

SHE7-02

Dark Whisperer Returned

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

Version 1.0

by Will Dover

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Bad news typically comes in threes and now there are three items of evil loose in the city of Hochoch. Can you find them before anyone uses them? It is essential to play *Three to One's Wonder* before playing this scenario. A Sheldomar Valley metaregional adventure for APLs 8-16, and the conclusion of the *Turf War* series.

Note: This adventure will be of particular interest to Knights of the Watch, Knights of Dispatch, and wizards.

Resources: "Creature Catalog IV: Campaign Classics" from *Dragon* 339, Sean K. Reynolds, *Complete Adventurer* Jesse Decker, *Complete Arcane* Richard Baker, *Complete Warrior* Andy Collins, David Noonan, Ed Stark, *Heroes of Battle* David Noonan, Will McDermott, Stephen Schubert, *Knights of the Watch metacampaign organization notes* Nick Perch, Pete Winz, Jeff Kahrs, *Magic Item Compendium* Andy Collins, Eytan Burnstein, Frank Brunner, Owen K. C. Stephens, John Sneed *Miniatures Handbook* Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet, *Races of the Wild* Skip Williams, *Spell Compendium* Matthew Sernett, Jeff Grubb, Mike McArtor.

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

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

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. 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. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in 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.

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.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

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

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

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

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

ADVENTURE BACKGROUND

A group of three villains who call themselves the Triumvirate want to return the god Vecna to Oerth. Their plan is to gather three mystical items and enact a ritual to bring him to the Prime Material Plane. In SHE5-04 *A Cup O'eturned*, they gained the first of these items, a mystical goblet known as the *Cup Insidious*, by smuggling it from the Sea of Dust into Hochoch via Blake Ovan, a Yeomanry Dustdigger, and hiring ex-members of the Gran March rogue organization called The Corporation to steal it from the Dustdigger. As the ex-Corporation members got members of the Midnight Ravens involved, this acerbated an already tense situation, for both The Corporation and a faction of the Midnight Ravens led by

the Aspect of Sight were vying for control of the city's underworld before the Knights could bring a mailed fist to crush it. Our heroes caught up with the ex-members and killed them, but the Cup Insidious had already been sold to the Triumvirate.

The Triumvirate got the second item for the ritual in SHE6-01 *Flesh Torn Asunder*. This item, a bit of mummified flesh they believed to be from Vecna himself, came to Hochoch smuggled in an urn containing the ashes of a Knight of the Watch, who fell during the assault on Goarada in Keoland. Before the Triumvirate could get it, however, a Midnight Ravens thief stole the urn and showed it to his boss, Xavier Riverwind, the Aspect of Sight's primary lieutenant dealing with trying to hold on to the Hochoch Underworld. Riverwind then had the thief take the urn to Tywyn the Broker for fencing. The Triumvirate then sent an undead wizard assassin Nycos Dephos to retrieve the urn. He killed Tywyn and Riverwind (the thief had already left Hochoch by then) and, to make it seem like more violence from the Midnight Ravens/Corporation conflict, killed The Corporation's primary agent in Hochoch, Bethany Grenda. Grenda had contacted our heroes to meet with her because she found out that there was something of value to the Knights that was being fenced in town. They came in shortly after she was killed. After investigating the three murders on behalf of Watcher Branwen, Expeditious Vigil, they confronted Dephos, who revealed the existence of the Triumvirate before his defeat and apparent demise. Again, the Triumvirate had gotten the flesh from Dephos before our heroes arrived.

This left only the third item, a book called the *Manual of the Nether*, which describes various rituals of evil. The Knights, however, caught a break because an elven merchant named Parwyn Amastacia had an idea who might have a copy of the book. Unfortunately, a group of aspiring rogues kidnapped Amastacia and tried to ransom him to both the Midnight Ravens and The Corporation. Knowing that the Knights had been meeting with Amastacia, however, both groups decided independently to inform on the rogues anonymously. In SHE6-05 *A Book Unburned*, Watcher Branwen, remembering our heroes, contacted them initially to escort Amastacia to his contact in the Duchy of Ulek, but they ended up first having to rescue him. After the rescue, the Knights sent Amastacia with our heroes as guards to meet with the elven wizard Rhade Lianodel, who had a copy of the book in his library. He was willing to trade the book for someone investigating the disappearance of his apprentice. Our heroes agreed and went to the Ulek village of Mahnagor, where they found that the apprentice along with some other townsfolk had been killed, presumably by a ghost. They then found the ghost and defeated it in its failing prison inside of a faerie mound. The party then retrieved the book from Lianodel and returned it to the Knights so that they could figure out the Triumvirate's ultimate plans.

In SHE7-01 *Three to One's Wonder*, the Knights contacted the group to prepare to return the book to Lianodel, believing that an extradimensional space owned by a powerful wizard is a better hiding place than Waterwatch Castle and honoring their word that they would return the book. Before the party could move the book, however, the Triumvirate launched an assault that succeeded in getting the book. Meanwhile, a third player entered the battle for control of the Hochoch Underworld in the form of Allinel Nightshade, Matron of the Thunderstrike Shadows, a thieves' organization in the Principality of Ulek. Ever desirous of power and sensing weakness in both sides, she is going to grab the underworld from both of them and is using, among her other resources, payments from the Triumvirate to do it. She arranges for the Triumvirate to get family members of some local adventurers who act as an unwilling diversion in the Triumvirate's assault. The PCs then rescued the family members from the devils the Triumvirate used to guard them.

In this adventure, the PCs are called back to Hochoch to assist the Knights when they assault the Rushmoors to stop the Triumvirate's plans. However, the Knights are acting on bad intelligence, for the Triumvirate is going to the ruins in the Sea of Dust where Ovan originally recovered the *Cup Insidious* to conduct the ritual. Nightshade finds out about this duplicity from her new network of spies in Hochoch. She also finds out exactly what the Triumvirate intends to do. This does not sit well with Nightshade, for she is unwilling to share what she has worked for with anyone, even a newly-retained deity.

ADVENTURE SUMMARY

Introduction: The PCs return to Waterwatch Castle at the request of the Knights of the Watch.

Encounter 1 – Knights on the March: The PCs attend a briefing led by one of the Great Beasts. This briefing is to assign various squads of Knights and squires to attack various sites in the Rushmoors where intelligence indicates that the Triumvirate is going to conduct the ceremony in one of these places. At the end, the Great Beast asks the PCs to remain in Hochoch in case a backup strategy is required.

Encounter 2 – Going the Wrong Way?: Realizing that a Triumvirate success puts all of her hard work to nothing, Allinel Nightshade contacts the PCs. She tells them of a ranger in the Yeomanry who might assist in tracking the Triumvirate across the Crystalmist Mountains into the Sea of Dust. He is one of her agents that she sent to track them down once she learned of their plans.

Encounter 3 – Leaving Hochoch: This encounter deals with the PCs trying to leave Hochoch when the Great Beast wants them to stay. This requires either some serious negotiation or some serious planning.

Encounter 4 – Entering the Crystalmists: The PCs attempt to find Nightshade's ranger contact. Unfortunately, the Triumvirate found out about him following them and hired a rogue named Phineas Phaerhaerly to take out the ranger. Yes, he is the father of the brothers the PCs killed or captured in SHE6-04 *A Book Unburned*. The Triumvirate told him (somewhat correctly) that whoever is trying to track them was responsible for what happened to his sons. He wants some payback.

Encounter 5 – The Ambush: Phaerhaerly leads the PCs into a trap and seeks to work his vengeance.

Encounter 6 – Side Effects: The PCs encounter side effects of the ritual: the stirring of massive number of shadows

Encounter 7 – Triumvirate in Defeat: The PCs encounter two of the Triumvirate, energy drained to 1st level and fleeing for their lives. The PCs can either kill them with ease or capture them for the Knights to bring to trial.

Encounter 8 – The End of All Things: The PCs learn the truth of the ritual. If performed incorrectly (which the Triumvirate did at a couple of points), it releases a Suel spirit which was powering the *Cup Insidious* and only summons a powerful version of an Aspect of Vecna. The two undead creatures want to battle it out, but first want to dispatch the intrusive PCs

PREPARATION FOR PLAY

DMs should note the metacampaign organizations of which each PC is a member. Most of the organizations are aware of the threat and of the situation concerning Hugo. Only one group has more significant issues at hand.

KNIGHTS OF THE WATCH/KNIGHTS OF DISPATCH

This group is taking over Hochoch after Commandant Vrianian gave it to them in CY 595. Thus, Knight PCs may be here on business related to the establishment of a new city government or out looking for a new home (particularly if these PCs are from Bissel or Keoland). There is plenty of work to be done, especially tasks befitting a Squire or Senior Squire. They can stay at the Knights of the Watch Chapterhouse located in the Old City located at O3 on the players' map of Hochoch (*Players Handout #3*). Furthermore, Knights have police powers within Hochoch and can arrest criminals if necessary. If any Knight PCs choose to report what they find during the course of this adventure to their superiors, DMs should note this on the Critical Event Summary.

In SHE6-04 *A Book Unburned*, Knights (not Squires or Senior Squires) may have found out that the leader of the Knights, the Grandiose Imperial Wyvern, Hugo of Geoff, wants the order “prepared for the passing.” Since that adventure, there are many rumors to what exactly that means. The one that seems to have the most belief is that Hugo, who is very old and has been ill off and on for many years, is finally dying and that the title of Grandiose Imperial Wyvern is to pass to another soon.

At the end of SHE7-01 *Three to One's Wonder*, the Knights (and the PCs) learn that their leader Hugo of Geoff has passed away. While this is a great loss for the order, the activities of the Triumvirate represent the greater threat. As a result of the prior adventures of this series, the Knights have placed the capture of the Triumvirate as a top priority, one that the group hopes to accomplish before considering the problem of succession. All Knights, from Squires on up, are aware of this threat. While they are under orders not to discuss the Triumvirate openly to avoid panic in the Valley, they are to investigate any and all leads to this evil group when such occur.

INTRODUCTION

The adventure opens with each PC going about his or her daily routine when a rider on horseback wearing livery with the Knights of the Watch shield sewn on it. The rider gives the PC a sealed note and then rides off to the next recipient. Upon breaking the seal, the PC finds a note inside with another wax seal affixed to the bottom. The note reads as follows:

Greetings,

The Knights are on the move against the Triumvirate. Say “Hugo of Geoff” while breaking the seal and accept the summons to join us.

Come quickly,

Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend

The seal is a one-charge magic item that casts *word of recall* (CL 11th) on the user and transports said user to Waterwatch Castle in Hochoch. If the PC does not break the seal while saying the command phrase, the adventure ends for that PC before it even begins.

PCs who did not participate in any of the adventures in this series may be at a loss to understand what is going on. If this is the case, DMs should explain that obviously the note was meant for someone else so the PC has the choice on whether to activate the seal or not. DMs should, however, remind these PCs that the Knights obviously wanted something important from the intended recipient. If the PC does the job, the Knights would owe that PC instead.

Once all PCs break the seal read the following:

Upon breaking the seal, you experience a flash of light. When your eyes clear, you see that you are in the familiar courtyard of Waterwatch Castle, headquarters of the Knights of the Watch.

Have the PCs introduce each other. Once those introductions are complete, proceed to Encounter 1.

ENCOUNTER 1: KNIGHTS ON THE MARCH

Upon breaking the seal in the Introduction, the PCs arrive at Waterwatch Castle.

Conditions: It is midday on an early spring afternoon. The weather is clear with a slight breeze.

Read the following:

The courtyard is busy with numerous squires and servants. They are hurriedly packing supply wagons and readying warhorses for travel. It looks like at least one massive convoy is preparing for departure. A squire runs up to you and says “They are waiting for you in the main hall” and points to the large wooden double doors leading into the main building of the keep.

The squire himself does not know any details of the meeting, but knows that something important is being discussed therein. He does not stay around for much discussion and excuses himself politely to return to his preparations.

Read the following once the party decides to go to the main hall:

Once you enter the double doors, you see a great stone meeting hall with arched ceilings supported by massive buttresses. The walls are unadorned save for the number of long black tapestries with the argent owl, the symbol of the Knights, in their centers.

There is a large assemblage of armored men and women here standing before a podium, numbering in the hundreds. The soldiers are humans or dwarves with a few half-elves mixed in the group. All of them are wearing tabards indicating that they are Knights of the Watch.

On the podium are five armored soldiers, one of whom you readily recognize as Watcher Wargrym Tenellos, Most High Magnificent Implacable Fiend. He is one of the Great Beasts, one of the current leadership of the Knights since the passing of their former leader, Hugo of Geoff. Tenellos, upon seeing your entrance, begins to speak.

“We are at a point of crisis in the Sheldomar Valley, for we have two foes that have reemerged as threats. The first is the external threat of Ket, who has

invaded Bissel yet again. Despite past problems with the previous Bissel government, the current regime is friendly to our cause and asks to honor our pacts with them to defend their nation.

"The second threat is that of the terrorist group known as the Triumvirate. Since their successful raid of this castle a couple of months ago, we have learned more from the adventurers they used as a diversion. We learned that they are planning to use what they have stolen to bring a great evil into the Valley. Indeed, Watcher Gradsorn, our historian and sage, believes they intend nothing less than the return of the Whispered One to this world.

"We thus must send a group to deal with each threat. Five hundred Watchers shall go to assist the Bissel government in defense as a strong show of force against the Baklunish invaders. Five hundred Dispatchers shall go to the Rushmoors. The nation of Gran March has been overseeing an ancient ruin of the Whispered One and seems to be the closest place for such a ritual.

"This would leave Hochoch poorly defended. Thus, to assist Watcher Branwen and the city guards, we have requested the presence of those who have aided our order before." With that, he gestures in your direction.

"We head out as soon as our preparations are complete. May the spirit of Hugo and the power of the Invincible guide our course to Victory!"

Squires then pass out sketches of the three individuals that appear to make up the Triumvirate. The party can get a copy of these sketches as well. PCs can use Gather Information in this assembly of Knights to find out more about the Triumvirate as follows:

- DC 5 – The Triumvirate is a group of three individuals dedicated to the Whispered One. Their sketches name them as Yastric, Trevor, and Vrairis.
- DC 10 – The Triumvirate's membership consists of spellcasters with a fanatical interest in relics and artifacts connected to the Whispered One.
- DC 15 – The Triumvirate's members are a male Flan warlock named Yastric ap Bedwin, a male Flan bard named Trevor ap Trevisan, and a female human cleric/wizard named Vrairis. All three are dedicated to the restoration of the Whispered One.
- DC 20 – Yastric claims to be a son of the Geoff noble Bedwin the Fat and hopes that the Whispered One will make him a noble in his restored empire. Trevor apparently is in this for the ancient knowledge that the Keeper of Secrets may have. Likewise, Vrairis is also a seeker of knowledge, only her interests lie in the magical arts.

- DC 25 – Yastric is, from all accounts, the illegitimate child of Bedwin the Fat and, short of divine help, has no chance to become a noble. Trevor enlisted smugglers and archaeologists to find some of the elements needed for the ritual. Vrairis, though she takes great pains to pose as a human, is in fact a female tiefling wizard/cleric/mystic theurge.

Parties may want a refresher on the ritual. Use the following as a reference:

- The ritual that the Triumvirate wants to do involves returning Vecna to Oerth. It requires three elements.
- The first element is a relic goblet known as the *Cup Insidious*. It has some additional unknown powers of its own, but it is known primarily as a facilitating item for certain evil rituals that typically involve collecting components into the Cup and then performing the magic afterward. The Cup has both Flan and Suel origins, as noted by its inscriptions. It is rumored to be from the period before the Rain of Colorless Fire, powered by an intelligent spirit contained within it.
- The second is a bit of mummified flesh rumored to be a preserved part of the former lich Vecna. Without examining it, Gradsorn is unsure of the validity of that claim. It is well-known, however, that Vecna placed many plans in motion to facilitate his return to Oerth. Thus, utilizing such an item as his preserved flesh might very well be one such avenue.
- The final element is the *Manual of the Nether*, which ties all of this together. It is an otherwise non-magical tome, but it describes certain rituals that could be used with the *Cup Insidious*. One of these involves the summoning of a great evil power using a physical item associated with that power. The flesh, if genuine, could potentially make that a reality.
- The ritual in question can only be performed during a certain night each year. While it can be performed anywhere, it has the greatest potential for success when cast at a location strongly tied to the great power. In the case of Vecna, Watcher Gradsorn believes the temple discovered last year in the Rushmoors (as described in SHE5-01 *Sounds of Silence*) could fit that description.

At that point, the group disbands toward their individual assignments. Read the following to the party:

Upon the end of this meeting, a woman in finely crafted full plate armed with lance and shield approaches you. She is a rather tall woman with a sturdy build. Her blonde hair is tied in a single braid running down her spine to her belt. You recognize her as Watcher Branwen, the Knight in charge of the city guard.

“Sorry that we did not get together before the meeting, but we need your aid in defending Hochoch while our forces are out in the field. We might be able to handle a normal defense with just the city guard, but with the Ket threatening in Bissel, the Great Beasts do not wish to take any chances. Do you agree to help?”

Assuming the PCs agree to assist, Watcher Branwen allows the party to get some rest today in order to man their posts starting tomorrow. She has arranged for rooms in the castle for the party, but suggests that they go into the city for food as much of the castle's larder is going into the field with the Knights. The Knights have made arrangements with all of the local eateries so that the PCs can eat free of charge.

There might be PC Knights that are more senior to Watcher Branwen who may either want to go with the Knights or take charge of the Hochoch defense. At that point, Branwen tells them that she shall bring this up with the Great Beasts before their departure into the field. Because the Great Beasts are themselves leading the two forces, they are also in preparation for departure so it may be well into the evening before she can get an answer. Before she does, however, the events of Encounters 2 and 3 occur so that the party end up otherwise engaged.

All APLs

🦊 Watcher Branwen, Expeditious Badger, Female Human Pal12/Knight of the Watch2: hp 126, see Appendix 6.

Development: At some point, the group needs to get food or supplies. This leads them to Encounter 2.

ENCOUNTER 2: GOING THE WRONG WAY?

In Encounter 1, the party learns that they are to remain behind in Hochoch to defend the city. Watcher Branwen has told them that, while she has rooms for them, they would be better served to go into Hochoch for their meals. Give them *Player Handout #1 – Map of Hochoch* and *Player Handout #2 – Key to the Map of Hochoch* so that they can decide where they want to eat. Once they are in the city, read the following:

In the evening, you decide to head out into Hochoch for your dinner. Once you are a few steps away from the castle, though, a scruffy young boy comes running up to you. “Hi! A nice lady in a white wagon came up to me and told me to give this to you once you left.” Before you can ask him more questions, he shoves a note into your hands and runs off into the Hochoch night.

Some parties might decide to eat in the castle from their own rations or via some magical means like *heroes feast*. In that case, read the following:

After you finish your evening meal, a squire comes knocking at your door. “A young lad left this for you at the front gate,” the squire says, and he hands you a note before returning to his work.

If at least one of the PCs has played SHE7-01 *Three to One's Wonder*, the note reads as follows:

Greetings,

Since our last encounter, I have learned more about the three that you and the Knights seek. If I understand the situation correctly, the Knights are about to make a grave mistake that will bode ill for us all. If you wish to discuss this, meet me at my house in the Old City. You know the way.

Sincerely,

Nightshade

On the other hand, if no PCs played in SHE7-01 *Three to One's Wonder*, the note reads as follows:

Greetings,

It is my understanding that you and the Knights seek the ones known as the Triumvirate. I have some valuable information on them. If I understand the situation correctly, the Knights are about to make a grave mistake that will bode ill for us all. If you wish to discuss this, meet me at my house in the Old City. You can find the way easy enough.

Sincerely,

Nightshade

Those PCs who played SHE7-01 *Three to One's Wonder* know where Nightshade's manor home is in the Old City. If no one knows, asking around the castle gets the answer quick enough as the Knights have been keeping her under observation since the events of SHE7-01.

Conditions: There is a half-moon visible this evening, and numerous torches light the streets in the Old City. The sky is clear, and the temperature is mild for an early spring evening.

THE OLD FAITH

As the party works its way from the castle to the Old City, read the following:

An old man in beaten and worn hide armor approaches you. He asks simply and quietly, “Do you know where I can find followers of the Old Faith here in this large city? I am supposed to speak to them about the state of the wildlife in the Dim Forest, but it has been many years since I have traveled to Hochoch, and I admit that my memory on directions is not what it used to be.”

The party can give directions on a DC 10 Knowledge (local – Sheldomar Valley Metaregion) as the Old Faith is well-known in this area. If asked, the old man states that his name is Morgan Mistytop and that he is a druid of the Old Faith. A DC 15 Knowledge (local – Sheldomar Valley Metaregion) check reveals that he is a moderately powerful druid that routinely wanders throughout the Sheldomar Valley.

If the party helps Morgan, he can cast spells for them upon their return to Hochoch at regular rates. This includes *reincarnate*.

All APLs

🔮 **Morgan Mistytop, Male Human (Flan) Druid**
7: hp 42.

NIGHTSHADE

When the PCs go to her house, read the following:

Once in the Old City, you quickly find her house, an ornate manor where the trees are just beginning to bud. Numerous guards patrol the grounds, but they allow you passage without question and direct you to a porch on the side of the manor house. There, sitting in a chair with an earthen mug in her hand, is a strikingly beautiful woman of mixed Suel-Oeridian descent. Her hair and much of her face is concealed by a cloak of exquisite quality. A soft alto voice passes from her lips. "Thanks for responding so quickly to my note."

Nightshade is a crafty manipulator of the first order and willing to do most anything (including taking lives) to achieve her objectives. She is also, however, a pragmatist. She realizes that, in order for her to establish a position in Hochoch, she must make some accommodations with the Knights and maintain a genteel persona of a merchant to fit in without suspicion. She knows that her previous association with the Triumvirate has made her position with the Knights more precarious than she would like. Thus, she is motivated to appease them.

If the PCs ask why she asked for them, she replies:

"You know that I assisted in making some arrangements with the three fools calling themselves the Triumvirate. This agreement has been costly, and I do not wish them to profit from it. I too have agents that I trust looking for them, and it is with no arrogance that I state that they are better than the ones that the Knights use."

"While they are correct in the Triumvirate's objectives, the Knights have it wrong about their destination. They foolishly assume that the Whispered One's return would be best suited in a place where he was revered. What they forget or do not understand is that one of the artifacts is of Suel origin and thus draws its greatest strength in their

ancient lands. I am no sage or scholar, but even I realize this is a more likely course.

"To mend fences with the Knights, I am willing to use my resources to get a small group to where the Triumvirate is. I cannot transport the large force that the Knights want to send into the Rushmoors, but I can send a group of, say, your size. In exchange, the Knights end their quite obvious surveillance of me. A verbal agreement will suffice. After all, the Knights ARE honorable, yes?"

"What say you to this agreement?"

Nightshade knows that she is not dealing with someone in a position to agree to this and objects if the party wants to do this without seeking the sanction of the Knights first. Knights PCs, of course, realize that they need permission to leave their post as does anyone who makes a DC 10 check against Knowledge (local – Sheldomar Valley Metaregion). Nightshade is willing to wait, but emphasizes that the Triumvirate is not going to wait. They are already on their way.

At this point, Nightshade asks for the party to leave to consult with higher authority. She does not take "No" for an answer.

All APLs

🔮 **Allinel Nightshade, Female Human**
Rog7/Shadowdancer1/Assassin3/Thief-acrobat2/Marshal1: hp 76; see Appendix 6.

Development: The PCs could leave and come back without the Knights' permission. This no doubt causes Nightshade to be very angry so, at the end of this adventure, the PCs who engage in this duplicity get the *Nightshade's Revenge* option on the AR. Furthermore, they get the *Desertion* option on the AR as well. However, the party can bypass Encounter 3 and go directly to Encounter 4 in this manner.

The normal course of action, though, is for the party to convince the Knights to allow them to leave on this mission. To do this, go to Encounter 3.

ENCOUNTER 3: LEAVING HOCHCH

From Encounter 2, the party learns that the Knights are going to the wrong place and that a smaller group must go somewhere in the ancient Suel lands to stop the Triumvirate.

Conditions: There is a half-moon visible this evening, and numerous torches light the streets back to the castle. The sky is clear, and the temperature is mild for an early spring evening. Inside the castle, all rooms are well-lit with torches.

Read the following once the party decides to return to Waterwatch Castle.

You return to Waterwatch Castle and quickly find Watcher Branwen after she has sent out the night watch of the city guard.

DMs can either roleplay the party explaining the situation to Watcher Branwen or, under the time constraints of a round, can simply jump to the next section:

Watcher Branwen's brow furrows at your words. "Come. We must consult with one of the Great Beasts to determine our next course." Together, you quickly find Watcher Tenellos in a map room, reviewing the proposed paths of the Knights. She quickly explains Nightshade's offer to the Great Beast.

At this point, Tenellos looks at the party and asks them to convince him why they should believe the word of such a dubious person. After all, she could be in league with Ket, and this could be yet another way to draw forces from Hochoch.

DMs can either roleplay this out or make a series of Diplomacy checks to speed this up. Tenellos' initial reaction to this is Unfriendly, and the party must get him to a minimum level of Friendly to get permission to pursue this. This can be done as a single Diplomacy check at DC 25 or two Diplomacy checks at DC 15 each. If the first check is at least DC 15, allow the second check. Full Knights can add a +2 circumstance bonus due to their reputation. Thus, there are two possible outcomes:

PERMISSION OF THE KNIGHTS

After considering your words and thinking for a moment, Watcher Tenellos says to you, "This is a risky gambit you offer, but it is one that we cannot ignore. I do not trust Nightshade, and thus we are still sending the Dispatchers into the Rushmoors. You, however, as a smaller force, are not as large of a risk. As you are presenting this opportunity, I am sure you would not hesitate to pursue it further on your own. Give Nightshade our word that we will watch her no longer if she provides you a way to the Triumvirate. Branwen, you need to find replacements for them." To which, Branwen acknowledges, "It shall be done."

The party can thus freely go back to Nightshade in Encounter 4.

NO PERMISSION

Read the following if the party is unable to gain the cooperation of the Great Beast:

After considering your words and thinking for a moment, Watcher Tenellos says to you, "This is a

risky gambit you offer and, with the Baklunish and the Triumvirate bearing down on the Valley, it is no time to make unwise decisions. This Nightshade is not to be trusted, and Branwen here needs your assistance in defending Hochoch. We shall speak of this no further." With that, he dismisses you from his sight.

The party has one more opportunity to try to get out of Hochoch with minimal impact. They can try to use Diplomacy on Watcher Branwen to authorize "an extended patrol" outside of the city. Her initial response is also Unfriendly and requires the same checks as described above. Gaining her cooperation allows the party to leave the city without being charged with desertion, but does not constitute an agreement between Nightshade and the Knights. She thus feels betrayed by the PCs and acts accordingly after the adventure is over.

If the party fails to gain the support of either Knight, they can go back to Nightshade on their own. She does not bother to use Sense Motive to see if the PCs are lying, as it is not worth the effort to do so. She recognizes their treachery after the adventure is over, and the PCs suffer the consequences. Moreover, the Knights see the PCs as deserters.

Development: There are three possible results from this encounter, but only one possible destination. First, the PCs gain the permission of Watcher Tenellos to accept Nightshade's offer officially and to follow it through. This carries no consequences so strikethrough both the *Nightshade's Revenge* and *Desertion* options on the AR.

The second is that they were only able to convince Branwen to let them leave. In this case, they have no problem with the Knights, but Nightshade is angry at their deception. At the end of this adventure, the PCs who engage in this duplicity get the *Nightshade's Revenge* option on the AR. Strikethrough the *Desertion* option.

Finally, if the PCs leave Hochoch without permission, they anger both the Knights and Nightshade. At the end of this adventure, the PCs who engage in this duplicity get the *Nightshade's Revenge* option on the AR. Furthermore, they get the *Desertion* option on the AR as well.

In any event, the party's next move is to go back to Nightshade in Encounter 4.

ENCOUNTER 4: ENTERING THE CRYSTALMISTS

With or without permission of the Knights, the party gets to this encounter from Encounter 2 or Encounter 3.

Conditions: While in Hochoch, there is a half-moon visible this evening, and numerous torches light

the streets in the Old City. The sky is clear, and the temperature is mild for an early spring evening.

The conditions when the party arrives at the Crystalmists are much different. The actions of the Triumvirate's ritual have caused a thunderstorm with high winds that gust. The mystical nature of the storm yields storm clouds that emit a sickly green light. The conditions make for shadowy illumination even at this hour of the night (except where brighter light is present) and serve as atmosphere for the evil shenanigans afoot. The temperatures are around 40 degrees Fahrenheit: night in or near the desert is a very chilly affair.

HOCHOCH

You return quickly back to Nightshade's manor. The guards quickly escort you inside the front door where you find a small foyer. Nightshade is present along with an aged male elf in wizard's robes. "So we have an agreement?" Nightshade asks. After you agree, she continues, "This is Myrt. He owes me a favor and, in payment, he will teleport you to the location of my agent Hrathorn, who will guide you the rest of the way. If you have the means to teleport on your own, I can give you a description of the location that should suffice to get you there. It is as much as Myrt has and, if you can get there yourselves, I can use Myrt's favor for my own purposes later.

"Once you have arrived, Hrathorn will take you from your location in the Crystalmist Mountains into the Sea of Dust. This is where you will find those fools. See to it that they meet with an appropriate end. Once you are done, return to where you arrived, and Myrt will be there to retrieve you. You can then turn the fools in to the Knights, that is, if they are still alive."

Myrt can cast greater teleport, so his method of travel is very certain. As a 14th-level caster, Myrt can cast this spell twice a day and uses teleport to return. As such, he can carry up to four Medium or smaller creatures per trip as per the teleport spell's description. PCs who can do the same should be allowed to use their own spells to get there. For purposes of teleport, consider the description thorough enough to be a "Viewed Once" rating. All failure results of the teleport puts the PCs too far away from the target to be able to finish the adventure, so DMs should encourage parties to use Myrt's services if they are unable to guarantee safe travel to the target.

Mentioning that the PCs are going to the Sea of Dust might cause some PCs to want to get more gear. Nightshade, knowing in advance where they are going, has scrolls of *endure elements* available for use in this one-day excursion. Either Myrt or a party member can use them to protect the party. She has nothing else for the party, and there is no time to get any other supplies.

Once the party is ready, the PC caster or (more likely) Myrt casts the *greater teleport* spells and, in the course of three rounds, the party arrives at the southwestern edge of the Crystalmist Mountains.

THE CRYSTALMIST MOUNTAINS

Once everyone has arrived at the Crystalmists, read the following (paraphrasing if a PC did the teleporting):

After Myst teleports away from you the last time, your attention can finally turn to your destination. You are obviously in an arid valley surrounded by large mountains. The wind is whipping through the few scrubby trees at a fierce pace. While your endure elements spells seem to be holding, you can only imagine how cold the weather would be without it.

A man wearing desert clothing appears from around a rock. "Greetings," he states, "I am your guide Hrathorn. Mistress Nightshade says that your mission requires quick travel into the Sea of Dust. That I can give you, but I will be of little help to you once you get close to your quarry. I take you there now and wait for you when you return or leave if you do not. I assume from Mistress Nightshade that your mission is discrete so I will ask no questions of you and please extend me the same courtesy. It does me no good for others to know that I worked for the Knights of the Watch."

"Hrathorn" is actually the infamous rogue Phineas Phaerhaerly. The real Hrathorn was not nearly as clever as Nightshade expected. The Triumvirate detected his presence days ago and allowed him to get close enough to the ritual to lure any other agent she might send, but would use Phaerhaerly to do the actual killing of both Hrathorn and any agents that come after him.

Normally, Phaerhaerly would not do business with such evil folk, as he never profits from such dealings. Neither does he do wet work. Phaerhaerly, however, has a personal stake in killing these adventurers, for the Triumvirate has assured him that whomever Nightshade would get would certainly have also been involved in the killings of his sons.

In SHE6-04 *A Book Unburned*, Phaerhaerly's sons attempted a kidnapping which the PCs stopped. The PCs killed some of the men during the rescue attempt; others were killed in an escape attempt from the Knights. Regardless, the master rogue holds the PCs ultimately responsible for the deaths of his sons. He realizes that they were in fact fools for doing the kidnapping in the first place, but family is family, and their deaths require his vengeance.

In the guise of Hrathorn, Phaerhaerly portrays himself as a scout/spy, which is actually not too far from his actual skills. He has a *ring of mind shielding*, which he will not remove. He explains this to the party as being part of the tools of his trade. He asks no questions and

expects no questions asked. His ranks in Bluff should aid him to keep the trust of the party until it is too late. If pushed too hard, Phaerhaerly simply states that the party can find the site for themselves for all he cares, but he does not tolerate the questions and pressure that the party has.

All APLs

🗡️ **Phineas Phaerhaerly:** Male Human Rogue 11 (Bluff +14, Diplomacy +4, Gather Information +14, Intimidate +4, Survival +1).

Development: It is possible that Phaerhaerly will be found out by the party. In that event, he acts like he is surrendering and still leads the party into the ambush. Either way, the party goes on to Encounter 5.

ENCOUNTER 5: THE AMBUSH

This encounter deals with Phaerhaerly's attempt to extract vengeance from the party for the deaths of his sons.

Conditions: The actions of the Triumvirate's ritual have caused a thunderstorm with high winds that gust. The mystical nature of the storm yields storm clouds that emit a sickly green light. The conditions make for shadowy illumination even at this hour of the night (except where brighter light is present) and serve as atmosphere for the evil shenanigans afoot. The temperatures are around 40 degrees Fahrenheit: the conditions resemble night here, and night in or near the desert is a very chilly affair. The *endure elements* scrolls should provide enough protection from the cold.

Use DM Aid: Map #1 – The Ambush for this encounter. Read the following:

At last, Hrathorn says, "We must leave now. Judging from the extreme weather here, the parties you seek have begun their foul work." He proceeds then to lead you out of the valley through a passage in the rocks.

As you walk, you noticed that the vegetation is getting sparser. The rock passage you follow appears to be cut from the harsh winds coming out of the desert. Occasionally, the wind increases through the passage, and dust assails your senses. The passage is twenty feet wide for most of the way, and the rock walls are ten to twenty feet high. Occasionally, you go under rock outcroppings that hang over the passages.

Trap: After about two hours of walking, Phaerhaerly trips the trap that he set for killing the party. Earlier in the day, he placed a net trap attached to the north wall on the path. The net trap slams down upon the party, trapping them in the area. The descriptions of the traps describe their workings in great detail.

APL 8 (EL 3)

🗡️ **Net Trap:** Search DC 18; mechanical; touch; see Appendix 1.

APL 10 (EL 3)

🗡️ **Net Trap:** Search DC 18; mechanical; touch; see Appendix 2.

APL 12 (EL 9)

🗡️ **Electric Net Trap:** Search DC 24; mechanical; touch; see Appendix 3.

APL 14 (EL 10)

🗡️ **Electric Net Trap:** Search DC 25; mechanical; touch; see Appendix 3.

APL 16 (EL 13)

🗡️ **Electric Net Trap:** Search DC 28; mechanical; touch; see Appendix 3.

Creatures: Three kobold sorcerers, whose clan is indebted to Phaerhaerly, hide behind a *major image* illusion cast from a scroll as noted on DM Aid: Map #1 – The Ambush. On the surprise round of the trap going off, they prepare to cast spells in the first round. Phaerhaerly, during the surprise round, draws his shortbow and, as a free action during the surprise round, says the following:

"Allow me a proper introduction now. My name is Phineas Phaerhaerly! You killed my sons! Prepare to die!"

Astute players may ask for some way of figuring out what has happened. For those who played SHE6-04 A Book Unburned, give them a DC 10 Intelligence check to remember that they captured the Phaerhaerly brothers and that they were eventually killed (either by the PCs or by the Knights after a quick trial for killing two guards during an escape attempt during their prison term for kidnapping Parwen Amastacia). Those who did not play that scenario can make a Knowledge (local – Sheldomar Valley Metaregion) check at DC 15 to figure out what he is talking about. Whether or not he has the right targets, however, Phaerhaerly and his minions try to kill the PCs.

APL 8 (EL 11 with Trap)

🗡️ **Clan Grasykk Sorcerers, Male/Female Kobold Sorcerer 4 (3):** hp 12 each; see Appendix 1.

🗡️ **Phineas Phaerhaerly, Male Human Rogue 11:** hp 57; see Appendix 1.

APL 10 (EL 11 with Trap)

🗡️ **Clan Grasykk Sorcerers, Male/Female Kobold Sorcerer 4 (3):** hp 12 each; see Appendix 2.

🗡️ **Phineas Phaerhaerly, Male Human Rogue 11:** hp 57; see Appendix 2.

APL 12 (EL 13 with Trap)

➤ **Clan Grasykk Sorcerers, Male/Female Kobold Sorcerer 6 (3):** hp 30 each; see Appendix 3.

➤ **Phineas Phaerhaerly, Male Human Rogue 11:** hp 57; see Appendix 3.

APL 14 (EL 15 with Trap)

➤ **Clan Grasykk Sorcerers, Male/Female Kobold Sorcerer 10 (3):** hp 46 each; see Appendix 4.

➤ **Phineas Phaerhaerly, Male Human Rogue 11:** hp 57; see Appendix 4.

APL 16 (EL 17 with Trap)

➤ **Clan Grasykk Sorcerers, Male/Female Kobold Sorcerer 13 (3):** hp 55 each; see Appendix 5.

➤ **Phineas Phaerhaerly, Male Human Rogue 11:** hp 57; see Appendix 5.

Tactics: Phaerhaerly has instructed his kobold sorcerers well, and they have worked together as members of the same kobold tribe. They have enough organization, therefore, to avoid tripping over each other's attacks when possible.

APL 8: Phaerhaerly attacks initially with his bow at range. Once melee occurs, he attempts to feign and then catch his victim unaware. If down to half his hit points, he starts looking for a way out.

The kobold sorcerers start attacking trapped PCs at random with *magic missiles*, using their own spells first and then from their wands unless some PCs escaped the trap. Against untrapped PCs, they use *flaming sphere* and *hail of stone*.

APL 10: Phaerhaerly attacks initially with his bow at range. Once melee occurs, he attempts to feign and then catch his victim unaware. If down to half his hit points, he starts looking for a way out.

The kobold sorcerers start attacking trapped PCs at random with a *scroll of fireball* (don't forget caster level checks) and then *magic missiles*, using their own spells first and then from their wands unless some PCs escaped the trap. The *fireballs* will damage the net so they will use them only if they have to dispatch the PCs quickly. Against untrapped PCs, they use *flaming sphere* and *hail of stone*.

APL 12: Phaerhaerly attacks initially with his bow at range. Once melee occurs, he attempts to feign and then catch his victim unaware. If down to half his hit points, he starts looking for a way out.

The kobold sorcerers start attacking trapped PCs at random with *fireballs* and *magic missiles*, using their own spells first and then from their wands unless some PCs escaped the trap. The *fireballs* will damage the net so they will use them only if they have to dispatch the PCs

quickly. Against untrapped PCs, they use *fireball*, *flaming sphere*, and *hail of stone*.

APL 14: Phaerhaerly attacks initially with his bow at range. Once melee occurs, he attempts to feign and then catch his victim unaware. If down to half his hit points, he starts looking for a way out.

The kobold sorcerers start attacking trapped PCs at random (and it is at random as the PCs are struggling in the net and changing positions) with *dragon breath* spells, *fireballs*, and *force missiles*, using their own spells first and then from their wands unless some PCs escaped the trap. The *dragon breath* spells and *fireballs* can damage the net so they will use them only if they have to dispatch the PCs quickly. Against untrapped PCs, they use *dragon breath*, *fireball*, *scorching ray*, *flaming sphere*, and *hail of stone*.

APL 16: Phaerhaerly attacks initially with his bow at range. Once melee occurs, he attempts to feign and then catch his victim unaware. If down to half his hit points, he starts looking for a way out.

The kobold sorcerers start attacking trapped PCs at random (and it is at random as the PCs are struggling in the net and changing positions) with *dragon breath* spells, *fireballs*, and *force missiles*, using their own spells first and then from their wands unless some PCs escaped the trap. The *dragon breath* spells and *fireballs* can damage the net so they will use them only if they have to dispatch the PCs quickly. Against untrapped PCs, they use *disintegrate*, *chain lightning*, *prismatic ray*, *fireball*, *scorching ray*, *flaming sphere*, and *hail of stone*. Prismatic ray results that take PCs to an alternate plane send them to the Astral Plane. DMs should use the *Lost on Another Plane* section on page 15 of the LGCS to resolve this if the PCs have no way of getting back to Oerth by themselves.

Treasure: Phaerhaerly and his kobold hirelings have gear and loot as described in the Treasure section.

Development: If Phaerhaerly is still alive after this combat, he is extremely resistant to interrogation. If he is searched, however, the party finds a hand-drawn map in his boot. This was originally Hrathorn's map that he was going to give to the party once they arrived. The map provides them a direct way into Encounter 6.

If the party does not get the map for some reason, they can try to track the Triumvirate through the Sea of Dust. This is not going to be too difficult, as they did not attempt to cover their tracks. The ground here is soft (Survival DC 10), there are three of them (-1), the trail is 24 hours old (+1), and the magical green glow of the storm is the equivalent of bright moonlight (+3). PCs with the Track feat can thus make a Survival check against DC 13 to follow the Triumvirate and go on to Encounter 6.

ENCOUNTER 6: SIDE EFFECTS

After defeating Phaerhaerly's ambush in Encounter 5, the party gets to this encounter while trying to follow the Triumvirate, either by the hand-drawn map or by tracking. Higher level PCs may want to use spells like *fly* or *overland flight* to cross the Sea of Dust quicker. If so, as the monsters in this encounter can fly, just convert this to a flying encounter over the desert.

Conditions: The actions of the Triumvirate's ritual have caused a thunderstorm with high winds that gust. The mystical nature of the storm yields storm clouds that emit a sickly green light. The conditions make for shadowy illumination even at this hour of the night (except where brighter light is present) and serve as atmosphere for the evil shenanigans afoot. The temperatures are around 40 degrees Fahrenheit: the conditions resemble night here, and night in or near the desert is a very chilly affair. The *endure elements* scrolls should provide enough protection from the cold.

Use DM Aid: Map #2 – Side Effects for this encounter. Read the following (adjusting for the party's method of travel):

Following the map that you have, you trek through the desert night. The winds seem to be growing stronger, and you see on the horizon what appears to be a storm of clouds emitting that sickly green light a few miles in the distance. The clouds extend from the sky to the ground much like a tornado, but much larger and stationary. From reading the map, you can see that, where the clouds are, is your ultimate destination.

At this point, the party must make Spot checks against the undead creatures that the ritual has awakened. The DCs for the Spot checks are as follows:

Shadows (six checks) – DC 18

Wraiths (six checks) – DC 21

Mob of Shadows (one check) – DC 14

Spectres (six checks) – DC 23

Mob of Greater Shadows (one check) – DC 20

Umbral Ettins (six checks) – DC 12

Mob of Dread Wraiths (one check) – DC 20

Umbral Stone Giants (six checks) – DC 13

Nightwing (one check) – DC 26

Those who make the Spot check can act in the surprise round. If everyone in the party makes the Spot checks against all the monsters, go directly to combat.

APL 8 (EL 8)

☛ **Shadows (6):** hp 27 each; see *Monster Manual*, page 221.

APL 10 (EL 11)

☛ **Wraiths (6):** hp 27 each; see *Monster Manual*, page 221.

☛ **Mob of Shadows:** hp 270; see *Appendix 2*.

APL 12 (EL 13)

☛ **Spectres (6):** hp 63 each; see *Monster Manual*, page 232.

☛ **Mob of Greater Shadows:** hp 270; see *Appendix 3*.

APL 14 (EL 14)

☛ **Umbral Ettins (6):** hp 90 each; see *Appendix 4*.

☛ **Mob of Dread Wraiths:** hp 270; see *Appendix 4*.

APL 16 (EL 16)

☛ **Umbral Stone Giants (6):** hp 126 each; see *Appendix 5*.

☛ **Nightwing:** hp 119; see *Monster Manual*, page 197.

Tactics: The mob of undead tends to engage the main body of the party, while the individual undead try to attack from the flanks. They want to feed on the party to the exclusion of everything else.

The nightwing is a bit craftier. It attempts an *unholy blight* whenever it is at range. Before it prepares to close into melee, it casts *haste* on itself. In melee, it targets perceived magical arms and armor with its magic drain to weaken the target before proceeding to consume the PC.

Development: If the PCs have a movement rate greater than the undead, they can choose to flee this encounter. The undead try to pursue, but fail if the PCs are faster or if the PCs use a teleportation effect like *dimension door* or *teleport*. The party does not encounter them on the way back out. By fleeing, the party, of course, does not receive the xp for this adventure. The fly speeds of each undead are summarized here:

Shadows – 40 feet

Wraiths – 60 feet

Mob of Shadows – 30 feet

Spectres – 80 feet

Mob of Greater Shadows – 30 feet

Umbral Ettins – 40 feet

Mob of Dread Wraiths – 50 feet

Umbral Stone Giants – 40 feet

Nightwing – 60 feet

After the party either flees or defeats the undead, they can continue following the trail to edge of the storm wall at Encounter 7.

ENCOUNTER 7: TRIUMVIRATE IN DEFEAT

After encountering the undead in Encounter 6, the PCs eventually follow the trail to the storm wall.

Conditions: The actions of the Triumvirate's ritual have caused a thunderstorm with high winds that gust. The mystical nature of the storm yields storm clouds that emit a sickly green light. The conditions make for shadowy illumination even at this hour of the night (except where brighter light is present) and serve as atmosphere for the evil shenanigans afoot. At the storm wall, however, the green light is more intense, providing the equivalent of an *everburning torch* all around it. The temperatures are around 40 degrees Fahrenheit: the conditions resemble night here, and night in or near the desert is a very chilly affair. The *endure elements* scrolls should provide enough protection from the cold. As this entire area consists of ruins, the terrain is difficult (half speed walking through the area, no run or charge).

You eventually reach the storm wall that you saw while crossing the Sea of Dust. It is a large stationary whirlwind. The green glow of the quickly rotating clouds is now very intense, like an everburning torch. The storm wall contacts the ground and reaches high into the sky, merging with the other green, luminous clouds of the storm. The roar coming from the rushing winds is almost deafening.

The storm wall is in the center of a set of excavated ruins. Judging from the amount of sand here, you see that the ruins are not recently uncovered, but have not been exposed so long to allow the desert sands to reclaim them.

As you approach, you see two human males crawling away from the storm wall. They appear ashen as if the life force had been drained from them. You recognize them from the sketches you have: they are Yastric ap Bedwin and Trevor ap Trevisan, two of the Triumvirate.

Use DM Aid: Map #3 – The Storm Wall for this encounter.

THE STORM WALL

The storm wall acts like the *whirlwind* spell, only ten times bigger. It is 100 feet wide at the base, 300 feet wide at the top, and 300 feet tall. There is an eye in this storm that is 80 feet wide; this is where Encounter 8 takes place. Unlike the spell, the storm wall does not move and only dissipates after the entities at the eye are destroyed or leave. The storm wall provides total concealment for anything inside the eye and its magical energy automatically blocks any divination spells attempt to

view inside (*arcane eyes* and the like disappear once they cross the barrier, either over, under, or through).

As per the *whirlwind* spell, any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save (DC 30) or take 3d6 points of damage. A Medium or smaller creature that fails its first save (DC 30) must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. Unlike the spell, suspended PCs are not deposited until the storm wall dissipates.

Bypass the storm wall is relatively easy. PCs can fly over it (it is only 300 feet high), tunnel under it (the winds do not affect anything underground), or teleport on the other side. PCs could try to dispel it (treat the wall as CL 20th) but that results in a 10 foot wide gap in the wall lasting only 1 minute.

THE RUINS

The ruins are of an ancient Suel city of moderate size that was destroyed during the Rain of Colorless Fire. PCs examining them who speak Suloise or Ancient Suloise can see some bits of phrases carved into the stonework that confirm this. Because the sand has started recovering the ruins, however, there is not enough of the stonework exposed to determine any more than that.

THE DEFEATED TRIUMVIRATE

Yastric and Trevor have been drained of levels (not just adding negative levels) down to 1st level and essentially have lost all magical spellcasting abilities for the remaining duration of the adventure. They have masterwork versions of their armor and weapons, but that is it. They are no match for a well armed party such as this, and they know it.

Instead, they barter for information. They can give the following:

- The Triumvirate finished the ritual, but something happened. Much of their life force and magical energies were consumed in the ritual.
- Yastric and Trevor crawled away once the draining effects subsided, and the storm wall started to radiate from the site of the ritual. Vrairis, however, who was the focal point of the ritual, remained in place.
- As they crawled away, they saw two forms emerge from the Cup Insidious. The forms were amorphous and were beginning to coalesce when the storm wall formed. Yastric and Trevor never saw exactly what the forms turned into.

The two Triumvirate members know they are finished and try to appeal the mercy of the party in order

to leave the Sea of Dust before sunrise. The party thus has at least three options:

Capture them now or later

The PCs may want to take them back to Hochoch for the Knights to try them. Yastric and Trevor do not put up a fight if bound, and Nightshade allows the two to come along on the return trip.

Kill them now

Yastic and Trevor are so outclassed at this point that the PCs kill them with no trouble. DMs should not run this combat, as it is no challenge at all, nor does it count towards the xp awards for this adventure. The Knights will ask what happened, however, and will not take the killing of surrendering enemies well.

Leave them behind

The party can just leave them in the Sea of Dust. In their current condition, Yastric and Trevor cannot survive in the desert and die within a day.

☠ **Yastric ap Bedwin:** Male Human Warlock₁; AC 15, hp 6.

☠ **Trevor ap Trevyan:** Male Human Bard₁; AC 15, hp 6.

Treasure: The two men have no usable gear upon them, as what they had was either drained of magic and damaged from the ritual or left behind inside of the storm wall.

Development: To resolve this situation, the PCs must get behind the storm wall and deal with the creatures in Encounter 8.

ENCOUNTER 8: THE END OF ALL THINGS

The party found the two of the defeated Triumvirate in Encounter 7, and they revealed what happened when the ritual took place. At this place, the players find out the price of the Triumvirate's pride and incompetence.

Conditions: Inside the eye of the storm, it is well lit from the glowing clouds of the storm wall. The temperature is below freezing. As this entire area consists of ruins, the terrain is difficult (half speed walking through the area, no run or charge).

As part of the ritual preparations, Vrairis cast, six hours before the ritual, a *desecrate* spell with the assistance of a *metamagic rod of widen spell* (which, unfortunately, is now drained completely from the ritual). The area of this spell is also a 40-ft. radius. The caster level on this spell is 16th level and can be dispelled.

From the *desecrate* spell, the following effects occur:

- Any undead turns at a –6 profane penalty while in the area because the *desecrate* spell was cast on the altar. This is in addition to any Turn Resistance the undead has.
- Any undead in the area gains a +2 profane bonus on attack rolls, damage rolls, and saving throws because the *desecrate* spell was cast on the altar. This bonus is in the stat blocks.
- Any summoned or created undead gain an additional +2 hp per HD because the *desecrate* spell was cast on the altar.

Use DM Aid: Map #3 – The Storm Wall for this encounter. Read the following once all of the party is inside the storm wall:

As you enter the eye of the storm, you see where more of the excavation is present. Inside the eye, the roar of the storm wall is gone, and it is quiet. You see various pieces of equipment scattered on the ruined landscape.

In the center of the ruins, you see two figures facing off against each other in a standoff with the shattered remains of a goblet on a quickly-constructed altar between them. The first is a withered humanoid standing six feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice, and perhaps madness.

At APL 8 to 12, read the following for the second creature:

The second creature appears to be a pureblooded Suel woman with the archetypical blonde hair and pale skin. At her feet are remnants of ruddy skin, horns, and a demonic tail. It is as if a snake had shed its skin. It is then you realize that the face of the Suel woman bears the same features as that of the sketch of the third member of the Triumvirate, Vrairis. Only now, instead of being a tiefling, she appears to be Suel.

At APL 14 to 16, read the following for the second creature:

The second creature appears to be a pureblooded Suel woman with the archetypical blonde hair and pale skin. Her eyes are burning with red flames rising from them. At her feet, there are remnants of ruddy skin, horns, and a demonic tail. It is as if a snake had shed its skin. It is then you realize that the face of the Suel woman bears the same features as that of the sketch of the third member of the Triumvirate, Vrairis. Only now, instead of being a tiefling, she appears to be Suel.

Then, for all APLs, read the following:

The Suel Vrairis appears to be in conversation with the mummified creature. "So you think that your evil should hold sway in the old lands? You are but a fragment of a usurper with delusions of godhood and power. I hold true power from the ancient days when all of this", spreading her hands wide around the desert scene, "was once fertile, teeming with life to be dominated. You, like your sire, are ignorant about what true power is."

The mummified creature glares at the Suel, "And what did you do with all your so-called power? You made all of this." With that, it waves its remaining hand around the desert in a grotesque mirror of the Suel's gestures. "You became complacent, and when your power was needed most, you allowed this destruction to come upon you. You are not worthy of power, for I earned my godhood by my own cunning. You call me a fragment of He Whose Name Is Whispered, but I am more. I am his power on this Oerth. It is I who will reclaim the Valley, not you. You, the unworthy, shall be destroyed. Did you really think I could be summoned here in secret without The Whispered One's knowledge? I am better prepared than you expect."

The Suel responds, "Then it is to be a duel as it was in the ancient ways before all history? So be it." Suddenly, she turns to your direction and says, "But, hold. We have intruders to our contest. Our first test, then, is apparent: the destruction of the intruders is the first challenge." To that, the mummified creature nods in agreement, a sly smile passing from the remains of its lips.

At this point, inform the players that they have one round of preparation that they could do before the Suel announces their presence. This is for the time that passed during the conversation above.

Creatures: The first of the two creatures is an Aspect of Vecna. It was the results of the ritual. At higher APLs, however, the ritual vested this creature with more of Vecna's power. Furthermore, this is not a summoned creature. For all intents and purposes, it is a gated creature. Thus, it has the potential of staying on Oerth permanently.

The second creature is the Spirit of the Cup. It is the spirit of a Suel sorcerer who volunteered to empower the Cup Insidious. Its spirit remained in the Cup to act as a conduit. When the Triumvirate performed the ritual improperly, the Cup shattered, and the Spirit was released. The energies also transformed Vrairis into a proper Suel vessel for holding the Spirit. At APL 8 to 12, the Spirit is a ghost that possesses Vrairis' form. At higher APLs, the Spirit is a true Suel Lich. Either way, this Spirit is a free spirit not bound to anything and as such could take its new body and leave to inflict untold havoc on Oerth.

APL 8 (EL 11)

➤ **Aspect of Vecna:** hp 90; see Appendix 1.

➤ **Vrairis (possessed by the Spirit of the Cup), Female Ghost Sorcerer 6:** hp 69; see Appendix 1.

APL 10 (EL 14)

➤ **Aspect of Vecna Wizard 4:** hp 126; see Appendix 2.

➤ **Vrairis (possessed by the Spirit of the Cup), Female Ghost Sorcerer 10:** hp 105; see Appendix 2.

APL 12 (EL 16)

➤ **Aspect of Vecna Wizard 8:** hp 162; see Appendix 3.

➤ **Vrairis (possessed by the Spirit of the Cup), Female Ghost Sorcerer 10/Initiate of the Sevenfold Veil 2:** hp 123; see Appendix 3.

APL 14 (EL 18)

➤ **Aspect of Vecna Wizard 11:** hp 189; see Appendix 4.

➤ **Vrairis (possessed by the Spirit of the Cup), Female Suel Lich Sorcerer 10/Initiate of the Sevenfold Veil 5:** hp 150 each; see Appendix 4.

APL 16 (EL 20)

➤ **Aspect of Vecna Wizard 13:** hp 207; see Appendix 5.

➤ **Vrairis (possessed by the Spirit of the Cup), Female Suel Lich Sorcerer 10/Initiate of the Sevenfold Veil 7:** hp 168; see Appendix 5.

The Spirit of the Cup leaves Vrairis if she thinks her host is soon to be destroyed. If the party manages to force the spirit of the cup from Vrairis, the woman falls unconscious and the spirit is free. Be sure to adjust the spirit's hp based on the damage taken while possessing Vrairis (subtracting the amount absorbed by the *false life*).

APL 8

➤ **Spirit of the Cup, Female Ghost Sorcerer 6:** hp 54; see Appendix 1.

APL 10

➤ **Spirit of the Cup, Female Ghost Sorcerer 10:** hp 90; see Appendix 2.

APL 12

➤ **Spirit of the Cup, Female Ghost Sorcerer 10/Initiate of the Sevenfold Veil 2:** hp 108; see Appendix 3.

APL 14

☛ **Spirit of the Cup, Female Suel Lich Sorcerer**
10/**Initiate of the Sevenfold Veil** 5: hp 135; see
Appendix 4.

APL 16

☛ **Spirit of the Cup, Female Suel Lich Sorcerer**
10/**Initiate of the Sevenfold Veil** 7: hp 153; see
Appendix 5.

Tactics: Both the Aspect of Vecna and the Spirit of the Cup want to dispatch the intruding party as quickly as possible but realize that they have to save some of their more powerful spells for dealing with their true opponent. Thus, both undead open slowly and only go to the higher level spells as significant threats present themselves. Both are intelligent and experienced spellcasters who adapt their tactics as the situation evolves.

Some of the spells have material components with a gp value. In this case, each undead has the material components he or she needs to complete spells. The Aspect of Vecna has what he needs when it materializes. The Spirit of the Cup has the material components available from Vrairis' spell component pouch (she kept material components for all the spells she knows).

If either undead gets down to half its hp, that undead tries to escape by whatever means available. The Spirit of the Cup knows that when she took over Vrairis, Vrairis dropped a *scroll of teleport* next to her during the failed ritual (as shown on the map). She thus has a means of escape if she does not have a *teleport* spell available on its own. The Aspect of Vecna also noticed the scroll and can try for it as well if things go badly.

APL 8: The Aspect of Vecna first tosses the 7d6 sphere from the *necklace of fireballs* III at the party. Afterward, he either casts his *empowered magic missile* or tosses another sphere every round where possible. His primary targets are spellcasters who are not followers of Vecna (to which category all PC spellcasters belong). After that, he goes for high AC targets that the *magic missiles* will not miss.

The Spirit of the Cup begins by casting defensive spells to buff up: *protection from arrows*, *mage armor*, and *shield*. She then goes on to offense. She casts *glitterdust* on fighters and rogues to slow them down then *magic missile* and *hail of stone* for damage. She saves *dispel magic* for taking out targets with spells cast upon them.

APL 10: The Aspect of Vecna first tosses the 7d6 sphere from the *necklace of fireballs* III at the party. Afterward, he begins attacking with offensive spells (*scorching ray*, *snowball swarm*, and *hail of stone*) before casting his *empowered magic missile* every round where possible. His primary targets are spellcasters who are not followers of Vecna (to which category all PC spellcasters belong). After that, he goes for high AC targets that the

magic missiles will not miss. He only takes time to cast defensive spells if he thinks that there is a threat of physical attacks; the first round will be offense against spellcasters.

The Spirit of the Cup begins by casting defensive spells to buff up: *protection from arrows*, *mage armor*, and *shield*. She then goes on to offense. She casts *glitterdust* on fighters and rogues to slow them down then *magic missile* and *hail of stone* for damage. She saves *dispel magic* for taking out targets with spells cast upon them.

APL 12: The Aspect of Vecna begins by casting *greater invisibility* and changing position. He then follows up with *Evard's black tentacles* to target spellcasters. The Aspect of Vecna then tosses the 9d6 sphere from the *necklace of fireballs* V at the party. Afterward, he begins attacking with offensive spells (*force missiles*, *chain missile*, *fireball*, *scorching ray*, *snowball swarm*, and *hail of stone*) before casting his *empowered magic missile* every round where possible. His primary targets are spellcasters who are not followers of Vecna (to which category all PC spellcasters belong). After that, he goes for high AC targets that the *magic missiles* will not miss. He only takes time to cast defensive spells if he thinks that there is a threat of physical attacks; the first round will be offense against spellcasters. Whenever possible, he moves and casts to keep opponents from determining his position.

The Spirit of the Cup begins by throwing up an orange veil ward to stop magical ranged attacks. She then proceeds to cast defensive spells to buff up: *protection from arrows*, *mage armor*, and *shield*. She then goes on to offense. She casts *disintegrate* on fighters and rogues to slow them down, then *prismatic ray*, *magic missile*, and *hail of stone* for damage. She saves *reciprocal gyre* and *dispel magic* for taking out targets with spells cast upon them.

APL 14: The Aspect of Vecna begins by casting *greater invisibility* and changing position. He then casts *greater blink* for defense and follows up with *Evard's black tentacles* to target spellcasters. The Aspect of Vecna then tosses the 9d6 sphere from the *necklace of fireballs* V at the party. Afterward, he begins attacking with offensive spells (*chain lightning*, *disintegrate*, *force missiles*, *chain missile*, *fireball*, *scorching ray*, *snowball swarm*, and *hail of stone*) before casting his *empowered magic missile* every round where possible. His primary targets are spellcasters who are not followers of Vecna (to which category all PC spellcasters belong). After that, he goes for high AC targets that the *magic missiles* will not miss. He only takes time to cast defensive spells if he thinks that there is a threat of physical attacks; the first round will be offense against spellcasters. Whenever possible, he moves and casts to keep opponents from determining his position.

The Spirit of the Cup begins by throwing up a green veil ward as an immediate action (she saves the blue veil after the *magic missiles* are finished) and *repulsion* (against the Aspect of Vecna, the *repulsion* gets past the spell resistance, but he makes the Will save and is unaffected the first time it is cast. After that, DMs need to roll both

SR and Will saves against further castings). She then proceeds to cast defensive spells to buff up: *spell turning*, *protection from arrows*, *mage armor*, and *shield*. She then goes on to offense. She casts *disintegrate* on fighters and rogues to slow them down then *prismatic spray*, *prismatic ray*, *magic missile*, and *hail of stone* for damage. She saves *reciprocal gyre* and *dispel magic* for taking out targets with spells cast upon them.

APL 16: The Aspect of Vecna begins by casting *greater invisibility* and changing position. He then casts *greater blink* for defense and follows up with *Evard's black tentacles* to target spellcasters. The Aspect of Vecna then tosses the 9d6 sphere from the *necklace of fireballs V* at the party. Afterward, he begins attacking with offensive spells (*chain lightning*, *disintegrate*, *force missiles*, *chain missile*, *fireball*, *scorching ray*, *snowball swarm*, and *hail of stone*) before casting his *empowered magic missile* every round where possible. His primary targets are spellcasters who are not followers of Vecna (to which category all PC spellcasters belong). After that, he goes for high AC targets that the *magic missiles* will not miss. He only takes time to cast defensive spells if he thinks that there is a threat of physical attacks; the first round will be offense against spellcasters. Whenever possible, he moves and casts to keep opponents from determining his position.

The Spirit of the Cup begins by throwing up a green veil ward as an immediate action (she saves the blue veil after the *magic missiles* are finished) and *repulsion* (against the Aspect of Vecna, the *repulsion* gets past the spell resistance, but he makes the Will save and is unaffected the first time it is cast. After that, DMs need to roll both SR and Will saves against further castings). She then proceeds to cast defensive spells to buff up: *spell turning*, *protection from arrows*, *mage armor*, and *shield*. She then goes on to offense. She casts *disintegrate* on fighters and rogues to slow them down then *prismatic spray*, *prismatic ray*, *magic missile*, and *hail of stone* for damage. She saves *reciprocal gyre* and *dispel magic* for taking out targets with spells cast upon them.

Treasure: Neither the Aspect of Vecna nor the possessed Vrairis have a lot of treasure, but there are still some items that were not drained scattered about the ruins. Players must make a DC 20 Search check to find them after an hour of searching. The Treasure Summary has these listed.

Development: While searching for the treasure, the party notices that the Cup Insidious is shattered into several pieces. It appears to be completely useless and it is so, but DMs should expect for paranoid parties to treat the pieces with extra caution. They also find the remains of the *Manual of the Nether*, which consists of only the scorched leather cover and ashes from the burned pages. As for the flesh of Vecna, there is nothing remaining of it.

There are three possible outcomes for this encounter. First, the party manages to destroy the undead spellcasters. This is the best outcome for the Sheldomar

and the simplest to rule. Continue to the **Conclusion: Victory** section of the Conclusion.

The second is that one or more of the undead spellcasters escape. The party may want to pursue this further, but to no avail. The eventual defeat of the undead goes to others on another day. Continue to the **Conclusion: Partial Victory** section of the Conclusion.

Finally, the party gets defeated by the spellcasters, possibly killing the entire party. If such failure occurs, the undead spellcasters take their battle elsewhere and who wins is a story for another day. Eventually, Nightshade (still trying to keep the Knights away from her plans) passes on to them where the party went. They, in turn, send a small detachment of Knights to retrieve the party. Any items lying around the battleground are collected and used to raise any dead PCs. Continue to the **Conclusion: Defeat** section of the Conclusion.

CONCLUSION

CONCLUSION: VICTORY

You have overcome near-impossible odds and defeated two threats to the safety of the Valley. You eventually return to the spot where you teleported in, and Nightshade's wizard comes back within the day to pick you up.

Back in Hochoch, when you tell your tale, the Great Beasts are relieved. The victory against the Triumvirate and the evil they had unleashed allows the Knights to breathe easier before concentrating on Bissel and on finding Hugo's successor. The Sheldomar once again has hope for the future.

CONCLUSION: PARTIAL VICTORY

You defeated two threats to the safety of the Valley. Still, they fled, hopefully into the Sea of Dust, never to be seen in civilization. You eventually return to the spot where you teleported in, and Nightshade's wizard comes back within the day to pick you up.

Back in Hochoch, when you tell your tale, the Great Beasts are troubled. The victory against the Triumvirate and the evil they had unleashed could be only a temporary respite as the evil could return to plague the nations of the Sheldomar Valley. Still, you have weakened evil so the Knights can go on to concentrate on Bissel and on finding Hugo's successor. The Sheldomar still has hope for the future.

CONCLUSION: DEFEAT

Great evil is now on Oerth in the form of a powerful Aspect of Vecna and an equally powerful ancient spirit of the Suel. While you fought valiantly, evil

was simply too powerful for you to overcome. The Knights eventually return you to Hochoch. There, the Great Beasts are gravely concerned. With the Bissel threat and the loss of their esteemed leader, how much more can they and the Sheldomar Valley endure?

CAMPAIGN CONSEQUENCES

Depending on whether the party destroyed the Aspect of Vecna and the Spirit of the Cup, they either saved the entire Sheldomar Valley or introduced new evil that others will fight at a later time. Thus, all DMs should fill out the Critical Event Summary so that we know if either undead survived this adventure.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 5

Defeat Phaerhaerly and his kobold minions.

- APL 8: 330 xp.
- APL 10: 330 xp.
- APL 12: 390 xp.
- APL 14: 450 xp.
- APL 16: 510 xp.

Encounter 6

Defeat the incorporeal horde.

- APL 8: 240 xp.
- APL 10: 300 xp.
- APL 12: 360 xp.
- APL 14: 420 xp.
- APL 16: 480 xp.

Encounter 8

Defeat both the aspect of Vecna and the spirit of the Cup *Insidious*.

- APL 8: 330 xp.

APL 10: 450 xp.

APL 12: 510 xp.

APL 14: 570 xp.

APL 16: 630 xp.

Discretionary Roleplaying Award

APL 8: 225 xp.

APL 10: 270 xp.

APL 12: 315 xp.

APL 14: 360 xp.

APL 16: 405 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

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

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

Encounter 5:

APL 8: L: 8.33 gp plus 20 adamantine arrows (5 gp each), 3 mithral bucklers (97.08 gp each), C: 0 gp, M: +1 mithral buckler (180.42 gp), +1 short bow (194.17 gp), +2 mithral breastplate (433.33 gp), boots of elvenkind (166.67 gp), cloak of elvenkind (166.67 gp), gloves of dexterity +4 (1,333.33 gp), ring of mind shielding (666.67 gp), 3 rings of protection +1 (166.67 gp each), sword of subtlety (1,859.17 gp), vest of resistance +3 (750 gp), 3 wands of magic missiles (CL 1st, 50 charges) (62.5 gp each).

APL 10: L: 8.33 gp plus 20 adamantine arrows (5 gp each), 3 mithral bucklers (97.08 gp each), C: 0 gp, M: +1 mithral buckler (180.42 gp), +1 short bow (194.17 gp), +2 mithral breastplate (433.33 gp), boots of elvenkind (166.67 gp), cloak of elvenkind (166.67 gp), gloves of dexterity +4 (1,333.33 gp), ring of mind shielding (666.67 gp), 3 rings of protection +1 (166.67 gp each), 3 scrolls of fireball (31.25 gp each), sword of subtlety (1,859.17 gp), vest of resistance +3 (750 gp), 3 wands of magic missiles (CL 1st, 50 charges) (62.5 gp each).

APL 12: L: 8.33 gp plus 20 adamantine arrows (5 gp each), 3 mithral bucklers (97.08 gp each), C: 0 gp, M: +1 mithral buckler (180.42 gp), +1 short bow (194.17 gp), +2 mithral breastplate (433.33 gp), boots of elvenkind (166.67 gp), 3 brooches of shielding (166.67 gp each), cloak of elvenkind (166.67 gp), gloves of dexterity +4 (1,333.33 gp), ring of mind shielding (666.67 gp), 3 rings of protection +1 (166.67 gp each), 3 scrolls of fireball (31.25 gp each), sword of subtlety (1,859.17 gp), vest of resistance +3 (750 gp), 3 wands of magic missiles (CL 1st, 50 charges) (62.5 gp each).

APL 14: L: 8.33 gp plus 20 adamantine arrows (5 gp each), 3 mithral bucklers (97.08 gp each), C: 0 gp, M: +1 mithral buckler (180.42 gp), +1 short bow (194.17 gp), +2 mithral breastplate (433.33 gp), boots of elvenkind (166.67 gp), 3 brooches of shielding (166.67 gp each), 3 cloaks of charisma +2 (333.33 gp each), cloak of elvenkind (166.67 gp), gloves of dexterity +4 (1,333.33 gp), ring of mind shielding (666.67 gp), 3 rings of protection +1 (166.67 gp each), 3 scrolls of fireball (31.25 gp each),

sword of subtlety (1,859.17 gp), vest of resistance +3 (750 gp), 3 wands of magic missiles (CL 1st, 50 charges) (62.5 gp each).

APL 16: L: 8.33 gp plus 20 adamantine arrows (5 gp each), 3 mithral bucklers (97.08 gp each), C: 0 gp, M: +1 mithral buckler (180.42 gp), +1 short bow (194.17 gp), +2 mithral breastplate (433.33 gp), boots of elvenkind (166.67 gp), 3 brooches of shielding (166.67 gp each), 3 cloaks of charisma +2 (333.33 gp each), cloak of elvenkind (166.67 gp), gloves of dexterity +4 (1,333.33 gp), ring of mind shielding (666.67 gp), 3 rings of protection +1 (166.67 gp each), 3 scrolls of fireball (31.25 gp each), sword of subtlety (1,859.17 gp), 3 vests of resistance +1 (83.33 gp each), vest of resistance +3 (750 gp), 3 wands of magic missiles (CL 1st, 50 charges) (62.5 gp each).

Encounter 8:

APL 8: L: 0 gp, C: 0 gp, M: +1 ghost touch dagger (691.83 gp), bracers of armor +5 (2,083.33 gp), cloak of charisma +4 (1,333.33 gp), necklace of fireballs III (362.50 gp), ring of entropic deflection (333.33 gp), Vrairis Spellbook I (41.67 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 adamantine dagger (441.83 gp), +1 ghost touch dagger (691.83 gp), bracers of armor +5 (2,083.33 gp), circlet of persuasion (375 gp), cloak of charisma +4 (1,333.33 gp), necklace of fireballs III (362.50 gp), ring of entropic deflection (666.67 gp), vest of resistance +3 (750 gp), Vrairis Spellbook I (41.67 gp), Vrairis Spellbook II (66.67 gp).

APL 12: L: 0 gp, C: 0 gp, M: +1 adamantine dagger (441.83 gp), +1 ghost touch dagger (691.83 gp), amulet of proof against detection and location (2,916.67 gp), bracers of armor +5 (2,083.33 gp), circlet of persuasion (375 gp), cloak of charisma +4 (1,333 gp), ioun stone (clear) (333.33 gp), necklace of fireballs V (512.50 gp), ring of entropic deflection (666.67 gp), vest of resistance +3 (750 gp), Vrairis Spellbook I (41.67 gp), Vrairis Spellbook II (66.67 gp), Vrairis Spellbook III (83.33 gp).

APL 14: L: 0 gp, C: 0 gp, M: +1 adamantine dagger (441.83 gp), +1 ghost touch dagger (691.83 gp), amulet of proof against detection and location (2,916.67 gp), bracers of armor +5 (2,083.33 gp), circlet of persuasion (375 gp), cloak of charisma +4 (1,333 gp), ioun stone (clear) (333.33 gp), ioun stone (dusty rose) (416.67 gp), necklace of fireballs V (512.50 gp), ring of entropic deflection (666.67 gp), vest of resistance +3 (750 gp), Vrairis Spellbook I (41.67 gp), Vrairis Spellbook II (66.67 gp), Vrairis Spellbook III (83.33 gp), Vrairis Spellbook IV (100 gp).

APL 16: L: 0 gp, C: 0 gp, M: +1 adamantine dagger (441.83 gp), +1 ghost touch dagger (691.83 gp), amulet of proof against detection and location (2,916.67 gp), bracers of armor +5 (2,083.33 gp), circlet of persuasion (375 gp), cloak of charisma +4 (1,333.33 gp), ioun stone (clear) (333.33 gp), ioun stone (dusty rose) (416.67 gp), ioun stone (orange) (2,500 gp), ioun stone (pink) (666.67 gp), necklace of fireballs V (512.50 gp), pearl of power (5th

level) (2,083.33 gp), ring of entropic deflection (666.67 gp), vest of resistance +3 (750 gp), Vrairis Spellbook I (41.67 gp), Vrairis Spellbook II (66.67 gp), Vrairis Spellbook III (83.33 gp), Vrairis Spellbook IV (100 gp), Vrairis Spellbook V (116.67 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 399.58 gp, C: 0 gp, M: 11,617.27 gp – Total: 12,016.85 gp (1,300 gp).

APL 10: L: 399.58 gp, C: 0 gp, M: 13,344.52 gp – Total: 13,744.10 gp (2,300 gp).

APL 12: L: 399.58 gp, C: 0 gp, M: 17,202.85 gp – Total: 17,602.43 gp (3,300 gp).

APL 14: L: 399.58 gp, C: 0 gp, M: 18,719.51 gp – Total: 19,119.09 gp (6,600 gp).

APL 16: L: 399.58 gp, C: 0 gp, M: 24,336.17 gp – Total: 24,735.75 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of the Knights of the Watch/Dispatch:** By defeating the Triumvirate, you have gained their favor. Any non-Knight PCs with this favor may spend it to gain access (Frequency: Adventure) to purchase one copy of one of the tomes listed below. If you are not a member and are a human, a dwarf, or a half-elf, you may spend this favor to gain a recommendation for membership into their ranks. If you are a Squire, you may spend this favor to gain access (Frequency: Metaregional) to purchase one copy of one of the tomes listed below. If you are a Senior Squire, you may spend this favor to gain access (Frequency: Metaregional) to purchase *phylactery of faithfulness* and one copy of one of the tomes listed below. If you are a full Knight, you may spend this favor to gain access (Frequency: Metaregional) to both of the previous items and one additional copy of one of the tomes listed below. Mark this favor as USED when it is spent. The tomes available are: *manual of bodily health* +1, *manual of gainful exercise* +1, *manual of quickness in action* +1, *tome of clear thought* +1, *tome of leadership and influence* +1, *tome of understanding* +1.

☛ **Nightshade's Revenge:** Nightshade believes that you have betrayed her in her dealings with the Knights of the Watch so she will attempt to send assassins to kill you. For the next ten adventures, you will start the adventure with hp loss equal to your character level from fighting assassins just prior to the adventure. These can be healed at the start of an adventure as normal.

☛ **Desertion:** You left your post with the Knights without permission. You spend one additional TU in

Hochoch trying to keep the Knights from arresting you. Additionally, if you are a Knights PC, you are reduced by one rank. Squires are removed from the order.

☛ **Tattered Traveling Spellbooks of Vrairis:** After the battle, you have recovered the remains of the traveling spellbooks of the mystic theurge Vrairis. Its undamaged pages contain arcane spells. Buying these pages grants you access to the spells (all from *Spell Compendium*, except as noted) within.

Spellbook I: 2nd – ray of sickness, snake's swiftness; 3rd – mass snake's swiftness, sound lance. Price: 500 gp; Weight: 3 lbs.

Spellbook II: 3rd – anticipate teleportation; 4th – force missiles, forceward; 5th – wrack. Price: 800 gp; Weight: 3 lbs.

Spellbook III: 5th – greater blink, greater dimension door, prismatic ray, reciprocal gyre. Price: 1,000 gp; Weight: 3 lbs.

Spellbook IV: 6th – greater anticipate teleportation, eye of stone (RoS), ray of entropy, ruby ray of reversal. Price: 1,200 gp; Weight: 3 lbs.

Spellbook V: 7th – arrow of bone, avasculate, prismatic eye, sword of darkness. Price: 1,400 gp; Weight: 3 lbs.

Item Access

APL 8:

- +1 Ghost Touch Dagger (Adventure; DMG)
- +1 Mithral Buckler (Adventure; DMG)
- +2 Mithral Breastplate (Adventure; DMG)
- Adamantine Arrows (Adventure; DMG)
- Boots of Elvenkind (Adventure; DMG)
- Cloak of Elvenkind (Adventure; DMG)
- Necklace of Fireballs III (Adventure; DMG)
- Ring of Mind Shielding (Adventure; DMG)
- Ring of Entropic Deflection (Adventure, Magic Item Compendium)
- Sword of Subtlety (Adventure; DMG)
- Vrairis Spellbook I (Adventure; see above)
- Wand of Magic Missile (CL 1st) (Adventure; DMG)

APL 10 (all of APL 8 plus the following):

- +1 Adamantine Dagger (Adventure, DMG)
- Circlet of Persuasion (Adventure; DMG)
- Vrairis Spellbook II (Adventure; see above)

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

- Amulet of Proof Against Detection and Location (Adventure; DMG)

- *Brooch of Shielding* (Adventure; DMG)
- *Ioun Stone (Clear)* (Adventure; DMG)
- *Necklace of Fireballs V* (Adventure; DMG)
- *Vrairis Spellbook III* (Adventure; see above)

APL 14 (all of APLs 8, 10, 12 plus the following):

- *Ioun Stone (Dusty Rose)* (Adventure; DMG)
- *Vrairis Spellbook IV* (Adventure, see above)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):

- *Ioun Stone (Orange)* (Adventure; DMG)
- *Ioun Stone (Pink)* (Adventure; DMG)
- *Pearl of Power (5th Level)* (Adventure; DMG)
- *Vrairis Spellbook V* (Adventure, see above)

APPENDIX 1 – APL 8

ENCOUNTER 5

NET TRAP

CR 3

Description A net trap that traps targets on the ground when triggered.

Search DC 18; **Type** mechanical

Trigger touch, **Init** +1

Effect Characters in 40-ft. square area are grappled by net (+3 BAB, Str 18, Large size, Grapple +11) if they fail a DC 13 Reflex save. This trap comes from the north wall of the passage and falls south. The trap can also catch targets flying 10 feet or less above the ground. All inside are considered to have partial cover (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 18) allows save). The net does no damage.

Duration 6 rounds (the trap's securing ropes eventually break during the struggle).

Destruction AC 14, hp 6, hardness 2, entire location

Disarm Disable Device DC 21, entire location (disadvantage: one central disarm location (untying the securing ropes) shuts down the trap).

CLAN GRASYKK SORCERER

CR 4

Male/female kobold sorcerer 4

LE Small humanoid

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

Languages Common, Draconic, Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +0 class, +4 armor, +1 shield, +1 deflection, +0 insight, +0 natural)

hp 12 (4 HD)

Fort +1, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee unarmed strike +0 (1d2-3)

Base Atk +2; **Grp** -5

Combat Gear scroll of major image, wand of magic missile (CL 1st)

Sorcerer Spells Known (CL 4th): (0% arcane spell failure chance);

2nd (4/day) — *flaming sphere* (DC 15)

1st (6/day) — *hail of stone*, *mage armor* (DC 14) †, *magic missile*

0 (6/day) — *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *ray of frost* (+4 ranged touch), *touch of fatigue* (DC 13)

Abilities Str 4, Dex 15, Con 10, Int 14, Wis 10, Cha 16

SQ light sensitivity, summon familiar

Feats Battle Casting, Combat Casting

Skills Bluff +10, Concentration +7, Knowledge (arcana) +9, Spellcraft +11

Possessions combat gear plus mithral buckler, ring of protection +1, small traveler's outfit

Light Sensitivity (Ex): dazzled in bright sunlight or within the radius of a daylight spell.

Description This kobold is shorter and somewhat frailer than most kobolds. The large robe that this sorcerer wears conceals his or her gender.

Sources Battle Casting feat (*Races of the Wild*), all non-Open spells (*Spell Compendium*)

PHINEAS PHAERHAERLY

CR 11

Male humanoid 11

N Medium humanoid

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Flan

AC 24, touch 15, flat-footed 24

(+0 size, +5 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 57 (11 HD)

Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. in +2 mithral breastplate (6 squares), base movement 30 ft.

Melee sword of subtlety +8/+3 (1d6+1/19-20) or

Melee unarmed strike +7/+2 (1d3)

Ranged +1 shortbow +15/+10 (1d6) or

Ranged +1 shortbow +15/+10 (1d6 – adamantine arrow)

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

Atk Options Improved Feint, sneak attack +6d6

Combat Gear boots of elvenkind, cloak of elvenkind, gloves of dexterity +4, ring of mind shielding, vest of resistance +3

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12

SQ evasion, improved uncanny dodge, skill mastery (Disable Device, Search, Use Magic Device, Tumble, Bluff), sneak attack +6d6, trap sense +3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Deft Strike, Improved Feint, Simple Weapon Proficiency, Tactile Trapsmith, Track, ,

Skills Balance +7, Bluff +14, Craft (trapsmith) +16, Diplomacy +4, Disable Device +22, Gather Information +14, Hide +22, Intimidate +5, Knowledge (local – Core Metaregion) +5, Knowledge (local – Sheldomar Valley Metaregion) +5, Listen +13, Move Silently +22, Open Lock +21, Search +20, Sleight of Hand +8, Spot +13, Survival +1, Tumble +17, Use Magic Device +14

Possessions combat gear plus +1 mithral buckler, +1 shortbow, +2 mithral breastplate, 20 adamantine arrows, explorer's outfit, mwk thieves tools, sword of subtlety

Description Phineas Phaerhaerly is a con man and thief infamous from Sterich to the Free City of Greyhawk. Normally not a vengeful man, he has dipped into his personal fortune to hire arcane casters to help him kill the ones responsible for the apprehension and subsequent death of his foolish sons.

All of the Phaerhaerly clan are of mixed Suel and Oeridian descent, having dark brown hair, pale skin, and angular facial features. Phineas himself keeps his graying hair cut short and wears non-descript clothing in order to blend in with a crowd. He is of average height and build, again perfect for maintaining anonymity.

Sources Deft Strike and Tactile Trapsmith (*Complete Adventurer*), vest of resistance (*Complete Arcane*)

ENCOUNTER 6

Shadows (6): hp 27 each; see *Monster Manual*, page 221.

ENCOUNTER 8

ASPECT OF VECNA

CR 10

Male aspect of Vecna

NE Medium undead

Init +3; **Senses** Listen +21, Spot +8
Languages Abyssal, Common, Draconic, Infernal

AC 22, touch 17, flat-footed 19
 (+0 size, +3 Dex, +0 class, +0 armor, +0 shield, +4 deflection, +0 insight, +5 natural); *magic circle against good*
hp 90 (10 HD); DR 5/epic
Immune ability drain, ability damage, critical hits, death effects, disease, effects requiring a Fort save, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun
SR 21
Fort +5, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares)
Melee +1 *ghost touch dagger* +11 (1d4+6/19-20) or
Melee unarmed strike +10 (1d4+5)
Ranged +1 *ghost touch dagger* (thrown) +11/+6 (1d4+3/19-20)
Base Atk +5; **Grp** +10
Atk Options Blind-Fight
Combat Gear *necklace of fireballs* III
Spell-Like Abilities (CL 10th):
 At Will — *empowered magic missile* (5x (1d4+1 x 50%)); casting on the defensive cannot fail

Abilities Str 17, Dex 16, Con —, Int 28, Wis 23, Cha 18
SQ undead traits
Feats Alertness, Blind-Fight, Combat Casting, Spell Penetration
Skills Appraise +22, Concentration +17, Craft (alchemy) +22, Decipher Script +22, Diplomacy +6, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (religion) +22, Knowledge (the planes) +22, Listen +21, Search +22, Sense Motive +19, Spellcraft +24, Survival +6*
Possessions combat gear plus +1 *ghost touch dagger*, royal outfit
Skills *Survival (+8 following tracks, +10 following tracks on other planes, +8 on other planes)

Description This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice, and perhaps madness.
Sources Aspect of Vecna (*Miniatures Handbook*)

VRAIRIS (POSSESSED BY THE SPIRIT OF THE CUP)
CR 8
 Female ghost sorcerer 6
 NE Medium undead (augmented outsider)
Init +2; **Senses** darkvision 60 ft., Listen +9, Spot +9
Languages Ancient Suloise, Common, Flan

AC 18, touch 13, flat-footed 15
 (+0 size, +3 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural)
hp 69 (6 HD), *false life* precast by Vrairis prior to possession (15 hp)
Fort +5, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares)
Melee +1 *adamantine dagger* +5 (1d4+3/19-20) or
Melee unarmed strike +4 (1d3+1)
Ranged +1 *adamantine dagger* (thrown) +8 (1d4+3/19-20)
Base Atk +3; **Grp** +4
Special Actions Frightful Moan
Combat Gear *bracers of armor* +5, *cloak of charisma* +4
Sorcerer Spells Known (CL 6th):
 3rd (4/day) — *dispel magic*
 2nd (6/day) — *glitterdust* (DC 19), *protection from arrows* (DC 21)
 1st (8/day) — *hail of stone*, *mage armor*, *magic missile*, *shield*

o (6/day) — *detect magic*, *detect poison*, *electric jolt*, *flare* (DC 17),
ray of frost (+6 ranged touch), *read magic*, *resistance* (DC 17)
 ‡ Already cast

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 25
SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits
Feats Ability Focus (Horrific Appearance), Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),
Skills Bluff +14, Concentration +9, Knowledge (arcana) +11, Knowledge (history) +6, Spellcraft +16
Possessions combat gear plus +1 *adamantine dagger*, cleric's vestments

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 15) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description Vrairis was a female tiefling, her infernal heritage clearly apparent from her metallic copper hair, her blazing red eyes, demonic tail, and her red-hued skin. After her possession, however, she appears to be a full-blooded Suel woman, though her facial features strongly resemble her former form. She is 5'11 and weighs 150 pounds.

Sources *hail of stone* spell (*Spell Compendium*)

SPIRIT OF THE CUP

CR 8

Female ghost sorcerer 6

NE Medium undead (augmented human)

Init +2; **Senses** Listen +9, Spot +9

Aura Horrific Appearance

Languages Ancient Sulioise, Common, Flan

AC 17, touch 17, flat-footed 15

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

Miss Chance 50% when manifesting

hp 54 (6 HD)

Fort +4, **Ref** +6, **Will** +5

Weakness

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

Melee +1 *adamantine dagger* +5 (1d4+3/19-20) or

Melee unarmed strike +4 (1d3+1)

Ranged +1 *adamantine dagger* (thrown) +8 (1d4+3/19-20)

Base Atk +3; **Grp** +2

Special Actions Frightful Moan

Sorcerer Spells Known (CL 6th):

3rd (4/day) — *dispel magic*

2nd (6/day) — *glitterdust* (DC 17), *protection from arrows* (DC 19)

1st (8/day) — *hail of stone*, *mage armor*, *magic missile*, *shield*

0 (6/day) — *detect magic*, *detect poison*, *electric jolt*, *flare* (DC 15),
ray of frost (+6 ranged touch), *read magic*, *resistance* (DC 17)

† Already cast

Abilities Str 8, Dex 15, Con *, Int 14, Wis 12, Cha 21

SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits

Feats Ability Focus (Horrific Appearance), Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration), ,

Skills Bluff +14, Concentration +9, Knowledge (arcana) +11, Knowledge (history) +6, Spellcraft +16

Possessions combat gear plus +1 *adamantine dagger*, courier's outfit

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 15) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 17) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description Outside of a host body, the Spirit of the Cup looks like an incorporeal being made of fiery black energy.

Sources *hail of stone* spell (*Spell Compendium*)

APPENDIX 2 – APL 10

ENCOUNTER 5

NET TRAP

CR 3

Description A net trap that traps targets on the ground when triggered.

Search DC 18; **Type** mechanical

Trigger touch, **Init** +1

Effect Characters in 40-ft. square area are grappled by net (+3 BAB, Str 18, Large size, Grapple +11) if they fail a DC 13 Reflex save. This trap comes from the north wall of the passage and falls south. The trap can also catch targets flying 10 feet or less above the ground. All inside are considered to have partial cover (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 18) allows save). The net does no damage.

Duration 6 rounds (the trap's securing ropes eventually break during the struggle).

Destruction AC 14, hp 6, hardness 2, entire location

Disarm Disable Device DC 21, entire location (disadvantage: one central disarm location (untying the securing ropes) shuts down the trap).

CLAN GRASYKK SORCERER

CR 4

Male/female kobold sorcerer 4

LE Small humanoid

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

Languages Common, Draconic, Undercommon

AC 20, touch 14, flat-footed 18

(+1 size, +2 Dex, +0 class, +4 armor, +1 shield, +1 deflection, +0 insight, +0 natural)

hp 12 (4 HD)

Fort +1, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares), base movement 30 ft.

Melee unarmed strike +0 (1d2-3)

Base Atk +2; **Grp** -5

Combat Gear scroll of fireball, ~~scroll of major image~~, wand of magic missile (CL 1st)

Sorcerer Spells Known (CL 4th): (0% arcane spell failure chance);

2nd (4/day) — *flaming sphere* (DC 15)

1st (6/day) — *hail of stone*, *mage armor* (DC 14) †, *magic missile*

0 (6/day) — *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *ray of frost* (+4 ranged touch), *touch of fatigue* (DC 13)

Abilities Str 4, Dex 15, Con 10, Int 14, Wis 10, Cha 16

SQ light sensitivity, summon familiar

Feats Battle Casting, Combat Casting

Skills Bluff +10, Concentration +7, Knowledge (arcana) +9, Spellcraft +11

Possessions combat gear plus mithral buckler, *ring of protection* +1, small traveler's outfit

Light Sensitivity (Ex): dazzled in bright sunlight or within the radius of a daylight spell.

Description This kobold is shorter and somewhat frailer than most kobolds. The large robe that this sorcerer wears conceals his or her gender.

Sources Battle Casting feat (*Races of the Wild*), all non-Open spells (*Spell Compendium*)

PHINEAS PHAERHAERLY

CR 11

Male human rogue 11

N Medium humanoid

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Flan

AC 24, touch 15, flat-footed 24

(+0 size, +5 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 57 (11 HD)

Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. in +2 *mithral breastplate* (6 squares), base movement 30 ft.

Melee *sword of subtlety* +8/+3 (1d6+1/19-20) or

Melee unarmed strike +7/+2 (1d3)

Ranged +1 *shortbow* +15/+10 (1d6) or

Ranged +1 *shortbow* +15/+10 (1d6 – adamantine arrow)

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

Atk Options Improved Feint, sneak attack +6d6

Combat Gear *boots of elvenkind*, *cloak of elvenkind*, *gloves of dexterity* +4, *ring of mind shielding*, *vest of resistance* +3

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12

SQ evasion, improved uncanny dodge, skill mastery (Disable Device, Search, Use Magic Device, Tumble, Bluff), sneak attack +6d6, trap sense +3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Deft Strike, Improved Feint, Simple Weapon Proficiency, Tactile Trapsmith, Track, ,

Skills Balance +7, Bluff +14, Craft (trapsmith) +16, Diplomacy +4, Disable Device +22, Gather Information +14, Hide +22, Intimidate +5, Knowledge (local – Core Metaregion) +5, Knowledge (local - Sheldomar Valley Metaregion) +5, Listen +13, Move Silently +22, Open Lock +21, Search +20, Sleight of Hand +8, Spot +13, Survival +1, Tumble +17, Use Magic Device +14

Possessions combat gear plus +1 *mithral buckler*, +1 *shortbow*, +2 *mithral breastplate*, 20 adamantine arrows, explorer's outfit, mwk thieves tools, *sword of subtlety*

Description Phineas Phaerhaerly is a con man and thief infamous from Sterich to the Free City of Greyhawk. Normally not a vengeful man, he has dipped into his personal fortune to hire arcane casters to help him kill the ones responsible for the apprehension and subsequent death of his foolish sons.

All of the Phaerhaerly clan are of mixed Suel and Oeridian descent, having dark brown hair, pale skin, and angular facial features. Phineas himself keeps his graying hair cut short and wears non-descript clothing in order to blend in with a crowd. He is of average height and build, again perfect for maintaining anonymity.

Sources Deft Strike and Tactile Trapsmith (*Complete Adventurer*), *vest of resistance* (*Complete Arcane*)

ENCOUNTER 6

Wraiths (6): hp 27 each; see *Monster Manual*, page 221.

MOB OF SHADOWS

CR 8

CE Gargantuan undead

Init +0; **Senses** darkvision 60 ft., Listen +6, Spot +6, Alertness

Languages Common (does not speak)

AC 9, touch 9, flat-footed 7

(-4 size, +2 Dex, +0 class, +0 armor, +0 shield, +1 deflection, +0 insight, +0 natural)

Miss Chance 50%

hp 270 (30 HD)

Immune critical hits, sneak attacks, flanking, tripping, grappling, bull rush

Fort +9, **Ref** +9, **Will** +17

Weakness in brightly lit areas, it takes a -4 penalty on Hide checks

Speed fly 30 ft (good) (6 squares); Dodge

Melee incorporeal touch +13 (1d6 Str damage)

Space 20 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** —

Special Actions create spawn, strength damage

Abilities Str —, Dex 14, Con —, Int 10, Wis 10, Cha 10

SQ create spawn, expert grappler, incorporeal traits, mob anatomy, strength damage, trample, +2 turn resistance, undead traits

Feats Alertness, Dodge Improved Bull Rush^B, Improved Overrun^B

Skills Hide +4*, Listen +6, Search +6, Spot +6

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

As it is incorporeal, however, a mob of shadows does not grapple. If a circumstance occurs where it could grapple, the above special quality applies.

Mob Anatomy (Ex) A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons or evocation spells.

A mob of shadows is affected by turning or rebuking undead by bestowing negative levels as those effects target specific creatures in the mob. The turn check targets the 3 HD of a shadow plus its +2 turn resistance, not the 30 HD of a mob.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points + 1 ½ times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

As it is incorporeal, however, a mob of shadows does not trample for physical damage. If a circumstance occurs where it could trample, the above special quality applies. A mob of shadows can, however, trample for strength damage. The trampled victim takes 1d6 Str damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25) to take half damage

Skills Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Description This huge creature seems to be nothing but a mass of mobile gloom in a generally square shape. Various shadowy figures of more or less humanoid shape can be seen within.

Sources Mob Template (*Dungeon Masters Guide II*)

ENCOUNTER 8

ASPECT OF VECNA

CR 12

Male aspect of Vecna wizard 4

NE Medium undead

Init +3; **Senses** Listen +22, Spot +8

Languages Abyssal, Common, Draconic, Infernal

AC 22, touch 17, flat-footed 19

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

hp 126 (14 HD); DR 5/epic

SR 21

Immune ability drain, ability damage, critical hits, death effects, disease, effects requiring a Fort save, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun

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

Speed 30 ft. (6 squares), *freedom of movement*

Melee +1 ghost touch dagger +13/+8 (1d4+6/19-20) or

Melee unarmed strike +12/+7 (1d4+5)

Ranged +1 ghost touch dagger (thrown) +13/+8 (1d4+6/19-20)

Base Atk +7; **Grp** +12

Atk Options Blind-Fight

Combat Gear necklace of fireballs III

Wizard Spells Prepared (CL 4th):

2nd — *false life*, *ghoul touch* (DC 21), *scorching ray* (+12 ranged touch), *snowball swarm* (DC 21)

1st — *hail of stone* (2), *mage armor* (DC 20), *ray of enfeeblement* (+12 ranged touch), *shield*, *sonic blast* (DC 20; +12 ranged)

0 — *acid splash* (2) (+12 ranged touch), *electric jolt*, *ray of frost* (+12 ranged touch)

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will — *empowered magic missile* (5x (1d4+1 x 50%)); casting on the defensive cannot fail

Abilities Str 17, Dex 16, Con —, Int 29, Wis 23, Cha 18

SQ undead traits

Feats Alertness, Blind-Fight, Combat Casting, Eschew Materials, Scribe Scroll

Skills Appraise +23, Concentration +21, Craft (alchemy) +26, Decipher Script +26, Knowledge (arcana) +26, Knowledge (history) +26, Knowledge (religion) +26, Knowledge (the planes) +26, Listen +22, Search +24, Sense Motive +21, Spellcraft +28

Possessions combat gear plus +1 ghost touch dagger, royal outfit

Wizard Spellbook N/A

Skills *Survival (+8 following tracks, +10 following tracks on other planes, +8 on other planes)

Description This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one

remaining eye flashes with magic, malice, and perhaps madness.

Sources Aspect of Vecna (*Miniatures Handbook*); all non Open spells (*Spell Compendium*)

VRAIRIS (POSSESSED BY THE SPIRIT OF THE CUP)
CR 12

Female ghost sorcerer 10

NE Medium undead (augmented outsider)

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

Languages Ancient Suloise, Common, Flan

AC 18, touch 18, flat-footed 16

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

hp 105 (10 HD), *false life* precast by Vrairis prior to possession (15 hp)

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

Speed 30 ft. (6 squares)

Melee +1 *adamantine dagger* +8 (1d4+3/19-20) or

Melee unarmed strike +7 (1d3+2)

Ranged +1 *adamantine dagger* (thrown) +11 (1d4+3/19-20)

Base Atk +5; **Grp** +7

Special Actions Frightful Moan

Combat Gear *bracers of armor* +5, *cloak of charisma* +4, *vest of resistance* +3

Sorcerer Spells Known (CL 10th):

5th (4/day) — *reciprocal gyre* (DC 25)

4th (6/day) — *dimensional anchor*, *forceward* (DC 24)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 21), *ray of exhaustion* (DC 21; +10 ranged touch)

2nd (8/day) — *glitterdust* (DC 20), *protection from arrows* (DC 22), *ray of ice* (DC 22; +10 ranged touch), *scorching ray* (+10 ranged touch)

1st (8/day) — *hail of stone*, *mage armor* (DC 19), *magic missile*, *ray of enfeeblement* (+10 ranged touch), *shield*

0 (6/day) — *acid splash* (+8 ranged touch), *detect magic*, *detect poison*, *electric jolt* (+10 ranged touch), *flare* (DC 18), *mage hand*, *ray of frost* (+10 ranged touch), *read magic*, *resistance* (DC 20)

† Already cast

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 26

SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits

Feats Ability Focus (Horrific Appearance), Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills Bluff +21, Concentration +13, Knowledge (arcana) +15, Knowledge (history) +8, Spellcraft +20

Possessions combat gear plus +1 *adamantine dagger*, courtier's outfit

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description Vrairis was a female tiefling, her infernal heritage clearly apparent from her metallic copper hair, her blazing red eyes, demonic tail, and her red-hued skin. After her possession, however, she appears to be a full-blooded Suel woman, though her facial features strongly resemble her former form. She is 5'11 and weighs 150 pounds.

Sources All non Open spells (*Spell Compendium*)

SPIRIT OF THE CUP

Female ghost sorcerer 10

NE Medium undead (augmented human)

Init +2; **Senses** Listen +9, Spot +9

Aura Horrific Appearance

Languages Ancient Suloise, Common, Flan

AC 18, touch 18, flat-footed 16

CR 12

(+0 size, +2 Dex, +0 class, +0 armor, +0 shield, +6 deflection, +0 insight, +0 natural)

Miss Chance 50% when manifesting

hp 90 (10 HD)

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

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

Melee +1 *adamantine dagger* +7 (1d4+2/19-20) or

Melee unarmed strike +6 (1d3+1)

Ranged +1 *adamantine dagger* (thrown) +10 (1d4+2/19-20)

Base Atk +5; **Grp** +4

Special Actions Frightful Moan

Sorcerer Spells Known (CL 10th):

5th (4/day) — *reciprocal gyre* (DC 23)

4th (6/day) — *dimensional anchor*, *forceward* (DC 22)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 19), *ray of exhaustion* (DC 19; +10 ranged touch)

2nd (8/day) — *glitterdust* (DC 18), *protection from arrows* (DC 20), *ray of ice* (DC 18; +10 ranged touch), *scorching ray* (+10 ranged touch)

1st (8/day) — *hail of stone*, *mage armor* (DC 17), *magic missile*, *ray of enfeeblement* (+10 ranged touch), *shield*

0 (6/day) — *acid splash* (+10 ranged touch), *detect magic*, *detect poison*, *electric jolt* (+10 ranged touch), *flare* (DC 16), *mage hand*, *ray of frost* (+10 ranged touch), *read magic*, *resistance* (DC 18)

† Already cast

Abilities Str 8, Dex 15, Con *, Int 14, Wis 12, Cha 22

SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn resistance +4, undead traits

Feats Ability Focus (Horrific Appearance), Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills Bluff +19, Concentration +13, Knowledge (arcana) +15, Knowledge (history) +8, Spellcraft +20

Possessions combat gear plus +1 *adamantine dagger*, courtier's outfit

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 16) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 20). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Description Outside of a host body, the Spirit of the Cup looks like an incorporeal being made of fiery black energy.

Sources All non Open spells (*Spell Compendium*)

APPENDIX 3 – APL 12

ENCOUNTER 5

ELECTRIC NET TRAP

CR 9

Description This is a net trap that has copper strands woven into the ropes making up the net. These strands are connected to an electric power source. While the power source is itself a magical device, it is contained inside of a hidden lead-lined box and thus the trap is itself mechanical. The trap itself is really two CR 7 traps coupled together: a CR 7 net trap and a CR 7 electricity trap.

Search DC 24; **Type** mechanical

Trigger touch, **Init** +4

Effect Characters in 40-ft. square area are grappled by net (+9 BAB, Str 18, Large size, Grapple +17) if they fail a DC 17 Reflex save. This trap comes from the north wall of the passage and falls south. The trap can also catch targets flying 10 feet or less above the ground. All inside to have partial cover (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 22) allows save). On rounds after the surprise round, the net sends a nonlethal electric shock (7d6 electrical nonlethal, Reflex Save DC 17 for half).

Duration 12 rounds (the trap's securing ropes eventually break during the struggle, disconnecting the wiring from the power source)

Destruction AC 23, hp 22, hardness 5, entire location

Disarm Disable Device DC 33, entire location (disadvantage: one central disarm location (untying the securing ropes) shuts down the trap).

CLAN GRASYKK SORCERER

CR 6

Male/female kobold sorcerer 6

LE Small humanoid

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

Languages Common, Draconic, Undercommon

AC 21, touch 14, flat-footed 19

(+1 size, +2 Dex, +0 class, +4 armor, +2 shield, +1 deflection, +0 insight, +0 natural)

hp 30 (6 HD); hp 18 without false life

Fort +2, **Ref** +4, **Will** +3

Speed 30 ft. (6 squares), base movement 30 ft.

Melee unarmed strike +1 (1d2-3)

Base Atk +3; **Grp** -4

Atk Options Empower Spell

Combat Gear brooch of shielding, ~~scroll of major image~~, wand of magic missile (CL 1st)

Sorcerer Spells Known (CL 6th): (0% arcane spell failure chance);

3rd (4/day) — fireball (DC 16)

2nd (5/day) — false life ‡, flaming sphere (DC 15)

1st (6/day) — hail of stone, mage armor (DC 14) ‡, magic missile, lesser orb of sound (+5 ranged touch)

0 (6/day) — dancing lights, detect magic, detect poison, disrupt undead, ray of frost (+5 ranged touch), read magic, touch of fatigue (DC 13)

‡ Already cast

Abilities Str 4, Dex 15, Con 10, Int 14, Wis 10, Cha 16

SQ light sensitivity, summon familiar

Feats Battle Casting, Combat Casting, Empower Spell

Skills Bluff +12, Concentration +9, Knowledge (arcana) +11, Spellcraft +13

Possessions combat gear plus +1 mithral buckler, ring of protection +1, small traveler's outfit

Light Sensitivity (Ex): dazzled in bright sunlight or within the radius of a daylight spell

Description This kobold is shorter and somewhat frailer than most kobolds. The large robe that this sorcerer wears conceals his or her gender.

Sources Battle Casting feat (*Races of the Wild*), all non-Open spells (*Spell Compendium*)

PHINEAS PHAERHAERLY

CR 11

Male human rogue 11

N Medium humanoid

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Flan

AC 24, touch 15, flat-footed 24

(+0 size, +5 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 57 (11 HD)

Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. in +2 mithral breastplate (6 squares), base movement 30 ft.

Melee sword of subtlety +8/+3 (1d6+1/19-20) or

Melee unarmed strike +7/+2 (1d3)

Ranged +1 shortbow +15/+10 (1d6) or

Ranged +1 shortbow +15/+10 (1d6 – adamantine arrow)

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

Atk Options Improved Feint, sneak attack +6d6

Combat Gear boots of elvenkind, cloak of elvenkind, gloves of dexterity +4, ring of mind shielding, vest of resistance +3

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12

SQ evasion, improved uncanny dodge, skill mastery (Disable Device, Search, Use Magic Device, Tumble, Bluff), sneak attack +6d6, trap sense +3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Deft Strike, Improved Feint, Simple Weapon Proficiency, Tactile Trapsmith, Track, ,

Skills Balance +7, Bluff +14, Craft (trapsmith) +16, Diplomacy +4, Disable Device +22, Gather Information +14, Hide +22, Intimidate +5, Knowledge (local – Core Metaregion) +5, Knowledge (local - Sheldomar Valley Metaregion) +5, Listen +13, Move Silently +22, Open Lock +21, Search +20, Sleight of Hand +8, Spot +13, Survival +1, Tumble +17, Use Magic Device +14

Possessions combat gear plus +1 mithral buckler, +1 shortbow, +2 mithral breastplate, 20 adamantine arrows, explorer's outfit, mwk thieves tools, sword of subtlety

Description Phineas Phaerhaerly is a con man and thief infamous from Sterich to the Free City of Greyhawk. Normally not a vengeful man, he has dipped into his personal fortune to hire arcane casters to help him kill the ones responsible for the apprehension and subsequent death of his foolish sons.

All of the Phaerhaerly clan are of mixed Suel and Oeridian descent, having dark brown hair, pale skin, and angular facial features. Phineas himself keeps his graying hair cut short and wears non-descript clothing in order to blend in with a crowd. He is of average height and build, again perfect for maintaining anonymity.

Sources Deft Strike and Tactile Trapsmith (Complete Adventurer), vest of resistance (Complete Arcane)

ENCOUNTER 6

Spectres (6): hp 63 each; see *Monster Manual*, page 232.

MOB OF GREATER SHADOWS

CR 10

CE Gargantuan undead

Init +0; **Senses** darkvision 60 ft., Listen +6, Spot +6, Alertness

Languages Common (does not speak)

AC 10, touch 10, flat-footed 8

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

Miss Chance 50%

hp 270 (30 HD)

Immune critical hits, sneak attacks, flanking, tripping, grappling, bull rush

Fort +9, **Ref** +9, **Will** +17

Weakness in brightly lit areas, it takes a -4 penalty on Hide checks

Speed fly 30 ft (good) (6 squares); Dodge, Mobility, Spring Attack

Melee incorporeal touch +13 (1d8 Str damage)

Space 20 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** —

Special Actions create spawn, strength damage

Abilities Str —, Dex 15, Con —, Int 10, Wis 10, Cha 10

SQ create spawn, expert grappler, incorporeal traits, mob anatomy, strength damage, trample, +2 turn resistance, undead traits

Feats Alertness, Dodge Improved Bull Rush^B, Improved Overrun^B Mobility, Spring Attack

Skills Hide +10*, Listen +8, Search +8, Spot +8

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

As it is incorporeal, however, a mob of greater shadows does not grapple. If a circumstance occurs where it could grapple, the above special quality applies.

Mob Anatomy (Ex) A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons or evocation spells.

A mob of greater shadows is affected by turning or rebuking undead by bestowing negative levels as those effects target specific creatures in the mob. The turn check targets the 9 HD of a greater shadow plus its +2 turn resistance, not the 30 HD of a mob.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points + 1 ½ times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

As it is incorporeal, however, a mob of shadows does not trample for physical damage. If a circumstance occurs where it could trample, the above special quality applies. A mob of shadows can, however, trample for strength damage. The trampled victim takes 1d6 Str damage. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25) to take half damage.

Skills Greater shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A greater shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

Description This huge creature seems to be nothing but a mass of mobile gloom in a generally square shape. Various shadowy figures of more or less humanoid shape can be seen within.

Sources Mob Template (*Dungeon Masters Guide II*)

ENCOUNTER 8

ASPECT OF VECNA

CR 14

Male aspect of Vecna wizard 8

NE Medium undead

Init +3; **Senses** Listen +24, Spot +8

Languages Abyssal, Common, Draconic, Infernal

AC 22, touch 17, flat-footed 19

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

hp 162 (18 HD); DR 5/epic

SR 21

Immune ability drain, ability damage, critical hits, death effects, disease, effects requiring a Fort save, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun

Fort +7, **Ref** +10, **Will** +11

Speed 30 ft. (6 squares)

Melee +1 ghost touch dagger +15/+10 (1d4+6/19-20) or

Melee unarmed strike +14/+9 (1d4+5)

Ranged +1 ghost touch dagger (thrown) +15/+10 (1d4+6/19-20)

Base Atk +9; **Grp** +14

Atk Options Blind-Fight, Combat Reflexes, Empower Spell

Combat Gear necklace of fireballs V

Wizard Spells Prepared (CL 8th):

4th — *Evard's black tentacles*, *force missiles* (2), *greater invisibility* (DC 24)

3rd — *chain missile* (2), *fireball* (DC 23), *fly* (DC 23), *greater mage armor* (DC 23)

2nd — *false life*, *ghoul touch* (DC 22), *glitterdust* (DC 22), *scorching ray* (2) (+14 ranged touch), *snowball swarm* (DC 22)

1st — *burning hands* (DC 21), *hail of stone* (2), *ray of enfeeblement* (+14 ranged touch), *shield*, *sonic blast* (DC 21; +14 ranged)

0 — *acid splash* (2) (+14 ranged touch), *electric jolt* (+14 ranged touch), *ray of frost* (+14 ranged touch)

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will — *empowered magic missile* (5x (1d4+1 x 50%)); casting on the defensive cannot fail

Abilities Str 17, Dex 16, Con —, Int 30, Wis 23, Cha 18

SQ undead traits

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Scribe Scroll

Skills Appraise +26, Concentration +25, Craft (alchemy) +31, Decipher Script +31, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (religion) +31, Knowledge (the planes) +31, Listen +24, Search +26, Sense Motive +23, Spellcraft +33

Possessions combat gear plus +1 ghost touch dagger, royal outfit

Wizard Spellbook N/A

Skills *Survival (+8 following tracks, +10 following tracks on other planes, +8 on other planes)

Description This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice, and perhaps madness.

Sources Aspect of Vecna (*Miniatures Handbook*); all non-Open spells (*Spell Compendium*)

VRAIRIS (POSSESSED BY THE SPIRIT OF THE CUP)
CR 14

Female ghost sorcerer 10 initiate of the sevenfold veil 2

NE Medium undead (augmented outsider)

Init +2; **Senses** Listen +9, Spot +9

Languages Ancient Suloise, Common, Flan

AC 18, touch 18, flat-footed 16

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

hp 123 (12 HD), *false life* precast by Vrairis prior to possession (15 hp)

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

Speed 30 ft. (6 squares)

Melee +1 adamantite dagger +7/+1 (1d4+3/19-20) or

Melee unarmed strike +6/+1 (1d3+2)

Ranged +1 adamantite dagger (thrown) +9/+4 (1d4+3/19-20)

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

Special Actions Frightful Moan

Combat Gear bracers of armor +5, cloak of charisma +4, vest of resistance +3

Sorcerer Spells Known (CL 12th):

6th (4/day) — *disintegrate* (DC 22; +10 ranged touch)

5th (5/day) — *prismatic ray* (DC 21; +10 ranged touch), *reciprocal gyre* (DC 23)

4th (7/day) — *dimensional anchor*, *energy spheres* (DC 20), *forceward* (DC 22)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 19), *greater mage armor* (DC 19), *ray of exhaustion* (DC 19; +10 ranged touch)

2nd (8/day) — *glitterdust* (DC 18), *invisibility* (DC 18), *protection from arrows* (DC 20), *ray of ice* (DC 18; +10 ranged touch), *scorching ray* (+10 ranged touch)

1st (8/day) — *hail of stone*, *magic missile*, *protection from good* (DC 19), *ray of enfeeblement* (+10 ranged touch), *shield*

0 (6/day) — *acid splash* (+10 ranged touch), *detect magic*, *detect poison*, *electric jolt* (+10 ranged touch), *flare* (DC 16), *mage hand*, *ray of frost* (+10 ranged touch), *read magic*, *resistance* (DC 18)

† Already cast

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 27

SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn

resistance +4, unanswerable strike +2, undead traits, unimpeachable abjuration, veils, warding 1/day

Feats Ability Focus (Horrific Appearance), Battle Casting, Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills , Bluff +19, Concentration +15, Knowledge (arcana) +17, Knowledge (history) +12, Spellcraft +22

Possessions combat gear plus +1 adamantite dagger, courtier's outfit

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will

often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding*'s protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone

who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Vrairis was a female tiefling, her infernal heritage clearly apparent from her metallic copper hair, her blazing red eyes, demonic tail, and her red-hued skin. After her possession, however, she appears to be a full-blooded Suel woman, though her facial features strongly resemble her former form. She is 5'11 and weighs 150 pounds.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*)

SPIRIT OF THE CUP

CR 14

Female ghost sorcerer 10 initiate of the sevenfold veil 2
NE Medium undead (augmented human)

Init +2; **Senses** Listen +9, Spot +9

Aura Horrific Appearance

Languages Ancient Sulioise, Common, Flan

AC 18, touch 18, flat-footed 16

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

Miss Chance 50% when manifesting

hp 108 (12 HD)

Fort +5, **Ref** +7, **Will** +8

Weakness

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

Melee +1 adamantite dagger +8/+3 (1d4+2/19-20) or

Melee unarmed strike +7/+2 (1d3-1)

Ranged +1 adamantite dagger (thrown) +11/+6 (1d4+2/19-20)

Base Atk +6; **Grp** —

Special Actions Frightful Moan

Sorcerer Spells Known (CL 12th):

6th (4/day) — *disintegrate* (DC 22; +10 ranged touch)

5th (5/day) — *prismatic ray* (DC 21; +10 ranged touch), *reciprocal gyre* (DC 23)

4th (7/day) — *dimensional anchor*, *energy spheres* (DC 20), *forceward* (DC 22)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 19), *greater mage armor* (DC 19), *ray of exhaustion* (DC 19; +10 ranged touch)

2nd (8/day) — *glitterdust* (DC 18), *invisibility* (DC 18), *protection from arrows* (DC 20), *ray of ice* (DC 18; +10 ranged touch), *scorching ray* (+10 ranged touch)

1st (8/day) — *hail of stone*, *magic missile*, *protection from good* (DC 19), *ray of enfeeblement* (+10 ranged touch), *shield*
o (6/day) — *acid splash* (+10 ranged touch), *detect magic*, *detect poison*, *electric jolt*, *flare* (DC 16), *mage hand*, *ray of frost* (+10 ranged touch), *read magic*, *resistance* (DC 18)

† Already cast

Abilities Str 8, Dex 15, Con —, Int 14, Wis 12, Cha 23

SQ frightful moan, horrific appearance, malevolence, manifestation, rejuvenation, summon familiar, turn resistance +4, unanswerable strike +2, undead traits, unimpeachable abjuration, veils, warding 1/day

Feats Ability Focus (Manifestation), Battle Casting, Combat Casting, Greater Spell Focus (Abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (Abjuration),

Skills , Bluff +19, Concentration +15, Knowledge (arcana) +17, Knowledge (history) +12, Spellcraft +22

Possessions combat gear plus +1 *adamantine dagger*, *courtier's outfit*

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

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

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets.

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

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

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but

she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Outside of a host body, the Spirit of the Cup looks like an incorporeal being made of fiery black energy.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*)

APPENDIX 4 – APL 14

ENCOUNTER 5

ELECTRIC NET TRAP

CR 10

Description This is a net trap that has copper strands woven into the ropes making up the net. These strands are connected to an electric power source. While the power source is itself a magical device, it is contained inside of a hidden lead-lined box and thus the trap is itself mechanical. The trap itself is really two CR 8 traps coupled together: a CR 8 net trap and a CR 8 electricity trap.

Search DC 25; **Type** mechanical

Trigger touch, **Init** +5

Effect Characters in 40-ft. square area are grappled by net (+10 BAB, Str 18, Large size, Grapple +18) if they fail a DC 18 Reflex save. This trap also raises captives up 10 feet in the air and squeeze comes from the north wall of the passage and falls south. The trap can also catch targets flying 10 feet or less above the ground. All inside are considered to have partial cover (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 25) allows save). On rounds after the surprise round, the net sends a nonlethal electric shock (8d6 electrical nonlethal, Reflex Save DC 18 for half).

Duration 12 rounds (the trap's securing ropes eventually break during the struggle, disconnecting the wiring from the power source)

Destruction AC 25, hp 25, hardness 5, entire location

Disarm Disable Device DC 35, entire location (disadvantage: one central disarm location (untying the securing ropes) shuts down the trap).

CLAN GRASYKK SORCERER

CR 10

Male kobold sorcerer 10

LE Small humanoid

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

Languages Common, Draconic, Undercommon

AC 24, touch 15, flat-footed 22

(+1 size, +2 Dex, +0 class, +6 armor, +2 shield, +0 deflection, +0 insight, +1 natural)

hp 46 (10 HD); hp 30 without false life

Fort +3, **Ref** +5, **Will** +5

Weakness

Speed 30 ft. (6 squares), base movement 30 ft.

Melee unarmed strike +3 (1d2-3)

Base Atk +5; **Grp** -2

Atk Options Empower Spell, Energy Substitution (acid)

Combat Gear brooch of shielding, cloak of charisma +2, ~~scroll of major image~~, wand of magic missile (1st level caster)

Sorcerer Spells Known (CL 10th): (0% arcane spell failure chance);

5th (3/day) — *dragon breath* (DC 19)

4th (6/day) — *dimension door*, *force missiles*

3rd (6/day) — *fireball* (DC 17), *hold person* (DC 17), *greater mage armor* (DC 17)

2nd (6/day) — *false life*, *fireburst* (DC 16), *flaming sphere* (DC 16), *scorching ray* (+7 ranged touch)

1st (7/day) — *burning hands* (DC 15), *hail of stone*, *magic missile*, *lesser orb of sound* (+7 ranged touch), *shield*

0 (6/day) — *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost* (+7 ranged) *read magic*, *resistance* (DC 14), *touch of fatigue* (DC 14)

‡ Already cast

Abilities Str 4, Dex 15, Con 10, Int 14, Wis 10, Cha 19

SQ light sensitivity, summon familiar

Feats Battle Casting, Combat Casting, Empower Spell, Energy Substitution (acid)

Skills Bluff +17, Concentration +13, Knowledge (arcana) +15, Spellcraft +17

Possessions combat gear plus +1 mithral buckler, ring of protection +2, small traveler's outfit

Light Sensitivity (Ex): dazzled in bright sunlight or within the radius of a daylight spell

Description This kobold is shorter and somewhat frailer than most kobolds. The large robe that this sorcerer wears conceals his or her gender.

Sources Battle Casting feat (*Races of the Wild*), all non-Open spells (*Spell Compendium*)

PHINEAS PHAERHAERLY

CR 11

Male human rogue 11

N Medium humanoid

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Flan

AC 24, touch 15, flat-footed 24

(+0 size, +5 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 57 (11 HD)

Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. in +2 mithral breastplate (6 squares), base movement 30 ft.

Melee sword of subtlety +8/+3 (1d6+1/19-20) or

Melee unarmed strike +7/+2 (1d3)

Ranged +1 shortbow +15/+10 (1d6) or

Ranged +1 shortbow +15/+10 (1d6 – adamantine arrow)

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

Atk Options Improved Feint, sneak attack +6d6

Combat Gear boots of elvenkind, cloak of elvenkind, gloves of dexterity +4, ring of mind shielding, vest of resistance +3

‡ Already cast

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12

SQ evasion, improved uncanny dodge, skill mastery (Disable Device, Search, Use Magic Device, Tumble, Bluff), sneak attack +6d6, trap sense +3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Deft Strike, Improved Feint, Simple Weapon Proficiency, Tactile Trapsmith, Track, ,

Skills Balance +7, Bluff +14, Craft (trapsmith) +16, Diplomacy +4, Disable Device +22, Gather Information +14, Hide +22, Intimidate +5, Knowledge (local – Core Metaregion) +5, Knowledge (local - Sheldomar Valley Metaregion) +5, Listen +13, Move Silently +22, Open Lock +21, Search +20, Sleight of Hand +8, Spot +13, Survival +1, Tumble +17, Use Magic Device +14

Possessions combat gear plus +1 mithral buckler, +1 shortbow, +2 mithral breastplate, 20 adamantine arrows, explorer's outfit, mwk thieves tools, sword of subtlety

Description Phineas Phaerhaerly is a con man and thief infamous from Sterich to the Free City of Greyhawk.

Normally not a vengeful man, he has dipped into his personal fortune to hire arcane casters to help him kill the ones responsible for the apprehension and subsequent death of his foolish sons.

All of the Phaerhaerly clan are of mixed Suel and Oeridian descent, having dark brown hair, pale skin, and angular facial features. Phineas himself keeps his graying hair cut short and wears non-descript clothing in order to blend in with a crowd. He is of average height and build, again perfect for maintaining anonymity.

Sources Deft Strike and Tactile Trapsmith (Complete Adventurer), vest of resistance (Complete Arcane)

ENCOUNTER 6

UMBRAL ETTIN **CR 8**

Male umbral ettin

CE Large undead (augmented giant, incorporeal)

Init +5; **Senses** Listen +11, Spot +11

Aura evil

Languages Pidgin of Orc, Goblin, and Giant (umbral ettins do not speak)

AC 11, touch 11, flat-footed 10

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

Miss Chance 50%

hp 90 (10 HD)

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

Speed Fly 40 ft. (8 squares) (perfect)

Melee Incorporeal touch +5 (1d8 Strength)

Space 10'; **Reach** 10'

Base Atk +5; **Grp** —

Abilities Str —, Dex 12, Con —, Int 2, Wis 12, Cha 13

SQ create spawn, incorporeal traits, strength damage, superior two-weapon fighting, turn resistance +2, undead traits

Feats Alertness, Improved Initiative, Iron Will, Power Attack

Skills Listen +11, Search -1, Spot +11

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

Strength Damage (Su): The touch of an umbral ettin deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral ettin dies. This is a negative energy effect.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons. Umbral ettins, however, do not use weapons.

Skills An umbral ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Description This is a shadowy monster that appears to be a murky, distorted form of an ettin.

Sources Umbral template (*Libris Mortis*)

MOB OF DREAD WRAITHS **CR 13**

CE Gargantuan undead

Init +0; **Senses** darkvision 60 ft., Listen +6, Spot +6, Alertness, lifesense

Aura unnatural aura

Languages Common (does not speak)

AC 10, touch 10, flat-footed 8

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

Miss Chance 50%

hp 270 (30 HD)

Immune critical hits, sneak attacks, flanking, tripping, grappling, bull rush

Fort +9, **Ref** +9, **Will** +17

Weakness daylight powerlessness

Speed fly 50 ft. (good); Dodge, Mobility, Spring Attack

Melee incorporeal touch +14 (1d4 plus 1d6 Con drain)

Space 20 ft.; **Reach** 0 ft.

Base Atk +15; **Grp** —

Special Actions create spawn, strength damage

Abilities Str —, Dex 16, Con —, Int 10, Wis 10, Cha 10

SQ constitution drain, create spawn, expert grappler, incorporeal traits, mob anatomy, strength damage, trample, +2 turn resistance, undead traits

Feats Alertness, Dodge Improved Bull Rush^B, Improved Overrun^B Mobility, Spring Attack

Skills Hide +10*, Listen +8, Search +8, Spot +8

Constitution Drain (Su): Living creatures hit by a mob of dread wraiths' incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Expert Grappler (Ex) A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a -20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

As it is incorporeal, however, a mob of greater shadows does not grapple. If a circumstance occurs where it could grapple, the above special quality applies.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Mob Anatomy (Ex) A mob has no clear front or back and no discernable anatomy, so it is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Unlike standard swarms, mobs are made up of relatively small numbers of individual creatures, so spells or effects that target specific numbers of creatures can have an effect on a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by spells or effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy (and thus cannot be blocked by *death ward* or removed by *restoration*), but never result in permanent level loss. A mob takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons or evocation spells.

A mob of dread wraiths is affected by turning or rebuking undead by bestowing negative levels as those effects target specific creatures in the mob. The turn check targets the 11 HD of a dread wraith plus its +2 turn resistance, not the 30 HD of a mob.

Trample (Ex) A mob that simply moves over a creature and doesn't end its movement with that creature in one of its occupied squares can trample the creature. A trampled creature takes damage equal to 2d6 points + 1 ½ times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

As it is incorporeal, however, a mob of dread wraiths does not trample for physical damage. If a circumstance occurs where it could trample, the above special quality applies. A mob of dread wraiths can, however, trample for strength damage. The trampled victim takes 1d8 Con drain (Fortitude save 25 negates). The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25) to take half damage.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Description This huge creature seems to be nothing but a mass of mobile gloom in a generally square shape. Various shadowy figures of more or less humanoid shape can be seen within.

Sources Mob Template (Dungeon Masters Guide II)

ENCOUNTER 8

ASPECT OF VECNA

CR 16

Male aspect of Vecna wizard 11

NE Medium undead

Init +3; **Senses** Listen +26, Spot +8

Languages Abyssal, Common, Draconic, Infernal

AC 21, touch 16, flat-footed 18

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

hp 189 (21 HD); **DR** 5/epic

SR 21

Immune ability drain, ability damage, critical hits, death effects, disease, effects requiring a Fort save, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun

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

Speed 30 ft. (6 squares)

Melee +1 ghost touch dagger +16/+11 (1d4+6/19-20) or

Melee unarmed strike +15/+10 (1d4+5)

Ranged +1 ghost touch dagger (thrown) +16/+11 (1d4+6/19-20)

Base Atk +10; **Grp** +15

Atk Options Blind-Fight, Combat Reflexes, Empower Spell, Maximize Spell

Combat Gear necklace of fireballs V

Wizard Spells Prepared (CL 11th):

6th — chain lightning (DC 26), disintegrate (DC 26; +15 ranged touch), greater dispel magic

5th — greater blink, cloudkill (DC 25), prismatic ray (DC 25; +15 ranged touch), teleport

4th — Evard's black tentacles, force missiles (2), ice storm, greater invisibility (DC 24)

3rd — chain missile (2), dispel magic, fireball (DC 23), fly (DC 23), greater mage armor (DC 23)

2nd — false life, ghoul touch (DC 22), glitterdust (DC 22), scorching ray (3) (+15 ranged touch), snowball swarm (DC 22)

1st — burning hands (DC 21), hail of stone (2), ray of enfeeblement (+15 ranged touch), shield, sonic blast (2) (DC 21)

0 — acid splash (2) (+15 ranged touch), electric jolt (+15 ranged touch), ray of frost (+15 ranged touch)

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will — empowered magic missile (5x (1d4+1 x 50%)); casting on the defensive cannot fail

Abilities Str 17, Dex 16, Con —, Int 31, Wis 23, Cha 18

SQ undead traits

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Greater Spell Penetration, Maximize Spell, Scribe Scroll

Skills Appraise +27, Concentration +28, Craft (alchemy) +34, Decipher Script +34, Knowledge (arcana) +34, Knowledge (history) +34, Knowledge (religion) +34, Knowledge (the planes) +34, Listen +26, Search +28, Sense Motive +24, Spellcraft +36

Possessions combat gear plus +1 ghost touch dagger, royal outfit

Wizard Spellbook N/A

Skills *Survival (+8 following tracks, +10 following tracks on other planes, +8 on other planes)

Description This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice, and perhaps madness.

Sources Aspect of Vecna (Miniatures Handbook); chain missile, electric jolt, force missiles, hail of stone, snowball swarm, and sonic blast spells (Spell Compendium)

VRAIRIS (POSSESSED BY THE SPIRIT OF THE CUP)

CR 17

Female Suel lich sorcerer 10 initiate of the sevenfold veil 5

NE medium undead (augmented human)

Init +2; **Senses** Listen +9, Spot +9

Aura deadly fear aura

Languages Ancient Suloise, Common, Flan

AC 23, touch 13, flat-footed 20

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

hp 150 (15 HD), false life precast by Vrairis prior to possession (15 hp); **DR** 15/magic.

SR 25

Immune ability drain, ability damage, cold, critical hits, death effects, disease, effects requiring a Fort save, electricity, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, polymorph, sleep, stun

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

Speed 30 ft. (6 squares)

Melee +1 adamantite dagger +10/+5 (1d4+3/19-20) or

Melee touch +9 (1d8+5 half fire/half negative energy plus paralysis) or

Melee unarmed strike +9/+4 (1d3+2 plus paralysis)

Ranged +1 adamantite dagger (thrown) +10/+5 (1d4+3/19-20)

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

Combat Gear bracers of armor +5, cloak of charisma +4, vest of resistance +3

Sorcerer Spells Known (CL 15th):

7th (5/day) — prismatic spray (DC 24), spell turning

6th (7/day) — disintegrate (DC 23; +12 ranged touch), greater dispel magic, repulsion (DC 25)

5th (7/day) — cloudkill (DC 22), prismatic ray (DC 22; +12 ranged touch), reciprocal gyre (DC 24), teleport

4th (7/day) — dimensional anchor, energy spheres (DC 21), Evard's black tentacles, forceward (DC 23)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 20), *greater mage armor* (DC 20), *ray of exhaustion* (DC 20; +12 ranged touch)
 2nd (7/day) — *glitterdust* (DC 19), *invisibility* (DC 19), *protection from arrows* (DC 21), *ray of ice* (+12 ranged touch), DC 19), *scorching ray* (+12 ranged touch)
 1st (8/day) — *hail of stone*, *magic missile*, *protection from good* (DC 18), *ray of enfeeblement* (+12 ranged touch), *shield*
 0 (6/day) — *acid splash* (+12 ranged touch), *detect magic*, *detect poison*, *electric jolt* (+12 ranged touch), *flare* (DC 17), *mage hand*, *ray of frost* (+12 ranged touch), *read magic*, *resistance* (DC 19)

† Already cast

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 25

SQ deadly fear aura (DC 24), malevolence (DC 22), paralyzing touch (DC 24), reactive warding, spells, summon familiar, turn resistance +4, unanswerable strike +2, undead traits, unimpeachable abjuration, veils, vulnerability, warding 2/day (DC 25)

Feats Ability Focus (Paralyzing Touch), Battle Casting, Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills , Bluff +20, Concentration +18, Knowledge (arcana) +19, Knowledge (history) +12, Spellcraft +24

Possessions combat gear plus +1 *adamantine dagger*, courtier's outfit

Deadly Fear Aura (Su): Suel liches are shrouded in a dreadful aura of death and evil. Creatures of less than 3 HD in a 60-foot radius that look at the Suel lich must succeed on a Will save (DC 15) or die of fright; those that save are paralyzed for 1d10 minutes. A creature that successfully saves cannot be affected again by the same Suel lich's aura for 24 hours.

Malevolence (Su): Once per round, an incorporeal Suel lich can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the Suel lich's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the Suel lich must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same Suel lich's malevolence for 24 hours, and the Suel lich cannot enter the target's space. If the save fails, the creature dies, its spirit leaves its body, and the Suel lich's spirit animates the body as per the *magic jar* spell. Creatures slain in this way can only be brought back with a *miracle* or *wish*.

A possessed body ages at three times the normal rate. If the host dies due to age, is reduced to 0 hit points, or the Suel lich gains a level, the Suel lich is forced out of the host (which causes the body to combust) and must possess a new body within 1 hour or be destroyed. Any other circumstances that force the Suel lich out of its host render the host useless and force the Suel lich to seek out a new one.

Paralyzing Touch (Su): Any living creature a Suel lich touches must succeed on a Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* description). The effect cannot be dispelled.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see below) in response to an attack. She can raise a *warding* as an immediate action (see *Complete Arcane*, page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The

opponent can choose to continue the charge through the *warding* or can halt outside it.

Spells: A Suel lich can cast any spells it could cast while alive. It no longer needs material components for its spells unless they have a gp cost. If the base creature has levels in an arcane class that prepares spells, part of the process for becoming a Suel lich imprints its prepared spells on its mind, allowing it to prepare those spells without a spellbook (similar to the Spell Mastery feat); other spells it learns later must be prepared through the normal methods..

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or *dispel abjuration* spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that *dispel* them. An initiate can add her class level to the DC to *dispel* any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Vulnerability (Ex): A Suel lich in its incorporeal form is vulnerable to *dispel evil*; instead of driving the creature back to its home plane (its native plane is the Material Plane), a Suel lich that fails its spell resistance check and saving throw against the caster's touch attack is immediately destroyed.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding*'s protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone who was formerly inside it and left — becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Vrairis was a female tiefling, her infernal heritage clearly apparent from her metallic copper hair, her blazing red eyes, demonic tail, and her red-hued skin. After her possession, however, she appears to be a full-blooded Suel woman, though her facial features strongly resemble her former form. Her eyes blaze with the black flames consistent with a Suel lich. She is 5'11 and weighs 150 pounds.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*), Suel lich ("Creature Catalog IV: Campaign Classics" from *Dragon* 339)

SPIRIT OF THE CUP

CR 17

Female Suel lich sorcerer 10 initiate of the sevenfold veil 5

NE medium undead (augmented human)

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

Aura deadly fear aura

Languages Ancient Suloise, Common, Flan

AC 17, touch 12, flat-footed 15

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

Miss Chance 50%

hp 135 (15 HD); DR 15/magic

SR 25

Immune ability drain, ability damage, cold, critical hits, death effects, disease, effects requiring a Fort save, electricity, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, polymorph, sleep, stun

Fort +8, **Ref** +8, **Will** +15

Weakness

Speed fly 40 ft. (8 squares)

Melee touch +7 (1d8+5 half fire/half negative energy plus paralysis) or

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

Sorcerer Spells Known (CL 15th):

7th (4/day) — *prismatic spray* (DC 24), *spell turning*

6th (7/day) — *disintegrate* (DC 23; +11 ranged touch), *greater dispel magic*, *repulsion* (DC 25)

5th (7/day) — *cloudkill* (DC 22), *prismatic ray* (DC 22; +11 ranged touch), *reciprocal gyre* (DC 24), *teleport*

4th (7/day) — *dimensional anchor*, *energy spheres* (DC 21; +11 ranged touch), *Evard's black tentacles*, *forceward* (DC 23)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 20), *greater mage armor* (DC 20), *ray of exhaustion* (DC 20; +11 ranged touch)

2nd (7/day) — *glitterdust* (DC 19), *invisibility* (DC 19), *protection from arrows* (DC 21), *ray of ice* (+11 ranged touch), DC 19, *scorching ray* (+11 ranged touch)

1st (8/day) — *hail of stone*, *magic missile*, *protection from good* (DC 18), *ray of enfeeblement* (+11 ranged touch), *shield*

0 (6/day) — *acid splash* (+11 ranged touch), *detect magic*, *detect poison*, *electric jolt* (+11 ranged touch), *flare* (DC 17), *mage hand*, *ray of frost* (+11 ranged touch), *read magic*, *resistance* (DC 19)

† Already cast

Abilities Str —, Dex 15, Con —, Int 16, Wis 14, Cha 21

SQ deadly fear aura (DC 23), malevolence (DC 21), paralyzing touch (DC 23), reactive warding, spells, summon familiar, turn resistance +4, unanswerable strike +2, undead traits, unimpeachable abjuration, veils, vulnerability, warding 2/day (DC 25)

Feats Ability Focus (Paralyzing Touch), Battle Casting, Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills, Bluff +20, Concentration +22, Knowledge (arcana) +19, Knowledge (history) +12, Spellcraft +24

Possessions combat gear plus +1 *adamantine dagger*, courtier's outfit

Deadly Fear Aura (Su): Suel lichs are shrouded in a dreadful aura of death and evil. Creatures of less than 3 HD in a 60-foot radius that look at the Suel lich must succeed on a Will save (DC 15) or die of fright; those that save are paralyzed for

1d10 minutes. A creature that successfully saves cannot be affected again by the same Suel lich's aura for 24 hours.

Malevolence (Su): Once per round, an incorporeal Suel lich can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the Suel lich's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the Suel lich must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same Suel lich's malevolence for 24 hours, and the Suel lich cannot enter the target's space. If the save fails, the creature dies, its spirit leaves its body, and the Suel lich's spirit animates the body as per the *magic jar* spell. Creatures slain in this way can only be brought back with a *miracle* or *wish*.

A possessed body ages at three times the normal rate. If the host dies due to age, is reduced to 0 hit points, or the Suel lich gains a level, the Suel lich is forced out of the host (which causes the body to combust) and must possess a new body within 1 hour or be destroyed. Any other circumstances that force the Suel lich out of its host render the host useless and force the Suel lich to seek out a new one.

Paralyzing Touch (Su): Any living creature a Suel lich touches must succeed on a Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* description). The effect cannot be dispelled.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see *Complete Arcane*, page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Spells: A Suel lich can cast any spells it could cast while alive. It no longer needs material components for its spells unless they have a gp cost. If the base creature has levels in an arcane class that prepares spells, part of the process for becoming a Suel lich imprints its prepared spells on its mind, allowing it to prepare those spells without a spellbook (similar to the Spell Mastery feat); other spells it learns later must be prepared through the normal methods..

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the

process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Vulnerability (Ex): A Suel lich in its incorporeal form is vulnerable to *dispel evil*; instead of driving the creature back to its home plane (its native plane is the Material Plane), a Suel lich that fails its spell resistance check and saving throw against the caster's touch attack is immediately destroyed.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding*'s protection, even if part of its body lies outside the sphere. Moving out of the *warding*

(stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Outside of a host body, the Spirit of the Cup looks like an incorporeal being made of fiery black energy.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*), Suel lich ("Creature Catalog IV: Campaign Classics" from *Dragon* 339)

APPENDIX 5 – APL 16

ENCOUNTER 5

ELECTRIC NET TRAP

CR 13

Description This is a net trap that has copper strands woven into the ropes making up the net. These strands are connected to an electric power source. While the power source is itself a magical device, it is contained inside of a hidden lead-lined box and thus the trap is itself mechanical. The trap itself is really two CR 11 traps coupled together: a CR 11 net trap and a CR 11 electricity trap.

Search DC 28; **Type** mechanical

Trigger touch, **Init** +6

Effect Characters in 40-ft. square are grappled by net (+13 BAB, Str 18, Large size, Grapple +21) if they fail a DC 21 Reflex save. This trap comes from the north wall of the passage and falls south. The trap can also catch targets flying 10 feet above the ground or less. All inside are considered to have partial cover (advantage: trap springs quickly granting a surprise attack; Spot or Listen check (DC 27) allows save). On rounds after the surprise round, the net sends a nonlethal electric shock (11d6 electrical nonlethal, Reflex Save DC 21 for half).

Duration 12 rounds (the trap's securing ropes eventually break during the struggle, disconnecting the wiring from the power source)

Destruction AC 29, hp 32, hardness 5, entire location

Disarm Disable Device DC 41, entire location (disadvantage: one central disarm location (untying the securing ropes) shuts down the trap).

CLAN GRASYKK SORCERER

CR 13

Male kobold sorcerer 13

LE Small humanoid

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

Languages Common, Draconic, Undercommon

AC 24, touch 15, flat-footed 22

(+1 size, +2 Dex, +0 class, +6 armor, +2 shield, +0 deflection, +0 insight, +1 natural)

hp 55 (13 HD); hp 39 without *false life*

Fort +5, **Ref** +7, **Will** +6

Speed 30 ft. (6 squares), base movement 30 ft.

Melee unarmed strike +4/-1 (1d2-3)

Base Atk +6; **Grp** -1

Atk Options Empower Spell, Energy Substitution (acid), Sudden Maximize

Special Actions

Combat Gear brooch of shielding, cloak of charisma +4, ~~scroll of major image~~, vest of resistance +1, wand of magic missile (CL 5th)

Sorcerer Spells Known (CL 13th): (0% arcane spell failure chance);

6th (5/day) — *chain lightning* (DC 22), *disintegrate* (DC 22; +8 ranged touch)

5th (7/day) — *dragon breath* (DC 21), *prismatic ray* (DC 21; +8 ranged touch), *teleport*

4th (7/day) — *boiling oil* (DC 20), *dimension door*, *force missiles*, *orb of sound* (DC 20; +8 ranged touch)

3rd (6/day) — *chain missile*, *fireball* (DC 19), *hold person* (DC 19), *greater mage armor* (DC 19) ‡

2nd (7/day) — *false life* ‡, *fireburst* (DC 18), *flaming sphere* (DC 18), *rainbow beam* (DC 18; +8 ranged touch), *scorching ray* (+8 ranged touch)

1st (8/day) — *burning hands* (DC 17), *hail of stone*, *magic missile*, *lesser orb of sound* (+8 ranged touch), *shield*

0 (6/day) — *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost* (+8 ranged touch), *read magic*, *resistance* (DC 16), *touch of fatigue* (DC 16)

‡ Already cast

Abilities Str 4, Dex 15, Con 10, Int 14, Wis 10, Cha 22

SQ light sensitivity, summon familiar

Feats Battle Casting, Combat Casting, Empower Spell, Energy Substitution (acid), Simple Weapon Proficiency, Sudden Maximize

Skills Bluff +22, Concentration +16, Knowledge (arcana) +18, Spellcraft +20

Possessions combat gear plus +1 mithral buckler, ring of counterspells, ring of protection +2, small traveler's outfit

Light Sensitivity (Ex): dazzled in bright sunlight or within the radius of a daylight spell.

Description This kobold is shorter and somewhat frailer than most kobolds. The large robe that this sorcerer wears conceals his or her gender.

Sources Battle Casting feat (*Races of the Wild*), *boiling oil* spell (*Heroes of Battle*), all other non-Open spells (*Spell Compendium*)

PHINEAS PHAERHAERLY

CR 11

Male human rogue 11

N Medium humanoid

Init +6; **Senses** Listen +13, Spot +13

Languages Common, Draconic, Flan

AC 24, touch 15, flat-footed 24

(+0 size, +5 Dex, +0 class, +7 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 57 (11 HD)

Fort +7, **Ref** +16, **Will** +8

Speed 30 ft. in +2 mithral breastplate (6 squares), base movement 30 ft.

Melee sword of subtlety +8/+3 (1d6+1/19-20) or

Melee unarmed strike +7/+2 (1d3)

Ranged +1 shortbow +15/+10 (1d6) or

Ranged +1 shortbow +15/+10 (1d6 – adamantine arrow)

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

Atk Options Improved Feint, sneak attack +6d6

Combat Gear boots of elvenkind, cloak of elvenkind, gloves of dexterity +4, ring of mind shielding, vest of resistance +3

‡ Already cast

Abilities Str 10, Dex 22, Con 12, Int 16, Wis 10, Cha 12

SQ evasion, improved uncanny dodge, skill mastery (Disable Device, Search, Use Magic Device, Tumble, Bluff), sneak attack +6d6, trap sense +3, trapfinding, uncanny dodge

Feats Armor Proficiency (light), Combat Expertise, Deft Strike, Improved Feint, Simple Weapon Proficiency, Tactile Trapsmith, Track,

Skills Balance +7, Bluff +14, Craft (trapsmith) +16, Diplomacy +4, Disable Device +22, Gather Information +14, Hide +22, Intimidate +5, Knowledge (local – Core Metaregion) +5, Knowledge (local – Sheldomar Valley Metaregion) +5, Listen +13, Move Silently +22, Open Lock +21, Search +20, Sleight

of Hand +8, Spot +13, Survival +1, Tumble +17, Use Magic Device +14

Possessions combat gear plus +1 mithral buckler, +1 shortbow, +2 mithral breastplate, 20 adamantite arrows, explorer's outfit, mwk thieves tools, sword of subtlety

Description Phineas Phaerhaerly is a con man and thief infamous from Sterich to the Free City of Greyhawk. Normally not a vengeful man, he has dipped into his personal fortune to hire arcane casters to help him kill the ones responsible for the apprehension and subsequent death of his foolish sons.

All of the Phaerhaerly clan are of mixed Suel and Oeridian descent, having dark brown hair, pale skin, and angular facial features. Phineas himself keeps his graying hair cut short and wears non-descript clothing in order to blend in with a crowd. He is of average height and build, again perfect for maintaining anonymity.

Sources Deft Strike and Tactile Trapsmith (Complete Adventurer), vest of resistance (Complete Arcane)

ENCOUNTER 6

UMBRAL STONE GIANT CR 10

Male umbral stone giant

CE Large undead (augmented giant, incorporeal)

Init +3; **Senses** Listen +2, Spot +12

Languages Giant (umbral stone giants do not speak)

AC 13, touch 13, flat-footed 10

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

Miss Chance 50%

hp 126 (14 HD)

Fort +4, **Ref** +7, **Will** +10

Speed Fly 40 ft. (8 squares) (perfect)

Melee Incorporeal touch +9 (1d8 Strength)

Space 10'; **Reach** 10'

Base Atk +7; **Grp** –

Atk Options Combat Reflexes

Abilities Str —, Dex 17, Con —, Int 6, Wis 14, Cha 13

SQ create spawn, rock catching, rock throwing, strength damage, turn resistance +2

Feats Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot

Skills , Climb +3, Hide +3*, Spot +12

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

Rock Catching (Ex): The range increment is 180 feet for a stone giant's thrown rocks. It uses both hands when throwing a rock. Umbral stone giants, however, do not throw rocks.

Rock Throwing (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock. Umbral stone giants, however, do not catch rocks.

Strength Damage (Su): The touch of an umbral stone giant deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by an umbral stone giant dies. This is a negative energy effect.

Skills *A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Description This is a shadowy monster that appears to be a murky, distorted form of a stone giant.

Sources Umbral template (*Libris Mortis*)

Nightwing: hp 119; see *Monster Manual*, page 197.

ENCOUNTER 8

ASPECT OF VECNA

CR 18

Male aspect of Vecna wizard 13

NE Medium undead

Init +3; **Senses** Listen +27, Spot +8

Languages Abyssal, Common, Draconic, Infernal

AC 21, touch 16, flat-footed 18

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

hp 207 (23 HD)

SR 21

Immune ability drain, ability damage, critical hits, death effects, disease, effects requiring a Fort save, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stun

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

Speed 30 ft. (6 squares)

Melee +1 ghost touch dagger +17/+12 (1d4+6/19-20) or

Melee unarmed strike +16/+11 (1d4+5)

Ranged +1 ghost touch dagger (thrown) +17/+12 (1d4+6/19-20)

Base Atk +11; **Grp** +16

Atk Options Blind-Fight, Combat Reflexes, Empower Spell, Maximize Spell

Combat Gear necklace of fireballs V

Wizard Spells Prepared (CL 13th):

7th — delayed blast fireball (DC 27), greater teleport

6th — chain lightning (DC 26), disintegrate (DC 26; +15 ranged touch), greater dispel magic, Otiluke's freezing sphere (DC 26)

5th — greater blink, cloudkill (DC 25), hold monster (DC 25), prismatic ray (2) (DC 25; +16 ranged touch)

4th — Evard's black tentacles, force missiles (3), ice storm, greater invisibility (DC 24)

3rd — chain missile (2), dispel magic, fireball (DC 23), fly (DC 23), greater mage armor (DC 23)

2nd — false life, ghoul touch (DC 22), glitterdust (DC 22), scorching ray (3) (+16 ranged touch), snowball swarm (DC 22)

1st — burning hands (DC 21), hail of stone (2), ray of enfeeblement (+16 ranged touch), shield, sonic blast (2) (DC 21)

0 — acid splash (2) (+16 ranged touch), electric jolt (+16 ranged touch), ray of frost (+16 ranged touch)

‡ Already cast

Spell-Like Abilities (CL 10th):

At Will — empowered magic missile (5x (1d4+1 x 50%))

Abilities Str 17, Dex 16, Con —, Int 31, Wis 23, Cha 18

SQ undead traits

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Eschew Materials, Greater Spell Penetration, Maximize Spell, Scribe Scroll

Skills Appraise +28, Concentration +30, Craft (alchemy) +36, Decipher Script +36, Knowledge (arcana) +36, Knowledge (history) +36, Knowledge (religion) +36, Knowledge (the planes) +36, Listen +27, Search +29, Sense Motive +25, Spellcraft +38

Possessions combat gear plus +1 ghost touch dagger, royal outfit

Wizard Spellbook N/A

Skills *Survival (+8 following tracks, +10 following tracks on other planes, +8 on other planes)

Description This withered humanoid stands 6 feet tall. Its flesh seems partly mummified, and portions of its flesh are absent, most notably one eye and one hand. It wears dark robes and cloaks, each embroidered with secret mystical runes. Its one remaining eye flashes with magic, malice, and perhaps madness.

Sources Aspect of Vecna (*Miniatures Handbook*); all non-Open spells (*Spell Compendium*)

VRAIRIS (POSSESSED BY THE SPIRIT OF THE CUP)
CR 19

Female Suel lich sorcerer 10 initiate of the sevenfold veil 7
NE medium undead (augmented human)

Init +2; **Senses** Listen +9, Spot +9

Aura deadly fear aura

Languages Ancient Sulioise, Common, Flan

AC 23, touch 13, flat-footed 20

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

hp 168 (17 HD), *false life* precast by Vrairis prior to possession (15 hp); DR 15/magic.

SR 27

Immune ability drain, ability damage, cold, critical hits, death effects, disease, effects requiring a Fort save, electricity, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, polymorph, sleep, stun

Fort +10, **Ref** +13, **Will** +19

Speed 30 ft. (6 squares)

Melee +1 adamantite dagger +9/+4 (1d4+1/19-20) or

Melee touch +8 (1d8+5 half fire/half negative energy plus paralysis) or

Melee unarmed strike +8/+3 (1d3 plus paralysis)

Ranged +1 adamantite dagger (thrown) +12/+7 (1d4+1/19-20)

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

Combat Gear bracers of armor +5, cloak of charisma +4, vest of resistance +3

Sorcerer Spells Known (CL 17th):

8th (4/day) — *prismatic wall* (DC 28), *spell turning*

7th (7/day) — *greater teleport*, *prismatic spray* (DC 25), *spell turning*

6th (7/day) — *disintegrate* (DC 24; +13 ranged touch), *greater dispel magic*, *repulsion* (DC 26)

5th (7/day) — *cloudkill* (DC 23), *prismatic ray* (DC 23; +13 ranged touch), *reciprocal gyre* (DC 25), *teleport*

4th (7/day) — *dimensional anchor*, *energy spheres* (DC 22), *Evard's black tentacles*, *forceward* (DC 24)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 21), *greater mage armor* (DC 21), *ray of exhaustion* (DC 21; +13 ranged touch)

2nd (7/day) — *glitterdust* (DC 20), *invisibility* (DC 20), *protection from arrows* (DC 22), *ray of ice* (DC 20; +13 ranged touch), *scorching ray* (+13 ranged touch)

1st (7/day) — *hail of stone*, *magic missile*, *protection from good* (DC 21), *ray of enfeeblement* (+13 ranged touch), *shield*

0 (6/day) — *acid splash*, *detect magic*, *detect poison*, *electric jolt* (+13 ranged touch), *flare* (DC 18), *mage hand*, *ray of frost* (+13 ranged touch), *read magic*, *resistance* (DC 20)

† Already cast

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 26

SQ deadly fear aura (DC 26), double warding, kaleidoscopic doom, malevolence (DC 24), paralyzing touch (DC 26), reactive warding, spells, summon familiar, turn resistance +4, unanswerable strike +4, undead traits, unimpeachable abjuration, veils, vulnerability, warding 2/day (DC 27)

Feats Ability Focus (Paralyzing Touch), Battle Casting, Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills , Bluff +21, Concentration +20, Knowledge (arcana) +21, Knowledge (history) +12, Spellcraft +26

Possessions combat gear plus +1 adamantite dagger, courtier's outfit

Deadly Fear Aura (Su): Suel lichs are shrouded in a dreadful aura of death and evil. Creatures of less than 3 HD in a 60-foot radius that look at the Suel lich must succeed on a Will save (DC 15) or die of fright; those that save are paralyzed for 1d10 minutes. A creature that successfully saves cannot be affected again by the same Suel lich's aura for 24 hours.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

Malevolence (Su): Once per round, an incorporeal Suel lich can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the Suel lich's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the Suel lich must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same Suel lich's malevolence for 24 hours, and the Suel lich cannot enter the target's space. If the save fails, the creature dies, its spirit leaves its body, and the Suel lich's spirit animates the body as per the *magic jar* spell. Creatures slain in this way can only be brought back with a *miracle* or *wish*.

A possessed body ages at three times the normal rate. If the host dies due to age, is reduced to 0 hit points, or the Suel lich gains a level, the Suel lich is forced out of the host (which causes the body to combust) and must possess a new body within 1 hour or be destroyed. Any other circumstances that force the Suel lich out of its host render the host useless and force the Suel lich to seek out a new one.

Paralyzing Touch (Su): Any living creature a Suel lich touches must succeed on a Fortitude save or be paralyzed for 1d10 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* description). The effect cannot be dispelled.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see below) in response to an attack. She can raise a *warding* as an immediate action (see *Complete Arcane*, page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The

opponent can choose to continue the charge through the *warding* or can halt outside it.

Spells: A Suel lich can cast any spells it could cast while alive. It no longer needs material components for its spells unless they have a gp cost. If the base creature has levels in an arcane class that prepares spells, part of the process for becoming a Suel lich imprints its prepared spells on its mind, allowing it to prepare those spells without a spellbook (similar to the Spell Mastery feat); other spells it learns later must be prepared through the normal methods..

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated*. Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Vulnerability (Ex): A Suel lich in its incorporeal form is vulnerable to *dispel evil*; instead of driving the creature back to its home plane (its native plain is the Material Plane), a Suel lich that fails its spell resistance check and saving throw against the caster's touch attack is immediately destroyed.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone who was formerly inside it and left — becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding*

provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Vrairis was a female tiefling, her infernal heritage clearly apparent from her metallic copper hair, her blazing red eyes, demonic tail, and her red-hued skin. After her possession, however, she appears to be a full-blooded Suel woman, though her facial features strongly resemble her former form. Her eyes blaze with the black flames consistent with a Suel lich. She is 5'11 and weighs 150 pounds.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*), Suel lich ("Creature Catalog IV: Campaign Classics" from *Dragon* 339)

SPIRIT OF THE CUP **CR 19**

Female Suel lich sorcerer 10 initiate of the sevenfold veil 7

NE medium undead (augmented human)

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

Aura deadly fear aura

Languages Ancient Sulioise, Common, Flan

AC 17, touch 12, flat-footed 15

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

Miss Chance 50%

hp 153 (17 HD); **DR** 15/magic

SR 27

Immune ability drain, ability damage, cold, critical hits, death effects, disease, effects requiring a Fort save, electricity, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, polymorph, sleep, stun

Fort +5, **Ref** +7, **Will** +14

Speed fly 40 ft. (8 squares)

Melee touch +8 (1d8+5 half fire/half negative energy plus paralysis)

Base Atk +8; **Grp** —

Sorcerer Spells Known (CL 17th):

8th (4/day) — *prismatic wall* (DC 26), *spell turning*

7th (6/day) — *greater teleport*, *prismatic spray* (DC 23), *spell turning*

6th (7/day) — *disintegrate* (DC 22; +12 ranged touch), *greater dispel magic*, *repulsion* (DC 24)

5th (7/day) — *cloudkill* (DC 21), *prismatic ray* (DC 21; +12 ranged touch), *reciprocal gyre* (DC 23), *teleport*

4th (7/day) — *dimensional anchor*, *energy spheres* (DC 20), *Evard's black tentacles*, *forceward* (DC 22)

3rd (7/day) — *dispel magic*, *lightning bolt* (DC 19), *greater mage armor* (DC 19), *ray of exhaustion* (DC 19; +12 ranged touch)

2nd (7/day) — *glitterdust* (DC 18), *invisibility* (DC 18), *protection from arrows* (DC 20), *ray of ice* (+12 ranged touch), *scorching ray* (+12 ranged touch)

1st (7/day) — *hail of stone*, *magic missile*, *protection from good* (DC 19), *ray of enfeeblement* (+12 ranged touch), *shield*

0 (6/day) — *acid splash*, *detect magic*, *detect poison*, *electric jolt* (+12 ranged touch), *flare* (DC 16), *mage hand*, *ray of frost* (+12 ranged touch), *read magic*, *resistance* (DC 18)

† Already cast

Abilities Str —, Dex 15, Con —, Int 14, Wis 14, Cha 22

SQ deadly fear aura (DC 26), double warding, kaleidoscopic doom, malevolence (DC 24), paralyzing touch (DC 26), reactive warding, spells, summon familiar, turn resistance +4,

unanswerable strike +4, undead traits, unimpeachable abjuration, veils, vulnerability, warding 2/day (DC 27)

Feats Ability Focus (Paralyzing Touch), Battle Casting, Combat Casting, Greater Spell Focus (abjuration), Simple Weapon Proficiency, Skill Focus (Spellcraft), Spell Focus (abjuration),

Skills , Bluff +21, Concentration +25, Knowledge (arcana) +21, Knowledge (history) +12, Spellcraft +26

Possessions combat gear plus +1 *adamantine dagger*, courtier's outfit

Deadly Fear Aura (Su): Suel lichs are shrouded in a dreadful aura of death and evil. Creatures of less than 3 HD in a 60-foot radius that look at the Suel lich must succeed on a Will save (DC 15) or die of fright; those that save are paralyzed for 1d10 minutes. A creature that successfully saves cannot be affected again by the same Suel lich's aura for 24 hours.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

Malevolence (Su): Once per round, an incorporeal Suel lich can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the Suel lich's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the Suel lich must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 21). A creature that successfully saves is immune to that same Suel lich's malevolence for 24 hours, and the Suel lich cannot enter the target's space. If the save fails, the creature dies, its spirit leaves its body, and the Suel lich's spirit animates the body as per the *magic jar* spell. Creatures slain in this way can only be brought back with a *miracle* or *wish*.

A possessed body ages at three times the normal rate. If the host dies due to age, is reduced to 0 hit points, or the Suel lich gains a level, the Suel lich is forced out of the host (which causes the body to combust) and must possess a new body within 1 hour or be destroyed. Any other circumstances that force the Suel lich out of its host render the host useless and force the Suel lich to seek out a new one.

Paralyzing Touch (Su): Any living creature a Suel lich touches must succeed on a Fortitude save or be paralyzed for 1d10

minutes. Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* description). The effect cannot be dispelled.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see *Complete Arcane*, page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Spells: A Suel lich can cast any spells it could cast while alive. It no longer needs material components for its spells unless they have a gp cost. If the base creature has levels in an arcane class that prepares spells, part of the process for becoming a Suel lich imprints its prepared spells on its mind, allowing it to prepare those spells without a spellbook (similar to the Spell Mastery feat); other spells it learns later must be prepared through the normal methods..

Unanswerable Strike (Ex) Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Unimpeachable Abjuration (Ex) An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a *prismatic wall* and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the warded area, and it defeats petrification attacks. In addition, a character inside a personal or area *warding* imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 80 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a

green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated*. Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Vulnerability (Ex): A Suel lich in its incorporeal form is vulnerable to *dispel evil*; instead of driving the creature back to its home plane (its native plane is the Material Plane), a Suel lich that fails its spell resistance check and saving throw against the caster's touch attack is immediately destroyed.

Warding (Su) An Initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but anyone attempting to enter the *warding* — even someone who was formerly inside it and left — becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding*

wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This *warding* provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (Intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Description Outside of a host body, the Spirit of the Cup looks like an incorporeal being made of fiery black energy.

Sources Battle Casting feat (*Races of the Wild*), Initiate of the Sevenfold Veil prestige class (*Complete Arcane*), all non Open spells (*Spell Compendium*), Suel lich ("Creature Catalog IV: Campaign Classics" from *Dragon* 339)

APPENDIX 6 – ALL APLS

ENCOUNTER 1

WATCHER BRANWEN, EXPEDITIOUS VIGIL CR 14

Female human paladin 12 knight of the watch 2

LG Medium humanoid

Aura aura of courage +4, aura of good

Init +1; **Senses** Listen +3, Spot +8

Languages Common, Flan, Giant

AC 22, touch 12, flat-footed 21

(+0 size, +1 Dex, +0 class, +8 armor, +2 shield, +0 deflection, +0 insight, +0 natural)

hp 126 (14 HD); regeneration/fast healing;

Fort +16, **Ref** +8, **Will** +13

Speed 20 ft. in +1 full plate (6 squares), base movement 30 ft.

Melee +1 adamantite battleaxe +18/+13/+8 (1d8+3/x3) or

Melee +1 adamantite longsword +18/+13/+8 (1d8+3/19-20) or

Melee +1 lance +18/+13/+8 (1d8+4/x3) or

Melee light mace +17/+12/+7 (1d6+3) or

Melee unarmed strike +17/+12/+7 (1d3+3)

Base Atk +14; **Grp** +17

Atk Options Cleave, Mounted Combat

Combat Gear armbands of might, belt of one mighty blow, boots of striding and springing, cloak of charisma +2, eyes of the eagle, gauntlets of ogre power, periapt of wisdom +2, wand of cure light wounds

Paladin Spells Prepared (CL 12th):

3rd — heal mount (DC 16), greater magic weapon (DC 16)

2nd — zeal (DC 15), zone of truth (DC 15)

1st — bless weapon, divine sacrifice (DC 14)

† Already cast

Spell-Like Abilities (CL 12th):

At Will — detect evil

3/week — remove disease

† Already cast

Abilities Str 17, Dex 12, Con 14, Int 10, Wis 16, Cha 16

SQ aura of courage +4, aura of good, code of conduct, detect evil at will, divine grace, divine health, free multiclassing, lay on hands, remove disease 3/week, secrets of the order, smite evil, special mount, turn undead, unleash inner strength

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Cleave, Divine Might, Martial Weapon Proficiency, Mounted Combat

Skills Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +15, Handle Animal +5, Heal +5, Knowledge (arcana) +2, Knowledge (nobility and royalty) +1, Knowledge (religion) +1, Knowledge (local - Sheldomar Valley MR) +1, Ride +1, Sense Motive +13, Speak Language (Flan, Giant) +2

Possessions combat gear plus +1 adamantite battleaxe, +1 adamantite longsword, +1 full plate, +1 lance, +1 mithral heavy shield, light mace, courtier's outfit, ring of protection +1, ring of sustenance, heavy warhorse – Challenger (special mount)

Lay on Hands (Su): 36 hp/day

Secrets of the Order (Ex): At first level, it becomes very difficult for others to pry the secrets of the Knights from a member. Any time someone or something attempts to gain such a secret by magical means, the Knight receives a saving

throw (typically Will) at the normal DC. This applies even if the magic in question normally allows no saving throw. The Knight adds his or her Watcher level as a special bonus to the save. This does not help the Knight in any way except to protect the secrets of the order or as a consequence thereof.

For example, an enchantress may *charm* a 5th level Knight, and the Knight would gain no bonus to the save. Should the enchantress request of her new friend that he reveal the secrets of the order, the Knight immediately gets a new save, with a +5 bonus. Each attempt to make the Knight reveal a fact about his order allows a new save. Similarly, *detect thoughts* works just fine on a Knight, but each time the user attempts to pick up a secret regarding the order, the Knight receives a new save with the special bonus.

This additional save functions as a normal saving throw against the spell (as specified in the spell description). If the spell or ability description does not normally allow a saving throw, the save negates the spell if successful.

Smite Evil (Su): +12 damage 3/day

Turn Undead (Su): 6/day (Turn Level 9 ~ Turn Damage 2d6+12)

Unleash Inner Strength (Sp): Once per day, the Knight may concentrate (requiring a full-round action that can provoke an attack of opportunity) to bring out his inner strength. While using this ability, the Knight receives a +4 bonus to Strength for up to 3 rounds plus (or minus) his Wisdom modifier. The Knight may voluntarily cease using the ability at any time prior to the normal expiration. Once the ability duration ends, the Knight suffers a –2 penalty to Strength and Constitution for a period equal to the time the ability was in use. This penalty has no particular type, and stacks with all other penalties. Note that a change in hit point adjustment must be made to reflect the temporary loss in Constitution and this can result in the Knight falling into negative hit points or even death. Under no circumstances does this ability stack with a barbarian's rage ability (or any similar rage ability). No character may enter a rage while under the effects of Unleash Inner Strength, and no character may Unleash Inner Strength while in a rage. This ability is equivalent to a 2nd level spell.

Description Watcher Branwen is a human female of mixed Flan/Suel heritage. She is 5'7" tall and weighs 142 pounds. Her blond hair is tied in a single braid running down her spine to her belt. Branwen always tries to temper the needs of law with mercy when possible which makes her effective in dealing with the needs of the Gyri residents of Hochoch.

Sources Divine Might (*Complete Warrior*), Knight of the Watch prestige class (Knight of the Watch metaregional documentation)

ENCOUNTER 2

ALLINEL NIGHTSHADE

CR 14

Female human rogue 7 shadowdancer 1 assassin 3 thief acrobat 2 marshal 1

NE Medium humanoid

Aura motivate dexterity

Init +14; **Senses** Listen +8, Spot +9
Languages Common, Dwarven, Oeridian, Suloise

AC 23, touch 18, flat-footed 23
(+0 size, +6 Dex, +0 class, +5 armor, +0 shield, +0 deflection, +0 insight, +0 natural), Dodge, Mobility

hp 76 (14 HD)

Fort +8 (+9 against poison), **Ref** +21, **Will** +11

Speed 40 ft. in +1 *glamered shadow silent moves mithral chain shirt* (8 squares), base movement 40 ft.

Melee assassin's dagger +16/+11 (1d4+2/19-20) or

Melee cold iron sword of subtlety +15/+10 (1d6+1/19-20) or

Melee unarmed strike +14/+9 (1d3)

Ranged assassin's dagger (thrown) +16/+11 (1d4+2/19-20) or

Ranged mwk light crossbow +15/+10 (1d8/19-20)

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

Atk Options Combat Reflexes

Combat Gear *Heward's handy haversack*, boots of striding and springing, cape of the mountebank, circlet of persuasion, gloves of dexterity +4, goggles of minute seeing, lens of detection, one dose of deathblade poison, one dose of dragon bile poison, one dose of giant wasp poison, *potion of cure moderate wounds*, *potion of gaseous form*, *potion of haste*, *potion of nondetection*, scroll of invisibility, scroll of obscuring mist, scroll of true strike, scroll of undetectable alignment, vest of resistance +2

Assassin Spells Known (CL 3rd): (10% arcane spell failure chance);

1st (3/day) — *critical strike* (DC 12), *obscuring mist*, *true strike*

† Already cast

Abilities Str 10, Dex 22, Con 12, Int 13, Wis 12, Cha 18

SQ agile fighting, aura, death attack (DC 14), evasion, fast acrobatics, hide in plain sight, improved uncanny dodge, kip up, minor aura: motivate dexterity, poison use, save bonus against poison +1, slow fall, sneak attack +6d6, steady stance, trap Sense +2, trapfinding, uncanny dodge (Ex)

Feats Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium), Combat Reflexes, Dodge, Force of Personality, Improved Initiative, Martial Weapon Proficiency, Mobility, Shield Proficiency, Simple Weapon Proficiency

Skills Balance +23, Climb +10, Diplomacy +17, Disable Device +8, Disguise +11, Escape Artist +16, Gather Information +12, Hide +26, Intimidate +14, Jump +19, Knowledge (local) +8, Knowledge (local - Sheldomar Valley MR) +5, Listen +8, Move Silently +26, Open Lock +21, Perform (dance) +14, Search +10, Speak Language(Dwarven, Suloise) +2, Spot +9, Tumble +22, Use Magic Device +9

Possessions combat gear plus +1 *glamered shadow silent moves mithral chain shirt*, assassin's dagger, silvered crossbow bolts (10), climber's kit, cold iron sword of subtlety, disguise kit, masterwork light crossbow, masterwork thieves tools, traveler's outfit, ring of lockpicking, ring of protection +1

Agile Fighting (Ex): A whirling, spinning thief-acrobat becomes a devilishly difficult target. At 2nd level, the thief-acrobat gains a +1 dodge bonus to AC. When fighting defensively or using total defense, this bonus becomes +2. At 4th level, these bonuses each increase by +1 (to +2 and +3, respectively).

In addition, the thief-acrobat suffers no penalty to her AC or on her melee attack rolls when kneeling, sitting, or prone.

This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one

minor aura and (starting at 2nd level) one major aura at a time.

Projecting an aura is a swift action. The aura remains in effect until the marshal use a free action to dismiss it or activate another aura of the same kind (major or minor). A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn.

Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best.

Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Intelligence score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies.

Fast Acrobatics (Ex): The thief-acrobat can avoid the normal penalties for accelerated movement while using her acrobatic talents. She ignores the normal -5 penalty when making a Balance check while moving at her full normal speed. She can climb half her speed as a move action without suffering a -5 penalty on her Climb check. Finally, she can tumble at her full speed without taking the normal -10 penalty on her Tumble check.

Kip Up (Ex) A thief-acrobat can stand up from a prone position as a free action that doesn't provoke attacks of opportunity. This ability only works if the thief-acrobat wears light or no armor and carries no more than a light load.

Minor Aura: A minor aura lets allies add the marshal's Charisma bonus (if any) to certain rolls.

Motivate Dexterity: Bonus on Dexterity checks, Dexterity-based skill checks, and initiative checks.

Slow Fall (Ex): At 2nd level, a thief-acrobat within arm's reach of a wall can use it to slow her descent. She takes damage as if such fall were 20 feet shorter than it actually is. At 4th level, the falling distance is effectively reduced by 30 feet.

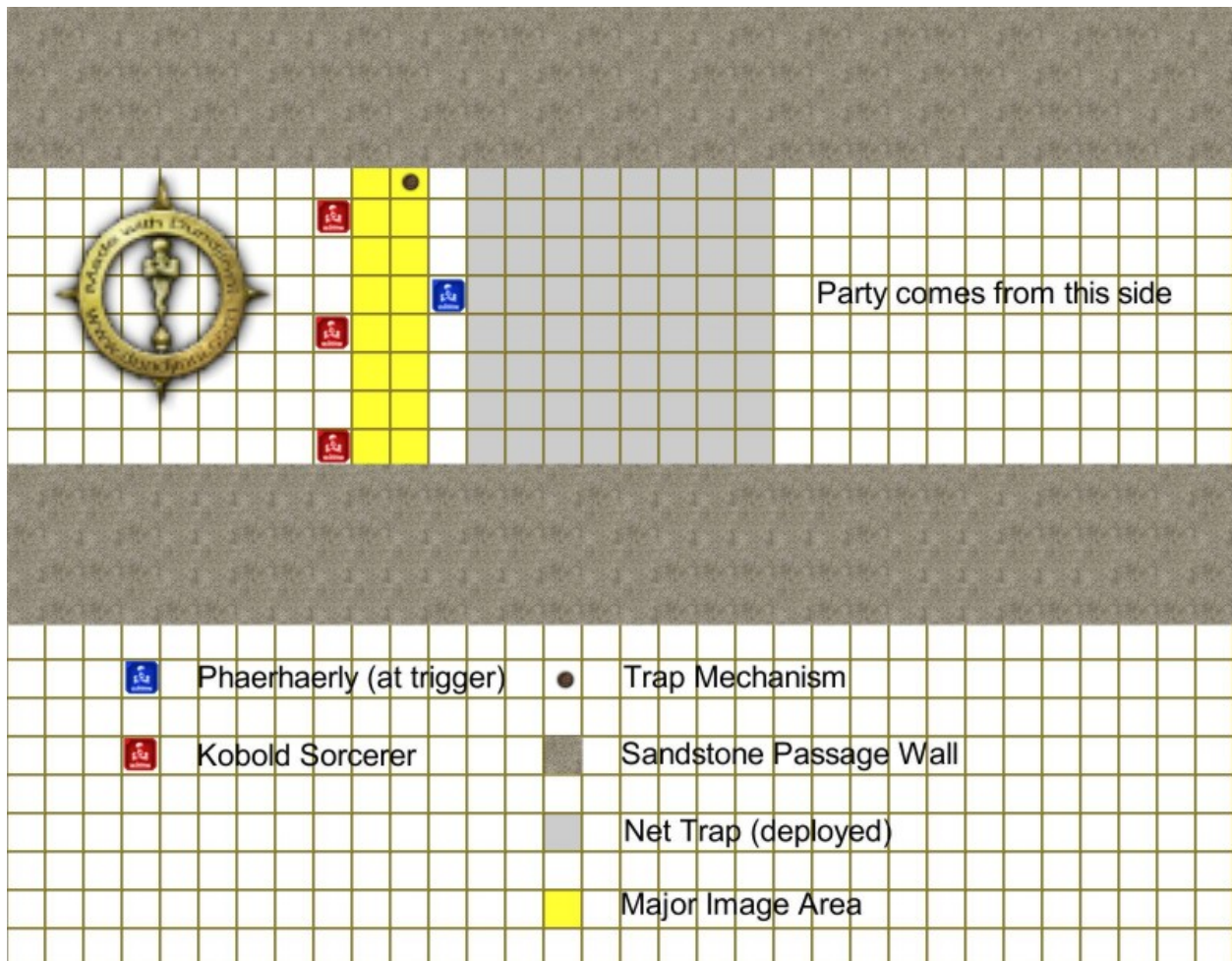
If the thief-acrobat has this ability from another class, the distances stack to determine the effective reduction of the falling distance.

Steady Stance (Ex) The thief-acrobat remains stable when others have difficulty standing. He is not considered flat-footed while balancing or climbing, and may add his class level to Balance or Climb checks to remain balancing or climbing when taking damage.

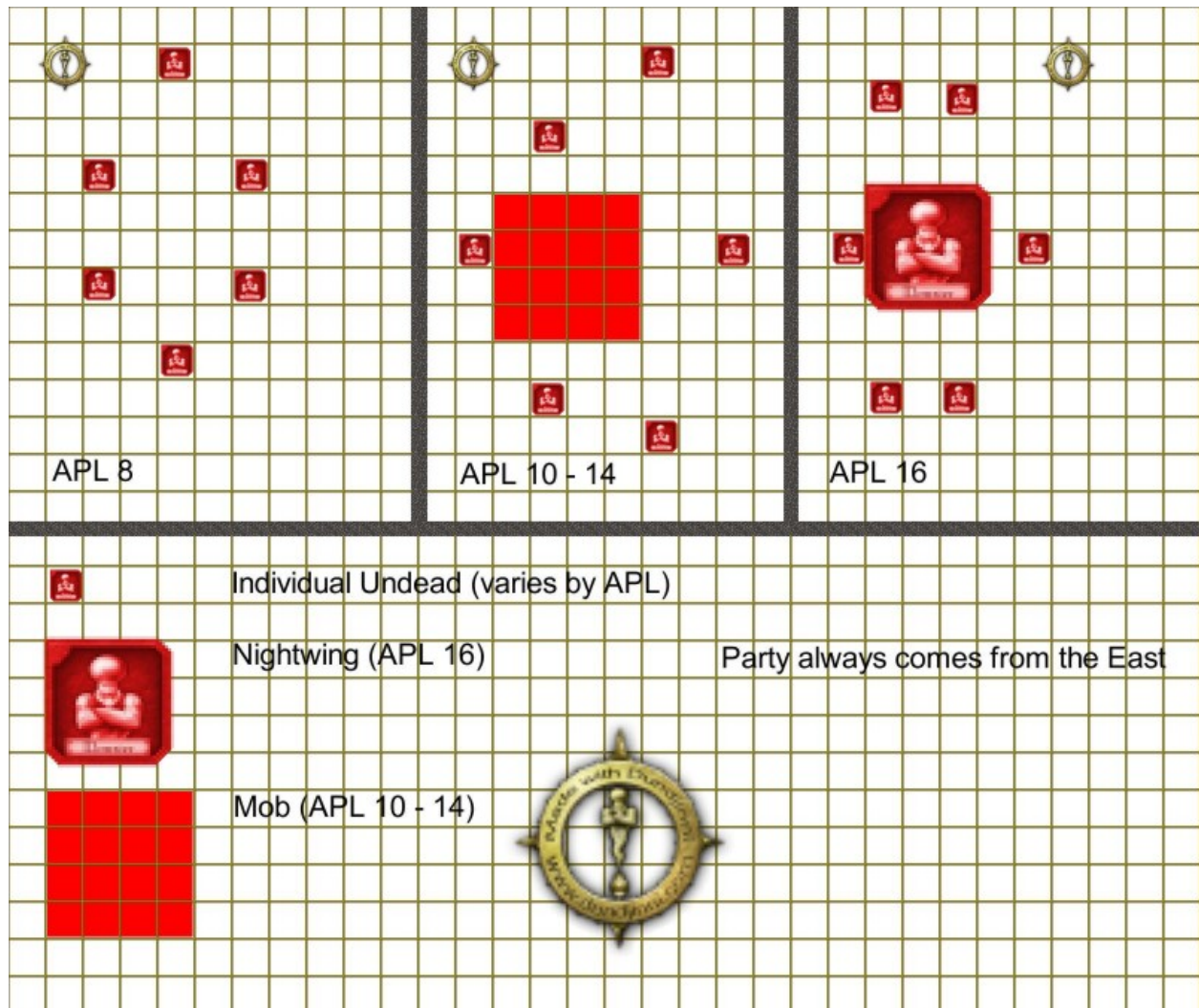
Description Allinel Nightshade is a strikingly beautiful woman of mixed Suel-Oeridian descent. She is the first female to head the Thunderstrike guild, and gained her current position when her consort, the previous Matron, died under mysterious circumstances and left everything to her. She is the most outspoken critic of the treaty with the Prince among her peers, and would happily abandon it if she had her way. She is further enraged by the fact that Thunderstrike, thanks to its proximity to the Disputed Territory, is being used as the base for the secret Society operation there. Allinel recently began very subtle overtures to expand her own personal activities beyond the influence of the Principality of Ulek the hopes of acquiring enough personal power to make a concerted effort to gain leadership of the Society of Shadows. She knows it is a dangerous gambit but her patience over the current state of affairs is wearing thin and she needs to distract herself from her loathing of it. What better way to do so than to explore new opportunities elsewhere.

Sources Marshal prestige class (*Miniatures Handbook*), Force of Personality feat and Thief Acrobat prestige class (*Complete Adventurer*)

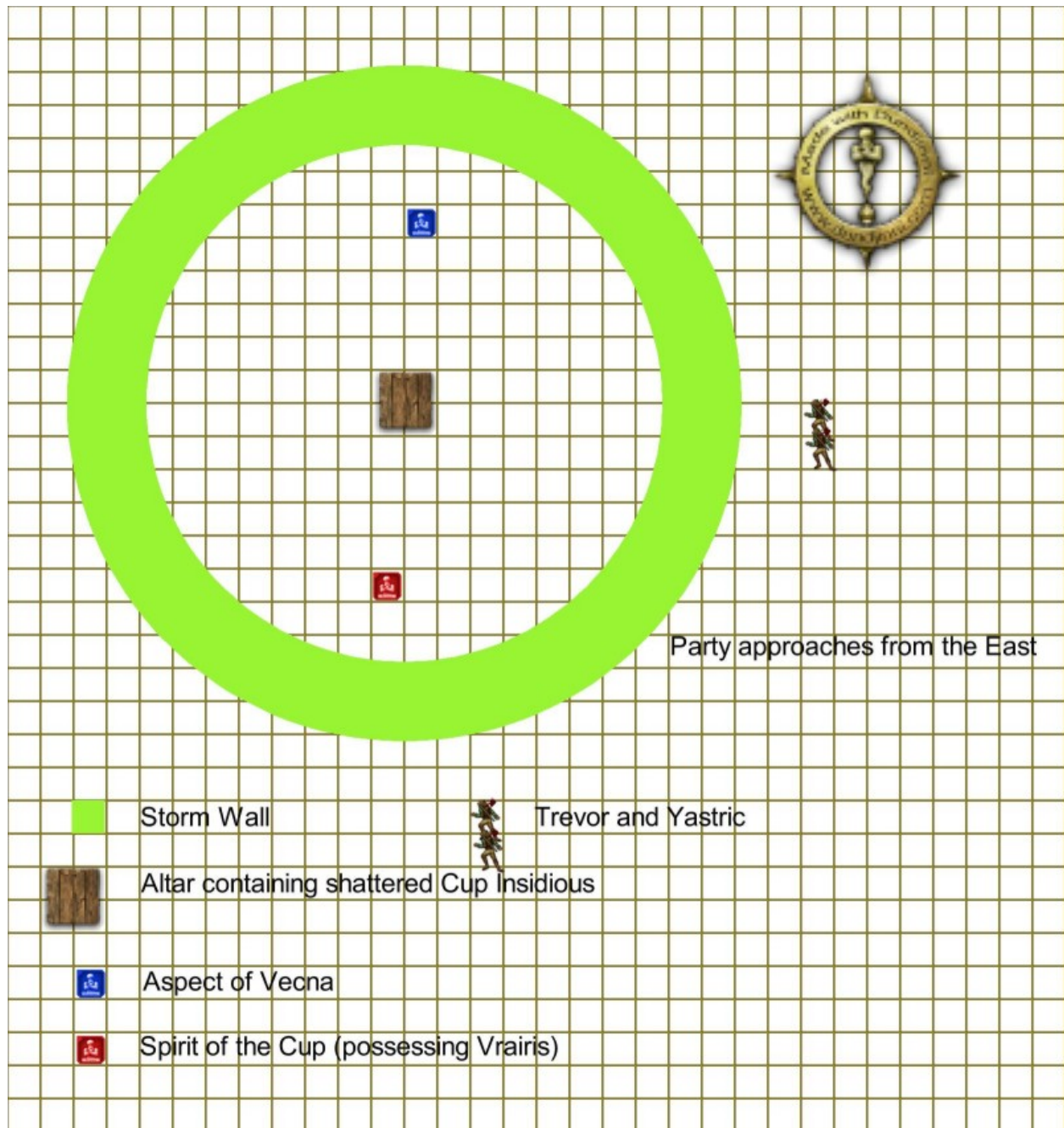
DM AID: MAP #1 – THE AMBUSH



DM AID: MAP #2 – SIDE EFFECTS



DM AID: MAP #3 – THE STORM WALL



DM AID: NEW RULES

NEW FEATS

Battle Casting (*Races of the Wild*)

You have a knack for staying out of harm's way when casting spells.

Prerequisite: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: While casting a spell, you gain a +2 dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

Deft Strike (*Complete Adventurer*)

You can place attacks at weak points in your opponent's defenses.

Prerequisites: Int 13, Combat Expertise, Spot 10 ranks, sneak attack.

Benefit: As a standard action, you can attempt to find a weak point in a visible target's armor. This requires a Spot check against a DC equal to your target's Armor Class. If you succeed, your next attack against that target (which must be made no later than your next turn) ignores the target's armor bonus and natural armor bonus to AC (including any enhancement bonuses to armor or natural armor). Other AC bonuses still apply normally. If you use a ranged weapon to deliver the attack, your opponent must be within 30 feet of you in order for you to benefit from this feat.

Divine Might (*Complete Warrior*)

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefits: As a free action, Spend one of your turn or rebuke undead attempts to add your charisma bonus to your weapon damage for 1 full round.

Force of Personality (*Complete Adventurer*)

You have cultivated an unshakable belief in your self-worth. Your sense of self and purpose are so strong that they bolster your willpower.

Prerequisites: Cha 13.

Benefit: You add your Cha modifier (instead of your Wis modifier) to Will saves against mind-affecting spells and abilities.

Tactile Trapsmith (*Complete Adventurer*)

You can rely on your rapid reflexes and nimble fingers instead of your intellect when searching a room or when disabling a trap.

Benefit: You add your Dexterity bonus (rather than your Intelligence bonus) on all Search and Disable Device checks.

In addition, you receive no penalty on these checks for darkness or blindness.

Battle Casting (*Races of the Wild*)

You have a knack for staying out of harm's way when casting spells.

Prerequisite: Dex 13, Concentration 5 ranks, Combat Casting.

Benefit: While casting a spell, you gain a +2 dodge bonus to your Armor Class. The bonus lasts until the beginning of your next turn. You cannot make attacks of opportunity while claiming the dodge bonus from this feat.

NEW ITEMS

Ring of Entropic Deflection (Magic Item Compendium)

A ring of entropic deflection provides a mobile wearer with protection against ranged attacks. At the end of any turn, if you are at least 10 feet from the point where you started your turn, this ring creates a field of warping energy that last until the start of your next turn. This field functions as an *entropic shield* spell. Any ranged attacks direct at you require an attack roll to have a 20% miss chance. This is a continuous effect and requires no activation.

If you also wear a magic item that provides a bonus to your speed, the miss chance provided by the ring increases to 50%.

Faint abjuration; CL 3rd; Forge Ring, *entropic shield*; Price 8,000 gp; Weight —

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight: 1 lb.

NEW SPELLS

Blink, Greater (Spell Compendium)

Transmutation

Level: Bard 5, Celerity 8, Sorcerer/Wizard 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink* (Player's Handbook, page 206), except that you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Boiling Oil (Heroes of Battle)

Conjuration (Creation) [Fire]

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius cylinder, 40 ft. high

Duration: 1 round and 1 round/three levels; see text

Saving Throw: Reflex half

Spell Resistance: No

A torrent of boiling oil rains down in the area you specify. Creatures in the area take 4d6 points of scalding (fire) damage from the oil. Creatures that fail their initial saving throw take an additional 2d6 points of damage in each subsequent round of the spell's duration (up to a maximum of 6 rounds at 18th level).

The oil created by this spell is not itself flammable.

Chain Missile (Spell Compendium)

Evocation [Force]

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Bolts of pale blue energy spring forth from your finger and slam into the desired target. An instant later, the bolts bounce away toward other creatures, slamming into each one.

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage as if struck by a single *magic missile*. You choose secondary targets as you like, but they must all be within 30 feet of the primary target and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against *magic missile* (such as the *shield* spell or a *brooch of shielding*) also protect against this spell if the primary target has that sort of protection. The spell has no effect against it, but still springs to all secondary targets. (A *brooch of shielding* loses a number of charges equal to the number of missiles hitting the creature up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets.

The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike. This spell cannot target or damage inanimate objects.

Electric Jolt (Spell Compendium)

Evocation [Electricity]

Level: Sorcerer/Wizard 0

Components: V S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A white-hot electric spark dances on your fingertip and then bolts toward your target.

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

Dragon Breath (Spell Compendium)

Evocation [Good or Evil]

Level: Cleric 5, Sorcerer/Wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Using magic to mimic a dragon's breath, you spew forth a gout of energy.

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again. When you cast *dragon breath*, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then *dragon breath* gains the evil descriptor. If you choose a metallic dragon, then *dragon breath* gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Arcane Material Component: A dragonscale of appropriate color.

Dragon	Breath	Saving Throw
Black	30-ft. line of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Blue	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Green	15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8)	Reflex half
Red	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
White	15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8)	Reflex half
Brass	15-ft. cone of <i>sleep</i> , last 1d6 rounds	Will negates
Bronze	30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8)	Reflex half
Copper	15-ft. cone of <i>slow</i> , last 1d6 rounds	Will negates
Gold	15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8)	Reflex half
Silver	15-ft. cone of paralysis, last 1d6 rounds	Fort negates

Energy Spheres (Spell Compendium)

Evocation [Acid, Cold, Electricity, Fire, Sonic]

Level: Sorcerer/Wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./level)

Effect: Five floating spheres

Duration: 1 round/level or until discharged

Saving Throw: Reflex half; see text

Spell Resistance: Yes; see text

You toss each of the marbles into the air, making the incantation as you do so. Each marble turns a different color—pale green, white, blue, red, and violet—and settles into orbit around your head.

You create a circle of five colored spheres that orbit your head at a distance of 1 foot. These spheres provide as much light as a torch and can be used offensively or defensively. Each sphere corresponds to one of the five types of energy (acid, cold, electricity, fire, sonic).

If used to attack, on your turn as a standard action you can direct one or more spheres to strike a creature or creatures in range, no two of which are more than 30 feet apart. Each sphere deals 5 points of energy damage per five caster levels (maximum 20 points of damage) to a single creature, so an 11th-level caster's sphere deals 10 points of energy damage. The subject can make a Reflex save for half damage against each sphere.

If you are attacked with an effect that causes energy damage, and the sphere of that type of energy is still present, you can have that sphere absorb some of that energy damage. Each sphere grants you energy resistance 5 per five caster levels. If a sphere is used to absorb damage, that sphere is destroyed.

When used to attack a creature with spell resistance, make one spell resistance roll for all spheres that attack the target in a round. Success or failure applies to all spheres striking the creature that round.

Material Component: Five glass marbles.

Force Missiles (Spell Compendium)

Evocation [Force]

Level: Sorcerer/Wizard 4

Components: V S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to four creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Sparkling bolts of blue magic, like giant magic missiles, streak from your outstretched hand to strike your foes and explode in sparkling bursts.

You create powerful missiles of magical force, each of which darts from your fingertips and unerringly strikes its target, dealing 2d6 points of damage. The missile then explodes in a burst of force that deals half this amount of damage to any creatures adjacent to the primary target.

The missile strikes unerringly, even if the target is in melee or has anything less than total cover or concealment. A caster cannot single out specific parts of a creature. The spell can target and damage unattended objects.

You gain one missile for every four caster levels. You can make more than one missile strike a single target, if desired. However, you must designate targets before rolling for spell resistance or damage.

Fireburst (Spell Compendium)

Evocation [Fire]

Level: Sorcerer/Wizard 2, Warmage 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With a grand circular gesture the air around you fills with flame. An instant later the fire explodes outward, engulfing everything close to you.

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Forceward (Spell Compendium)

Abjuration [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 round

Range: 15 ft.

Effect: 15-ft.-radius sphere centered on you

Duration: 1 minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Waiving your arm about your head to trace the curve of a dome, you call up a hemisphere of force as clear as glass.

You create an unmoving, transparent sphere of force centered on you. The sphere negates force effects and provides an impassable barrier against incorporeal creatures. Spells with the force descriptor do not affect anything within the sphere, and any force spell that overlaps the area, such as *wall of force*, is automatically countered. Incorporeal creatures or creatures with the force descriptor must make a Will save to enter the area of the sphere.

Forceward does not push a creature out of the way if you move toward an incorporeal creature or force effect, and such creatures are treated as if they automatically succeeded on their saving throws against this spell.

Hail of Stone (Spell Compendium)

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You hold the jade chip before you and blow on it as you end the spell. The chip flares with a green flame and vanishes as rocks begin to fall on your pursuers.

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Mage Armor, Greater (Spell Compendium)

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Orb of Sound, Lesser (Spell Compendium)

Conjuration (Creation) [Sonic]

Level: Sorcerer/Wizard 1, Warmage 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of sound energy

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of sound about 2 inches across shoots from your palm at its target, dealing 1d6 points of sonic damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb does an additional 1d6 points of damage: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Prismatic Ray (Spell Compendium)

Evocation

Level: Sorcerer/Wizard 5, Warmage 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

You feel within you, as the spell nears completion, various energies locked in a battle within your body. As nausea threatens to overcome you, you croak out the final syllables of arcane power and point your hand. A single beam of brilliantly colored light then shoots from your outstretched hand.

You must succeed on a ranged touch attack with the ray to strike a target. On a successful attack, a creature with 6 Hit Dice or fewer is blinded for 2d4 rounds by the *prismatic ray* in addition to suffering a randomly determined effect:

1d8	Beam	Effects
1	Red	20 points fire damage (Reflex half)
2	Orange	40 points acid damage (Reflex half)
3	Yellow	80 points electricity damage (Reflex half)
4	Green	Poison (Kills; Fortitude partial, take 1d6 Con damage instead)
5	Blue	Turned to stone (Fortitude negates)
6	Indigo	Insane, as <i>insanity</i> spell (Will negates)
7	Violet	Sent to another plane (Will negates)
8	—	Two effects; roll twice more, ignoring any "8" results

Rainbow Beam (Spell Compendium)

Evocation [Light]

Level: Sorcerer/Wizard 2

Components: V, S, F

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You fire a ray of swirling, multihued light drawn from radiant energies. The light's hues wind together but remain independent.

You must succeed on a ranged touch attack with the ray to strike a target. If you hit, the subject is dazzled for 1 minute. The spell also deals 1d12 points of damage per three caster levels (maximum 5d12). A *rainbow beam* deals a random type of damage as determined by the following table. If two types of energy are indicated, *rainbow beam* deals half its damage from each type of energy indicated. Creatures apply energy resistance separately to each type of damage.

1d8	Color	Damage Type
1	red	fire
2	orange	acid
3	yellow	electricity
4	green	poison
5	blue	cold
6	indigo	sonic
7	violet	force
8	multihued	roll twice (ignore further results of 8)

Focus: A small clear gem or crystal prism worth at least 10 gp.

Ray of Ice (Spell Compendium)

Evocation [Cold]

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: Yes

A cyan ray beams from your fingertips. You shudder with cold as the ray leaves your hand.

You launch a ray of numbing cold at your enemy. You must succeed on a ranged touch attack with the ray to strike a target. If successful, the ray deals 1d6 points of cold damage per two caster levels (maximum 5d6). The target must also make a Reflex save or be frozen to the ground with its feet encased in ice. A frozen creature cannot move, receives no Dex bonus to AC, and incurs a -2 penalty on attack rolls. A frozen creature can free itself with a DC 18 Str check or by dealing 15 points of damage to the ice.

Material Component: Ice or a vial of melted mountain snow.

Reciprocal Gyre (Complete Arcane)

Abjuration

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./1 level)

Targets: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fort negates; see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 pts of damage per spell level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is *hasted* (3rd level), *flying* (3rd level), and protected by a *stoneskin* spell (4th level wizard version) takes 10d6 damage (Will save for half). In addition, any creature that fails its save must then succeed on a Fort save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area (such as *invisibility sphere* or *solid fog*) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spells can be – for example, the magic of a *cloak of resistance* can't be used by *reciprocal gyre*, but a spell cast by a *wand of invisibility* could be.

Material Component: A tiny closed loop of copper wire.

Snowball Swarm (Spell Compendium)

Evocation [Cold]

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. / level)

Area: 10 ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

As you cast this spell, those around you sense an unnatural chill. This vanishes, though, as you release a burst of frost-filled power in the midst of your foes.

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3rd, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9th level or higher.

Material Component: A piece of ice or a small white rock chip.

Sonic Blast (Spell Compendium)

Evocation [Sonic]

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will half

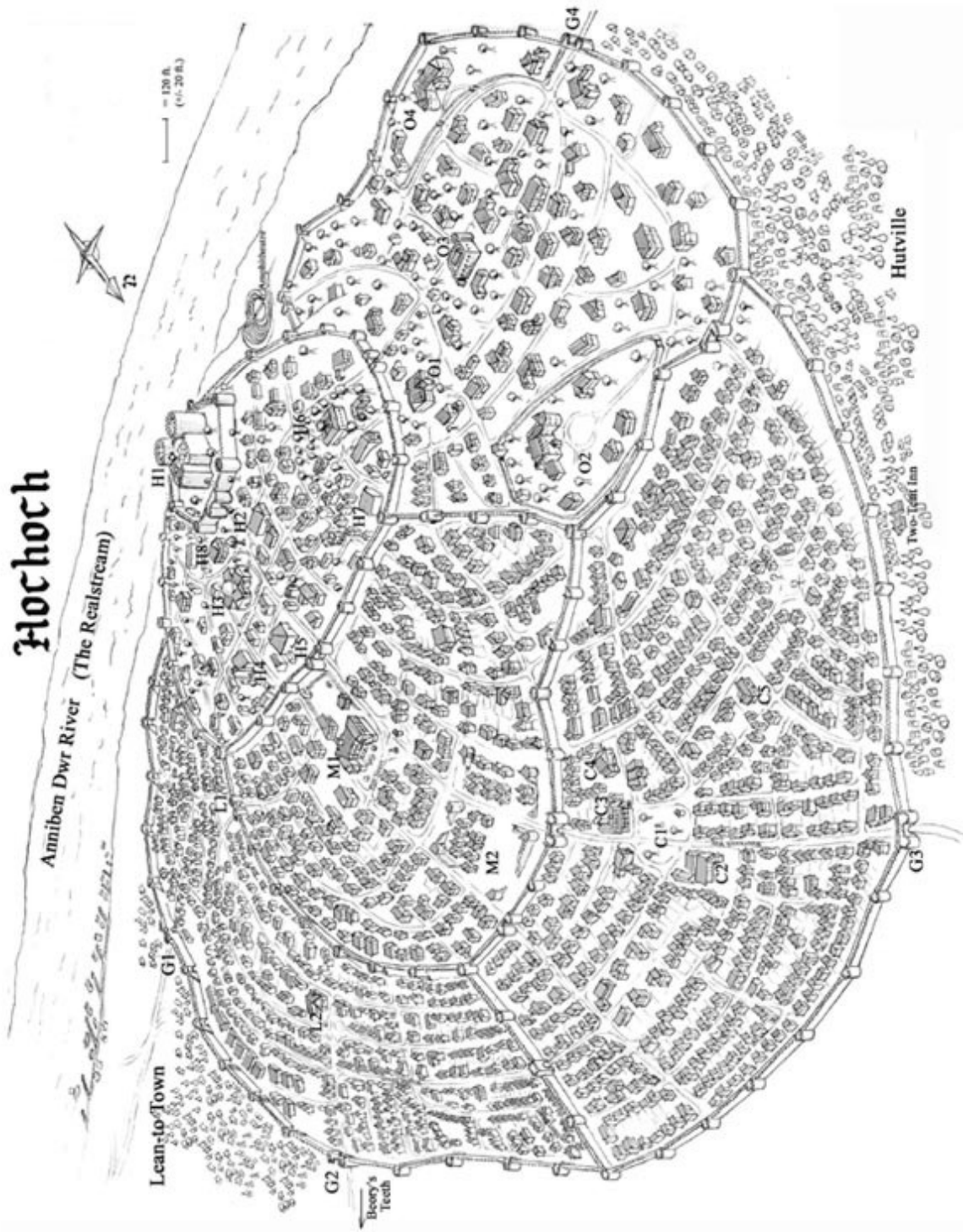
Spell Resistance: Yes

The words of your spell twist upon each other and grow stronger. Then, like a cluster of bees, they streak toward your target and detonate in a screaming bellow around him.

You blast the target with loud and high-pitched sounds. The subject takes 1d4 points of sonic damage per two caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds. This spell has no effect if cast into the area of a *silence* spell.

PLAYER HANDOUT #1 – MAP OF HOCHSCH

(from the Geoff website, created by Jose Ortiz)



PLAYER HANDOUT #2 – KEY TO THE MAP OF HOCHOCH

(from the Geoff YahooGroup)

Gates:

- G1 – River Gate
- G2 – Shalm's Gate
- G3 – North Gate
- G4 – Oyt Gate

Low Quarter:

- L1 – The Broken Drum Inn
- L2 – The Cracked Cup

The Commons:

- C1 – Iowerth Square
- C2 – The Boar's Knuckle (condemned)
- C3 – The Boar's Other Knuckle
- C4 – Company of Giant Slayers Hall
- C5 – The White Stag Inn

Market Ward:

- M1 – The Giant's Hearth Inn
- M2 – Market Square ("Broken Wall")

Old City:

- O1 – Old Oak Tavern
- O2 – Bedwyn the Fat's Estate
- O3 – Knights of the Watch Chapterhouse
- O4 – Sierra Blackblade's Estate

Hilltop:

- H1 – Caer Dwr Gwyldy (Waterwatch Castle)
- H2 – Trevol Llys (Town Hall)
- H3 – Temple of Pelor
- H4 – Temple of St. Cuthbert
- H5 – Temple of Allitur
- H6 – Temple of Ehlonna
- H7 – Wayfarer's Union House
- H8 – The Brenin's Signet Inn

CRITICAL EVENT SUMMARY: SHE7-03 DARK WHISPERER RETURNED

For use only before 08/01/2007

- | | | | | |
|----|---|-----|----|---|
| 1. | Was the Aspect of Vecna destroyed? | Yes | No | |
| 2. | Was the Spirit of the Cup destroyed? | Yes | No | |
| 3. | Was Yastric and Trevor a) taken back to Hochoch, b) killed at the Storm Wall, or c) left for dead in the Sea of Dust? | a | b | c |
| 4. | Did the PCs leave their post in Hochoch without permission? | Yes | No | |

If so, list whom here:

5. Did the PCs betray Nightshade?
- | | |
|-----|----|
| Yes | No |
|-----|----|

If so, list whom here:

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):