender Feuerball*)
- 8 Unholy Aura
- 9 Visage of the Deity, Greater

Neuer Gegenstand

Blackguard's Blade: Made of black iron and covered in evil symbols engraved in the blade, this +2 longsword adds +10 damage to the wielder's smite good ability.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil; Market Price: 9,515 gp; Weight: 4 lb.

Darksoul Protection: This wearer of this armor, if of evil alignment, takes only half damage from spells or effects that cause greater damage to evil creatures, such as a holy smite spell, the smite evil ability of a paladin, or the extra damage dealt by a holy weapon.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, protection from good; Market Price: +1 bonus.

Greater Dispelling (Weapon Special Ability)

When you strike a creature or object with a dispelling weapon, you can activate it to target that creature or object with a targeted *greater dispel magic* effect (as the spell). A greater dispelling weapon functions three times per day. Strong Abjuration (DC 22); CL 15th; Prerequisites: Craft Magic Arms & Armor, *greater dispel magic*; Market Price: +1 bonus.

Greater Wounding (Melee Weapon Special Ability)

A wound inflicted by a weapon of greater wounding bleeds for 2 points of damage per round thereafter, in addition to the normal damage the weapon deals. Multiple wounds from from the weapon result in cumulative bleeding loss (two wounds deal 4 points of damage per round, and so on). The bleeding can be stopped only by a successful Heal check (DC 15) or the application of a *cure* spell or some other healing spell (*heal*, *vigor*, and so on).

Moderate Necromancy; CL 15th; Prerequisites: Craft Magic Arms & Armor, *Mordenkainen's sword*; Market Price: +4 bonus.

Myrhal's Crown (Minor Artifact)

Upon command, the crown can render its wearer invisible, per the *invisibility* spell. The wearer may *detect thoughts* at all times (as the spell of the same name). Additionally, the crown enables its wearer to act as though hasted for up to 10 rounds each day. The duration of the *haste* need not be consecutive rounds.

The crown bestows one negative level on any nonevil creature attempting to wear it. The negative level remains

as long as the crown is worn, and disappears when the crown is removed. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the crown is worn. CL 18th; Weight: 3 lb.

Oozing Trident of Azharadian

In the days when the great general Azharadian led Aerdy warbands to victory, this graceful weapon served as a symbol of his power. Now, after centuries in the hands of the death knight Prince Myrhal, it has become corrupted and pitted with corrosive acid.

Upon uttering a command word, the bearer of the weapon may cast *command* (as the cleric spell, Will save DC 13) up to three times per day.

The trident bears a +3 enhancement bonus, and deals +1d6 bonus points of acid damage on a successful hit. Additionally, twice per day it may be commanded to spout a gout of corrosive acid 5 ft. wide by 150 ft. long, starting from the tip of the trident's tines. Anyone caught within the area of the gout suffers 5d6 points of acid damage. Those making a successful Reflex save DC 15 suffer only half damage.

CL 10th; Prerequisites: Craft Magic Arms & Armor, *command*, *Melf's acid arrow*; Market Price: 48,200 gp; Weight: 5 lbs.

Neue Schablone

EVOLVED UNDEAD

Excerpted from *Libirs Mortis*

An evolved undead is an undead whose body is flushed with more negative energy than normal due to an exceptionally long lifetime. Any undead may gain this template, and in doing so, it retains all its previous abilities, but becomes more powerful than before. When an intelligent undead creature survives for 100 years or more (or when the DM decides to create an undead monster with a twist), there is a 1% chance that its connection to the Negative Energy Plane grows more mature. When this "evolution" occurs, the undead gains this template. Each additional 100 years of existence affords an additional 1% chance of a more mature connection, plus an additional 1% chance for each previous evolution. For example, if an undead creature's connection to the Negative Energy Plane evolved three times previously, it has a 4% chance to gain one more step of maturation the next time its age requires an evolution check. Every step of evolution means that the evolved undead template can be applied again to the undead creature (setting this template apart from most other templates, which can be applied only once).

CREATING AN EVOLVED UNDEAD

"Evolved undead" is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature's statistics and special abilities except as noted here. This template does not alter the creature's type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature's natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability

from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead's HD (if the caster level is too low to cast the spell in question, choose another). The save DCs are Charisma-based:

d12 Spell-Like Ability

- 1 *circle of death*
- 2 *cloudkill*
- 3 *cone of cold*
- 4 *confusion*
- 5 *contagion*
- 6 *creeping doom*
- 7 *greater dispel magic*
- 8 *greater invisibility*
- 9 *haste*
- 10 *hold monster*
- 11 *see invisibility*
- 12 *unholy blight*

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex) An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind.

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1.

GRAVETOUCHED GHOUL

Excerpted from *Libris Mortis*

Like traditional ghouls, gravetouched ghouls haunt graveyards, battlefields, and other places rich with the carrion for which they hunger. These terrible creatures lurk wherever the stench of death hangs heavy, ready to devour the unwary. Ghouls are said to be created upon the death of a living sentient being who savored the taste of the flesh of other sentient creatures. This assertion may or may not be true, but it does explain the disgusting behavior of these anthropophagous undead. Some believe that anyone of exceptional debauchery and wickedness runs the risk of becoming a gravetouched ghoul. The transformation from living beings into fell creatures of the night has warped their minds, making them cunning and feral. While most humanoid who engage in such activities and return from the grave are mere ghouls (as described in the *Monster Manual*), in rare occasions the creation of a ghoul briefly draws the attention of Doresain, King of the Ghouls. When this happens, the newly formed ghoul does not possess the standard *Monster Manual* statistics for a ghoul, but instead the base creature gains this gravetouched ghoul template. These templated creatures are said to be "touched by the King." The DM decides when this occurs.

CREATING A GRAVETOUCHED GHOUL

"Gravetouched ghoul" is an acquired template that can be added to any corporeal aberration, fey, giant, humanoid, or monstrous humanoid with Intelligence and Charisma scores of 3 or higher (referred to hereafter as the base

creature). A gravetouched ghoul speaks all the languages it spoke in life (usually Common). It has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead, and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Armor Class: The base creature's natural armor bonus improves by 2.

Attack: A gravetouched ghoul retains all the attacks of the base creature and also gains a bite and two claw attacks if it didn't already have them. If the base creature uses weapons, the gravetouched ghoul retains this ability. A creature with natural weapons retains those natural weapons. A gravetouched ghoul fighting without weapons uses its bite attack. A gravetouched ghoul armed with a weapon uses its bite or weapon as it desires.

Full Attack: A gravetouched ghoul fighting without weapons uses its bite and two claws to attack. If armed with a weapon, it chooses whether to use the weapon or use its natural attacks.

Damage: Gravetouched ghouls have bite and claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the gravetouched ghoul's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A gravetouched ghoul retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 the gravetouched ghoul's HD + gravetouched ghoul's Cha modifier unless otherwise noted.

Ghoul Fever (Su) Disease—bite, Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex. 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 HD or higher rises as a ghast, rather than a ghoul.

Paralysis (Ex) Victims hit by a gravetouched ghoul's bite or claw attack must make a successful Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis.

Special Qualities: A gravetouched ghoul retains all the special qualities of the base creature and gains those described below.

Turn Resistance (Ex) A gravetouched ghoul has +2 turn resistance.

Diet Dependent: Gravetouched ghouls are diet dependent (see the Undead Metabolism section in Chapter 1) upon flesh.

Abilities: Increase from the base creature as follows: Str +2, Dex +4, Int +2, Wis +4, Cha +2. As an undead creature, a gravetouched ghoul has no Constitution score.

Feats: A gravetouched ghoul retains all its feats, and it gains Multiattack as a bonus feat.

Environment: Any, usually same as base creature.

Organization: Solitary, gang (2–4 ghouls plus 1 gravetouched ghoul), or pack (7–12 ghouls plus 1–4 gravetouched ghouls).

Challenge Rating: Same as the base creature +1.

Alignment: Base creature's alignment changes to chaotic evil.

Level Adjustment: Same as base creature +2.

MONSTER OF LEGEND

Excerpted from *Monster Manual II*

A monster of legend is a creature chosen by a god to perform an appointed task. The creature is imbued with divine abilities and great strength to better accomplish its goal. A monster of legend is a unique creature and considered to be an archetype for creatures of the same kind. These divinely enhanced creatures are often set to guard artefacts or planar portals.

Monsters of legend are highly dangerous creatures. They are stronger, tougher, and fiercer than their normally encountered kin. Most have potent attack forms and special qualities that mark them as having been touched by divine forces. Monsters of legend are rarely encountered by chance. They leave their lairs only when on divine missions or when exacting revenge on those who threaten their divine missions.

CREATING A MONSTER OF LEGEND

"Monster of legend" is a template that can be added to any animal, beast, magical beast, or monstrous humanoid (hereafter referred to as the base creature). The creature's type changes to outsider, though the monster of legend's home plane is the Material Plane. It has all the base creature's attributes except as noted here.

Hit Dice: All the base creature's Hit Dice increases to d8s (if smaller than d8, otherwise same as base creature).

Speed: Same as the base creature.

AC: Base creature's natural armor bonus improves by +5.

Attacks: Same as the base creature.

Damage: Same as the base creature or as indicated on the table below, whichever is greater.

Size	Slam	Bite	Claw	Gore
Fine	1	1	-	-
Diminutive	1d2	1d2	1	-
Tiny	1d3	1d3	1d2	1
Small	1d4	1d4	1d3	1d2
Medium-size	1d6	1d6	1d6	1d3
Large	1d8	1d8	1d6	1d4
Huge	2d6	2d6	2d4	1d6
Gargantuan	2d8	2d8	2d6	1d8
Colossal	4d6	4d6	2d8	2d6

Special Attacks: A monster of legend retains the base creature's extraordinary, supernatural and spell-like abilities. In addition, it gains one of the following special attacks.

Breath Weapon (Su) Every 1d4 rounds, the monster of legend can use a breath weapon (15-foot cone, 3d6 damage). Choose one of the following energy types: acid, fire, lightning, or cold. A target must make a Reflex save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Constitution modifier) for half damage.

Frightful Presence (Ex) When a monster of legend makes a loud sound (a roar, growl, or other sound appropriate to its form), it inspires terror in all creatures within 20 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed a Will save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Charisma modifier) or become shaken – a condition that lasts until the opponent is out of range. A successful save leaves that opponent immune to that monster of legend's frightful presence for 24 hours.

Poison (Ex) A monster of legend delivers its poison with each successful bite attack. A target that succeeds a Fortitude save (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Constitution modifier) does not take poison damage from that particular attack. The initial and secondary damage is the same: 1d6 points of Strength damage.

Raging Blood (Su) Choose whether the monster of legend has acid, fire, or electricity in its blood. Each time damage is dealt to the creature with a piercing or slashing attack, its blood sprays outward in a 5-foot cone, dealing 1d4 points of damage of the selected energy type to all within range (no saving throw). A monster of legend is not harmed by its own blood.

Spells: The monster of legend casts divine spells from the cleric list and from the Protection, Strength, and War domains as a 5th level cleric (DC 10 + ½ monster of legend's Hit Dice + monster of legend's Wisdom modifier). It does not gain extra domain spell slots for these domains as a cleric would.

Special Qualities: A monster of legend retains the base creature's extraordinary, supernatural, and spell-like abilities. In addition, it gains two of the following special qualities.

Damage Reduction (Su) 10 / magic

Enhanced Attribute (Ex) The save DC for each of the monster of legend's special attacks, spells, and spell-like abilities increase by +4.

Fast Healing (Ex) A monster of legend retains lost hit points at a rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the monster of legend to regrow or reattach lost body parts.

Greater Damage (Ex) Damage dice for the creature's natural attacks are increased by one die type, as indicated on the table below-

Old Damage	New Damage
No damage	1
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6

Haste (Su) The creature is supernaturally quick. It can take an extra partial actions each round, as if affected by a *haste* spell.

Immunities (Ex) The creature is immune to two of the following effects: acid, electricity, fear, poison, polymorphing, or mind-affecting effects.

Reflective Hide (Su) The creature has a silvery sheen to its skin and is permanently protected by a *spell turning* effect.

Regrow Limbs (Su) If the creature loses a limb, head, or body part, a new one grows in 1 round. A monster of

legend with this ability cannot be slain by a vorpal weapon's head-severing ability.

See in Darkness (Su) The creature can see perfectly in darkness of any kind, even that created by *deeper darkness* spells.

Spell Resistance (Su) The creature has spell resistance equal to 10 + ½ monster of legend's Hit Dice.

Subtype (Ex) The creature has one of the following subtypes: cold or fire.

Saves: Each of the base creature's base saves increases by +3.

Abilities: Increase from the base creature as follows: Str +10, Dex +6, Con +10, Int +2, Wis +2, Cha +4.

Skills: A monster of legend has skill points as the base creature, adjusted for its increased Intelligence score. Its class skills are as the base creature.

Feats: A monster of legend gains Improved Initiative and Multiattack as bonus feats.

Climate / Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: Same as base creature +2.

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

SHADOW CREATURE

Excerpted from *Lords of Madness*

Shadow creatures dwell on the Plane of Shadow, sometimes crossing into other planes where the barriers between dimensions are weak. Just as parts of the Plane of Shadow resemble a strange, distorted version of the Material Plane, shadow creatures superficially resemble creatures from the Material Plane. Shadow creatures are darker, more elusive, and spookier than their material counterparts. Shadow creatures are not to be confused with shadows (undead creatures that dwell on the Plane of Shadow). Other creatures native to the Plane of Shadow exist that have stronger or weaker connections to the energies of that place (such as the shadow mastiff) and therefore do not follow this template.

CREATING A SHADOW CREATURE

"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.

SPELLSTITCHED

Excerpted from *Complete Arcane*

Spellstitched creatures are undead that have been powerfully enhanced and fortified by arcane means. They are more difficult to attack in melee and more resistant to being turned, and they gain the ability to cast spells. The process is much more effective when applied to intelligent undead than those that are mindless, since intelligent undead can discharge their spells tactically.

A spellstitched undead can be identified by the runes that cover its body, either carved into its skeletal remains or tattooed onto its rotting flesh. Under casual observation or while in combat, the runes can be noticed only with a DC 15 Spot check, otherwise simply appearing to be cracks in the creature's bones or wrinkles in its skin.

Spellstitched creatures can be created only by a wizard or sorcerer with the Craft Wondrous Item feat of sufficient level to cast the spells to be imbued within the undead's body. The creation process takes a number of days equal to the Wisdom score of the undead creature being spellstitched (so a minimum of 10 days) and requires the expenditure of 1,000 gp for carving or tattooing materials in addition to 500 XP x the undead creature's Wisdom score.

Undead with arcane spellcasting abilities can spellstitch themselves.

CREATING A SPELLSTITCHED CREATURE

"Spellstitched" is an acquired template that can be added to any corporeal undead with a Wisdom score of 10 or higher (referred to hereafter as the base creature).

A spellstitched creature uses all the base creature's statistics and abilities except as noted here.

Special Attack: A spellstitched creature retains all the special attacks of the base creature and gains the following special attack.

Spell-like Abilities: A spellstitched creature can be imbued with spell-like abilities according to its Wisdom, as indicated on the table below. Any spells selected must be from the conjuration, evocation, or necromancy school. The number of spell-like abilities is cumulative; for example, a spellstitched undead with a Wisdom score of 12 can cast two 2nd-level spells four times per day and

two 1st-level spells four times per day. Caster level equals the creature's Hit Dice.

Wisdom Score	Example Undead	Spells Imbued	Times per Day
10	Skeleton, Zombie	Two 1 st -level	4
11-12	Bodak	Two 2 nd -level	4
13-14	Ghoul, Ghast	Two 3 rd -level	2
15-16	Devourer	Two 4 th -level	2
17-18	Some Liches	Two 5 th -level	2
19-20	Nightshade	One 6 th -level	1

The creator of a spellstitched creature decides how to allocate the spells known against the number of times per day spells of each level can be cast, and once made, this determination cannot be changed. For example, of a spellstitched skeleton has *cause fear* usable once per day and *shocking grasp* usable three times per day imbued as its 1st-level spell-like abilities, its creator cannot later change either the spells or how frequently each can be used (to two times per day each, for example).

Special Qualities: A spellstitched creature retains all special qualities of the base creature and gains the following special qualities.

Damage Reduction (Ex) Spellstitched creatures with 1-3 HD have no damage reduction, those with 4-11 HD have DR5 / magic or silver, and those with 12 or more HD have DR 5 / magic and silver.

Spell Resistance (Ex) A spellstitched creature has spell resistance equal to 10 + the base creature's Charisma modifier.

Turn Resistance (Ex) A spellstitched creature gains +2 turn resistance (added to the base creature's turn resistance, if any).

Saves: Spellstitched creatures get a +2 profane bonus on all saving throws.

Challenge Rating: Same as base creature +1.

UNHOLY SCION

Excerpted from *Heroes of Horror*

Not all births that follow from the mating of an evil outsider and a mortal result in a half-fiend. If the female partner in such an union is impregnated in an area of high taint, the result is the unholy scion. An unholy scion can also be created when a fiend mentally possess an unborn child within the womb. In either case, it is a creature with fiendish power and malignance, all the more terrifying for its ability to pass as mortal.

Even worse, the horror gestating in its mother's womb is already full intelligent and possesses the ability to influence the mother's actions and observe the world through her senses. A mortal woman in such straits is often compelled to commit all manner of depraved acts in such ways – at least, not until the child is born.

Unholy scions look like normal members of their mortal parent's race, but they are subtly disturbing. Their features might be ever so slightly off, their eyes possessed of an evil gleam, or they might simply make everyone around them nervous for no obvious cause. The overwhelming majority of unholy scions are humanoids, although animal scions are not unheard of.

All unholy scions are irredeemably evil. By the time the child is born, it is no longer possible to separate the possessing fiend from the newly developed mind and soul; they are one, forever intertwined. The fiend can never return to its original form, and slaying one requires slaying the other. The precise personality of the child

depends on the nature of the fiend parent or possessor. Unholy scions formed from devils are deceptive and scheming, while those possessed by demons are likely to be more wantonly destructive. Unholy scions formed from taint rather than possession tend toward chaotic.

CREATING AN UNHOLY SCION

"Unholy Scion" is an inherited template that can be added to any living humanoid or animal (referred hereafter as the base creature). Animal scions are exceptionally rare; the overwhelming majority of unholy scions are humanoids. An unholy scion uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider (evil, native). Do not recalculate Hit Dice, base attack bonus, or saving throws. Size is unchanged.

Armor Class: The unholy power of a scion grants it a deflection bonus to AC equal to its Charisma modifier (minimum 1).

Attack: An unholy scion gains a claw attack if it did not already possess one (the creature's nails or claws do not appear to be any stronger or sharper than normal for its race). If the base creature can use weapons, the scion retains this ability. A scion fighting without weapons uses its claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full attack: An unholy scion fighting without weapons uses its claw when making a full attack. If armed with a weapon, it uses the weapon as its primary attack and its claw as a natural secondary attack.

Damage: Unholy scions have claw attacks. Use the damage values in the tables below, or the base creature's damage values (if any), whichever is greater.

Size	Claw Damage
Fine	1
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	3d6

Special Attacks: An unholy scion retains all the special attacks of the base creature and gains the following special attacks.

Familial Charm (Su) An unholy scion's mother is under a constant charm person or charm animal effect (as appropriate), generated by the scion. The mother might be aware that her actions are inappropriate, even that her child is evil, but she cannot shake her emotional devotion to it. The scion can switch between its own senses and its mother's at will as a free action. The scion can use any of its spell-like abilities with its mother, rather than itself, as the source, much as wizards can deliver touch attacks through their familiars. Familial charm does not allow a save, and applies even before the scion's actual birth (since the unborn scion is already intelligent and knowledgeable enough to have its own agenda).

Spell-like Abilities (Sp) An unholy scion with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice, as indicated on the table below. These abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster

level equals the creature's HD, and the save DC is Charisma-based.

HD Abilities

1-2	<i>Charm animal</i> or <i>charm person</i> 3 / day 1*
3-4	<i>Desecrate</i>
5-6	<i>Enervation, protection from good</i> 3 / day
7-8	<i>Major Image</i> 3 / day, <i>poison</i> 3 / day
9-10	<i>Dominate animal</i> or <i>dominate person</i> 1*, <i>baleful polymorph</i>
11-12	<i>Animate dead</i> 2*, <i>true seeing</i> 3 / day
13-14	<i>Unholy aura</i> 3 / day, <i>unhallow</i>
15-16	<i>Harm</i>
17-18	<i>Gate</i> 3*
19-20	<i>Polymorph any object</i>

1 An unholy scion gains *charm animal* and *dominate animal* if the base creature is an animal, or *charm person* and *dominate person* if the base creature is a humanoid.

2 An unholy scion can control up to four times its HD in skeletons and zombies with this ability, in addition to any similar ability the scion might gain from class features.

3 This ability can only open a *gate* to the home plane of the parent or possessing fiend who created the scion. If the scion was created by a taint rather than by fiendish possession, the gate opens to the Abyss.

Unholy Strike (Su) An unholy scion's natural weapons and any melee weapons it wields are treated as evil-aligned for the purpose of overcoming damage reduction. In addition, all such attacks deal an extra 2D6 points of damage against good-aligned opponents.

Special Qualities: An unholy scion has all the special qualities of the base creature, plus the following special qualities.

- Damage reduction 5/good or magic (if HD 11 or less) or 10/good or magic (if HD 12 or more)
- Darkvision out to 60 feet
- Fast healing 4
- Immunity to poison and mind-affecting spells and abilities
- Instant knowledge: The moment a fetus is corrupted or possessed, it gains a working knowledge of the world and has full access to its mental abilities, skills, and spell-like abilities
- Resistance to acid 5, cold 5, electricity 5, and fire 5
- Spell resistance equal to the creature's HD+10 (maximum 35)

Abilities: Increase from the base creature as follows: Dex +2, Int +6, Wis +2, Cha +4 (Note: INT, WIS, and CHA-modifiers apply even before birth).

Skills: An unholy scion gains skill points as an outsider and has skill points equal to (8 + Int modifier) x (HD + 3). Do not include Hit Dice from class levels in this calculation – a scion gains outsider skill points only from its racial Hit Dice, and gains the normal amount of skill points from its class levels. Treat skills from the base creature's list as class skills and other skills as cross-class.

Organization: Unholy scions are usually solitary creatures (not counting any minions they might gain), regardless of the proclivities of the base creature.

Challenge Rating: HD 4 or less, as the base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any)

Level Adjustment: +5

Treasure: As base creature

Neue Monstervarianten

Nimble Skeleton

A nimble skeleton can pursue characters across unsteady terrain, rock walls, narrow ledges, and the like.

Initiative: A nimble skeleton's initiative modifier increases by 2 thanks to its improved Dexterity.

Speed: A nimble skeleton has a climb speed equal to its base land speed.

Armor Class: A nimble skeleton's Armor Class and touch AC increase by 2 thanks to its improved Dexterity.

Abilities: A nimble skeleton gains an additional +4 bonus to Dexterity.

CR Adjustment: + 1/2

Viscious Skeleton

Viscious skeletons seem to take mindless pleasure in disembowelling their victims with their devastating claw attacks. Skeletons without claws can't be viscious skeletons.

Attack: A viscious skeleton's claw attack deals damage as if the skeleton were one size category larger than normal (if the creature is already Colossal, the claw attack deals 3d8 points of damage).

Special Attacks: *Rend (Ex)* If a viscious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. The attack automatically deals extra damage equal to twice the normal damage of a claw attack plus 1 ½ times the viscious skeletons Strength bonus.

Feats: Viscious skeletons gain Improved Critical (Claw) as a bonus feat.

CR Adjustment: +1

Neue Monster

ANGEL OF DECAY

Excerpted from *Libris Mortis*

Large Undead

Hit Dice: 26d12 plus 29 (198 hp)

Initiative: +6

Speed: 30 ft. (6 squares), fly 50 ft. (poor)

Armor Class: 28 (–1 size, +2 Dex, +13 natural, +4 deflection), touch 15, flat-footed 26

Base Attack/

Grapple: +13/+30

Attack: Claw +21 melee (2d6+18)*

Full Attack: 2 claws +21 melee (2d6+18) plus 2 wing slams +16 melee (1d6+11) plus rotting touch*

Space/Reach: 10 ft./10 ft.

Special Attacks: Rotting aura, rotting touch

Special Qualities: Damage reduction 10/adamantine and magic, darkvision 60 ft., spell resistance 24, undead traits, unholy grace

Saves: Fort +14, Ref +18, Will +26

Abilities: Str 37, Dex 14, Con —, Int 20, Wis 20, Cha 18

Skills: Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently +26, Search +29, Sense Motive +29, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Power Attack, Toughness

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 27–36 HD (Large); 37–63 HD (Huge)

Level Adjustment: —

*Includes adjustments for Power Attack feat.

A repulsive, extremely tall, humanlike creature with long, rotting wings and peeling flesh, this monstrosity continually sheds rivulets of filth and decay, creating a pool of rot in which it stands.

A mockery of a true angel, an angel of decay may appear similar to an angelic outsider only by happenstance, not design. It is an undead creature that is powered by decay. When a healthy creature softens, crumbles, and liquefies in death, an indefinable essence wafts away like putrid steam off stagnant beach sand. This decomposing flesh radiates an essential energy in its dissipation, and an angel of decay can extract the power resident therein. An angel of decay stands about 9 feet tall and weighs between 500 and 700 pounds. Angels of decay speak Common and Abyssal.

COMBAT

An angel of decay prefers to wade into combat, literally, since when it touches down, it produces a constantly renewing pool of liquid corruption. An angel of decay normally attacks using its Power Attack feat, taking a –5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

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

An angel of decay's pool of rot is a 15-foot-radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 Reflex saving throw each round or take 5d6 points of damage (half that on a successful save) as its flesh begins to succumb to decay. The creature must also succeed on a subsequent DC 24 Will saving throw (regardless of whether it succeeds on the first save) or be nauseated for 1 round. In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

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

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

AURUMVORAX

Always N Small magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision, scent
 gold, Listen +2, Spot +17
AC 26, touch 11, flat-footed 26
 (+1 size, +15 natural)

hp 102 (12 HD); **DR** 5/adamantine and slashing

Immune poison

Resist fire 10

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

Speed 30 ft., burrow 20 ft.

Melee bite +16 (2d4+3/19–20) and 4 claws +14 (2d4+1)

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

Base Atk +12; **Grp** +19

Atk Options crushing bite, gold frenzy, improved grab, pounce, rake

Abilities Str 16, Dex 10, Con 17, Int 2, Wis 14, Cha 15

SA crushing bite, gold frenzy, improved grab, pounce, rake

Feats Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Multiattack

Skills Hide +4, Spot +17

Advancement 13–16 HD (Small); 17–28 HD (Medium); 29–36 (Large)

Crushing Bite (Ex) An aurumvorax deals automatic bite damage on a successful grapple check. If it bites an object, it ignores half the object's hardness.

Gold Frenzy (Ex) An aurumvorax gains a +2 morale bonus on attack and damage rolls made against any creature on which it can scent gold.

Improved Grab (Ex) To use this ability, an aurumvorax must hit an opponent of any size with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. An aurumvorax has a +8 racial bonus on grapple checks, which is included in the statistics block.

Pounce (Ex) If an aurumvorax charges a foe, it can make a full attack, including eight rake attacks.

Rake (Ex) Attack bonus +16 melee, damage 2d4+1, eight attacks against grappled foe.

Scent Gold (Ex) An aurumvorax has the scent ability, but it can smell only gold. As long as a creature carries any amount of gold, the aurumvorax can scent it. Gold kept in an extradimensional space (such as a *bag of holding*) can escape an aurumvorax's senses.

An aurumvorax is a dangerous, eight-legged beast that can eat nearly any food, although its favored meal is pure gold.

STRATEGIES AND TACTICS

The fiercely territorial aurumvorax uses its growling bark to warn foes away. If it smells gold on a creature, however, it charges that target, attempting to pounce and rake. Once it manages to establish a hold on a foe, the aurumvorax continues to gnaw and claw as long as it can. Often, only death can cause the beast to release its grip.

AURUMVORAX LORE

Characters who have ranks in Knowledge (arcana) can learn more about aurumvoraxes. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC Result

- 18 An aurumvorax can smell gold, and the scent of it often drives the creature into a frenzy.
- 23 An aurumvorax's hide is remarkably dense. Only adamantine slashing weapons have any real hope of penetrating it and harming the creature.
- 28 An aurumvorax's hide is quite valuable. If you burn a dead aurumvorax in a forge, the body leaves behind puddles of pure gold.

ECOLOGY

The gnomes call the aurumvorax the golden gorgor—a name that bespeaks both its golden fur and its ravenous appetite. An aurumvorax can gain nourishment from any food it eats, although it has a particular fondness for gold. When no gold is available, an aurumvorax consumes anything it can catch. Thus, when an aurumvorax moves into a new area, it has an immediate impact on the ecosystem.

An aurumvorax's powerful claws allow it to burrow through stone. Aurumvorax warrens often stretch for miles because the creatures tend to dig their way through the bedrock along veins of gold. Dwarves find golden gorgers particularly offensive, and they often offer rewards for the hides. In dwarven reaches where these creatures are active, the bounties often lure adventurers into extreme peril. Aurumvoraxes mate for life, but they rarely produce young. A typical female aurumvorax gives birth to no more than three kittens throughout her life. An aurumvorax kitten can be reared to be a trained guardian, but training a fully grown aurumvorax is impossible. Because aurumvorax young are extremely rare, a single kitten can fetch prices in excess of 8,000 gp.

TYPICAL TREASURE

Because an aurumvorax is not much more intelligent than an animal, it has little interest in hoarding treasure. Further, its insatiable appetite often drives it to consume treasure left behind by its foes. Yet the aurumvorax itself is worth quite a fair amount. An aurumvorax hide, properly prepared with a successful DC 30 Survival check, is worth 3,000 gp. Burning an aurumvorax in an exceptionally hot fire (such as a forge) leaves behind 2d20x10 gp worth of raw gold.

BLASPHEME

Excerpted from *Libris Mortis*

Medium Undead

Hit Dice:	18d12+30 (147 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	20 (+1 Dex, +9 natural), touch 11, flat-footed 19
Base Attack/Grapple:	+9/+18
Attack:	Bite +18 melee (1d8+13 plus blasphemous contact)
Full Attack:	Bite +18 melee (1d8+13 plus blasphemous contact)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blasphemous contact, erratic charge
Special Qualities:	Darkvision 60 ft., damage reduction 5/slash, immunity to cold, inescapable craving, undead traits
Saves:	Fort +6, Ref +7, Will +13
Abilities:	Str 28, Dex 12, Con —, Int 5, Wis 15, Cha 10
Skills:	Listen +10, Spot +10, Survival +7
Feats:	Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track
Environment:	Cold plains or cold hills
Organization:	Solitary or pair
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	19–36 HD (Medium)
Level Adjustment:	—

Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.

Crafted in bygone days by power-mad wizards searching to create the perfect undead guardians, blasphemes still roam forgotten areas, seeking to destroy nonevil creatures with their blasphemous bite. They are most likely to be encountered near ruins of ancient cities where magic was valued more highly than personal liberty or morals. If the secret of creating or calling a blaspheme into the world still exists, it is buried in just such a location.

Each blaspheme is created with parts from multiple ancient corpses, with teeth specially harvested from sacrifices to evil powers. However, blasphemes are not hulking, slow-moving constructs; rather, they are lithe and deadly, aware of their surroundings and capable of directing their own actions. Blasphemes stand just under 7 feet tall and weigh about 190 pounds. Blasphemes speak Common.

COMBAT

A blaspheme resonates with evil power, the focus of which is concentrated in its teeth. Thus, blasphemes charge into combat in almost every situation, attempting to bite their victims as quickly as possible.

Blasphemous Contact (Su) Each time a blaspheme bites a nonevil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex) When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement, or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Strength, which it satisfies by using its blasphemous contact ability.

BONEYARD

Excerpted from *Libris Mortis*

Huge Undead

Hit Dice:	17d12+17 (127 hp)
Initiative:	+6
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	30 (–2 size, +2 Dex, +20 natural), touch 10, flat-footed 28
Base Attack/Grapple:	+8/+26
Attack:	Bite +16 melee (2d8+15/19–20 plus bone subsumption)
Full Attack:	Bite +16 melee (2d8+15/19–20 plus bone subsumption)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Bone subsumption, improved grab, summon skeletons, utter subsumption
Special Qualities:	Damage reduction 10/—, darkvision 60 ft., fast healing 10, immunity to cold, inescapable craving, spell resistance 24, undead traits
Saves:	Fort +7, Ref +9, Will +15

Abilities: Str 31, Dex 14, Con —, Int 18, Wis 20, Cha 18
Skills: Balance +22, Climb +30, Hide +22, Jump +30, Listen +25, Move Silently +22, Search +24, Spot +25
Feats: Combat Reflexes, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Toughness, Lightning Reflexes
Environment: Any
Organization: Solitary
Challenge Rating: 14
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 18–25 HD (Huge); 26–51 HD (Gargantuan)
Level Adjustment:—

The pile of bones before you stirs. The bones rise and reform, and as each bone finds its proper place, the shape of a huge serpentine creature emerges, one whose form is composed of interlocking bones, its head the skull of some unnamed and long-dead beast.

A boneyard is an undead creature made entirely from the bones of other dead creatures. However, unlike a skeleton or similar monster, a boneyard's form is fluid in the sense that it can appear merely as a pile of bones, or as a serpent composed of bones, or some other form of its choice. Boneyards have been called by many names, depending upon where they are encountered, including bone weirds, dancing bones, and bonetakers. A boneyard weighs between 4,000 and 8,000 pounds, depending on the number of bones it has subsumed. Boneyards speak Common, Terran, and Abyssal.

COMBAT

A boneyard seeks to bite and subsume the bones of its foes. If it can start a grapple, it pulls victims directly into its mass.

Bone Subsumption (Su) Whenever a boneyard successfully bites a foe, the victim must make a DC 22 Fortitude save (except for undead victims, which make Will saves). The save DC is Charisma-based. On a failed save, the victim's bones begin to melt away from the body to meld with the form of the boneyard. The victim takes 2d4 points of damage to Constitution, Dexterity, and Strength. This ability works only on creatures that possess a skeletal structure (so it works on many undead, but it is useless against constructs, elementals, oozes, and plants).

Improved Grab (Ex) To use this ability, a boneyard must hit a Large or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can try to utterly subsume all the bones in the victim's body.

Inescapable Craving: A boneyard has an inescapable craving (see the Undead Metabolism section in Chapter 1) for bones, which it satisfies by using its bone subsumption ability.

Summon Skeletons (Su) A boneyard can summon undead creatures from its own bones once per day: 3–6 troll skeletons or 2–4 young adult red dragon skeletons. The undead arrive in 1d10 rounds and serve for 1 hour or until they are reabsorbed back into the boneyard.

Utter Subsumption (Su) If a boneyard wins a grapple check after using its improved grab ability, it attempts to pin the target on its next action. A boneyard that begins a turn with a victim still pinned and that makes one more

successful grapple check automatically tears every bone from the victim's body, instantly killing the victim.

DEMON, ARROW

Excerpted from *Monster Manual 3*

Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri)

Hit Dice: 10d8+90 (135 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armor Class: 19 (+4 Dex, +5 natural), touch 14, flat-footed 15

Base Attack /

Grapple: +10 / +15

Attack: 2 Large +1 composite Longbows (+5 Str bonus) +14/+14 ranged (2d6+6/x3) or claw +15 melee (1d6+5)

Full Attack: 2 Large +1 composite Longbows (+5 Str bonus) +14/+14/+9/+9 ranged (2d6+6/x3) or 4 claws +15 melee (1d6+5)

Space / Reach: 5 ft. / 5 ft.

Special Attacks: Close combat shot, oversized weapons, spell-like abilities, *summon tanar'ri*, symmetrical archery

Special Qualities: DR 5/cold iron and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft.

Saves: Fort +16, Ref +11, Will +10

Abilities: Str 21, Dex 19, Con 29, Int 14, Wis 16, Cha 12

Skills: Balance +17, Bluff +14, Climb +18, Concentration +21, Hide +17, Jump +22, Listen +16, Move Silently +17, Sense Motive +16, Spot +16

Feats: Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Environment: Infinite Layers of the Abyss

Organization: Solitary, pair, team (3-5), or squad (6-10)

Challenge Rating: 7

Treasure: Double standard (including 2 Large +1 composite longbows and arrows)

Alignment: Always Chaotic Evil

Advancement: 11-20 HD (Medium)

Level Adjustment +8

Lean and wiry, this four-armed creature holds two powerful longbows in its left arms and draws the strings back in parallel with its right arms. The massive arrows notched in the bows draw the eye, and the emaciated limbs with which it holds its twin bows obviously conceal an abyssal strength. The creature's gray skin is oily and moist, and it is entirely hairless. The creature's long legs end in four-jointed toes, and it grips the ground as it walks.

Arrow demons were created to serve in massive battalions on the endless abyssal battlefields. Although they still play a devastating role in such battles, arrow demons have now begun to appear elsewhere. Powerful demons and mortal summoners alike have learned that even one arrow demon is capable of dominating a battlefield.

Although arrow demons are dangerous by themselves, they are at their most deadly when they can stand still and shoot every round. On battlefields, this means that companies of arrow demons are shielded by ranks of lesser troops – pitiful, abyssal creatures too weak to stop a serious assault yet numerous enough to slow an onrushing enemy long enough for the ranks of arrow

demons to deliver massive arrow fire on the enemy. In the skirmishes and battles of mortal summoners, this means that the arrow demon is most effective when acting in concert with other summoned creatures or perhaps the mortal's lesser minions.

The very effectiveness of these obvious tactics have given arrow demons an importance in the ranks of the demons higher than their sheer physical power would otherwise earn them. Although an arrow demon must still give way to any greater demon, large groups of the abyssal archers know they are too valuable to their demonic lord's battle plans to be gainsaid by any but the most powerful individual demons.

Like other demons, arrow demons are cruel beyond mortal measure, knowing nothing of compassion or altruism. They scorn virtue and despise hope, yet they understand more clearly than perhaps any other demon that their continued existence depends on their value to their masters.

An arrow demon is an emaciated, four-limbed demon, standing some 6 feet 6 inches in height. It is completely hairless, and its moist, gray skin is sickening and leathery to the touch. The creature's limbs conceal a wiry strength, but it weighs only 150 pounds.

Arrow demons speak Abyssal, Celestial, and Draconic.

Arrow Demon Ammunition

The arrow demon's statistics assume that the creature uses non-magical arrows only. You can add other types of arrows to the demon's quiver, or you can roll on the following table to randomly determine what type(s) of special ammunition the demon carries (if any). Any ammunition the demon carries should be treated as part of its treasure.

D%	Additional Ammunition	Cost
01-40	None	-----
41-45	100 adamantine arrows	305 gp
46-50	100 cold iron arrows	10 gp
51-60	100 alchemical silver arrows	15 gp
61-70	50 adamantine, 50 cold iron	157 gp, 5 sp
71-90	50 adamantine, 50 alchemical silver	160 gp
91-100	50 cold iron, 50 alchemical silver	12 gp, 5 sp

COMBAT

Arrow demons prefer to fight in ordered ranks surrounded by hundreds of their kind. Grouped into massive battalions, arrow demons are capable of destroying entire armies of foes. Now that these demons are being sent to other planes and given special missions other than outright warfare, most who encounter them do so outside of the abyssal battlefields of the Nine Hells or the Infinite Layers of the Abyss. As archers first and foremost, arrow demons prefer to have allied creatures between them and an enemy, allowing them to reliably fire a steady stream of arrows from their twin bows.

Small groups of arrow demons have perfected an unorthodox method of holding a running battle. When pressed and working as a group, the arrow demons with the most hit points makes a full attack while all of his allies use *dimension door* to go as far away as they can and maintain line of sight to their foes. Once the lead demon is wounded, it uses *dimension door* to relocate behind the group and all but one member of the group use *dimension door* to appear next to him, beginning the process once again. Using this tactic, the demons get to make the maximum number of full-attack actions possible in the

terrain and their foes' attacks are always directed against the demon most able to withstand them.

An arrow demon's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Close Combat Shot (Ex) An arrow demon does not incur attacks of opportunity for firing a bow while threatened. In addition, the arrow demon can shoot its bows to make attacks of opportunity as if it threatened the squares adjacent to it with its bows.

Oversized Weapons (Ex) Arrow demons can use bows of any kind that are up to one size category larger than their size would allow without penalty.

Spell-like Abilities: At will – *dimension door* (self plus 50 pounds of objects only). Caster level 10th.

Summon Tanar'ri (Sp) Once per day, an arrow demon can either automatically summon 1d6 dretches or attempt to summon another arrow demon with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Symmetrical Archery (Ex) The arrow demon has an amazing ability to wield two bows at once in unison. Any time the arrow demon could make a single attack with a bow, it can attack with both of its bows, at -2 to all its attack rolls that round. For example, when making an attack action, an arrow demon can fire one arrow from each bow, each of its iterative attacks (two arrows from each bow, each shaft at a -2 penalty). The statistics block above already includes these bonuses. The arrow demon takes no additional penalties for using multiple weapons as long as it is using only bows.

Telepathy (Su) Arrow demons can communicate telepathically with any creature within 100 feet that has a language.

ENTROPIC REAPER

Excerpted from *Libris Mortis*

Medium Undead (Extraplanar, Chaotic)

Hit Dice: 19d12+19 (142 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 20 (+2 Dex, +8 natural), touch 12, flat-footed 18

Base Attack /

Grapple: +9 / +18

Attack: Large scythe +13 melee (2d6+18 plus entropic blade/19-20/x4)*

Full Attack: Large scythe +13/+8 melee (2d6+18 plus entropic blade/19-20/x4)*

Space / Reach: 5 ft. / 5 ft.

Special Attacks: Entropic blade, spell-like abilities

Special Qualities: DR 10/cold iron and lawful, darkvision 60 ft., fast healing 10, master of the scythe, SR 22, undead traits

Saves: Fort +7, Ref +8, Will +13

Abilities: Str 29, Dex 14, Con -, Int 11, Wis 20, Cha 15

Skills: Concentration +23, Knowledge (planes) +23, Listen +26, Spot +26

Feats: Combat Reflexes, Improved Critical (scythe), Improved Toughness, Power Attack, Cleave, Improved Initiative, Whirlwind Attack

Environment: Ever-Changing Chaos of Limbo

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always Chaotic Evil

Advancement: 20-35 HD (Medium)

Level Adjustment -

*Includes adjustments for Power Attack feat.

A skeletal being cloaked in a great black robe and head-concealing hood holds a large scythe in both hands. The head of the scythe is a absence in space, a blade-shaped hole in reality that draws in the light around it.

Entropic reapers are undead that arise in Limbo. They enforce the twisted edicts of chaotic beings that decree the death of lawful creatures (though an entropic reaper is not particular about the alignments of the creatures it brings low). Though originating in Limbo, entropic reapers spend much of their time in the Material Plane, seeking to apply their entropic scythes to the necks of the living. Entropic reapers stand about 6-1/2 feet tall and weigh about 180 pounds.

Entropic reapers speak Common, Abyssal, and Celestial.

COMBAT

An entropic reaper uses its self-enhanced scythe to wreak terrible damage on those it decides must die (which includes most creatures it happens to meet).

The scythe an entropic reaper wields is treated as chaotic-aligned for the purpose of overcoming damage reduction.

An entropic reaper normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls.

Entropic Blade (Su) An entropic reaper confers the entropic blade property upon any weapon it wields – usually a normal scythe. An entropic blade functions in all ways like the kind of weapon it is, with the following addition. Any time the entropic reaper successfully deals damage with its entropic blade, the victim must make a DC 21 Fortitude save or be overcome with searing pain, as the victim's form melts, flows, writhes, and boils. During this entropic state, the victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round spent in this entropic state, the victim takes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it disincorporates into nothingness.

A victim can gain control over itself by taking a standard action to attempt a DC 21 Charisma check. Success renders the victim immune from the entropic state for 1 minute. On a failure, the victim can still repeat this check each round until successful. The entropic state is not a disease or a curse, so it is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its state for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (though a separate *restoration* is necessary to restore any drained points of Wisdom). The save DC is Charisma-based.

Master of the Scythe (Su) The entropic reaper is a master of the scythe, and gains the ability to wield a weapon one size larger than normal. It also treats the scythe as if it were a mighty cleaving weapon, which allows it to make one additional cleave attempt in a round.

Spell-like Abilities: 1/day – *plane shift*. Caster level equals the entropic reaper's HD. The save DCs are Charisma-based.

SLAYMATE

Excerpted from *Libris Mortis*

Small Undead

Hit Dice: 4d12 (26 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 16 (+1 Dex, +1 size, +4 natural), touch 12, flat footed 15

Base Attack/

Grapple: +2/-1

Attack: Bite +4 melee (1d3+1 plus pale wasting)

Full Attack: Bite +4 melee (1d3+1 plus pale wasting)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pale wasting disease

Special Qualities: Darkvision 60 ft., undead pale aura, Undead traits

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15

Skills: Hide +8, Listen +7, Move Silently +8, Spot +7

Feats: Alertness, Lightning Refl exes

Environment: Any

Organization: Solitary or pairbond (1 3rd-level Necromancer plus 1 slaymate)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful evil

Advancement: 5–8 HD (Small)

Level Adjustment:—

This pale creature resembles a human child with slug-white skin. Its black eyes are too knowing for their size, and its too-wide mouth is home to rot and ruin.

Slaymates are undead creatures given a semblance of life when a guardian's betrayal, either outright or through negligence, leads to death. A slaymate's appearance is a weird and twisted reflection of the form it had in life. Slaymates are highly prized by necromancers, and thus are rarely encountered alone, but instead are found in the presence of evil spellcasters and others who dabble in necromancy.

Many a slaymate can be found riding, papoose style, on the back of a necromancer who values the slaymate's special abilities. A slaymate is about the height and weight of an eight-year-old human child.

Slaymates speak Common.

COMBAT

Slaymates, when forced to fight, have a disease-laden bite.

Pale Aura (Su) A slaymate produces an invisible aura in a 10-foot radius around itself. Any creature within the aura that uses a metamagic feat on a spell from the school of necromancy can prepare or use the spell as if it took up a spell slot one level lower than what the metamagic necromancy spell would normally require. For instance, if a caster wants to produce an enlarged *fear* spell, the enlargement would normally require the spellcaster to prepare the spell (or cast it on the fly) as if it were one level higher than it actually is. But, in the radius of a slaymate's pale aura, the caster prepares an enlarged *fear* spell as if the spell were being cast normally.

Pale Wasting (Su) Supernatural disease—bite, Fortitude DC 14, incubation period 1 day; damage 1d6 Con and 1d6 Str. The save DC is Charisma-based.

VOIDWRAITH

Excerpted from *Libris Mortis*

Medium Undead (Air, Incorporeal)

Hit Dice: 6d12 (39 hp)

Initiative: +9

Speed: Fly 60 ft. (12 squares) (perfect)

Armor Class: 17 (+5 Dex, +2 deflection), touch 17, flat-footed 17

Base Attack/Grapple: +3/-
 Attack: Incorporeal touch +8 melee (1d4 plus 1d2 Con drain)
 Full Attack: Incorporeal touch +8 melee (1d4 plus 1d2 Con drain)
 Space/Reach: 5 ft./5 ft.
 Special Attacks: Steal breath
 Special Qualities: Airless aura, darkvision 60 ft., Elemental turning vulnerability, incorporeal traits, inescapable craving, undead traits
 Saves: Fort +2, Ref +7, Will +6
 Abilities: Str 12, Dex 21, Con —, Int 8, Wis 13, Cha 15
 Skills: Hide +18, Listen +10, Spot +10
 Feats: Improved Initiative, Lightning Reflexes, Weapon Finesse
 Environment: Any
 Organization: Solitary, pair, or gang (3–5)
 Challenge Rating: 6
 Treasure: None
 Alignment: Always neutral evil
 Advancement: 7–9 HD (Medium); 10–12 HD (Large); 13–18 HD (Huge)

Level Adjustment:—

This creature appears to be a formless cloud of darkness, broken only by two pinpoints of glowing red. A breeze blows toward it as if it were drawing air into its body.

A voidwraith is an undead manifestation of elemental air. It hungers for the breath of the living. Voidwraiths vaguely resemble wraiths in their appearance, but are more amorphous and cloudlike. Still, they share the wraith's hatred for all living things. A voidwraith fills an area roughly 5 feet on a side, with cloudlike tendrils reaching beyond that. As an incorporeal creature, a voidwraith has no weight. Voidwraiths speak Auran.

COMBAT

A voidwraith lurks in dark places until it can sweep out and attack a living victim. Thanks to its stealth and speed, it often surprises targets.

Airless Aura (Su) A voidwraith's body is surrounded by an aura of near vacuum at all times. This means that any creatures adjacent to the voidwraith have no air to breathe and must hold their breath (see Suffocation, page 304 of the *Dungeon Master's Guide*).

Elemental Turning Vulnerability (Ex) A character who can turn undead and also turn air creatures gains a +2 bonus on turning checks to turn a voidwraith. A character who can rebuke undead and also rebuke air creatures gains a +2 bonus on turning checks to rebuke a voidwraith.

Inescapable Craving A voidwraith has an inescapable craving (see the Undead Metabolism section in Chapter 1) for Constitution, which it satisfies by using its steal breath ability.

Steal Breath (Su) Living creatures hit by a voidwraith's touch attack must succeed on a DC 15 Fortitude save or take 1d2 points of Constitution drain. (Creatures with the air subtype take a –4 penalty on this save.) When a voidwraith drains a victim's Constitution, it gains 5 temporary hit points, no matter how many points it drains. Temporary hit points gained in this way last for 1 up to hour. The save DC is Charisma-based. If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by 2 per point of Constitution drained. If this reduction exhausts

all of the target's remaining breath, the creature must begin making Constitution checks or start to suffocate (see Suffocation, page 304 of the *Dungeon Master's Guide*). Skills: A voidwraith has a +4 racial bonus on Hide checks.

Neue Basisklasse

WARMAGE

Excerpted from *Complete Arcane*

Some spellcasters care for only one thing: war. They dream of steel and mighty blasts of devastating magic, the march of troops, and the unleashed destruction found on battlefields everywhere. Graduates of special arcane war colleges, those known as warmages are drilled only and utterly in the casting of spells most useful for laying down destruction, confusing an enemy, or screening an allied action. The utilitarian spells used by wizards and sorcerers have little importance to a warmage's way of thinking. What are support casters for, after all? A warmage cares only for success on the battlefield, or, in some cases, in the series of smaller campaigns favored by adventuring companies.

Adventures: Warmages sign up for stints with adventuring companies that require straightforward, military-style blasting magic. Warmages hone and develop their arts through action rather than study, so without prolonged use of their powers in combat they cannot reach the pinnacle of their profession. Good-aligned warmages are concerned with rebuffing the movements of warlike groups—who better to blast into smoking ruin than those who have it coming? Evil-aligned warmages feel no constraints on who might become the targets of their spells. They adventure to gain destructive power.

Characteristics: Warmages access their magic peculiarly, at least compared to the way wizards, sorcerers, and clerics do. A warmage selects his spells from a limited pool of knowledge that rarely changes. Early in their difficult training, warmages instill deep within themselves the knowledge of all the spells they will ever need. Warmages know fewer spells than wizards and even sorcerers, but the spells they do know are enhanced. Warmages do not need to study spellbooks, but they do need to prepare their spells each day by spending time to call up the knowledge from their unconscious minds. Warmages do not specialize in schools of magic the way wizards can. In their training, warmages also learn a few mundane warlike skills. They develop proficiency with some weapons and armor, learning to use such items without incurring a risk of arcane spell failure.

Alignment: Because all alignments must be prepared to fight for their causes, warmages might be found among virtually any army that uses spellcasting as artillery on the battlefield.

Religion: Some warmages favor Boccob (deity of magic), while others follow Wee Jas (deity of death and magic). Many warmages revere no deity at all.

Background: Warmages are chosen (or apply) to attend special arcane war colleges. Such colleges are not for the weak of spirit. The rigors of both body and mind bear little resemblance to the apprenticeship undergone by regular wizards, or the self-taught fumbling of sorcerers. Warmage colleges are more similar to boot camps sponsored by large nation-states. Throughout their training, warmages are forced to wear ponderous garments (meant to familiarize their bodies with the limitations of movement in armor) while drilling constantly with spells, most of which are too high in

level to be cast by the student. This vigorous drilling instills the spells in a warmage's unconscious mind, so that as he grows in power later in life, those spells become available for his use without his needing a spellbook. After their training, warmages share a deep feeling of camaraderie with their fellow students and continue to feel a slight affection for any well-run military outfit. Races: Most warmages are humans or half-elves. But the toughness of spirit needed to survive a term at an arcane war college can manifest itself in any of the common races. It is rare for savage humanoids to be accepted into a war college, though some of the more organized societies might set up their own war colleges for arcane spellcasters.

Other Classes: Warmages find they have little in common with sorcerers and wizards, who learn their craft without the rigors or discipline of a warmage's apprenticeship. In fact, warmages are likely to be more comfortable with the regimented classes—those that appreciate military training—such as paladins, monks, and fighters.

Role: The warmage's spell selection is already determined. He is the ranged magical artillery that military troops rely on, or the center of a smaller adventuring company's offensive power. An adventuring company with a warmage should strongly consider including a second spellcaster, such as a bard, cleric, druid, or even a wizard, to complement the warmage's offensive focus with defensive and utilitarian abilities.

GAME RULE INFORMATION

Warmages have the following game statistics.

Abilities: Charisma determines how powerful a spell a warmage can cast, how many spells a warmage can cast per day, and how hard those spells are to resist (see Spells, below). A warmage's Intelligence bonus is added to damage dealt by spells through his warmage edge ability. Like a sorcerer or wizard, a warmage benefits from high Dexterity and Constitution scores.

Alignment: Any.

Hit Die: d6.

Class Skills

The warmage's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), and Spellcraft (Int).

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 warmage.

Weapon and Armor Proficiency: Warmages are proficient with all simple weapons, light armor, and light shields.

At 8th level, a warmage gains proficiency with medium armor (see Armored Mage, below).

Spells: A warmage casts arcane spells (the same type of spells available to sorcerers and wizards), which are drawn from the warmage spell list given below. He can cast any spell he knows without preparing it ahead of time the way a cleric or wizard must. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list.

Warmages also have the option of adding to their existing spell list through their advanced learning ability as they increase in level (see below). See page 90 for the warmage's spell list. To cast a spell, a warmage must have a Charisma score of 10 + the spell's level (Cha 10 for 0-level spells, Cha 11 for 1st level spells, and so forth). The Difficulty Class for a saving throw against a warmage's

spell is 10 + the spell's level + the warmage's Charisma modifier. Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–1: The Warmage. In addition, he receives bonus spells for a high Charisma score (see Table 1–1, page 8 of the *Player's Handbook*).

Unlike a cleric or a wizard, a warmage need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Armored Mage (Ex) Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

Warmage Edge (Ex) A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round. Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

Advanced Learning (Ex) At 3rd, 6th, 11th, and 16th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

Sudden Empower: At 7th level, a warmage gains Sudden Empower (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Enlarge: At 10th level, a warmage gains Sudden Enlarge (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Widen: At 15th level, a warmage gains Sudden Widen (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Sudden Maximize: At 20th level, a warmage gains Sudden Maximize (described in Chapter 3) as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

Neue Prestigeklasse

DISCIPLE OF DISPATER

Excerpted from *Book of Vile Darkness*

“Locked in an iron fortress within an iron city in the festering iron pit of Dis, Lord Dispater is master of all he surveys!”

—Ustyhrin-ja

The disciple of Dispater is a warlike general of evil. He is defensive-minded and eager to have others fight for him. When he must fight, he does so on his terms and on his chosen battleground. Disciples of Dispater verge on paranoia and are thus distrustful of everyone. They have mystical power over iron that allows them to grant themselves even greater abilities in battle.

Fighters, rangers, and rogues become disciples of Dispater, and clerics affiliated with the archdevil also adopt the class. They are mighty soldiers, dealing terrible damage with their iron swords or axes.

Disciples of Dispater have few true allies, although they frequently employ mercenaries and other underlings. All disciples of Dispater have some sort of headquarters that they make as defensible as they can. High-level disciples of the archdevil command great fortresses and their own armies.

Hit Die: d10.

REQUIREMENTS

To qualify to become a disciple of Dispater, a character must fulfill all the following criteria.

Alignment: Any evil.

Base Attack Bonus: +6.

Feats: Disciple of Darkness, Expertise, Power Attack.

Special: Dispater's sect initiates new disciples in a terrible ritual that involves the sacrifice of an intelligent being atop an altar made of iron. The ritual must take place in the presence of an erinyes, who reports back to Dispater afterward.

CLASS SKILLS

The disciple of Dispater's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), and Spot (Wis). See Chapter 4 of the Player's Handbook for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

The Disciple of Dispater

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Device lore
2nd	+2	+3	+3	+3	Iron hews
3rd	+3	+3	+3	+3	<i>Rusting grasp</i>
4th	+4	+4	+4	+4	Iron power +1
5th	+5	+4	+4	+4	<i>Summon erinyes</i>
6th	+6	+5	+5	+5	Greater iron hews
7th	+7	+5	+5	+5	<i>Ironskin</i>
8th	+8	+6	+6	+6	Iron power +2
9th	+9	+6	+6	+6	—
10th	+10	+7	+7	+7	<i>Iron body</i>

CLASS FEATURES

All the following are class features of the disciple of Dispater prestige class.

Weapon and Armor Proficiency: Disciples of Dispater are proficient with all simple and martial weapons, with all types of armor, and with shields.

Device Lore (Ex) A disciple of Dispater can find traps made mostly of metal just as a rogue can. Furthermore, he gains a +2 competency bonus on Disable Device checks against devices made mostly of metal.

Iron Hews (Su) Once per day per point of Constitution bonus, a 2nd-level disciple of Dispater may add a +3 divine bonus on damage from attacks made that round.

Rusting Grasp (Sp) Once per day, a 3rd-level disciple of Dispater can produce an effect identical to that of the rusting grasp spell cast by a 15th-level caster.

Iron Power (Ex) When using an iron or steel weapon, a 4th-level disciple of Dispater gains a +1 insight bonus on attack and damage rolls. Furthermore, his threat range is doubled as if he were using a keen weapon. At 8th level, the insight bonus improves to +2, and the threat range triples. This ability does not stack with the keen weapon quality, but it does stack with the Improved Critical feat.

Summon Erinyes (Sp) A 5th-level disciple of Dispater can summon 1 erinyes once per day. This functions as a summon monster spell cast by a 15th-level caster. A 9th-level disciple of Dispater can summon 1d4 erinyes once per day.

Greater Iron Hews (Su) Once per day per point of Constitution bonus, a 6th-level disciple of Dispater may add a +6 divine bonus on damage from attacks made that round. While this bonus does not stack with the iron hews ability, the abilities are separate: A disciple of Dispater with a Constitution bonus of +3 can use each ability three times per day.

Ironskin (Sp) Once per day, a 7th-level disciple of Dispater can produce an effect identical to that of the stoneskin spell cast by a 15th-level caster upon himself only.

Iron Body (Sp) Once per day, a 10th-level disciple of Dispater can produce an effect identical to that of an iron body spell cast by an 18th-level caster.

FATESPINNER

Excerpted from *Complete Arcane*

Some people are lucky; others are not. A few make their own luck. A fatespinner (also called a “mage of many fates”) has pulled back the curtain of chance, circumstance, and chaos to glimpse a deeper truth: probability. When one event occurs, innumerable possible ones do not as the universe blindly seeks balance. Through his newfound understanding, the fatespinner satisfies that blind seeking—with prejudice. He can increase the probability of events in his favor. Any arcane spellcaster who has cursed his bad luck is a candidate for this prestige class. Who has not cast a spell, hoping fervently but impotently for a particular outcome, or sadly noted the astounding luck of an enemy who resists spell after spell? The fatespinner seeks to apply some control over the seeming vagaries of chance—fortune for himself, misfortune for his foes. NPC fatespinners are often found in positions of power and authority, as would be expected from those able to directly affect their own destiny. Others continue to ply the world, honing their abilities and seeking their ultimate fortune.

Hit Die: d4.

Requirements

To qualify to become a fatespinner, a character must fulfil all the following criteria.

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills

The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the fatespinner prestige class.

Weapon and Armor Proficiency: Fatespinners gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level except 5th, a fatespinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, a bonus feat, and so on). If he had more than one spellcasting class before becoming a fatespinner, he must decide to which class to add each level for the purpose of determining spells per day and spells known.

Spin Fate (Ex) A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex) On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action (see page 86), he can force any other creature—friend or enemy—to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex) Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex) At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on

the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex) A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the reroll, even if it's worse than the original roll.

Seal Fate (Su) A 5th-level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with Hit Dice equal to or less than his. The creature receives either a –10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more Hit Dice than the fatespinner, the ability doesn't work but the use for the day is not wasted. This effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

The Fatespinner

Level	Fort Ref Will			Special	Spells per Day/Spells Known
	BAB	Save	Save		
1st	+0	+0	+0	+2 Spin fate	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3 Fickle finger of fate	+1 level of existing spellcasting class
3 rd	+1	+1	+1	+3 Spin destiny	+1 level of existing spellcasting class
4th	+2	+1	+1	+4 Deny fate, resist fate	+1 level of existing spellcasting class
5th	+2	+1	+1	+4 Seal fate —	

PIOUS TEMPLAR

Excerpted from *Complete Divine*

Sworn to the defense of a temple site, the pious templar is a holy warrior blessed by her deity with combat prowess and great endurance. She bears her deity's favored weapon into battle and fights her deity's enemies without question or hesitation. In addition to defending the temple itself, a pious templar may be charged with additional duties, including a campaign to attack foes on their home ground.

Faithful people of all professions can enter the ranks of the pious templar's; clerics and paladins are especially likely to do so. Some temples (such as those of Boccob or Wee Jas) welcome wizards and sorcerers to become pious templars, valuing those characters' ability to use arcane magic combined with the martial training of the pious templar. Likewise, Olidammara's temples are often guarded by rogue/pious templars, who combine combat training with sneak attack tactics. Ranger/pious templars serve in temples of Ehlonna and Obad-Hai, while

Barbarian/pious templars are not unknown in temples of Kord or Erythnul. Only monks, with their own specialized combat training, are unlikely to adopt the pious templar prestige class. NPC pious templars usually live in cloistered in temple buildings or attached quarters.

Hit Die: d10

REQUIREMENTS

To qualify to become a pious templar, a character must fulfill the following criteria:

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer, Weapon Focus (in the deity's favored weapon)

CLASS SKILLS

The pious templar's class skills are (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the pious templar prestige class.

Weapon and Armor Proficiency: Pious templars gain no proficiency with any weapons, armor, or shields.

Mettle (Su) A pious templar's special blessing allows it to shrug off magical effects that would otherwise harm her. If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Spells per day / Spells known A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of 10 + the spell's level, so a pious templar with a Wisdom score of 10 or lower cannot cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the pious templar's Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 1st level spells at 1st level, she gets only bonus spells (a pious templar without a bonus spell for that level cannot yet cast a spell of that level). A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard's spell list. A pious templar who is neither good or evil and whose deity is neither good or evil can choose to use the paladin or blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su) Once per day, a pious templar of 2nd level or higher can make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th level, three times per day. If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one

extra time per day (two extras at 7th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar level plus cleric or paladin level).

Damage Reduction (Ex) Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/-. At 7th level, this damage reduction rises to 2/-.

Weapon Specialization At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feats At 4th level and again at 8th level, a pious templar gains a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books. If a pious templar selects a feat that requires her to apply its effect to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

INITIATE OF THE SEVENFOLD VEIL

Excerpted from *Complete Arcane*

Colors are imbued with their own magical properties. Just as exotic substances and mystic words have the power to repel certain creatures, colors also harbor innate properties that can be brought forth by the skilled mage, culminating in the perfection of the *prismatic wall* or *prismatic sphere*. Few spells match the beauty and power of these potent abjurations. They are perfect defenses, representing a union of magical lore and keen insight into the workings of nature. A master of defensive magic, the Initiate of the Sevenfold Veil approaches the prismatic barrier by mastering one by one its constituent veils or layers. Her skillful wardings can deflect many of the most perilous attacks enemy spellcasters or monsters can muster, shielding herself and her companions against harm. Her keen insight into the ultimate secrets of abjuration also allows her to easily unbind the defenses of others, and in time she learns the most dreadful of magical attacks: the spectacular and lethal *kaleidoscopic doom*.

Initiates of the Sevenfold Veil are a loose society or fellowship of spellcasters who share this common obsession. They correspond regularly and meet at odd intervals, interested not only in the lore of their chosen specialty but also in the lore of the physical world and how magic and mundane knowledge intertwine. Most initiates are wizards, since the careful study of the magical and the mundane appeals more to the wizard's intellect than to the sorcerer's forceful personality. Initiates of the Sevenfold Veil adventure for much the same reason that wizards do: to increase their knowledge and understanding. Their warding abilities make them outstanding spell duelists, so many neutral- and good-aligned NPC initiates devote their careers to the defeat of evil spellcasters, aiding folk who have no other defense against a dangerous necromancer or reckless conjurer. Evil NPC initiates sometimes serve as duelists-for-hire, seeking to entice good wizards into offering some insult or slight in an effort to challenge the marks to lethal spell duels.

Hit Die: d4.

Requirements

To qualify to become an Initiate of the Sevenfold Veil, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 12 ranks, Knowledge (nature) 4 ranks, Spellcraft 12 ranks.

Feats: Greater Spell Focus (Abjuration), Spell Focus (Abjuration), Skill Focus (Spellcraft).
Spells: Able to cast five abjuration spells, including at least two of 4th level or higher.

Class Skills

The Initiate of the Sevenfold Veil's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All the following are class features of the Initiate of the Sevenfold Veil prestige class.

Weapon and Armor Proficiency: Initiates of the Sevenfold Veil gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an Initiate of the Sevenfold Veil gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an Initiate of the Sevenfold Veil, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

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

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

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

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For

example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

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

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

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

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

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

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

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo

veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

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

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

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

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

The Initiate of the Sevenfold Veil Class

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	<i>Warding</i> 1/day, unimpeachable abjuration, red veil	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Unanswerable strike orange veil	+2, +1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Warding</i> 2/day, yellow veil	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	<i>Reactive warding</i> , green veil	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	<i>Warding</i> 3/day, blue veil	+1 level of existing arcane

6th	+3	+2	+2	+5	Unanswerable strike +4, double warding, indigo veil	spellcasting class +1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Kaleidoscopic doom</i> , violet veil, <i>warding</i> 4/day	+1 level of existing arcane spellcasting class

THRALL OF DEMOGORGON

Excerpted from *Book of Vile Darkness*
"The dual-lived, dual-willed prince of the Abyss, master of the mysterious and king of the deviants, Demogorgon, you are my lord!"
—Qill

The thrall of Demogorgon is a perversion of his race—and a madman. He seeks out the morbid and the bizarre, and he thrives on the chaotic nature of mutation and deformity. In the service of his terrible master, he attempts to spread dissent, madness, and conflict. He works to topple that which provides order and pervert that which is true. Multiclass characters make the best thralls of Demogorgon, because he appreciates their versatility. A thrall of Demogorgon usually works alone, and his greatest enemies are often other thralls of Demogorgon, although he hates all other demon prince thralls as well. Other enemies include good-aligned characters and creatures—actually, thralls of Demogorgon despise everyone.
Hit Die: d8.

REQUIREMENTS

To qualify to become a thrall of Demogorgon, a character must fulfill all the following criteria.
Alignment: Chaotic evil.
Base Attack Bonus: +4.
Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks, Knowledge (any other) 2 ranks.
Feats: Willing Deformity, Thrall to Demon.
Special: Must be able to cast 1st-level spells or make sneak attacks.
Special: A thrall of Demogorgon is initiated in a horrific rite that involves the sacrifice of an intelligent being dedicated to Demogorgon. This ceremony must take place on unhallowed ground, at night, in the presence of a demon.

CLASS SKILLS

The thrall of Demogorgon's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Move Silently (Dex), Profession (any) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Use Rope (Dex). See Chapter 4 of the Player's Handbook for skill descriptions.
Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the thrall of Demogorgon prestige class.

Weapon and Armor Proficiency: A thrall of Demogorgon is proficient with all simple and martial weapons, with all types of armor, and with shields.

Bonus Feat or Spells: When a thrall of Demogorgon attains 1st, 4th, 7th, and 10th-level, the character gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class, or else he gains a bonus feat of his choice. If the thrall chooses +1 spellcasting level, he does not gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those received from the prestige class, and so on), except for an increased effective level of spellcasting. This essentially means that he adds the new level to the level of whatever other spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly. If a character had more than one spellcasting class before he became a thrall of Demogorgon, he must decide to which class he adds the level for purposes of determining spells per day. A thrall of Demogorgon is free to choose the bonus feat at one opportunity and the spellcasting level the next time the decision arises, or vice versa. Characters who are not spellcasters must choose the bonus feat.

Scaly Flesh (Ex) A 1st-level thrall of Demogorgon gains dark scaly flesh, which provides a +1 natural armor bonus. At every three levels beyond 1st (4th, 7th, and 10th), this bonus increases by +1. The bonus from scaly flesh stacks with that of natural armor derived from creature type (if the thrall of Demogorgon is a lizardfolk or troglodyte, for example), but not from magical sources such as an amulet of natural armor.

Hypnosis (Sp) Once per day, a thrall of Demogorgon can produce an effect identical to that of the hypnotism spell, except that it functions as a gaze attack with a range of 30 feet. The Will save DC to resist the effect is 10 + thrall's class level + thrall's Cha modifier.

Touch of Fear (Sp) Three times per day, a thrall of Demogorgon of 2nd-level or higher can use an effect identical to that of the cause fear spell. The Will save DC to negate the fear is 10 + class level + Cha modifier.

Reaching Touch (Su) Three times per day, a 3rd-level thrall of Demogorgon can cause his arms to stretch unnaturally like tentacles, providing him an extra 5 feet of reach for 1 round.

Dual Actions (Su) Twice per day, a 4th-level thrall of Demogorgon can take two full rounds' worth of actions in the same round.

Summon Demon (Sp) A 5th-level thrall of Demogorgon can summon a demon of 5 HD or less once per day. This functions as a summon monster spell cast by a 15th-level caster. Once per day, a 9th-level thrall of Demogorgon can summon a demon of 10 HD or less.

Rotting Touch (Sp) Three times per day, a thrall of Demogorgon can deal 1d6 points of Constitution damage as a touch attack.

Two Personas (Ex) An 8th-level thrall of Demogorgon goes a little insane, if he is not already mad. The thrall develops a multiple personality disorder that has the side effect of allowing the character to multiclass freely with no experience point penalties.

Death Touch (Sp) At 8th-level, a thrall of Demogorgon can use an effect identical to that of a slay living spell once per day. The Fortitude save DC to avoid death is 10 + class level + Cha modifier.

Demogorgon's Will (Sp) A 10th-level thrall of Demogorgon can call upon the power of his master and be

granted a limited wish spell once per day. The use of this ability requires 3 full rounds devoted to entreaties and prayers to Demogorgon before the limited wish is granted. The thrall must pay the experience point cost and provide any needed material components.

The Thrall of Demogorgon

Class Level	BAB	For	Ref	Will	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+0	Scaly flesh +1, <i>hypnosis</i> of class	Bonus feat or +1 level existing
2nd	+2	+3	+0	+0	<i>Touch of fear</i>	—
3rd	+3	+3	+1	+1	Reaching touch	—
4 th	+4	+4	+1	+1	Dual actions, scaly flesh +2	Bonus feat
			or			+1 level of existing class
5 th	+5	+4	+1	+1	<i>Summon minor demon</i>	—
6th	+6	+5	+2	+2	<i>Rotting touch</i>	—
7th	+7	+5	+2	+2	Scaly flesh +3	Bonus feat
or						+1 level of existing class
8th	+8	+6	+2	+2	Two personas, <i>death touch</i>	—
9th	+9	+6	+3	+3	<i>Summon major demon</i>	—
10th	+10	+7	+3	+3	<i>Demogorgon's will</i> , scaly flesh +4	Bonus feat or +1 level of existing class

TRUE NECROMANCER

Excerpted from *Libris Mortis*

Power corrupts. Power over life and death corrupts absolutely. The power to raise an undying servant from the husk of the formerly living is darkly tempting – and certainly evil. Those who seek such unyielding obedience from the dead willingly tread the path of necromancy. Characters who wish to become true necromancers must take levels in both arcane and divine spellcasting classes, usually cleric and wizard or cleric and sorcerer. Only then do they begin their sinister schooling, learning how to combine the foulest aspects of both disciplines into a single, necromantic whole. NPC true necromancers are usually found singly – living in an abandoned graveyard, hidden in the depths of a centuries-old catacomb, or lurking in an unhallowed mausoleum. Occasionally, true necromancers gather into small societies or evil associations, but eventually must such groups are stamped out. At least, so hope those concerned with the triumph of good over evil in the world.

Hit Die: d6

REQUIREMENTS

To qualify to become a true necromancer, a character must fulfill the following criteria:

Alignment: Any nongood

Skills: Knowledge (Arcana) 8 ranks, Knowledge (religion) 8 ranks.

Feats: Spell Focus (Necromancy)

Spells: Able to cast *summon undead II* as a divine spell and *command undead* as an arcane spell.

Special: Able to rebuke undead.

Special: Access to the Death domain.

CLASS SKILLS

The true necromancers class skills are (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the true necromancer prestige class.

Weapon and Armor Proficiency: True necromancers gain no proficiency with any weapons, armor, or shields.

Spells per day / Spells known:

A true necromancer gains new spells per day (and spells known, if applicable), + as if she had also gained a level in either an arcane spellcasting class she belonged to before adding the prestige class, a divine spellcasting class she belonged to before adding the prestige class, or both, according to the accompanying table. She does not, however, gain any other benefit a character of that class would have gained (metamagic or item creation feats and so on; but see the Improved Rebuking and Necromantic Prowess, below). If she had more than one arcane or divine spellcasting class before becoming a true necromancer, she must decide to which class she adds the new level for purposes of determining spells per day and spells known.

Rebuke Undead (Su) True necromancers class levels stack with levels of all other classes that grant the ability to rebuke undead for the purpose of determining the character's effective cleric level for rebuking. See Turn or Rebuke Undead, page 159 of the *Player's Handbook*. For example, a 5th-level cleric/3rd-level sorcerer/2nd-level true necromancer rebukes undead as a 7th-level cleric. The bonus from the necromantic prowess ability, once it is gained, also applies.

Create Undead (Sp) On attaining 2nd-level, a true necromancer can cast *create undead* once per day, as the spell of the same name. She can use this ability one additional time per day at 5th-level and higher. She must still supply the requisite material components. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability, once it is gained.

Necromantic Prowess (Ex) At 3rd level, a true necromancer gains unsurpassed power over death. When she rebukes undead, casts a necromantic spell, or uses a spell-like ability that mimics a necromancy spell, her effective caster level increases. The bonus is +1 at 3rd level, +2 at 6th level, +3 at 9th level, and +4 at 12th level and higher.

Zone of Desecration (Su) At 4th level, a true necromancer begins to exert her authority over undead. This aura is identical to the effects of the *desecrate* spell (see page 218 of the *Player's Handbook*) except that it effects only allied undead.

Major Desecration (Su) At 7th level, a true necromancer extends her authority over undead. The supernatural aura of negative energy surrounding her (see Zone of

Desecration, above) now extends to a radius of 10 feet per true necromancer class level.

Create Greater Undead (Su) On reaching 8th level, a true necromancer can cast *create greater undead* (see page 215 of the *Player's Handbook*) once per day, as the spell. She can use this ability one additional time per day at 11th level and higher. She must still supply the requisite material component. The true necromancer's caster level equals her character level plus the bonus from her necromantic prowess ability.

Horrid Wilting (Sp) At 10th level and higher, a true necromancer can use *horrid wilting* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Energy Drain (Sp) At 13th level and higher, a true necromancer can use *energy drain* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Wail of the Banshee (Sp) At 14th level and higher, a true necromancer can use *wail of the banshee* once per day, with a caster level equal to her character level plus her bonus from the necromantic prowess ability.

Anhang 11: Übersichtskarte



Anhang 12: Bekanntmachung

Bekanntmachung an alle Bürger und Champions von Alfursfurt

Bürger von Alfursfurt!

Hiermit lasse ich euch Wissen, das Fürst Myrhal von Staubbrücken, einziger und legitimer Nachfolger des Malachit Thrones, und damit rechtmäßiger Herrscher dieses Landes, Alfursfurt vorerst als seinen neuen Amtssitz erklärt. Erwartet seine Ankunft am 16. des Feuersuch 598 AZ.

Ich erwarte all diejenigen Helden des Adri, die mir im Jahre 595 AZ ein Duell auf Leben und Tod versprochen hatten, sich am 15. des Feuersuch am frühen Morgen vor den Toren Alfursfurts vollzählig einzufinden. Lasst euch gesagt sein, das all Jene, die diesem Duell fernbleiben, spätestens am 16. des Feuersuch meiner unnachgiebigen und unbarmherzigen Verfolgung gewiss sein können. Denkt ja nicht, das ihr mir entkommen könnt. Dies gilt ins Besondere für Durok Eisenwange, Mondo Ferell, Diegon Karadin, Mara Leano, Ramandra Riskalion, Magnus dem Schwarzen und Taralan, da mir zu Ohren gekommen ist, das ihr Feiglinge euch diesem Duell entziehen wollt. Wenn euch euer „guter“ Ruf, oder zumindest das, was davon übrig geblieben ist, überhaupt noch etwas Wert ist, solltet ihr mickrigen, kleinen und äußerst unwürdigen Maden aus euren Verstecken kriechen und euch mir stellen.

Ich diesem Zusammenhang hoffe ich auch, dass sich bei unserem bevorstehenden Treffen die Priesterin des Unbesiegbaren und des Gottes des MUTES nicht wieder vor ihrem Gegner im Staub wälzt und damit versucht sich vor mir zu verstecken. Das geziemt sich nicht für eine Priesterin des Gottes der Tapferkeit! Diesen jämmerlichen Anblick haben weder die Bürger von Alfursfurt noch meine Person verdient. Deshalb appelliere ich an Euch, ehrlose Ramandra Riskalion, tretet mir AUFRECHT und mit ERHOBENEM Hauptes Auge in Auge entgegen und wälzt euch bitte nicht wieder im Staube!

Bedauernswert finde ich es, das der beste Schwertkämpfer aller Zeiten, Garrett Schwarzhand nicht mehr unter uns weilt. Die Nachricht seines plötzlichen Ablebens traf mich doch ein wenig. Gerne hätte ich mich mit dem „besten Schwertkämpfer aller Zeiten“ gemessen, wenn er sich doch nur seines Titels würdig erwiesen und überlebt hätte. Hmmm . . . anscheinend doch nicht der beste Schwertkämpfer aller Zeiten und ich dachte immer, das ihr Sterblichen doch gesteigerten Wert auf eure erworbenen (oder doch gar in diesem Fall etwa nur selbst großspurig verliehenen?) Titel legt und man diesen Titeln Glauben schenken darf. Andererseits seid ihr nur sterbliches, unnützes Geschmeiß und genau wie eure Titel ja doch nur Vergänglich im Gegensatz zur Herrlichkeit und absoluten Macht des immer und ewig währenden Höllenfürsten Dispater, Herrscher von Dis.

Zum Duell erwarte ich noch folgendes, eher unwichtiges Beiwerk, das ich der Form halber hier leider noch erwähnen muss:

Aeron, Alton Greenbottle, Asgardil Hammerheim, Chalice, Hapak Lloyd, Lia, Mahdavidkia Kelendros, Martin von Cranden, Ras, Rhuban Rotbart, Tliggle Bigglesickle, Tom der mit den Zwergen kämpft, Valenthe Startree, Velea Startree und William.

Des Weiteren gebe ich hier die offiziellen Regeln des Duells bekannt, die an diesem Tag zum Tragen kommen.

DUELLREGELN

Um ein Duell im klassischen Sinne annähernd zu gewährleisten, gelten folgende Duellregeln für den Kampf am 15. des Feuersuch gegen Thraxus dem Unsterblichen:

Das Duell findet vor den Toren Alfertsfurts statt. Eine 80 x 80 Fuß große „Kampfarena“ wird im Namen von Fürst Myrhal mit magischen Mitteln am Vorabend des Duells erschaffen werden.

1. Teilnehmen können nur diejenigen, die sich im Jahre 595 AZ öffentlich zu diesem Duell verpflichtet haben (Favor / Gefallen Champion of Alfertsfurt / Champion von Alfertsfurt).
2. Beim Duell ist die Anwendung von Magie mit folgenden Ausnahmen erlaubt:
 1. Keine Magie, die Kreaturen herbeirufen / beschwören kann (dazu zählen auch Kohorten und Vertraute).
 2. Keine *Fliegen*-, *Levitations*- Zauberei und dergleichen sind erlaubt. Der Kampf findet am Boden statt. Wesen, die auf natürliche Art und Weise fliegen können, ist dieses in der Arena untersagt, es sei denn, sie benutzen ihre Flugfähigkeiten um sich dem Gegner schneller zu nähern. Die Flughöhe darf dabei nicht höher als 3 m betragen.
 3. Zauberei, die die Gestalt verändern bzw. es gestatten, sich in ein anderes Wesen zu verwandeln, sind nicht gestattet. Ausnahme hier sind Druiden mit ihrer Fähigkeit, sich selbst in eine andere Gestalt zu verwandeln (und der Gefallen aus COR 5-14 All Roads Lead to Rauxes „Inherited Template or Subtype“).
 4. Die Zauberei „*Delay Death*“, „*Lesser Ironguard*“, „*Ironguard*“ und „*Reverse Gravity*“ sind nicht erlaubt.
 5. Sämtliche Zauberei (wie z.B. *Kraftfeld*, *Kraftfeld-Käfig*, *Prismatische Wand*), die es verhindern, einen Kombattanten von seinem Gegner für längere Zeit fernzuhalten. Dazu zählen auch ähnliche Zauberei wie *Fester Nebel*, *Säurenebel*, etc.
3. Das Verlassen des 80 Fuß Arena - Areal zählt als Aufgabe bzw. Niederlage des Duells für den betreffenden Kombattanten.
4. Es dürfen sich maximal 8 Personen auf einmal in der Arena aufhalten und sich Thraxus dem Unsterblichen im Kampf stellen. Treten mehr Personen ein, oder wird von außerhalb der Arena in den Kampf in irgendeiner Weise eingegriffen, gelten die sich zu diesem Zeitpunkt in der Arena befindlichen Kombattanten als besiegt.
5. Bei Tod, Aufgabe oder Verlassen der Arena darf sich ein weiterer Kombattant in die Arena begeben. Gehen / Sterben mehrere, dürfen die gleiche Zahl an neuen Kombattanten die Arena betreten, die am Duell noch nicht teilgenommen haben (falls bis dahin noch vorhanden). Wer die Arena vorzeitig lebend verlässt, gilt als besiegt und darf in den Kampf nicht wieder eintreten bzw. eingreifen.
6. Die Kombattanten dürfen sich vor Eintritt in die Arena mit drei Zaubern bzw. Zaubereffekten ihrer Wahl belegen lassen oder selber auf sich wirken, wenn sie selber dazu in der Lage sind, z.B. mit Tränken, Schriftrollen etc (ausgenommen davon sind für den Kombattanten übliche Zauberei, die eine Wirkungsdauer von min. 1 Stunde pro Stufe haben UND nicht als Reichweite Persönlich bzw. sich selbst haben). Dies gilt ausschließlich für die Champions von Elversford und NICHT für Thraxus dem Unsterblichen. Er wird sich im Vorfeld nicht mit Zaubern belegen oder belegen lassen. Dies gilt im Übrigen auch für diejenigen unter den Kombattanten, die Feigerweise nicht von Anfang an in der Arena standen und erst nach der Niederlage eines sich in der Arena befindlichen Kombattanten hineinwagen.
7. Die direkte oder indirekte Einmischung eines „Nicht-Champions von Alfertsfurt“ in das Duell hat zur Folge, dass das Duell sofort als Beendet und Verloren gilt und Thraxus der Unsterbliche gesiegt hat!
8. Wie es sich für einen ehrenhaften Kampf gehört, ist das Zerstören von Waffen für beide Seiten nicht erlaubt.
9. Das Rausdrängen eines Kombattanten aus der Arena ist nicht gestattet.

Thraxus, der Unsterbliche
15. Schnittzeit, 597 AZ