

SHL6-07

Secrets of the Dead Mind

A Two-Round D&D LIVING GREYHAWK[®] Shield Lands Regional Adventure

Version 1.0

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A friend from the Nyr Dyv delivers a strange object of great evil. Misfortune follows it like a shadow, and enemies of the Shield Lands seek it desperately. But could it hold information about a scourge upon the land? A two-round Shield Lands Regional Adventure for APL 2 to 12.

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

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

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Animals with different CRs are determined separately.

using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer

other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

Adventure Background

A Hextorian lich was destroyed during the sea battle with Dyversians as they assaulted Admundfort, and the lich's apprentice threw the phylactery overboard so that it wouldn't be found and captured. The lich was very paranoid, as all are, so he had created his phylactery from a heavy, strange material that drains magic from the very world around it, making it impossible to teleport, difficult to perform detection spells on, and troublesome to transport.

Deep in the Nyr Dyv, the phylactery was found by the nagas. They attempted to destroy it using spells and telekinesis, but could not. Meanwhile, the strength of the Lich's mad ravings drew the evil denizens of the deep down on the nagas. They finally managed to figure out that the phylactery could be broken up into six pieces (a requirement of the same ritual that allowed the phylactery to be created from such an odd material), making each piece just light enough to physically carry. Six nagas placed the phylactery shards in pouches around their necks, and six nagas ventured out into the world to destroy, hide, or otherwise get rid of its shard. One of them, a relative of a long-time ally of the Shield Lands named Radiant Sparkle, remembered its cousin telling tales of a wise "bear woman" on an island who knew many things. Armed with this knowledge and a bit of hope, the naga swam forth to Scragholme Island, unknowingly bringing with it something that could change the Shield Lands forever.

Adventure Summary

Encounter One: Venturing out to the ruins of Lineene the Bear's old hut to dig up some buried records she had

hidden nearby, the PCs encounter fiendish aquatic creatures attacking a lone naga in the shore surf. The creatures were drawn by the ravings of the lich within the phylactery, which promised them power if they would free it from the naga. The PCs help the naga, either killing the critters or chasing them off.

Encounter Two: The PCs take the phylactery to Lineene, where they meet three NPCs: Petra, Bo the dog, and young Bladehone. Lineene works at deciphering the item, which is difficult given that no magic can be used directly upon it. Her research suggests that it is some kind of memory repository, perhaps a record-keeping device; a *legend lore* spell will reveal that the information within has incredible importance to the Shield Lands and must be delivered to the Council of Lords; and direct physical and magical investigation reveals that it has somehow been damaged, and that the information within is fading away even as they speak! Then assassins teleport in, killing her and nearly destroying the phylactery as well. The PCs must fight off the assassins.

Encounter Three: The PCs are set upon by Pholtite paladins, who seem very upset about something; the PCs will assume that they are being accused of Lineene's murder. The PCs flee with Bo while Bladehone stays to hold off the Pholtites. Bo leads the PCs through back allies to Petra's boat, the *Lookfar*. The PCs may get the chance to beat up some Pholtite guards on the way (nonlethal, of course).

If any Lawful Good (particularly Pholtite) characters hem or haw about fleeing from the law, the "Prophecy" benefit from a previous AR will activate, telling them that the greater good must be served by their resisting. If they still give themselves up, they are subdued and arrested, and the adventure ends for them.

Encounter Four: Once the PCs set sail, Petra uses her connections with the Rhenee to drum up trouble in the port, giving the *Lookfar* a chance to escape. She or the PCs can then examine the phylactery, and can determine that the information within continues to fade. Those who look closely into the crystalline surface catch glimpses of three separate memories. Various effects, such as channeling divine energy or arcane spell slots into the phylactery, will have the effect of solidifying one memory but dispersing the others. The PCs must decide which memory to save.

Encounter Five: As the PCs save one of the memories it somewhat revives the lich, a portion of whom reforms inside one of the PCs. It realizes what the PCs are trying to do, and offers them a deal: let it take the PC it has possessed, and it will be able to retain all of its memories. Of course, allowing this is a thoroughly evil

act. It is likely that the PCs will refuse, at which point the lich attacks, hoping to take over the boat so it can go in search of the rest of its phylactery shards. What the PCs don't necessarily know is that the lich's time in physical form is very limited; if they can subdue or restrain it, it will eventually release its hold on the PC.

Encounter Six: The weather mysteriously becomes quite rough; the PCs may learn that it is supernatural weather, stirred up by a swarm of storm elementals. The lich's allies have caught wind that their first assault on the phylactery failed, and have sent a group of bound elementals (devils would have been too obvious) to sink the boat. Before the elementals can attack, however, a phalanx of griffon riders sent from Bright Sentry, commanded by Knight Lemanda, swoops in! They've been ordered to arrest the PCs, and depending on the calmness with which the party approaches the situation, combat may ensue. A few rounds later, however, the causes of the rough waves show up, and severely threaten the boat's survival. The PCs may have to fight a battle on both fronts for several rounds, but eventually, either due to their diplomatic skills or the passage of time, Lemanda will realize that they are innocent of the charges by which she was sent to arrest them, and more importantly, have information that must get to the Council. She uses her Knight of the Holy Shielding *holy word* ability to banish, kill, or paralyze the storm elementals, although doing so also kills or paralyzes her griffon mount. She plummets into the sea and drowns, sacrificing herself to save the party and give them a chance to continue their race toward Critwall.

Encounter Seven: This is a strategic board-game scenario where the PCs can't be harmed or harm others, but are just worried about getting from one end of the map to the others as quickly as possible; their goal is to outrun the last of the Bright Sentry folks trailing them. They move their party as a single unit, and if they get "attacked" or "apprehended" by patrols, they're simply delayed. Single PCs can "sacrifice" themselves, throwing themselves at patrols as a holding action while the rest continue.

Conclusion: The PCs reach Critwall to find that it is in uproar. They're met by Lord Bladehone and other lords, with the Pholtites hot on their heels, and find out that Simen Sharn has been murdered! That's why the Pholtites have been trailing them all this time.

Cue the Interactive...

Preparation for Play

Determine whether or not the PCs have played adventurers during which they may have met the PCs in

this adventure. In particular, it would be important to note any characters who have taken Bo as a cohort.

PCs may have met Lineene the Bear if they have played: *SHL1-02 Temple of the Burning Man*, *SHL1-07 Cult of Torment*, *SHL05-01 A Dirty Little Job*, *SHL02-03 Beyond the Pale*, *SHL5-02 As Long As We're Here*, *SHL05-03 The Book of Dark Alchemy*, *SHL05-05 The Man from DYVERS*, or *SHL5-06 Running Out of Time*.

PCs met Bo in *SHL3-03 The Moonlight Arrives*, and had the opportunity to take him as a cohort. Any PCs who made a sacrifice of life essence or magic items to rescue Bo, even if they do not have the Leadership feat, should have the opportunity to control Bo in combat and to make his skill checks for him during non-combat scenes.

While Glitterscale is new to the PCs, they may have had contact with other nagas of the Nyr Dyv in *SHL1-02 Temple of the Burning Man*, *SHL1-05 Enter the Naga*, *SHL1-06 The Bleak Shore of Axeport*, *SHL1-12 The Eldritch Wave*, or *SHL5-06 Running Out of Time*.

Introduction

The following takes place somewhere else, in a place with out time or form. It is the extraplanar lair of a demonic seductress, and the player characters are definitely not present...

The warmth of the room is highlighted by the flickering candles sparkling off the mirrored wall. The candles are rendered from the fat of innocent babes, and in their light the mirrors reflect a room of horrors.

A red-haired woman, revealed now in her true fanged, bat-winged, whip-tailed form, circles her guest like a shark wafting blood. Her unfortunate visitor dangles helplessly facedown from the ceiling, suspended by hooks that pierce his flesh and his bone. The pain in his eyes reveals that he has been tortured to the point of death a dozen times or more, only to be healed and tortured again.

The captive's moans of pain bring a spark to the woman's eyes and an unhealthy smile of desire to her lips. "My young knight, you have lasted far longer than I would have expected," she teases. "But then you are related to her, aren't you? Walworth blood is said to carry courage. It carries such a sweet taste, as well," she adds, almost purring as she licks one of the sticky wounds on his chest. As she arches her neck, a single brutal scar is seen to run along the entire side

of her body, from temple to neck to shoulder to leg, as if her skin had been flayed vertically in two pieces, front and back, and then fused back onto her.

"I apologize for your seeing my true form when you stumbled upon my room," the demoness continues, shifting shape back into the familiar visage of Simen Sharn's nursemaid! "But it's so hard to keep up appearances all the time. I told Enerick to give me more secure private quarters, but alas." She smiles at the barely-conscious paladin hanging before her, and runs her finger playfully along his muscled arm. "So, here we are. You, missing without a trace. Katarina, minus one cousin. And me, hungry...."

Fade to black...

Encounter One: Exit the Naga

The last days of summer are traditionally stormy along the rocky coast of Scragholme Island, and this year is no exception. Powerful dark clouds swirl angrily above the isle as nasty winds batter everything on shore. The winds form waves that only the most crazy of sailors would ever dare.

Luckily for you, you are on shore, trudging overland across salt-sprayed beach and skirting the forest and swamp farther inland. The latter can't be drained fast enough for most of the locals' tastes, and the whine of mosquitoes that sets in during every lull in the wind makes it easy to understand why they feel that way.

You are on an errand for Lineene the Bear, mysterious wise-woman of Scragholme Island and a hero who gave up her sight to discover how to cure the plague known as the Black Breath. It seems that she had buried a few ancient records, carved on copper discs and enclosed in a chest, somewhere in the swamp near her old hut. In the chaos following its recent destruction by Iuzian raiders and then the troubles of the Black Breath, she hadn't had time to retrieve the chest. When she asked you for help, you figured it was the least you could do for the brave sage.

Chest in hand, you are returning to Bright Sentry to deliver it when something large and serpentine breaches the surface of the Nyr Dyv a mere fifty feet out from the waterline. Several other forms arrow through the water close behind, and as the waves recede, you behold a creature with the body of a snake and the feminine head of a human. Its neck is laden with a pouch that seems to contain a heavy burden, and its body is covered with scores and

gashes. The sources of those wounds, unfortunately for it, are close behind.

Creatures: Most PCs will recognize a water naga, the same type of creature as Radiant Sparkle or Oola. It is beset by a strange aquatic creature. The party can rush to help; the combat takes place on the waterline (see *DM Map 1*), with the waves constantly changing the terrain from clear, to shallow water, to deep water. This encounter has an EL modifier of +1 due to the difficulty of the environment.

APL 2 (EL 4)

Tojanida, Juvenile: hp 19, see *Monster Manual* page 244.

APL 4 (EL 6)

Tojanida, Adult: hp 45, see *Monster Manual* page 244.

APL 6 (EL 8)

Tojanidas, Adult (2): hp 45 each, see *Monster Manual* page 244.

APL 8 (EL 10)

Tojanida, Elder: hp 127, see *Monster Manual* page 244.

APL 10 (EL 12)

Tojanidas, Elder (2): hp 127 each, see *Monster Manual* page 244.

APL 12 (EL 14)

Tojanidas, Elder (4): hp 127 each, see *Monster Manual* page 244.

Tactics: On the first round, the tojanidas will charge forth out of the water, landing as close to the naga as marked on Map 1 as possible. Use their Swim skills as if they were ranks in Jump for the purposes of determining the distance covered. They attack the naga, grabbing it with their improved grab, unless PCs have moved to defend it, in which case they use their ink squirt on any PCs at a distance and attack any within reach. If the naga has been grabbed, the tojanida that did so attempts to pull it back to see; the combined weight of the naga and the unnaturally-heavy phylactery shard is so great, however, that it can only move 5 feet per round on land, and drags them in water at only half its normal swim speed.

Under no conditions will a tojanida use its improved grab ability to pull a PC into the water. They are interested only in the naga and the phylactery.

Development: Once the tojanidas are defeated, the naga will gasp a telepathic “Thank you” to the PCs, introducing itself as Glitterscale. It will explain how it

came to be here, beginning with the falling into the naga’s domain of a halfling-sized, very heavy object made of some alien material. It radiated extreme evil, and it retained the essence of some strange, mad creature within it, whose ravings drew the evil denizens of the deep down upon the nagas. The nagas attempted to destroy it using spells and telekinesis, but could not; they finally managed to figure out that the relic could be broken up into six pieces, making each piece barely light enough to carry physically. Six nagas placed the shards of the item in pouches around their necks, and then ventured out into the world to destroy, hide, or otherwise get rid of its shard.

Glitterscale was a friend of the now-deceased naga known as Radiant Sparkle, and remembered its friend telling tales of a wise “bear woman” on an island, this island, who knew many things. Armed with this knowledge and a bit of hope, Glitterscale has come to Scragholme Island. He was attacked along the way by the creatures the PCs defeated, however. The PCs have proven themselves; would they be willing to carry the shard the rest of the way to her, to do with as she would?

In the sharkskin bag around Glitterscale’s neck is a 250-lb., fist-sized chunk of some alien ore, carved in a strange L-shaped polygon. If the PCs ask about the edges and facets of the item, explain that it looks as if it came apart smoothly; if five more identically shaped pieces were placed together, they would complete a single, uniformly shaped object.

Treasure: None.

Encounter Two: The Blind Bear Sees the End

Since the PCs were on their way to see Lineene the Bear anyway, it makes sense that they would follow the naga’s advice and take the item to her, as well. If they do not, the assassins from this encounter attack the PCs directly during the night, and the Pholtites still arrive immediately thereafter.

Lineene the Bear’s home

Lineene now lives in a simple apartment above a lute crafter’s shop in Bright Sentry. She has found an ideal seeing eye dog to help her get around, and even better, it talks! This is Bo (see *Appendix Two*), an awakened hound dog from *SHL3-03 The Moonlight Arrives*.

When the PCs arrive, she is being visited by two notable individuals. The first is Lord Bladehone (see *Appendix Two*) the younger, the noble rescued by

pathfinders from an Iuzian fighting pit over a year ago. He has brought samples of Iuzian arms bearing the Bright Sentry Armory stamp to Lineene, so she can use her divinatory magics to discern how they reached enemy hands. So far she has had no luck, as something is blocking her divinations. The second visitor is a Rhenee bargewoman (and secretly a bard) named Petra (see *Appendix Two*), who has come at Lineene's request to relate the tale of the recent events of the Summoner's Ball (SHL6-103 The Summoner's Ball). When the PCs arrive, read the following aloud:

After knocking at the door to Lineene's apartment, you hear a gruff voice answer "Comin', comin', hold yer horses." A few moments later a muffled "Durned stairs!" is followed by the sound of several strange, clacking footsteps rapidly descending wooden stairs. The door's latch turns and swings outward, and you are greeted by...

A dog.

Let the PCs take in the situation, and give those who have never met Bo a chance to interact with him. Those who have played *SHL 3-03 The Moonlight Arrives* will recognize him, and he them; he will greet them joyfully, his tail wagging, then he will become embarrassed when he realizes that it has been moving of its own volition. After the reunion, he will say "Well, don't stand out there in the street, come up, come up. What can Lineene the Bear do for ya fine folks this day?"

Intrigued by the item and grateful to the PCs for retrieving her buried records, Lineene will agree to research it. She will need most of the evening to do so, however, and asks the PCs to return in the morning. If the PCs insist on remaining to stand guard over the item, they may do so while she works.

Either way, this is an opportunity for PCs who know any of the NPCs to catch up with them and discover some information. They are happy to spend an evening drinking and chatting with the PCs. If they do not so, keep this information handy and use it throughout the adventure as the NPCs travel with the party.

🐉 **Lord Bladehone:** male dwarf, Ftr7/DD3

🐕 **Bo the Dog:** male dog, Rgr10

👩 **Petra of the Rhenee:** female human, Brd10

Lineene's Findings

Early the next morning, before sunrise, Lineene will summon the PCs to her apartment (or call them into her study, if they remained) with an urgent summons. Bo

will let them in, and she will relate the following information:

- As Bo visually investigated the item for her, he saw images reflected within of people and places he knew: Natan Enerick, Captain Kruptan, and Lemanda. Each time he peered into one of the facets, however, the images were a bit more faded.
- Lineene believes the item to be similar to a type of magical recording device that she has begun using, since she can no longer write and read on her own. It records its owners memories, and can reproduce them for others if the proper ritual is performed.
- Lineene performed her most powerful divinatory spells upon the item, asking about the value of the memories within. The reply was that the "Shields cannot ward what they cannot see, but in this relic is a dead man's memory. Those who would deflect the enemy's swords must give over the relic to their sworn lords."
- The item appears to be physically damaged. This, combined with Bo's observations, lead Lineene to believe that whatever information is within might be fading as they speak. She has discovered one way to reinforce the memories might be to—

Look Ma, No Gear!

Creatures: At that point, Lineene and the PCs are attacked by suicidal fanatics who are willing to face oblivion rather than have their plots uncovered. They have learned to use negative energy to create a temporary effect similar to a sphere of annihilation! Read the following aloud as combat begins:

Lineene stops in mid-sentence as she senses three people in the room who were not there a moment before. All three are human men wearing only breechcloths, and armed only with barbed blades emerging from ragged cloth wrappings that are wound around their hands and forearms. They stand in a triangle, and as soon as they appear, they thrust forth their hands as one.

At this point, begin a surprise round. PCs may use campaign cards or feats to act during this round, but the villains' feats should allow them to go first, or at least act, regardless. Their action is to summon the aforementioned pseudo-sphere of annihilation and direct it at their target.

The dark energy that emerges from those hands coalesces into a dark gray sphere of... it can only be described as nothingness... which then slides

soundlessly and rapidly up to Lineene. It touches her, and suddenly, she is gone. The sphere then collapses in upon itself, leaving nothing to show that it, or Lineene, ever existed.

The assassins look at you with cold hatred. The leader says calmly, "Kill the witnesses."

What the PCs may not realize (Spot DC = 20 + APL) is that the assassins weren't looking at Lineene at all; they were staring at the relic at her feet. A Sense Motive check with a DC of 25 + APL will allow PCs to notice surprise and frustration cross the assassins' faces as the sphere annihilates Lineene rather than the relic.

Neither the assassins nor the PCs can realize, at this point, what truly happened: the sphere was being directed toward the relic, but the essence of the lich within seized control of it for just long enough to redirect it to the nearest target . . . who also happened to be revealing a bit too much about the phylactery's true nature.

The attackers do not have visible holy symbols; as part of their indoctrination into their cult, the holy symbol of their deity was carved into the roofs of their mouths, the soles of their feet, and the backs of their hands, then allowed to scab over.

APL 2 (EL 5)

Apprentice of Oblivion: Human Sor1/Clr1, hp 11; see *Appendix One*.

Zealots (2): Human Rog1/Clr1, hp 10 each; see *Appendix One*.

APL 4 (EL 7)

Apprentice of Oblivion: Human Sor1/Clr3, hp 24; see *Appendix One*.

Zealots (2): Human Rog3/Clr1, hp 21 each; see *Appendix One*.

APL 6 (EL 9)

Apprentice of Oblivion: Human Sor1/Clr5, hp 37; see *Appendix One*.

Zealots (2): Human Rog5/Clr1, hp 32 each; see *Appendix One*.

APL 8 (EL 11)

Apprentice of Oblivion: Human Sor1/Clr7, hp 58; see *Appendix One*.

Zealots (2): Human Rog7/Clr1, hp 43 each; see *Appendix One*.

APL 10 (EL 13)

Apprentice of Oblivion: Human Sor1/Clr9, hp 75; see *Appendix One*.

Zealots (2): Human Rog9/Clr1, hp 54 each; see *Appendix One*.

APL 12 (EL 15)

Apprentice of Oblivion: Human Sor1/Clr11, hp 92; see *Appendix One*.

Zealots (3): Human Rog11/Clr1, hp 65 each; see *Appendix One*.

Note: This combat has a limited duration! The creation of the sphere was not without cost. Each of the foes who contributed his life force and his negative energy (as a turn attempt) to the sphere is tied to it; when it is destroyed, the contributor is soon to follow. The creatures above will only continue to exist for a number of normal combat rounds equal to the APL + 1. After that time, their bodies explode in waves of gray light similar to the sphere; when the light fades, the bodies are completely gone, only their gear remaining.

Tactics: The assassins' surprise round is spent summoning the sphere and annihilating Lineene. The sphere in this adventure is a story effect, and should not endanger any PCs; once it discharges against Lineene, it ceases to exist.

Thereafter, the apprentice uses spells to cause PCs to be denied their DEX (whether by forcing them to balance on grease, stunning them, forcing them to flee, etc.), which allows the two zealots to use their sneak attack liberally. Meanwhile, the zealots will split up, if possible. If the PCs are resisting the apprentice's spells, the zealots will instead resort to flanking, teaming up on the same PC. Finally, if any PCs prove resistant to sneak attacks thanks to the uncanny dodge class ability, the apprentice will focus on disabling that PC first and foremost . . . particularly if it's a barbarian.

Keep in mind that the relic radiates a 10-ft.-radius area of antimagic; either side can use this effect to their advantage.

Development: One round before the aforementioned time limit is up, young Bladehone and Petra enter the scene, checking in to see if Lineene has any further information for them. Seeing what is in progress, they try to help the PCs, but only have time to move to guard any fallen PCs. The attackers then simply cease to exist. The wrappings and blades that were their only belongings clatter to the floor. As for the PCs, a side effect of being in the area of the pseudo-sphere when it discharged and consumed Lineene was that they were

subject to invisible, painless waves of negative energy. While it does not actually harm the PCs, it bathes them in evil, temporarily causing their alignments to detect as Neutral Evil. Which is unfortunate, given that a squad of Pholtites led by a paladin is about to burst into the room.

Treasure: Whoever these attackers were, they were well-trained but expendable. This was obviously a suicide mission, and they were carrying no valuable gear to be plucked from their corpses.

However, while they may not think to look inside, the chest the PCs retrieved for Lineene contains not just records, but a stash of her old adventuring equipment! As she has no heirs, this equipment is bequeathed to the PCs at the end of the adventure.

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *wand of cure light wounds* (750 gp, 63 gp per PC), Quaal's feather token, swan boat (450 gp, 38 gp per PC), *vest of resistance +1* (1,000 gp, 84 gp per PC), *rod of metamagic, extend, lesser* (3,000 gp, 250 gp per PC), *cloak of elemental protection* (1000 gp, 84 gp per PC), *choker of eloquence, lesser* (6,000 gp, 500 gp per PC)

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – *Heward's handy haversack* (2,000 gp, 167 gp per PC), *scroll of teleport* (1,125 gp, 94 gp per PC), *helm of comprehend languages and read magic* (5,200 gp, 434 gp per PC), *boots of big stepping* (11,200 gp, 933 gp per PC)

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *circlet of persuasion* (4,500 gp, 375 gp per PC), *vest of resistance +2* (4,000 gp, 334 gp per PC), *hat of disguise* (1,800 gp, 150 gp per PC), *ring of theurgy* (20,000 gp, 1667 gp per PC)

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *vest of resistance +3* (9,000 gp, 750 gp per PC), *boots of levitation* (7,500 gp, 625 gp per PC), *belt of magnificence +2* (25,000 gp, 2083 gp per PC)

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – *vest of resistance +4* (16,000 gp, 1334 gp per PC), *winged boots* (16,000 gp, 1334 gp per PC), *goggles of night* (12,000 gp, 1000 gp per PC), *gauntlet of lassitude* (27,000 gp, 2250 gp per PC)

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – *stone of good luck [luckstone]* (25,000 gp, 2084 gp per PC), *belt of magnificence +4* (100,000 gp, 8334 gp per PC)

Encounter Three: Halt, Heretic!

As the PCs recover from the destruction of the sphere, the door from the street is kicked in, and a man in a breastplate with the symbol of Pholtus and the heraldry

of the Sharn house rushes up the stairs. Behind him is a squad of a dozen men-at-arms.

Lineene is gone, her body and soul consumed by the dark sphere. Your foes, her killers, are also nowhere to be seen, only their gear lying where their bodies fell. You feel tainted, as if your beings have been infused with the essence of evil itself.

Then you hear the sound of at least a dozen men, heavily armored, on the street below. A voice calls out "I'm detecting evil in that apartment, men, and lots of it! The informant was right. Draw weapons, and show no mercy."

The PCs have all gained evil auras as if they were evil priests of their level, thanks to the explosion of the unstable sphere. The NPCs, after getting a very quick run-down from Bo as to what happened, will encourage the PCs to flee rather than face the authorities, with the following reasoning as needed to convince the party.

- **Bladehone:** Tells the PCs that he is certain someone in power at Bright Sentry—probably Lord Enerick—is supplying arms to the Iuzians. As far as he's concerned, no Pholtite is to be trusted (he peers intently at any Pholtan PC as he says this). He volunteers to stay behind to hold them off while the PCs escape.
- **Petra:** Reminds the PCs that, if what Bo conveyed about Lineene's findings was true, the information within the phylactery is fading with every moment, and that even if the Pholtites can be convinced of their innocence, the paperwork and bureaucracy of Bright Sentry will take far too long. She says she can make sure the PCs have a boat to escape on.
- **Bo:** Is distraught over the loss of Lineene, who was *"as kind a woman as ever there was."* He wants to figure out who was responsible for killing her, and is willing to bet that the relic (which he picks up in his jaws and offers to carry) is the key to that.

Lawful Good PCs, particularly Pholtites, should be reluctant to disobey the law, preferring to stay and submit themselves to local justice. Those who do not give significant thought to this course of action should receive the "Oathbreaker" drawback on the AR. Those who do devote some time and mental energy to the possibility of surrender, on the other hand, should be rewarded; they gain the "Integrity" benefit on the AR.

Regardless of their initial intentions, however, Lawful Good PCs receive an unexpected vision from one

of their god's servants. This vision, which uses the "Prophecy" effect from previous Shield Lands adventures, urges the character to flee, telling him that in this case the forces of law have been manipulated, and that the greater good will be upheld by their accompanying their comrades.

Assuming the PCs agree to flee, Bladehone will enter a dwarven defender stance in front of the door. Petra will give the PCs directions to her boat, then leap out the window, flying to another rooftop and racing off, saying that she has to "round up the troops." (If the PCs have their own ship—pirate or otherwise—she can instead meet them at the dock where their own vessel is moored.) Finally, Bo will lead the way through a secret door that leads to a back stair, emptying out into an alleyway. As the last of the PCs shuts the door, they hear the splintering of the apartment door and a cry of "Surrender, murderer!" before the sound of combat drowns out further dialogue.

Getting to the Unsafe Harbor

The pre-dawn streets of Bright Sentry are hushed and barren, except for troops of torch-bearing soldiers accompanied by clerics. These stop occasionally to cast spells, then lead their squads on, nearly coming upon the PCs at several junctures. Ask the PCs how they are moving (cautiously or hurriedly), and give them occasional skill checks to add tension to the scene. The streets are conspicuously absent of the civilians who would otherwise be heading to market or beginning their days out in the newly-drained agricultural fields outside the city.

Upon arrival at the harbor, the PCs will find the dock blocked by a troop of guards. They have been ordered to prevent anyone from leaving by ship. This is the PCs' chance to take out their aggression, non-lethally, on hapless Pholtan zealots. Alternatively, the guards may be bluffed, intimidated, distracted, snuck past, or dealt with in any other reasonable manner that the party devises.

Creatures:

All APLs (EL 3)

Captain of the Guard: Human Pal2, hp 13; see *Appendix One*

Guardsmen (6): Human War1, hp 11 each; see *Appendix One*

Development: If the PCs cannot get past the guards on their own and are in danger of being subdued by them, Petra will emerge from her small boat and suggest that

everyone pause to offer up a prayer to the one true god, Pholtus. This is just an excuse to *fascinate* the guards and *suggest* to them that they should immediately go to the temple and repent for their sins.

Once past the guards, the PCs will find Petra waiting for them on her small boat (see *DM Map 3*). All around them in the harbor, ships are being boarded and searched by guards, and the navy's few warships are rowing out to set up a blockade. Petra shoves off once everyone is aboard, then asks the PCs to begin rowing directly toward the harbor's entrance.

As you row out into the harbor, Petra nonchalantly opens a locker and pulls out a piece of bread, gesturing it at a passing gull. The gull lands and eagerly takes the bread from her hand, gobbling it down, then remains calm and still while she attaches several long red ribbons, along with a scroll, to its leg. She flashes a smile at you, saying "Not the most orthodox use for the spell, but it gets the job done."

The gull precedes you out into the harbor, and in its wake you see rafts, rowboats, barges and small one-masted vessels emerging from the docks and from the sides of larger ships. Soon the entire harbor is filled with a motley fleet of vessels, many piloted by Rhenee, and all providing cover for your small, anonymous vessel. In a few moments a Bright Sentry warship heaves into view at the harbor's entrance, threatening to block your way. The gull with the red ribbons attached dives toward it, and the fleet of small vessels follow, mobbing the larger ship like a flock of songbirds harassing a bird of prey.

The warships' lookout scans the surrounding ships desperately, apparently trying to pinpoint yours from among the rest, when the gull finally lands on the ship's crow's nest, squawking to get the lookout's attention. The lookout confusedly takes the note proffered by the gull, and opens it . . . and then he is obscured from view for a moment by a flash of brown light accompanied by a puff of dun-colored smoke. The lookout is frozen and surrounded by an amber-colored, shimmering field, and Petra laughs as her boat veers past the warship's bow and out of the harbor, into the clear.

Encounter Four: What Just Happened?

Once on the boat, the party will have time to take a breather, discuss recent events, and examine the phylactery. It is a day's sail up the Nyr Dyv to Critwall. A few hours out of Bright Sentry, if the PCs have not yet

done so, Bo will peer into the relic and announce that the images are still there, but fading. He fears that, at this rate, they will dim completely before the PCs can reach Critwall.

PCs investigating the relic may behold the following:

- There is a vision of a blond woman bearing the symbol of the Sharn Household. A DC 22 Knowledge (Iuz Border States) check reveals that she is Simon Sharn's nursemaid. She enters the dark chamber in which the "viewer" apparently sits, addresses a greeting to the viewer, and then removes her hair from its tightly wound hairdo. As she shakes out her locks, they change from pale blond to brilliant red, and her eyes change color from a dull brown to the same lustrous color as her hair: bright red. She offers a wicked grin.
- There is a vision of the Bright Sentry Armory stamp, which then pulls back to reveal a pile of weapons and armor, all bearing the same stamp. A black-gloved hand, presumably the viewer's, runs over the weapons. A DC 24 Spot check allows the PC seeing the vision to notice that the fingers of the hand seem incredibly thin, and they bear a signet ring with six daggers, their blades pointed inward. A DC 34 Knowledge (Iuz Border States) or bardic knowledge check reveals the symbol to be that of a family distantly related to that of Prince Zeech, the ruler of Alhaster in the Bandit Kingdoms. The "viewer" then looks up, and offers its hand to shake that of another, apparently closing a deal. The hand that it shakes bears another signet ring that can't quite be made out.
- There is a vision of a combat, an assault on a Shield Lands fort. A DC 12 Knowledge (Iuz Border States) reveals the place to be Gensal. Knight Bannerette Lemanda is seen in the background, directing troops, while a line of priests and arcane casters are attempting to complete a ritual that sends out waves of magical force, bolstering the walls and keeping out hordes of enemies. The viewer moves past Lemanda and toward one of the spellcasters, drawing a sword as it does so. The PC must watch helplessly as the viewer's sword rises and falls, again and again, piercing a wizard's back with brutal force. The job done, the attacker cleans the blade on his cloak, looking down at

the sword's mirrored surface to make sure the blood has been removed. Having done so, the reflection looking back at the viewer is none other than Captain Kruptan.

Each vision should hint that there is more to be learned, more detail and events before and after those seen, if only there was time to concentrate on them and perhaps to isolate them. As Bo says, however, the visions fade even as the PCs watch. It becomes clear that they will soon disappear entirely, and if the PCs cannot determine some way to "repair" the relic, the memories will fade before they can be further investigated.

A DC 10 + APL Knowledge (Arcana), Knowledge (Religion), or bardic knowledge check will reveal the answer: the visions within the relic, though it radiates antimagic, are themselves some kind of magical life force, or the residue of such a life force. The visions have been fractured and weakened, and life energy, death energy, or sheer mental concentration must be used to keep it going now. This may be done in the following ways:

- Positive or negative energy, as from a rebuke undead attempt, may be discharged into the relic.
- A Use Magic Device roll may be made while holding the relic and concentrating on the visions within.
- Magical energy (arcane or divine, prepared or spontaneous) may be discharged into the relic by targeting it with a spell.

If any of these is attempted, record the check result or the spell level expended on the critical results summary sheet.

The PC performing the action will become wracked by flashes from the three visions described above. As he proceeds to concentrate on the relic, one of the visions (whichever you imagine is most intriguing to that PC) will begin to strengthen and become more vivid, while the others begin to fracture and fade away. The PC may easily switch his concentration and focus to one of the other images, but as he does so, the other two begin to drift into oblivion.

You must convey to whomever is doing the concentrating that one vision, and only one, can be saved . . . the more the PC concentrates on it and reinforces it, the more quickly the others seem to slip through his fingers, disappearing into nothingness. The PCs must choose which of the three visions to retain for later investigation. The chosen vision becomes more clear, and upon further investigation might yield more detail, while

the rest disappear. The PC gets the feeling that he has bought the party another day, at most, before the memory begins to fade again.

However, the PCs' efforts also temporarily reawaken the true source of the memories: the life force of the lich, fractured and desperate, that resides within the shard of the phylactery. The lich reforms on the boat and addresses the PCs.

If the PCs do nothing, and allow the memories to fade, skip the next encounter.

Encounter Five: Even Death May Die

As the concentrating PC finishes his efforts with the shard, read the following text aloud to the rest of the party.

The work done, your companion's shaking hands drop the relic, which tumbles to the floor of the boat. His hands don't stop shaking, however . . . and then a flash of light emanates from the shard, hitting him painfully like the crack of a whip. Before your eyes, your friend begins to shrivel, his frame growing gaunt and emaciated. His flesh peels off in layers and sloughs off in flakes, as if his body is rotting in a matter of seconds. Finally, his eyes seem to burn away into darkness, leaving behind two crimson pinpoints of light. When the horrible transformation is over, you are left facing a skeletal figure with a skull for a head, grinning evilly at you. A voice you do not recognize says simply "Greetings, friends."

The horrible transformation that just occurred is an illusion (Will DC 24 to disbelieve). The PC has been dominated by a portion of the lich's life force. **Note:** If the PC in question has a familiar, it too becomes skeletal and undead-looking, and acts at the lich's command.

The lich wishes to bargain with the PCs.

- It explains that the relic they hold is a portion of its phylactery. It cannot reform on its own, without the other pieces.
- It wishes to "keep" the PC it has possessed, so that it may go in search of the rest of its phylactery. If the PCs allow it to do so (a distinctly evil act), it will offer in exchange to let them keep this shard of the phylactery, and further to repair all of the memories within, not just the one the PCs have saved so far. It requests only that it be dropped off along the riverbank so that it may begin its quest.

- If asked, the lich will explain that it was in Admundfort during the invasion, and was destroyed by adventurers. Its apprentice attempted to flee with the phylactery via ship, but the Dyversians assaulted the vessel. Rather than risk the phylactery's capture, the apprentice threw it overboard. The phylactery was eventually found by the nagas, who broke it into several pieces and attempted to scatter or destroy each piece individually.

If the PCs refuse to let the lich "keep" their ally, it will attempt to kill everyone aboard the boat and use it to sail after its phylactery shards. The lich is only half there, and is using the body of the PC as part of its form; reducing it to 0 hit points or below (or turning it) will force it from the PCs' body, leaving the PC at 0 hit points.

As this battle begins, the weather begins to pick up, and large, open-water-size waves begin moving across the Ritensa. Petra is completely absorbed keeping the boat from being swamped, and cannot aid in the combat, other than to yell out tips on how to harm a lich (which are unfortunately incorrect, in this case, given that the lich has none of its usual physical immunities).

Creatures: The lich has all of the special attacks of a normal being of its type, and the special mental qualities of an undead (immune to mind-affecting spells) but not the special physical qualities of an undead (not immune to crits, and the like). Because only a portion of its phylactery is present, so too does the lich only have access to a portion of its power; and luckily for the possessed PC, it only has the spells available that it had at the time of its death.

APL 2 (EL 4)

Lich, Wiz3: hp 17; see *Appendix One*

APL 4 (EL 6)

Lich, Wiz5: hp 30; see *Appendix One*

APL 6 (EL 8)

Lich, Wiz7: hp 43; see *Appendix One*

APL 8 (EL 10)

Lich, Wiz9: hp 65; see *Appendix One*

APL 10 (EL 12)

Lich, Wiz11: hp 78; see *Appendix One*

APL 12 (EL 14)

Lich, Wiz13: hp 91; see *Appendix One*

Tactics: Although the shard of phylactery normally radiates antimagic, the lich's essence forming *outside* of the phylactery temporarily suppresses this effect. This means that both the lich and the PCs may use spells and magic items with impunity. The lich will attempt to slay any clerics present, so that it cannot be turned. Thereafter, it targets monks or anyone else who might look like they could grapple it.

The PC being possessed is not completely out of this combat, despite being physically helpless. Each round, the PC may make a Charisma check (DC 10 + APL) to overcome the lich's possession. Each time it does so, on the lich's turn, it may take a single free action or move action (including speaking, though any words he utters sound like they are coming from the lich's voice) that is subtracted from the lich's total available actions. This can include dropping prone, moving into attacks of opportunity, ceasing concentration on a spell, dropping held items, etc.

Development: If the lich is defeated, the PC who was possessed is freed, albeit at exactly 0 hit points. Petra casts *break enchantment* on any paralyzed or fearful PCs. Then the weather continues to worsen, and Petra asks the PCs to hold on, strap themselves to the boat, etc. She explains that whatever this is, it's not a natural storm...

Encounter Six: Riders on the Storm

The party has an hour or two to rest and recover their thoughts as the storm clouds gather. Petra tacks skillfully into the wind, heading up the sluggish Ritensa, but whitecaps begin to assault the small boat and lightning begins to strike the water nearby. Perhaps the party considers heading for shore, or maybe they're determined to ride the weather out. In either case, have them make a spot check; the second-highest total picks out sails on the horizon, moving from the Nyr Dyv up the Ritensa. The highest total notices dark winged shapes above one of those ships, heading straight for the party's small craft. They will arrive in one minute.

Creatures: The winged creatures are griffons, and on their backs are armored knights bearing lances. As they swoop down closer, the PCs may make a DC 20 Knowledge (Iuz Border States) check to recognize their as that of the Tower's Talons, a squadron of griffon riders led by Knight Lemanda.

All APLs (EL 16)

Knight Bannerette Lemanda, Clr11/KoHS4, with griffon mount: hp 90; see *Appendix One*

Griffon Riders, Pal6, with griffon special mounts (5): hp 43; see *Appendix One*

Tactics: Lemanda has been issued orders to capture the PCs if possible or if not, to delay them long enough for the pursuing boats from Bright Sentry to catch them. She was not given details as to the PCs' transgression, however, and is likely to have been rescued by the PCs in an earlier Shield Lands adventure in Year 6. She will therefore demand their surrender, but will give them a chance to plead their case, assuming they do not attack immediately. If the PCs attack before she can fly close enough to talk, she will have no choice but to order her men to attack.

If the PCs enter into peaceful negotiations with her, allow them to explain their situation. She does not seem eager to disobey orders, but neither does she wish to endanger the Shield Lands by ignoring the PCs' race to get evidence to the Council of Lords. If permitted, she will use her *detect evil* ability to scan the PCs, finding that an aura of fading, minor evil is attached to all of them (left over from the sphere of annihilation's explosion). However, it is obvious that the aura is fading, so she believes in their innocence.

Just as the negotiations are about to reach a positive (or negative) result, however, or one round after the griffon riders close with the PCs, the lich's previous allies attack, sending in dangerous bound elementals to sink the PCs' tiny vessel. Read the following aloud.

Lemanda considers your words as the waves grow more intense and choppy all about your tiny vessel. Her griffon perches warily on the vessel's stern, constantly shifting its weight and spreading its wings to keep from being thrown off into the water. An internal battle rages behind her eyes, and she seems about to come to a decision when those same eyes widen in surprise. Following her gaze, you see a swirling begin to form just off the boat's bow, which suddenly forms into a huge waterspout. It looms over your tiny craft, higher than a Shield Mage's tower, and the vortex beneath it looks as if it could swallow a boat 10 times the Lookfar's size in a matter of moments. The circling griffon riders above are scattered across the sky. Lightning erupts from the spout and the sound of thunder accompanies its movement. It moves as if it is a living being... it's obviously some kind of elemental.

And then it gets worse. Three more of the same size appear next to the first elemental, near the bow, and several smaller ones rear up from the stern. You are trapped.

Lemanda snaps her gaze from the imminent threat back to your party. She says with a grim smile "It looks like someone wants you sent to the bottom even more than Bright Sentry wants you brought back alive. We can't have that, now can we?"

With that, she urges her mount into the air toward the larger elementals, calling down to you, "Whatever you've got that's so important, I charge you with getting it to the Council." As you ready to fight the elementals toward the stern of the boat, you see Lemanda's griffon dive toward the wall of water near the bow, and Lemanda opens her mouth to utter a battle cry. What issues forth from her throat is something other than some mundane call, however. It is a piercing, ringing sound, a word in the language of angels. It is the word for purity, grace, and righteousness, the clarion call of battle uttered by only the most devout of the champions of good. It is a word of such power that the elementals near her are banished by the sheer sound of it, the waterspouts that are their bodies sundered into inanimate wind and water. Unfortunately, its power is also such that her mount instantly dies beneath her, and she plummets to the crashing waves below, sinking immediately into the dark and cold depths. The depths to which you will be banished if you don't defeat the remaining elementals...

Creatures: The elementals were sent by the Lich's previous allies to send the PCs to the bottom of the river.

All APLs (EL n/a; banished by Lemanda's holy word)

Storm Elemental, Elder (4): hp 252 each; see *Appendix One*

APL 2 (EL 5)

Storm Elemental, Small (3): hp 111 each; see *Appendix One*

APL 4 (EL 7)

Storm Elemental, Medium (3): hp 26 each; see *Appendix One*

APL 6 (EL 9)

Storm Elemental, Large (3): hp 68 each; see *Appendix One*

APL 8 (EL 11)

Storm Elemental, Huge (3): hp 168 each; see *Appendix One*

APL 10 (EL 13)

Storm Elemental, Greater (3): hp 220 each; see *Appendix One*

APL 12 (EL 15)

Storm Elemental, Elder (3): hp 252 each; see *Appendix One*

Tactics: If the PCs attacked the griffon riders, they should be hard-pressed and low on resources. If they surrendered to or negotiated with the griffon riders, they have a bit more breathing room.

They are confused by the antimagic aura being emitted by the phylactery, so the dim-witted creatures attack the PCs directly instead of simply sinking the boat.

Development: If the PCs stay behind and try to rescue Lemanda, they will need to travel through 180 feet of water within 3 rounds, or she will drown.

Encounter Seven: The Race

The party isn't out of the woods yet! Read the following aloud.

You have only a few moments to recover from the last battle when Petra calls out "I think you boys are more trouble than you're worth!" Following her gaze, you see the warships from Bright Sentry, unhindered as you were by elementals, drawing ever closer. Yet the harbor of Critwall must also be very close, just around the next bend in the river! "We can't outrun 'em," the Rhenee woman calls, "they got bigger sails and more rowers. But maybe we can go where they can't follow!" With a grin, she leans hard on the tiller, and the Lookfar suddenly veers in close to shore, narrowly skirting a jagged rock as it does so.

This encounter is a strategic board-game scenario (see *DM Map 4*) where the PCs won't be using normal game mechanics, nor do they need to worry about harming or being harmed by others. Their goal is simply to get from one end of the map, where the *Lookfar* has entered the shallows (point A), to any of the points marked as entrances to Critwall (point B) without being caught by the pursuing Pholtites.

The rules for this mini-game are as follows.

- The PCs go first. On the PCs' turn, each player must choose a role: Lookout, Sailor (must have ranks in Profession [sailor]), or Other. If no PC has ranks in Profession (Sailor), Petra will make this check (+13); otherwise, she is busy steering at the tiller. The PCs' actions are performed in the following order:

1. Lookout PCs make a Spot check. As the boat moves this turn, the GM will draw all obstacles on the map in a radius of 1 square for every 10 points (or portion thereof) on the highest check result. Petra's Spot check is always good enough, even if no PCs are acting as Lookouts, for the GM to draw adjacent obstacles. Petra will never let the boat run aground.
2. After the Lookouts make their Spot checks, the PCs may turn the boat's heading 45 degrees in either direction "for free."
3. Sailor PCs may make Profession (sailor) checks. The boat then **must** move 1 space along the boat's current heading for every 5 points (or portion thereof) on the check result. As with normal movement, the first diagonal costs 1 space, the second diagonal costs 2 spaces, the third costs 1 space again, and so on. The PCs may also turn the boat's heading during movement. Each 45-degree-turn costs one "point" of movement.
4. Other PCs may attempt to use spells or special attacks to destroy or slow the enemy ships. Assume that each ship has two sorcerers (Caster Level equal to APL+1) readying to counterspell any spell cast at or near their ships. Really, really amazing archery shots at extreme range might also stop a ship for a turn.
5. Finally, other PCs may use spells or creative abilities to cover ground more rapidly (each square is one-quarter mile; use your best judgment as to how much benefit any particular idea gives them), but remember that the phylactery emanates antimagic, meaning that speed-enhancing items, teleportation, summoned mounts, and the like will not work.

Then it is the pursuers' turn. All ships on the board take the following steps (skip to the last step on the first turn, as ship #1 enters the board):

- The pursuers' lookouts see all obstacles during movement within a number spaces depending on the APL: 1 space at APL 2-4, 2 spaces at APL 6-8, and 3 spaces at APL 10-12.
- The pursuers turn their ships' heading by 45 degrees "for free" toward the best path to the PCs. Keep in mind that the pursuers may not realize where obstacles are until they're right against them, so they what they think is the best path might in fact be a dead end.
- The pursuers' ships move a number of spaces along their current heading depending on the APL: 3 spaces at APL 2-4, 4 spaces at APL 6-8, and 5 spaces at APL 10-12. Just like the PCs' ship, the pursuers' ships may spend one "point" of movement to turn 45 degrees.
- Finally, after all ships on the board have already moved, a new enemy ship (maximum of six) appears on the next space of the appropriate number. So, ship #1 appears on space #1 at the end of the first turn, ship #2 appears on one of the two spaces marked #2 (DM's choice) at the end of the second turn, and so on.

If a pursuer's ship enters the same space as the PCs' boat, the PCs are captured by the pursuers unless one of the PCs volunteers to delay the pursuers. Doing so causes the enemy ship to stop in the PCs' boat's space and lose its next turn. If a PC volunteers to delay the pursuers, he is removed from play for the rest of the adventure. You may describe their action cinematically ("You draw your blades and leap into the rigging of the pursuing ship, surprising them with your ferocity") or allow the player of the PC in question to describe his efforts.

If the last PC is captured, the PCs do not get the phylactery to the council in time. If the PCs get the phylactery to Critwall, Bladehone is waiting there for them.

Conclusion

If the PCs get the phylactery to Critwall, read the following aloud:

As the gates of Critwall come into view, a familiar and welcome site fills you with a sense of relief. Lord Bladehone has emerged from the gates to meet you, and accompanying him is an honor guard of dwarven soldiers. Along with Bladehone are the Countess Docamald with her house guard, and Earl Reynald Danjor with several paladins of Mayaheine. They surround your group protectively, barring the pursuing Pholtites from approaching. With a voice borne of the mountains and confident that it is on the side of right, Lord Bladehone booms out to the Pholtites, "In the name of the Council of Lords, you will stand down!"

The Pholtites pull up short, while a dwarven soldier rides up behind the lord on a pony, handing him an ornate but sturdy cage. "The bards of the college say that this should keep the phylactery's essence from fading any further, m'lord," the soldier

says, hurriedly, gesturing for you to put the phylactery within.

After you have done so, Bladehone turns and faces the Pholtites, who still clamor about demanding 'justice for the murder.' He shouts over their cries, saying, "My son was with these brave heroes when Lineene the Bear was attacked and killed. Indeed, they avenged her, so swears the blood of Bladehone, and only now have been trying to save the information for which she was killed. I tell you, Pholtites, you have the wrong men! These adventurers did not murder Lineene."

The Pholtites stare at him for a few moments, and then their captain steps forward, visibly shaking with rage and helpless frustration. "The loss of Lineene was indeed tragic, good lord, but it is not her murder of which we speak. We have chased these adventurers all the way from Bright Sentry to bring them to justice, not for the killing of the wise woman, but for the murder of our lord and master." The man attempts to collect himself, but his hatred of your party is all too visible as he continues, "These people are wanted for the murder of Simen Sharn!"

To be continued...

Experience Point Summary

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

Encounter One

Defeat the tojanidas

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Two

Defeat the zealots

APL2 150 xp
APL4 210 xp
APL6 270 xp

APL8 330 xp
APL10 390 xp
APL12 450 xp

Encounter Three

Bypass the Pholtite guards

APL2 90 xp
APL4 90 xp
APL6 90 xp
APL8 90 xp
APL10 90 xp
APL12 90 xp

Encounter Four

Stabilizing one of the phylactery's memories

APL2 90 xp
APL4 150 xp
APL6 210 xp
APL8 270 xp
APL10 330 xp
APL12 390 xp

Encounter Five

Defeating the pseudo-lich

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Six

Escape the storm elementals

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Encounter Seven

Escape the Pholtite pursuers

APL2 120 xp
APL4 180 xp
APL6 240 xp
APL8 300 xp
APL10 360 xp
APL12 420 xp

Discretionary roleplaying award

APL2 90 xp
APL4 180 xp
APL6 270 xp
APL8 330 xp
APL10 390 xp
APL12 450 xp

Total possible experience:

APL2 900 xp
APL4 1350 xp
APL6 1800 xp
APL8 2250 xp
APL10 2700 xp
APL12 3150 xp

Treasure Summary

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

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

the loot is subtracted from the encounter totals given below.

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

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

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

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

Total Possible Treasure

APL 2: L: 0 gp; C: 0 gp; M: 1019 gp, Total: 1019 gp (119 gp over cap)

APL 4: L: 0 gp; C: 0 gp; M: 1628 gp, Total: 1628 gp (328 gp over cap)

APL 6: L: 0 gp; C: 0 gp; M: 2526 gp, Total: 2526 gp (726 gp over cap)

APL 8: L: 0 gp; C: 0 gp; M: 3458 gp, Total: 3458 gp (858 gp over cap)

APL 10: L: 0 gp; C: 0 gp; M: 5918 gp, Total: 5918 gp (1318 gp over cap)

APL 12: L: 0 gp; C: 0 gp; M: 10418 gp, Total: 10418 gp (3818 gp over cap)

Special

Favor of Bladehone: Lord Bladehone approves of your saving evidence that could point toward the traitor of the

Bright Sentry Armory. He will have crafted for you one adamantine weapon of your choice (or 50 adamantine arrows or bolts), at normal DMG prices. Cross off when used.

Favor of Docamald: The Countess Docamald approves of your saving evidence that could help uncover the dark doings within the Sharn household. She has made available to you one of the Docamald swords, the Righteous Blade. This *+1 blessed longsword* is both a formidable weapon and a Docamald heirloom.

The blessed enhancement replicates the effect of the bless weapon spell, permanently and always in effect. The weapon becomes good, bypassing certain damage reduction. All critical hits against evil foes are automatically successful so every threat is a critical hit. This last effect does not apply to a weapon that has a magical affect related to critical hits. CL 5th, Craft Magic Arms and Armor, bless weapon, Price Bonus +1. (*Book of Exalted Deeds*, 8,325 gp.)

Favor of Danjor: The Earl of Danjor, Lord of Eastfork in exile and a cousin of Knight Lemanda, approves of your saving evidence that could clear Lemanda's name regarding the fall of Gensal. He has made available to you an *extreme mithral shield* crafted by the church of Mayaheine [exotic shield, +3 AC bonus, -1 armor check penalty, arcane failure 5%] (*Races of Stone*, 1,030 gp.)

Beholden to the Rhenee: Petra of the Rhenee helped you out of concern for the Shield Lands, but she is not above reminding you of the fact that she saved you from capture. This may have effects in the future.

Oathbreaker: You have defied your natural inclination to order by running from the law. Nightmares remind you of your guilty conscience: for the next three Shield Lands regional adventures you begin each *fatigued*, and suffer a -2 penalty to all Concentration checks.

Integrity: You have remained true to your natural inclination to order by wrestling with difficult moral decisions. Confident that your intentions are pure, for the next three Shield Lands regional adventures you begin each with 1 temporary hit point per character level, and gain a +2 bonus to all Concentration checks.

Post-Graduate Connections: Characters who have earned the "Well-Trained Soldier" certificate (SHL6-105 Basic Training) may treat items below marked with an asterisk (*) as regional access.

Items for the Adventure Record

Item Access

APL 2:

- Wand of Cure Light Wounds (Adventure; DMG; 750 gp)*
- Quaal's feather token, swan boat (Adventure; DMG; 450 gp)
- Vest of Resistance +1 (Adventure; CA; 1,000 gp)*
- Rod of Metamagic, Extend, Lesser (Regional; DMG; 3,000 gp)
- Cloak of Elemental Protection (Adventure; MH; 1000 gp)
- Choker of Eloquence, Lesser (Adventure; CA; 6,000 gp)

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

- Heward's Handy Haversack (Adventure; DMG; 2,000 gp)*
- Scroll of Teleport (Adventure; DMG; 1,125 gp)
- Helm of Comprehend Languages and Read Magic (Regional; DMG; 5,200 gp)*
- Boots of Big Stepping (Adventure; MH; 11,200 gp)

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

- Circlet of Persuasion (Adventure; DMG; 4,500 gp)
- Vest of Resistance +2 (Adventure; CA; 4,000 gp)*
- Hat of Disguise (Regional; DMG; 1,800 gp)

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

- Vest of Resistance +3 (Adventure; CA; 9,000 gp)*
- Boots of Levitation (Adventure; DMG; 7,500 gp)

APL 10 (all of APLs 2-8 plus the following):

- Winged Boots (Adventure; DMG; 16,000 gp)
- Vest of Resistance +4 (Adventure; CA; 16,000 gp)

APL 12 (all of APLs 2-10 plus the following):

- Stone of Good Luck [luckstone] (Adventure; DMG; 25,000 gp)

- Belt of Magnificence +4 (Adventure; MH; 100,000 gp)

Appendix One: NPC and Monster Statistics

All APLs

Encounter Six

Knight Bannerette Lemanda Iormad: Female Human Clr11/KoHS4 (Heironeous) CR 15; Medium humanoid; HD 11d6+22 4d10+8; hp 90; Init -1; Spd 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12/+7, Grp +14/+9; Atk: +14 melee (1d8+3, +1 lance) or +11 ranged (1d8/19-20, light crossbow); Full Atk: +14/+9 melee (1d8+3, +1 lance) or +11/+6 ranged (1d8/19-20, light crossbow); SA turn undead 4/day, armor of the invincible, righteous advance; SQ holy realm hero, spit on the old one, aura of courage; AL LG; SV Fort +13, Ref +5, Will +13; Str 14, Dex 8, Con 14, Int 10, Wis 20, Cha 13.

Skills and Feats: Concentration +20, Diplomacy +13, Knowledge (local) +12; Cleave, Great Cleave, Mounted Combat, Power Attack, Lightning Reflexes, Weapon Focus (lance)

Possessions: +1 moderate fortification full plate (75% chance to negate any critical hit or sneak attack), +1 heavy steel shield, +1 lance, light crossbow, *peripat of wisdom* +4, 4 potions of cure light wounds, *potion of bear's endurance*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from evil*, dagger, 3 flasks holy water, healer's kit, military saddle (mount), saddlebags (mount), gold holy symbol, diamonds (10,000gp).

Cleric Spells Prepared (6/8/7/6/6/5/2; base DC 15 + spell level): 0—*guidance* (2), *light*, *purify food and drink*, *resistance* (2); 1st—*bless* (2), *divine favor*, *doom* (2); obscuring mist; *protection from evil* (2)* 2nd—*aid**, *bear's endurance* (2), *bull's strength* (2), *sound burst*, *spiritual weapon*; 3rd—*blindness/deafness*, *invisibility purge*, *magic circle against evil**, ~~*magic vestment*~~, *prayer*, *searing light*; 4th—*divine power*, *freedom of movement* (2), *holy smite**, *magic weapon (greater)* (2), 5th—*dispel evil**, *flame strike*, *righteous might*, *true seeing*, 6th—*blade barrier**, *dispel magic (greater)*; 7th—*holy word**, *resurrection*.

*Domain spell. **Domains:** Good (You cast good spells at +1 caster level)

Holy Realm Hero (Ex): At 1st level, your reputation as a protector of the people germinates. This grants you a +1 morale bonus on the following skill checks: Diplomacy, Gather Information, and Intimidate. The bonus increases by +1 each odd-numbered Knight of Holy Shielding level you gain.

When you use one of these skills against a citizen of the Shield Lands, the bonus is doubled. As a general rule, a citizen of the Shield Lands starts any encounter with a Knight of Holy Shielding with a friendly attitude. Many knights use this ability to befriend locals and secure hospitality.

Spit on the Old One (Su): A 1st level, a Knight of Holy Shielding's zeal fills him with holy wrath against the minions of Iuz the Old. He gains a +2 bonus on Intimidate, Listen, Sense Motive, and Spot checks when using these skills against agents of Iuz (including all chaotic evil outsiders). Likewise, he gets a +2 bonus on attack rolls, weapon damage rolls, and Will saves against such creatures.

Armor of the Invincible (Su): At 2nd level, a Knight of Holy Shielding gains the ability to infuse his armor or clothing once a day with divinity as a standard action that does not provoke an attack of opportunity. This duplicates the effects of *magic vestment* at a caster level equal to twice his Knight of Holy Shielding level.

Aura of Courage (Su): Beginning at 4th level, a Knight of Holy Shielding is immune to fear (magical or otherwise). Allies within 10 feet of the knight gain a +4 morale bonus on saving throws against fear effects. If the Knight already has this ability from another class, the radius of the morale bonus gained by allies increases by +10 feet.

Righteous Advance (Ex): At 4th level, a Knight of Holy Shielding may take a five-foot move between bonus attacks gained from the Cleave or Great Cleave feats. The attacking Shield Knight may take a total number of five-foot moves between Cleave attacks equal to his Dexterity modifier per round. This ability may be used both on foot and mounted, but a successful Ride check (DC 20) is required when mounted; a failed check ends the Righteous Advance for that round. These five-foot moves are part of the knight's total movement for the round; the total distance the Knight can move during a righteous advance cannot exceed his current speed, including any moves the knight made earlier in the round. For example, a knight with a speed of 20 feet moves 10 feet to close with a clot of goblins. He drops one, moves five more feet and drops a second goblin, then moves five more feet and drops a third goblin. Although his Dexterity modifier is +4, he cannot make any more

five-foot moves since he has moved a total of 20 feet in the round.

Taking a five-foot move in this manner provokes attacks of opportunity normally; it is not the same as a 5-foot step. Likewise, you cannot take a 5-foot step in a round in which you use righteous advance, since righteous advance is considered moving.

Griffon Mount: Large Magical Beast; CR 4; HD 7d10+21; hp 59; Init +2; Spd 30 ft, fly 80 ft (average); AC 17, touch 11, flat-footed 15; BAB/Grp +7/+15; Atk: +11 melee (2d6+4, bite); Full Atk: +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws); Space/Reach 10ft/5ft; SA pounce, rake (1d6+2); SQ air mastery, darkvision 60 ft, low-light vision, scent; AL TN; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Griffon Rider: Male Human Pal6 (Heironeous); CR 6; Medium humanoid; HD 6d10+6; hp 43; Init -1; Spd 20 ft; AC 19, touch 9, flat-footed 19; BAB/Grp +6/+8; Atk: +9 melee (1d8+3, +1 lance) or +6 ranged (1d8+2/x3 masterwork comp. longbow [+2 Str bonus]); Full Atk +9/+4 melee (1d8+3, +1 lance) or +6/+1 ranged (1d8+2/x3 masterwork comp. longbow [+2 Str bonus]); SA smite evil 2/day, turn undead 5/day; SQ aura of courage, *detect evil*, divine grace, divine health, empathic link with mount, griffon mount, lay on hands, remove disease, share spells with mount; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 15.

Skills and Feats: Concentration +9, Heal +11, Ride +8; Mounted Combat, Ride-By Attack, Weapon Focus (lance)

Smite Evil (Su): Twice per day this paladin may attempt to smite evil with one normal melee attack. She adds +2 to her attack roll and deals 5 extra points of damage. Smiting a creature that is not evil has no effect but uses the ability for that day.

Turn Undead (Su): As a 2nd-level cleric.

Aura of Courage (Su): This paladin is immune to fear, magical or otherwise. Allies within 10 feet of her gain a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Remove disease (Sp): This paladin can produce a *remove disease* effect, as per the spell, once per week.

Special Mount: See Griffon Special Mount below

Empathic Link (Su): This paladin can communicate telepathically with her mount at a distance of up to 1 mile. The paladin has the same connection to an item or a place that the mount does.

Share Spells (Ex): This paladin may have any spell he casts on himself also affect his mount if the latter is within 5 feet at the time. The paladin may also cast a spell with a target of "You" on his mount.

Paladin Spells Prepared (2; save DC 12 + spell level): 1st—*bless weapon* (2).

Possessions: Full plate, masterwork heavy steel shield, +1 lance, masterwork composite longbow (+2 Str bonus), 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, 4 *potions of cure light wounds*, *potion of bear's endurance*, 2 scrolls of *magic weapon*, 2 scrolls of *protection from evil*, dagger, 3 flasks holy water, healer's kit, military saddle (mount), saddlebags (mount), silver holy symbol.

Griffon Special Mount: Large Magical Beast; CR 4; HD 9d10+27; hp 76; Init +2; Spd 30 ft, fly 80 ft (average); AC 21, touch 11, flat-footed 19; BAB/Grp +7/+15; Atk: +11 melee (2d6+4, bite); Full Atk: +11 melee (2d6+4, bite) and +8/+8 melee (1d4+2, 2 claws); Space/Reach 10ft/5ft; SA pounce, rake (1d6+2); SQ air mastery, darkvision 60 ft, low-light vision, scent empathic link, improved evasion, share spells, share saving throws; AL TN; SV Fort +8, Ref +7, Will +5; Str 19, Dex 15, Con 16, Int 6, Wis 13, Cha 8.

Skills: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Empathic Link (Su): The paladin has an empathic link with his mount out to a distance of up to 1 mile.

The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, the paladin has the same connection to an item or place that his mount does, just as with a master and his familiar (see *Player's Handbook*, p. 52).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At the paladin's option, he may have any spell (but not spell-like ability) he casts on himself also affect his mount. The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally the paladin may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. A paladin and his mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Share Saving Throws: For each of its saving throws, the mount uses its own base save bonus of the paladin's, whichever is higher. The mount applies its own ability modifiers to saves, and it doesn't share any other bonuses on saves that the master might have (such as from magic items or feats).

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr1 (deity unknown); CR 2; Medium humanoid; HD 1d4+1d8+2; hp 11; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0, Grp -1; Atk: +0 melee (1d4-1, kukri) or -1 melee touch (spell); SA rebuke undead ~~5/day~~ 4/day, spellcasting; SQ —; AL LE; SV Fort +3, Ref +0, Will +5; Str 8, Dex 12, Con 13, Int 10, Wis 15, Cha 14.

Skills and Feats: Concentration +6, Knowledge (Arcana) +2, Knowledge (Religion) +2, Spellcraft +1; Danger Sense, Improved Initiative, Spell Focus (Enchantment), Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 13 + spell level): 0—*daze**, *detect magic*, *light*, *mage hand*; 1st—*distract assailant** (*swift spell*), *grease*.

Cleric Spells Prepared (3/3; base DC 12 + spell level; *enchantment spells DC 13 + spell level): 0—*cure minor wounds*, ~~*guidance*~~, ~~*resistance*~~, ~~*virtue*~~, 1st—*command** ~~X1~~, ~~*shield of faith*~~ ~~X2~~.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*): hp 12; AC 15, tch 11, ff 14; +1 on first attack and save.

Zealots (2): Male Human Rog 1/Clr 1 (deity unknown); CR 2; Medium humanoid; HD 1d6+1d8+2; hp 10; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0, Grp +2; Atk: +3 melee (1d4+2/18-20, kukri) or +2 melee touch (spell); SA sneak attack +1d6, rebuke undead ~~2/day~~ 1/day, spellcasting; SQ trapfinding; AL LE; SV Fort +3, Ref +4, Will +3; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Initiative, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*~~, ~~*virtue*~~, ~~*guidance*~~, 1st—*inflict light wounds**, ~~*divine favor*~~, ~~*magic weapon*~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *magic weapon*, *divine favor*): hp 11; AC 18, touch 14, flat-footed 16; Atk +5 melee (1d4+4/18-20, ~~+1 kukri~~) or +4 melee touch (spell); +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, *divine grace*, *lay on hands*; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (*Sp*): This paladin can *detect evil* at will as per the spell.

Divine Grace (*Su*): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow, 10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 3): CR 4; Medium Undead; HD 3d12; hp 17; Init +6; Spd 30 ft.; AC (as PC w. +2 Dex modifier); Base Atk +1; Grp: +1; Atk +1 melee touch (1d8+5, Will DC 10 for half) or +3 ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (DC 10 negates), paralyzing touch (DC 10 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV

Fort +1, Ref +3, Will +3; Str 10, Dex 14, Con –, Int 18, Wis 11, Cha 9

Skills and Feats: Concentration +9, Escape Artist +4, Sense Motive +8, Spellcraft +10; Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Concentration)

Wizard Spells Prepared (4/3/2; base DC 14 + spell level): 0—*dancing lights*, *daze* x2, *touch of fatigue*; 1st—*charm person*, *ray of enfeeblement*, *sleep*, 2nd—*tasha's hideous laughter*, *web*.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Small: CR 2; Small Elemental (Air, Extraplanar, HD 2d8 +2; hp 11; Init +2; Spd 20 ft, fly 40 ft (perfect); AC 14, touch 13, flat-footed 12; BAB/Grp +1/-3; Atk: +4 melee (1d4 plus 1d4 electricity, slam); Full Atk: +4 melee (1d4 plus 1d4 electricity, slam); Space/Reach 5 ft/ 5ft; SA shock, thunder and lightning; SQ air mastery, darkvision 60 ft, electrical and sonic healing, elemental traits; AL TN; SV Fort +1, Ref +5, Will +0; Str 10, Dex 15, Con 12, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +4, Spot +5; Alertness, Weapon Finesse

Possessions: None

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

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4

Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr3 (deity unknown); CR 4; Medium humanoid; HD 1d4+3d8+4; hp 24; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2, Grp +1; Atk: +2 melee (1d4-1, kukri) or +1 melee touch (spell); SA rebuke undead ~~6/day~~ 5/day, spellcasting; SQ —; AL LE; SV Fort +3, Ref +1, Will +5; Str 8, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +8, Knowledge (Arcana) +4, Knowledge (Religion) +4, Spellcraft +3; Danger Sense, Improved Initiative, Spell Focus (Enchantment), Spell Focus (Evocation), Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 13 + spell level); *Spells Known:* 0—*daze**, *detect magic*, *light*, *mage hand*, 1st—*distract assailant** (swift spell), *grease*.

Cleric Spells Prepared (4/4/3; base DC 13 + spell level; *enchantment and evocation spells DC 14 + spell level): 0—*cure minor wounds*, ~~*guidance*~~, ~~*resistance*~~, ~~*virtue*~~, 1st—~~*magic weapon x2*~~, ~~*shield of faith x2*~~, 2nd—*spiritual weapon*, *sound burst** x2.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*): hp 25; AC 15, touch 11, flat-footed 14; first attack and save = +1.

Zealots (2): Male Human Rog 3/Clr 1 (deity unknown); CR 4; Medium humanoid; HD 3d6+1d8+4; hp 21; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +2, Grp +4; Atk: +5 melee (1d4+2/18-20, kukri) or +4 melee touch (spell); Full Atk: +3 melee (1d4+2/18-20, kukri) and +2 melee (1d4+1, spiked gauntlet); SA sneak attack +2d6, rebuke undead ~~2/day~~ 1/day, spellcasting; SQ evasion, trapfinding; AL LE; SV Fort +4, Ref +6, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Initiative, Two-Weapon Fighting.

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*~~, ~~*virtue*~~, ~~*guidance*~~, 1st—*inflict light wounds**, ~~*divine favor*~~, ~~*magic weapon*~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *magic weapon x2*, *divine favor*): hp 22; AC 19, touch 15, flat-footed 16; Atk +8 melee (1d4+4/18-20, +1 kukri) or +6 melee touch (spell); Full Atk +6 melee (1d4+4/18-20, +1 kukri) and +5 melee (1d4+3, +1 spiked gauntlet); +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, *divine grace*, *lay on hands*; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow, 10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 5): CR 6; Medium Undead; HD 5d12; hp 30; Init +6; Spd 30 ft.; AC (as PC w. +2 Dex modifier); Base Atk +2; Grp: +2; Atk +2 melee touch (1d8+5, Will DC 12 for half) or +4

ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (DC 12 negates), paralyzing touch (DC 12 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV Fort +1, Ref +3, Will +4; Str 10, Dex 14, Con –, Int 18, Wis 11, Cha 10

Skills and Feats: Concentration +11, Escape Artist +6, Sense Motive +8, Spellcraft +12; Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Enchantment)

Wizard Spells Prepared (4/4/3/2; base DC 14 + spell level; * Enchantment spells base DC 15+ spell level): 0—*dancing lights*, *daze** x2, *touch of fatigue*; 1st—*charm person**, *chill touch**, *ray of enfeeblement*, *sleep**; 2nd—*detect thoughts*, *tasha's hideous laughter**, *web*; 3rd—*hold person**, *slow*.

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Medium: CR 4; Medium Elemental (Air, Extraplanar, HD 4d8 +8; hp 26; Init +5; Spd 30 ft, fly 60 ft (perfect); AC 15, touch 11, flat-footed 14; BAB/Grp +3/+5; Atk: +5 melee (1d6+2 plus 1d6 electricity, slam); Full Atk: +5 melee (1d6+2 plus 1d6 electricity, slam); Space/Reach 5 ft/ 5ft; SA shock, thunder and lightning; SQ air mastery, darkvision 60 ft, electrical and sonic healing, elemental traits; AL TN; SV Fort +3, Ref +5, Will +1; Str 14, Dex 13, Con 14, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Alertness, Improved Initiative

Possessions: None

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

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals

nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr5 (deity unknown); CR 6; Medium humanoid; HD 1d4+5d8+6; hp 37; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3, Grp +2; Atk: +3 melee (1d4-1/18-20, kukri) or +2 melee touch (spell); SA rebuke undead ~~6/day~~ 5/day, spellcasting; SQ —; AL LE; SV Fort +4, Ref +1, Will +6; Str 8, Dex 12, Con 13, Int 10, Wis 16, Cha 14.

Skills and Feats: Concentration +10, Knowledge (Arcana) +6, Knowledge (Religion) +6, Spellcraft +5; Danger Sense, Improved Initiative, Practiced Spellcaster, Spell Focus (Enchantment), Spell Focus (Evocation), Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 13 + spell level); *Spells Known:* 0—*daze**, *detect magic*, *light*, *mage hand*, 1st—*distract assailant** (*swift spell*), *grease*.

Cleric Spells Prepared (5/5/4/3; CL 6th; base DC 13 + spell level; *enchantment and evocation spells DC 14 + spell level): 0—*cure minor wounds x2*, ~~*guidance*~~, ~~*resistance*~~, ~~*virtue*~~, 1st—*command** x1, ~~*magic weapon x2*~~, ~~*shield of faith x2*~~, 2nd—~~*bull's strength x2*~~, *spiritual weapon*, *sound burst** x1; 3rd—*blindness/deafness*, *mass resurgence*, *suggestion**.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*, *shield of faith*): hp 38; AC 17, touch 13, flat-footed 16; +1 on first attack and save.

Zealots (2): Male Human Rog 5/Clr 1 (deity unknown); CR 6; Medium humanoid; HD 5d6+1d8+6; hp 32; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3, Grp +5; Atk: +6 melee (1d4+2/18-20, kukri) or +5 melee touch (spell); Full Atk: +4 melee (1d4+2/18-20, kukri) and +3 melee (1d4+1, spiked gauntlet); SA sneak attack +3d6, rebuke undead ~~2/day~~ 1/day, spellcasting; SQ evasion, trapfinding, uncanny dodge; AL LE; SV Fort +4, Ref +7, Will +4; Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Initiative, True Believer, Two-Weapon Fighting, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*~~, ~~*virtue*~~, ~~*guidance*~~, 1st—*inflict light wounds**, ~~*divine favor*~~, ~~*magic weapon*~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *magic weapon x2*, *divine favor*, *bull's strength*): hp 33; AC 20, touch 16, flat-footed 17; Grp +8; Atk +10 melee (1d4+6/18-20, +1 kukri) or +8 melee touch (spell); Full Atk +8 melee (1d4+6/18-20, +1 kukri) and +7 melee (1d4+4, +1 *spiked gauntlet*); Str 18; +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, *divine grace*, *lay on hands*; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow, 10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 7): CR 8; Medium Undead; HD 7d12; hp 43; Init +6; Spd 30 ft.; AC (as PC w. +2 Dex modifier); Base Atk +3; Grp: +3; Atk +3 melee touch (1d8+5, Will DC 13 for half) or +5 ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (Will DC 13 negates), paralyzing touch (Fort DC 13 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV Fort +2, Ref +4, Will +5; Str 10, Dex 14, Con —, Int 18, Wis 11, Cha 10

Skills and Feats: Concentration +13, Escape Artist +7, Sense Motive +8, Spellcraft +14; Eschew Materials, Improved Initiative, Scribe Scroll, Skill Focus (Concentration), Spell Focus (Enchantment), Silent Spell

Wizard Spells Prepared (4/5/4/3/2; base DC 14 + spell level; * Enchantment spells base DC 15+ spell level): 0—*dancing lights*, *daze** x2, *touch of fatigue*; 1st—*charm person**, *chill touch**, *ray of enfeeblement*, *shocking grasp*, *sleep**; 2nd—*detect thoughts*, *scorching ray*, *tasha's hideous laughter**, *web*; 3rd—*hold person**, *slow*, *vampiric touch*; 4th—*bestow curse*, *silent dispel magic*

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Large: CR 6; Large Elemental (Air, Extraplanar), HD 8d8+32; hp 68; Init +4; Spd 40 ft, fly 80 ft (perfect); AC 16, touch 9, flat-footed 16; BAB/Grp +6/+16; Atk: +11 melee (1d8+6 plus 1d8 electricity, slam); Full Atk: +11/+11 melee (1d8+6 plus 1d8 electricity, 2 slams); Space/Reach 10 ft/ 10ft; SA shock, thunder and lightning; SQ air mastery, damage reduction 5/—, darkvision 60 ft, electrical and sonic healing, elemental traits; AL TN; SV Fort +6, Ref +6, Will +2; Str 22, Dex 11, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +7, Spot +8; Alertness, Blind-Fight, Improved Initiative

Possessions: None

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

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1

point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr7 (deity unknown); CR 8; Medium humanoid; HD 1d4+7d8+16; hp 58; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +5, Grp +4; Atk: +5 melee (1d4-1/18-20, kukri) or +4 melee touch (spell); SA rebuke undead ~~6/day~~ 5/day, spellcasting; SQ —; AL LE; SV Fort +6, Ref +2, Will +7; Str 8, Dex 12, Con 14, Int 10, Wis 16 (20), Cha 14.

Skills and Feats: Concentration +13, Knowledge (Arcana) +8, Knowledge (Religion) +8, Spellcraft +7; Danger Sense, Divine Metamagic, Improved Initiative, Spell Focus (Enchantment), Quicken Spell, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 13 + spell level); *Spells Known:* 0—*daze**, *detect magic*, *light*, *mage hand*, 1st—*distract assailant** (*swift spell*), *grease*.

Cleric Spells Prepared (6/6/5/4/2; base DC 15 + spell level; *enchantment spells DC 16 + spell level): 0—*cure minor wounds x3*, ~~*guidance*, *resistance*, *virtue*~~, 1st—*command** x3, ~~*shield of faith x3*~~, 2nd—~~*bear's endurance*, *bull's strength x2*, *owl's wisdom*, *spiritual weapon*, *sound burst x1*~~; 3rd—*blindness/deafness*, ~~*flame of faith x2*~~, *suggestion**; 4th—*delay death*, *dominate person**.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*, *shield of faith*, *owl's wisdom*): hp 75; AC 18, touch 14, flat-footed 17; +8 Fort, +9 Will; 18 Con, 20 Wis; +1 on first attack and save; Concentration +15.

Zealots (2): Male Human Rog 7/Clr 1 (deity unknown); CR 8; Medium humanoid; HD 7d6+1d8+8; hp 43; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +5, Grp +7; Atk: +8 melee (1d4+2/18-20, kukri) or +7 melee touch (spell); Full Atk: +6 melee (1d4+2/18-20, kukri) and +5 melee (1d4+1, spiked gauntlet); SA sneak attack +4d6, rebuke undead ~~2/day~~ 1/day, spellcasting; SQ evasion, trapfinding, uncanny dodge; AL LE; SV Fort +5, Ref +8, Will +5; Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Initiative, True Believer, Two-Weapon Fighting, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*, *virtue*, *guidance*~~, 1st—~~*inflict light wounds**, *divine favor*, *magic weapon*~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *magic weapon x2*, *divine favor*, *bull's strength*, *flame of faith*): hp 44; AC 20, touch 16, flat-footed 17; Grp +10; Atk +12 melee (1d4+6+1d6/18-20, *+1 flaming burst kukri*) or +10 melee touch (spell); Full Atk +10 melee (1d4+6+1d6/18-20, *+1 flaming burst kukri*) and +9 melee (1d4+4, *+1 spiked gauntlet*); Str 18; +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, divine grace, lay on hands; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow, 10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 9): CR 10; Medium Undead; HD 9d12; hp 65; Init +6; Spd 30 ft.; AC (as PC w. +2 Dex modifier); Base Atk +4; Grp: +4; Atk +4 melee touch (1d8+5, Will DC 14 for half) or +6 ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (Will DC 14 negates), paralyzing touch (Fort DC 14 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV Fort +3, Ref +5, Will +6; Str 10, Dex 14, Con —, Int 20, Wis 11, Cha 10

Skills and Feats: Concentration +15, Escape Artist +8, Sense Motive +8, Spellcraft +16; Eschew Materials, Improved Initiative, Improved Toughness, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Enchantment)

Wizard Spells Prepared (4/5/5/4/3/2; base DC 15 + spell level; * Enchantment spells base DC 16 + spell level): 0—*dancing lights*, *daze** x2, *touch of fatigue*; 1st—*charm person**, *chill touch**, *ray of enfeeblement*, *shocking grasp*, *sleep**, 2nd—*blindness/deafness*, *detect thoughts*, *scorching ray*, *tasha's hideous laughter**, *web*; 3rd—*hold person**, *lightning bolt*, *slow*, *vampiric touch*; 4th—*bestow curse*, *confusion**, *silent dispel magic*; 5th—*dominate person**, *telekinesis*

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Huge: CR 8; Huge Elemental (Air, Extraplanar), HD 16d8+96; hp 168; Init +3; Spd 50 ft, fly 100 ft (perfect); AC 17, touch 7, flat-footed 17; BAB/Grp +12/+30; Atk: +20 melee (2d6+10 plus 2d6 electricity, slam); Full Atk: +20/+20 melee (2d6+10 plus 2d6 electricity, 2 slams); Space/Reach 15 ft/ 15 ft; SA shock, thunder and lightning; SQ air mastery, damage reduction 5/-, darkvision 60 ft, electrical and sonic

healing, elemental traits; AL TN; SV Fort +11, Ref +11, Will +5; Str 30, Dex 9, Con 22, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +12; Alertness, Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack

Possessions: None

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

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr9 (deity unknown); CR 10; Medium humanoid; HD 1d4+9d8+20; hp 75; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +6, Grp +5; Atk: +6 melee (1d4-1/18-20, kukri) or +5 melee touch (spell); SA rebuke undead ~~6/day~~ 5/day, spellcasting; SQ —; AL LE; SV Fort +7, Ref +3, Will +8; Str 8, Dex 12, Con 14, Int 10, Wis 16 (20), Cha 14.

Skills and Feats: Concentration +15, Knowledge (Arcana) +10, Knowledge (Religion) +10, Spellcraft +9; Danger Sense, Divine Metamagic, Greater Spell Focus (Enchantment), Improved Initiative, Spell Focus (Enchantment), Quicken Spell, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 14 + spell level); *Spells Known:* 0—*daze**, *detect magic*, *light*, *mage hand*; 1st—*distract assailant** (swift spell), *grease*.

Cleric Spells Prepared (6/6/6/5/3/2; base DC 15 + spell level; *enchantment spells DC 17 + spell level): 0—*cure minor wounds* x3, ~~*guidance*, *resistance*, *virtue*~~, 1st—*command** x3, ~~*shield of faith* x3~~, 2nd—~~*bear's endurance* x2, *bull's strength* x2, *owl's wisdom*, *spiritual weapon*~~; 3rd—*blindness/deafness*, ~~*flame of faith* x2~~, *suggestion**, *wind wall*; 4th—*delay death*, *dominate person**, *mass resurgence*; 5th—*greater command**, ~~*righteous wrath of the faithful*~~.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*, *shield of faith*, *owl's wisdom*): hp 76; AC 18, touch 14, flat-footed 17; +10 Will; 20 Wis; +1 on first attack and save.

Zealots (2): Male Human Rog 9/Clr 1 (deity unknown); CR 10; Medium humanoid; HD 9d6+1d8+10; hp 54; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +6, Grp +8; Atk: +9 melee (1d4+2/18-20, kukri) or +8 melee touch (spell); Full Atk: +7/+2 melee (1d4+2/18-20, kukri) and +6/+1 melee (1d4+1, spiked gauntlet); SA sneak attack +5d6, rebuke undead ~~2/day~~ 1/day, spellcasting; SQ evasion, trapfinding, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +6, Ref +9, Will +6; Str 14, Dex 17, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Initiative, Improved Two-Weapon Fighting, True Believer, Two-Weapon Fighting, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*, *virtue*, *guidance*~~, 1st—~~*inflict light wounds**, *divine favor*, *magic weapon*~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *magic weapon*, *divine favor*, *bear's endurance*, *bull's strength*, *flame of faith*, *righteous wrath of the faithful*): hp 91; AC 20, touch 16, flat-footed 17; Grp +13; Atk +15 melee (1d4+8+1d6/18-20, +1 *flaming burst kukri*) or +13 melee touch (spell); Full Atk +13/+13/+8 melee (1d4+8+1d6/18-20, +1 *flaming burst kukri*) and +12/+6 melee (1d4+6, +1 *spiked gauntlet*); Fort +10, Ref +11, Will +8; Str 18, Con 17; +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, divine grace, lay on hands; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow, 10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1,

longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 11): CR 12; Medium Undead; HD 11d12; hp 78; Init +9; Spd 30 ft.; AC (as PC w. +3 Dex modifier); Base Atk +5; Grp: +5; Atk +5 melee touch (1d8+5, Will DC 16 for half) or +8 ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (Will DC 16 negates), paralyzing touch (Fort DC 16 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV Fort +3, Ref +5, Will +8; Str 10, Dex 16, Con –, Int 22, Wis 12, Cha 13

Skills and Feats: Concentration +17, Escape Artist +10, Sense Motive +8, Spellcraft +18; Craft Wondrous Item, Eschew Materials, Improved Initiative, Improved Toughness, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Enchantment),

Wizard Spells Prepared (4/5/5/5/4/3/2; base DC 16 + spell level; * Enchantment spells base DC 17 + spell level): 0—*dancing lights*, *daze** x2, *touch of fatigue*; 1st—*charm person**, *chill touch**, *ray of enfeeblement*, *shocking grasp*, *sleep**, 2nd—*blindness/deafness*, *detect thoughts*, *scorching ray*, *tasha's hideous laughter**, *web*; 3rd—*hold person**, *slow*, *suggestion**, *vampiric touch*, *wind wall*; 4th—*bestow curse*, *confusion**, *silent dispel magic*, *improved invisibility*; 5th—*cone of cold*, *dominate person**, *telekinesis*; 6th—*bigby's forceful hand*, *repulsion*

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Greater: CR 10; Huge Elemental (Air, Extraplanar), HD 21d8+126; hp 220; Init +4; Spd 50 ft, fly 100 ft (perfect); AC 22, touch 8, flat-footed 22; BAB/Grp +15/+34; Atk: +24 melee (3d6+11 plus 2d6 electricity, slam); Full Atk: +24/+24 melee (3d6+11 plus 2d6 electricity, 2 slams); Space/Reach 15 ft/ 15 ft; SA shock, thunder and lightning; SQ air mastery, damage reduction 10/–, darkvision 60 ft, electrical and sonic healing, elemental traits; AL TN; SV Fort +13, Ref +14, Will +7; Str 32, Dex 11, Con 22, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Possessions: None

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic	Electricity
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		Damage	Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Encounter Two

Apprentice of Oblivion: Male Human Sor1/Clr11 (deity unknown); CR 12; Medium humanoid; HD 1d4+11d8+24; hp 92; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +8, Grp +7; Atk: +7 melee (1d4-1/18-20, kukri) or +5 melee touch (spell); SA rebuke undead ~~6/day~~ 5/day, spellcasting; SQ —; AL LE; SV Fort +9, Ref +4, Will +10; Str 8, Dex 12, Con 14, Int 10, Wis 18 (22), Cha 14.

Skills and Feats: Concentration +17, Knowledge (Arcana) +12, Knowledge (Religion) +12, Spellcraft +11; Danger Sense, Divine Metamagic, Greater Spell Focus (Enchantment), Improved Initiative, Practiced Spellcaster (cleric), Quicken Spell, Spell Focus (Enchantment), Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Sorcerer Spells per Day (5/4; base DC 12 + spell level; *enchantment spells DC 14 + spell level); *Spells Known:* 0—*daze**, *detect magic*, *light*, *mage hand*; 1st—*distract assailant** (swift spell), *grease*.

Cleric Spells Prepared (6/7/6/6/5/3/2; CL 12; base DC 16 + spell level; *enchantment spells DC 18 + spell level): 0—*cure minor wounds x3*, *guidance*, ~~*resistance*~~, ~~*virtue*~~, 1st—*command*, ~~*protection from chaos** x3~~, ~~*shield of faith x3*~~, 2nd—~~*bull's strength x2*~~, ~~*owl's wisdom*~~, *spiritual weapon*, *sound burst x2*; 3rd—~~*flame of faith x2*~~, *suggestion**, *wind wall*; 4th—*delay death*, *dominate person**, ~~*freedom of movement x3*~~; 5th—*greater command** x2, ~~*righteous wrath of the faithful*~~; 6th—*blade barrier*, ~~*mass bear's endurance*~~.

Domains: Domination (Spell Focus: Enchantment); War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *mage armor*, *protection from chaos*, *shield of faith*, *owl's wisdom*, *freedom of movement*, *mass bear's endurance*): hp 117; AC 19, touch 14, flat-footed 17; +11 Fort, +12 Will; +2 on all saves vs. chaotic; 18 Con, 20 Wis; +1 on first attack and save; Concentration +19.

Zealots (2): Male Human Rog 11/Clr 1 (deity unknown); CR 12; Medium humanoid; HD 11d6+1d8+10; hp 65; Init +8; Spd 30 ft.; AC 14, touch 14, flat-footed 10; Base Atk +8, Grp +10; Atk: +11 melee (1d4+2/15-20, kukri) or +10 melee touch (spell); Full Atk: +9/+4 melee (1d4+2/15-20, kukri) and +8/+3 melee (1d4+1, spiked gauntlet); SA sneak attack +6d6, opportunist, rebuke undead ~~2/day~~ 1/day, spellcasting;

SQ evasion, trapfinding, uncanny dodge, improved uncanny dodge; AL LE; SV Fort +7, Ref +11, Will +10; Str 14, Dex 18, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Danger Sense, Improved Critical (kukri), Improved Initiative, Improved Two-Weapon Fighting, True Believer, Two-Weapon Fighting, Weapon Focus (kukri).

Possessions: Kukri, spiked gauntlet.

Cleric Spells Prepared (3/3; base DC 13 + spell level): 0—~~*resistance*~~, ~~*virtue*~~, ~~*guidance*~~, 1st—~~*inflict light wounds**~~, ~~*divine favor*~~, ~~*magic weapon**~~

*Domain spell. *Domains:* Destruction (smite any creature: +4 to hit, +1 damage), War (Weapon Focus: kukri).

Power-Up Suite (*guidance*, *resistance*, *virtue*, *shield of faith*, *mage armor*, *protection from chaos*, *divine favor*, *bull's strength*, *flame of faith*, *freedom of movement*, *righteous wrath of the faithful*, *mass bear's endurance*): hp 104; AC 21, touch 17, flat-footed 18; Grp +14; Atk +17 melee (1d4+8+1d6/15-20, *+1 flaming burst kukri*) or +15 melee touch (spell); Full Atk +15/+15/+10 melee (1d4+8+1d6/15-20, *+1 flaming burst kukri*) and +14/+9 melee (1d4+6, *+1 spiked gauntlet*); +2 to all saves vs. chaotic, +1 to saves vs. fear; Fort +11, Ref +13, Will +12; Str 18, Con 17; +1 on first attack and save.

Encounter Three

Captain of the Guard: Male Human Pal2 (Pholtus); CR 2; Medium humanoid; HD 2d10+2; hp 13; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; BAB/Grp +2/+4; Atk: +5 melee (1d8+3, longsword); Full Atk +5 melee (1d8+3, longsword); SA smite evil 1/day; SQ *detect evil*, divine grace, lay on hands; AL LG; SV Fort +8, Ref +3, Will +6; Str 14, Dex 8, Con 12, Int 10, Wis 13, Cha 15.

Skills and Feats: Diplomacy +7, Spot +6, Heal +5, Ride +8; Weapon Focus (longsword)

Detect Evil (Sp): This paladin can *detect evil* at will as per the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics above.)

Possessions: Half plate, masterwork heavy steel shield, masterwork longsword, masterwork longbow,

10 normal arrows, 4 *potions of cure light wounds*, silver holy symbol.

Guardsmen: Male Human War2; CR 1/2; Medium humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; BAB/Grp +2/+3; Atk: +3 melee (1d8+1, longsword); Full Atk +3 melee (1d8+1, longsword); AL LN; SV Fort +4, Ref +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills and Feats: Spot +2; Weapon Focus (longsword)

Possessions: Chain shirt, heavy steel shield, longsword, dagger.

Encounter Five

Lich (Augmented Humanoid, Wizard 13): CR 14; Medium Undead; HD 13d12; hp 91; Init +9; Spd 30 ft.; AC (as PC w. +3 Dex modifier); Base Atk +6/+1; Grp: +6; Atk +6 melee touch (1d8+5, Will DC 18 for half) or +9 ranged (spell); Space/Reach: 5ft./5ft.; SA Fear aura (Will DC 18 negates), paralyzing touch (Fort DC 18 negates), spells (arcane spell failure = PC's armor); SQ immune to mind-affecting effects, turn resistance +4; AL LE; SV Fort +4, Ref +6, Will +9; Str 10, Dex 16, Con —, Int 24, Wis 12, Cha 14

Skills and Feats: Concentration +19, Escape Artist +11, Sense Motive +8, Spellcraft +20; Craft Wondrous Item, Eschew Materials, Improved Initiative, Improved Toughness, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Focus (Enchantment)

Wizard Spells Prepared (4/5/5/5/5/4/3/2; base DC 17 + spell level; * Enchantment spells base DC 18 + spell level): 0—*dancing lights*, *daze**, *touch of fatigue*; 1st—*charm person**, *chill touch**, *ray of enfeeblement*, *shocking grasp*, *sleep**, 2nd—*blindness/deafness*, *detect thoughts*, *scorching ray*, *tasha's hideous laughter**, *web*; 3rd—*hold person**, *lightning bolt*, *slow*, *vampiric touch*, *wind wall*; 4th—*bestow curse*, *confusion**, *silent dispel magic*, *evard's black tentacles*, *improved invisibility*; 5th—*cone of cold*, *dominate person**, *telekinesis*, *wall of force*; 6th—*disintegrate*, *quickened magic missile*, *repulsion*; 7th—*quickened glitterdust*, *mass hold person*

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius that look at the lich must succeed on a Will save 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.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save or be permanently paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description).

Encounter Six

Storm Elemental, Elder: CR 12; Huge Elemental (Air, Extraplanar), HD 24d8+144; hp 252; Init +5; Spd 50 ft, fly 100 ft (perfect); AC 24, touch 9, flat-footed 23; BAB/Grp +18/+37; Atk: +27 melee (3d6+11/19-20 plus 2d6 electricity, slam); Full Atk: +27/+27 melee (3d6+11/19-20 plus 2d6 electricity, 2 slams); Space/Reach 15 ft/ 15 ft; SA shock, thunder and lightning; SQ air mastery, damage reduction 10/—, darkvision 60 ft, electrical and sonic healing, elemental traits; AL TN; SV Fort +14, Ref +17, Will +8; Str 32, Dex 13, Con 22, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +29, Spot +29; Alertness, Blind-Fight, Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Power Attack

Possessions: None

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

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Greater	36 ft.	40 lb.	26	10d4
Elder	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Greater	26	10d6	21d6
Elder	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

Appendix Two: New Rules

New Monsters

Storm Elemental

Monster Manual III, page 48

Elemental (Air, Extraplanar)

The elemental incarnation of a living storm, a storm elemental displays the same sudden, violent nature as a tempest. It seldom leaves its home plane unless summoned or called, but when it does it is capable of great destruction.

When not in the Elemental Plane of Air, storm elementals seek out natural squalls and are happiest in the middle of a raging thunderstorm.

Storm elementals speak Auran but rarely choose to do so. A storm elemental's voice sounds like distant thunder.

Combat

Storm elementals are very hearty, yet they prefer to fight on wild, broken terrain where they can avoid obstacles by flying. They stay airborne when possible, remaining out of the reach of enemies. Their thunder and lightning special ability gives them a ranged attack that most other elementals lack.

Air Master (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against a storm elemental.

Shock (Su): Once per round as a free action, a storm elemental can deliver an electrical shock to a single opponent within 10 feet. This attack deals nonlethal electricity damage to living opponents (Fortitude half). The save DC is Constitution-based.

Size	Height	Weight	Fort DC	Damage
Small	4 ft.	4 lb.	12	1d4
Medium	8 ft.	8 lb.	14	2d4
Large	16 ft.	16 lb.	18	4d4
Huge	32 ft.	32 lb.	24	8d4
Elder	36 ft.	40 lb.	26	10d4
Greater	40 ft.	48 lb.	28	12d4

Thunder and Lightning (Su): Once per minute as a full-round action, a storm elemental can emit a blast of thunder coupled with a bolt of lightning.

The thunder deals sonic damage (see chart) to all creatures within 60 feet of the storm elemental. A Fortitude save halves this damage.

The lightning is a 120-foot-long line that deals electricity damage (see table). A Reflex save halves this damage.

The save DCs are Constitution-based.

Size	Save DC	Sonic Damage	Electricity Damage
Small	12	1d6	2d6
Medium	14	2d6	4d6
Large	18	4d6	8d6
Huge	24	8d6	16d6
Elder	26	10d6	21d6
Greater	28	12d6	24d6

Electrical and Sonic Healing (Ex): Storm elementals take no damage from electricity and sonic attacks. Instead, any electricity attack (such as *shocking grasp* or *lightning bolt*) or sonic attack (such as *sound burst*) used against a storm elemental heals 1 point of damage for every 3 points of damage the attack would otherwise deal. The storm elemental can't heal hit points by attacking itself.

New Feats

Danger Sense

Complete Adventurer, page 106

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Divine Metamagic

Complete Divine page 80

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Practiced Spellcaster

Complete Arcane, page 82

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 increases 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 non-spellcasting 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.

True Believer

Complete Divine page 86

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allow you to use a relic (see relics, *Complete Divine* page 88) of the deity you worship.

New Spells

Flame of Faith

Spell Compendium, page 95

Evocation

Level: Cleric 3, paladin 2

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Area: Nonmagical weapon touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: None

Using your faith as a guide for your magic, you touch the weapon and it bursts into flame.

You can temporarily turn any single normal or masterwork melee weapon into a magic, flaming one. For the duration of the spell, the weapon acts as a +1 *flaming burst* weapon.

Delay Death

Spell Compendium, page 63

Necromancy

Level: Cleric 4

Components: V,S,DF

Casting Time: 1 immediate action

Range: Close (25 ft. + 5 ft./2 levels)

Area: One creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You gesture toward your ally and call upon the power of your beliefs. A soft, golden glow appears on your companion's chest, around his heart.

The subject of this powerful spell is unable to die from hit point damage. While under the protection of this spell, the normal limit of -9 hit points before a character dies is extended without limit. A condition or spell that destroys enough of the subject's body so as to not allow *raise dead* to work, such as a *disintegrate* effect, still kills the creature, as does death brought about by ability score damage, level drain, or a death affect.

The spell does not prevent the subject from entering the dying state by dropping to -1 hit points. It merely prevents death as a result of hit point loss.

If the subject has fewer than -9 hit points when the spell's duration expires, it dies instantly.

Resurgence, Mass

Spell Compendium, page 175

Abjuration

Level: Blackguard 3, cleric 3, paladin 3

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature/level, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Throwing out your hand and calling upon your deity for favor, you give your allies a chance to free themselves of the baleful magic.

This spell functions like *resurgence* (see below), except as noted here. The spell grants a second save attempt against a single spell or ability chosen by you. For instance, if three of your allies have been *mind blasted* by mind flayers and two others have been turned into toads by *baleful polymorph* spells, you must choose to either affect the *mind blast* (granting three new save attempts) or the *baleful polymorphs* (granting two new save attempts).

The subject of a *resurgence* spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as *dominate person*. If the subject succeeds on the second attempt,

the effect ends immediately. *Resurgence* never restores hit points or ability score damage, but it does eliminate such conditions as shaken, fatigued, or nauseated that were caused by a spell, spell-like ability, or supernatural ability.

If a spell, spell-like ability, or supernatural ability doesn't allow a save (such as *power word stun*), then *resurgence* won't help the subject recover.

New Prestige Classes

Knight of Holy Shielding

The Knights of Holy Shielding are an order of knights residing in the Restored Holy Realm of the Faithful of the Shield Lands devoted to the Shield Lands' War of Reclamation. They represent the ideals of their patron god Heironeous, seeking to uphold goodness, law, justice and valor and act as shining examples to their fellow countrymen. As warriors of the Shield Lands, they serve as the core of the Holy Realm's armies and fight to defend their homeland from evil.

More important than appearances, actions convey the sincerity of a Shield Knight's vows. Chivalry, honor, justice, and valor are more than just words. They form the code on which Shield Knights base their beliefs, actions, and faith. Failure to live up to the code of the Order is unthinkable to a Shield Knight.

Shield Knights have an important duty to the Shield Lands, and upon joining the Order must sacrifice a portion of freedom to serve. As a result, a Shield Knight should never deny an honorable request for aid from a noble of the Shield Lands or a fellow Shield Knight. It is considered dishonorable to request payment for any aid provided.

As sworn protectors of the Shield Lands, Shield Knights must devote a great deal of time to their duties. While doing so, they are encouraged to travel the Shield Lands performing good deeds and protecting the people, but are generally free to do as they please unless under orders from their liege lord, a superior in the Order of the Holy Shield, or the Council of Lords.

Most Knights of Holy Shielding are fighters, clerics, or paladins, but a few remarkable rangers have been honored with membership in the past. Barbarians, bards, druids, and rogues usually lack the devotion to law and justice that Knights of Holy Shielding hold sacred, and monks, wizards, and sorcerers are usually too encumbered by the heavy

armor and weapons typically employed by the Order. Humans are by far the most common Knights of Holy Shielding, but an occasional dwarf, elf, half-elf, or even halfling has gained membership through loyal and exceptional service to the Shield Lands and Heironeous.

NPC Shield Knights are usually noble lords of the Shield Lands, crusading knights, or elite mounted soldiers in the service of the Shield Lands army. As symbols of honor, Knights of Holy Shielding always make their presence known to help bolster the morale of the common soldier and intimidate the cowardly minions of evil.

Entry Requirements: Must be lawful good, lawful neutral, or neutral good; base attack bonus +6; Diplomacy 2 ranks, Knowledge (local) 4 ranks, Knowledge (nobility and royalty) 2 ranks, Knowledge (religion) 2 ranks, Ride 9 ranks; Cleave, Great Cleave, Mounted Combat, Power Attack, Weapon Focus (battle axe, heavy lance, or longsword).

Additionally, a Shield Knight must gain the sponsorship of a current Knight of Holy Shielding and complete a dangerous quest in the service of the Shield Lands. In most cases, sponsorship is something a prospective knight is offered, as few truly deserving individuals presume to ask for such support.

Skills (2 + Int per level): Concentration, Craft, Diplomacy, Gather Information, Handle Animal, Heal, Intimidate, Knowledge (local), Knowledge (nobility and royalty), Knowledge (religion), Ride, Sense Motive.

Holy Realm Hero (Ex): At 1st level, your reputation as a protector of the people germinates. This grants you a +1 morale bonus on the following skill checks: Diplomacy, Gather Information, and Intimidate. The bonus increases by +1 each odd-numbered Knight of Holy Shielding level you gain. When you use one of these skills against a citizen of the Shield Lands, the bonus is doubled. As a general rule, a citizen of the Shield Lands starts any encounter with a Knight of Holy Shielding with a friendly attitude. Many knights use this ability to befriend locals and secure hospitality.

Spit on the Old One (Su): A 1st level, a Knight of Holy Shielding's zeal fills him with holy wrath against the minions of Iuz the Old. He gains a +2 bonus on Intimidate, Listen, Sense Motive, and Spot checks when using these skills against agents of Iuz (including all chaotic evil outsiders). Likewise, he gets a +2 bonus on attack rolls, weapon damage rolls, and Will saves against such creatures.

At 5th level, these bonuses increase to +4. At 9th level, the bonuses increase to +6.

Although this ability is similar to the ranger's favored enemy ability (and should be treated as a favored enemy ability for the purposes of qualifying for other prestige classes or feats), the bonuses granted by this ability do not stack with similar bonuses granted from favored enemy.

Prior to the Greyhawk Wars, this ability was called "Death to the Hierarchs," with various names before that as the order's primary enemy changed over the years. As time wears on, the primary enemy shall doubtless change again, at which time the name changes and the targets to which the bonuses apply change as well.

Armor of the Invincible (Su): At 2nd level, a Knight of Holy Shielding gains the ability to infuse his armor or clothing once a day with divinity as a standard action that does not provoke an attack of opportunity. This duplicates the effects of magic vestment at a caster level equal to twice his Knight of Holy Shielding level.

Divine Advancement: At every other level starting at 2nd level, a Knight of Holy Shielding may select to advance either his divine spellcasting abilities or his bonded mount. At each level the player must choose which of the two types of advancements he wishes to receive.

Bonded Mount: You may add one to your effective paladin level for purposes of determining the abilities of a special mount. If you don't have any paladin levels, you can gain the special mount ability at 10th level if you apply this ability each time, since by this point your effective paladin level is 5th.

Spells per day: You continue to train in divine magic. You gain new spells per day (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class you belonged to before you added this prestige class. You do not, however, gain any other benefit a character of that class would have gained. If you have more than one divine spellcasting class, you must decide which class to assign this ability for the purpose of determining spells per day.

Aura of Courage (Su): Beginning at 4th level, a Knight of Holy Shielding is immune to fear (magical or otherwise). Allies within 10 feet of the knight gain a +4 morale bonus on saving throws against fear effects. If the Knight already has this ability from another class, the radius of the morale bonus gained by allies increases by +10 feet.

Righteous Advance (Ex): At 4th level, a Knight of Holy Shielding may take a five-foot move between bonus attacks gained from the Cleave or Great Cleave feats. The attacking Shield Knight may take a total number of five-foot moves between Cleave attacks equal to his Dexterity modifier per round. This ability may be used both on foot and mounted, but a successful Ride check (DC 20) is required when mounted; a failed check ends the Righteous Advance for that round. These five-foot moves are part of the knight's total movement for the round; the total distance the Knight can move during a righteous advance cannot exceed his current speed, including any moves the knight made earlier in the round. For example, a knight with a speed of 20 feet moves 10 feet to close with a clot of goblins. He drops one, moves five more feet and drops a second goblin, then moves five more feet and drops a third goblin. Although his Dexterity modifier is +4, he cannot make any more five-foot moves since he has moved a total of 20 feet in the round.

Taking a five-foot move in this manner provokes attacks of opportunity normally; it is not the same as a 5-foot step. Likewise, you cannot take a 5-foot step in a round in which you use righteous advance, since righteous advance is considered moving.

Strength of the Shield Lands (Su): At 6th level, a Knight of Holy Shielding gains the ability to infuse his body once a day with holy power. This is a standard action that does not provoke an attack of opportunity, and duplicates the effects of divine power at a caster level equal to twice his Knight of Holy Shielding level.

Ruinous Advance (Ex): At 7th level, a Knight of Holy Shielding gains an insight bonus equal to his Charisma bonus (minimum of +1) on attack rolls, melee weapon damage rolls, and to Armor Class against attacks of opportunity when he uses his righteous advance ability.

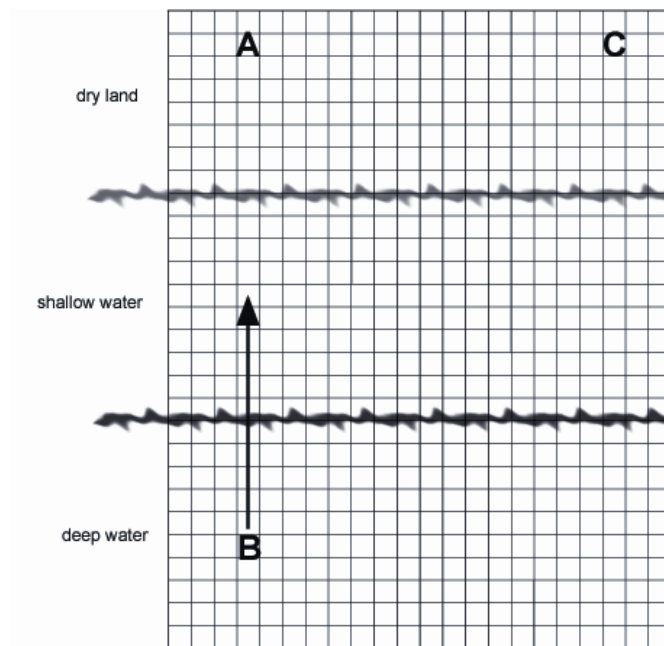
Shield of the Invincible (Su): At 10th level, a Knight of Holy Shielding gains the supernatural ability to create a shield of law once per day as a standard action that does not provoke an attack of opportunity. The shield of law functions at a caster level equal to twice the knight's class level.

Words of Valor (Su): At 8th level, a Knight of Holy Shielding can utter the words of valor once per day as a free action that does not provoke an attack of opportunity. Uttering the words of valor duplicates the effect of holy word cast at caster level 20. Paladin Knights

Knights of Holy Shielding may multiclass freely as paladins.

DM's Map 1

Encounter 1 (Beach of Scragholme)



Scale: 1 square = 5 ft.

- A. Naga
- B. Tojanida starts
- C. PCs start

Waves

Round 1: As shown on map

Round 2: Shallow water advances 100 ft.; deep water advances 150 ft.

Round 3: Shallow water recedes 50 ft.; deep water recedes 50 ft.

Round 4: Shallow water recedes 50 ft.; deep water recedes 50 ft.

Round 5: Repeat from round 1.

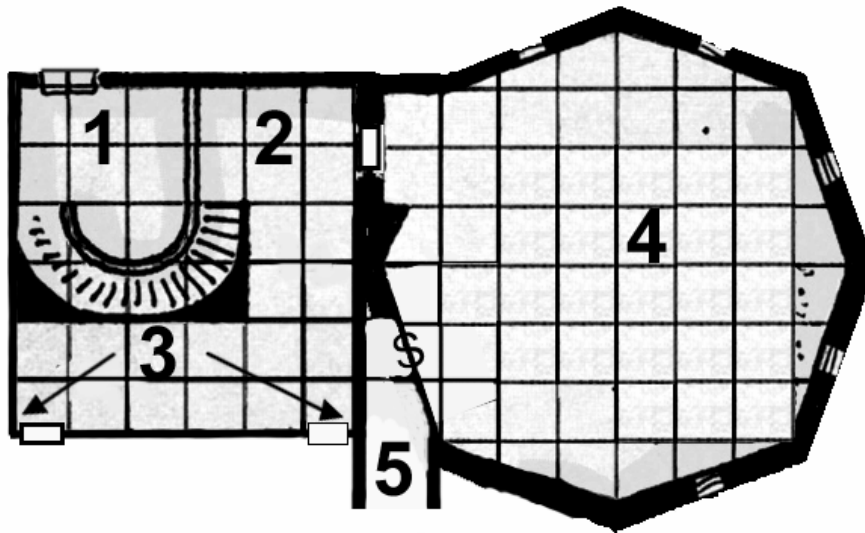
Shallow Water (as shallow bog)

- Costs 2 squares of movement to move into a squares with shallow water.
- The DC of Tumble checks in such a square increases by 2.

Deep Water (as deep bog)

- Medium or larger creatures: Costs 4 squares of movement to move into deep water.
- Small or smaller creatures: Must swim through deep water.
- The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater.

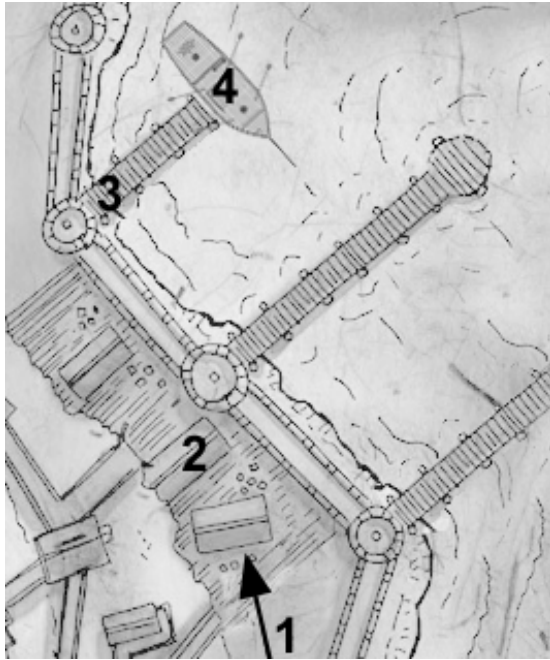
Lineene's Apartment (2nd Story)



1. Street entrance (ground floor)
2. Waiting room
3. Lineene's private chambers
4. Library/meditation chamber
5. Secret escape passage to the rooftop

DM's Map 3

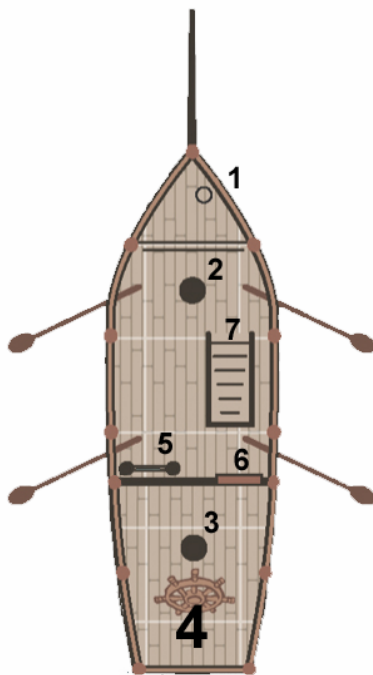
The Bright Sentry Dock



Scale: 1" = 20 ft. (1/4" = 5 ft.)

1. Direction of PCs' approach
2. Dockmaster's office
3. Pholtite guards
4. Petra and the *Lookfar*

The *Lookfar*



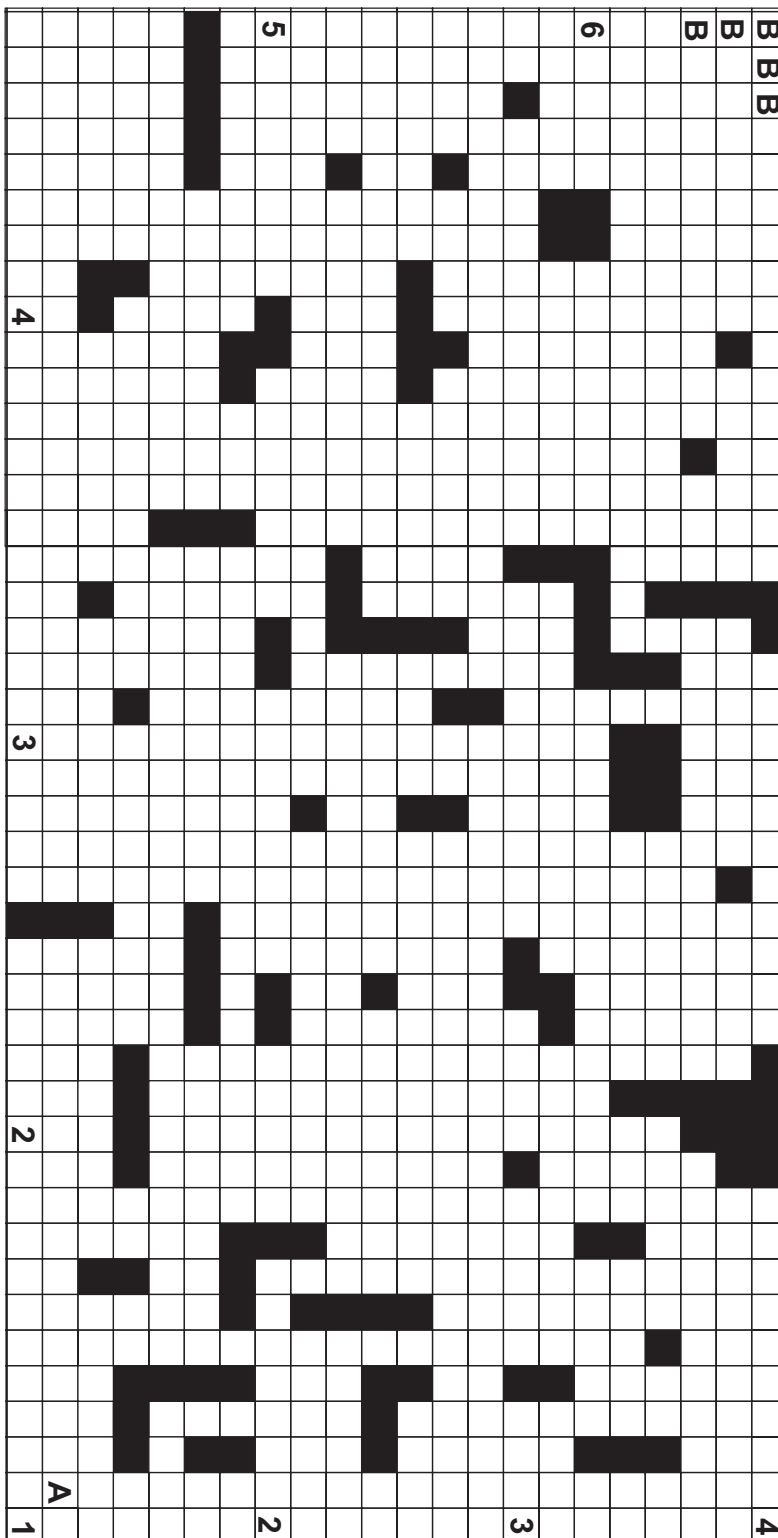
Scale: 1 square = 10 ft. (1/2 squares = squeezing)

1. Anchor
2. Foremast
3. Aftmast
4. Poopdeck (elevated 5 ft.) and rudder wheel
5. Ladder to poopdeck (5 ft. high, DC 5 Climb check)
6. Door to Petra's quarters (beneath poopdeck)
7. Stairs down to the hold (which runs the length of the ship, 5-ft.-wide, 5-ft.-high, and 20-ft.-long)

The Shallows of the Ritensa

Deeper Water

Rocky Shores



Start

Critical Events Summary

Please answer all of the following:

1. Did Lineene survive? Yes No
2. Did any PCs kill any Pholtite guards? Yes No

If yes, write the name of the PC who delivered the killing blow (along with player name, RPGA #, and e-mail) on the line below

3. Did the PCs “save” the vision of Sharn’s nursemaid? Yes No
4. Did the PCs “save” the vision of the Bright Sentry Armory deal? Yes No
5. Did the PCs “save” the vision of the betrayal at Gensal? Yes No
6. Was Lemanda presumed drowned? Yes No

If no, write the name of the PC who saved her (along with player name, RPGA #, and e-mail) on the line below
