

COR7-07



Storm Harvest

A Two-Round Dungeons & Dragons® Living Greyhawk™ Core Adventure

Version 1

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Traps. Treasures. Unspeakable horrors. All of these and more spring to mind when a story involves the ancient ruins of a wizard's tower. The Kingdom of Sunndi calls on you to explore such a building out in the wilderness, to negotiate your way across the Vast Swamp and the Spine Ridge, and hopefully find the answer to the bullywug invasion laying waste to their lands. A two-round core adventure set in Tilvanot Peninsula for characters level 4-15 (APLs 6-14).

The final part of "When the Wind Blows" (SND3-01 *Harvest Time*, ESA4-06 *Wind Reaping*, and ESA5-02 *Seeds*). It is not necessary to have played these adventures.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], COR3-08 *A Man With Nothing* [David Christ], COR4-03 *Castle Greyhawk* [Jason Bulman, David Christ], *Monster Compendium: Monsters of Fearun* [James Wuatt, Rob Heinsoo], *Fiend Folio* [Eric Cagle, Jesse Decker, James Jacobs, Eric Mona, Matt Sernett, Chris Thomasson, James Wyatt] *Monster Manual II* [Ed Bonny, Jeff Grubb, Rich Redman, Skip Williams, Steve Winter] *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons] *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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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.

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule 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. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session 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). You need one copy of this for each participating player.

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 two-round Core adventure, set in Tilvanot Peninsula. All characters pay 2 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 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 that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had 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). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

The adventures starts with the PCs receiving a vision while at home, followed by some (probably extensive) travel. During this trip they can easily visit a mayor city to buy whatever equipment the rules allow, power up spell-storing items, and otherwise prepare for the adventure.

There is no time pressure in Storm Harvest; the party can *always* rest when they choose to, provided they find a safe spot.

As the final combat takes place in the swamp, and possibly underwater, familiarize yourself with the rules for underwater combat (DMG 92). Asherati will find this decidedly unpleasant, but can participate; with the appropriate magics.

The Scarlet Brotherhood is outlawed in Sunndi, and membership is a capital crime. The NPCs in COR7-07 *Storm Harvest* have no reason to suspect the PCs or scrutinize their background, but advise PCs to keep their membership secret. Also inform them that the Scarlet Brotherhood is not opposed to this trip into their territory; they *want* Sunndi between them and the United Kingdom of Ahlissa—for now.

Additionally, Sunndi has very strict laws about a person free will. Spells that remove or manipulate a person's free will (such as *charm person*) are illegal (as is the mindbender prestige class).

Centaurs face no particular problems; the people of Sunndi are very open-minded.

Divinations work normally. As it is impossible to predict what questions the players will ask, answer their questions as best you can using the contents of the adventure as a guide.

Finally, check to see if any of the PCs have any favors or disfavours with the fey. Such AR items may come into play in Encounter 1.

If you have questions of any kind, feel free to email me at mdkniese@blackstar.nl.

NEW RULE ITEMS

Core adventures often utilize new rules items—including new classes, prestige classes, races, feats, spells, and equipment (including magic items)—that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

Once every generation, the toad-like bullywugs surge out of the Vast Swamp to the south of Sunndi to slaughter all they can find. None ever knew why. The bullywugs believe it to be the wish of Wastri, their insane toad-deity, demanding the extermination of everything not human or bullywug. The human followers of the Hopping Prophet certainly promote that view, and gladly use the raving hordes to advance their own agenda. But even they know they are riding a tiger, and if they fall off, it will destroy them in the blink of an eye.

The Sunndians, who believe in the equality of all races, would love to see that happen, but after a lifetime of war to free themselves from the oppressive reign of the Great Kingdom and its mad overkings, they above all want peace. But they seem unlikely to get it.

Thanks to a series of guard towers the elected King Hazendel ordered built along the border with the Vast Swamp, and the heroic actions of its inhabitants, Sunndi has not yet been overrun completely, but things do not look good. Many decades of war with Ahlissa have left the land in no shape to withstand the bullywug invasion, and something needs to be done soon.

About a year ago, a group of heroes found a clue that might offer hope.

Not long before the invasion began, a strange, hot wind blew from the south, a wind the old folk called the War Wind. When spring came a year later, a strange yellow flower sprang up everywhere, causing all amphibian creatures to go berserk. Then, the bullywugs struck.

It was Major Chaldea Starglow, a human warrior mage of the now obliterated village of Longwood, who,

with to the help of several Sunndian heroes, put the clues together, and found what might be an answer.

Well over 500 years ago, an evil wizard named Targandor was slain by the legendary druid Menarden, a treant old beyond belief. Now, a few chance notes discovered by adventurers among the possessions of a mentally disturbed necromancer linked this Targandor to the strange yellow flowers.

At Chaldea's request, a band of heroes ventured into Menowood, land of the Fey, to seek out Menarden, to see if he yet lived, and to learn what they might from him. They were successful.

Menarden did indeed still live, and through his vast knowledge of history and nature was able to confirm what so far was only suspected.

The yellow flowers, known as Sun Children, are native to the Tilvanot Peninsula, home of the Scarlet Brotherhood and, more importantly, to the evil wizard Targandor. Roughly once every 25 years, a strong wind, a natural phenomenon, blows from those regions, all the way across the Spine Ridge and towards Sunndi, carrying all manner of seeds. The Sun Children do not thrive in the Vast Swamp, but for a few years they will flower.

This in itself is no great problem, but with the death of Targandor, his tower fell into ruin, and his many magical experiments were left unattended. Not much conjecture is needed to assume that the Sun Children, which grow in abundance near the ruined tower and in their natural state have a symbiotic relation with frogs, might have become tainted by magic gone awry, with devastating results: the pollen of the tainted plants does not make amphibians feel happy and fertile, but rather flings them into a mindless, seething rage that causes them to attack anything that moves.

In the year since these discoveries were made, powerful magic was used to further investigate, and Menarden's theory was confirmed without doubt: the Sun Children near the tower have indeed been tainted, and only when they are destroyed, or the taint removed, can Sunndi hope for lasting peace.

In COR7-07 *Storm Harvest*, the party is asked to locate Targandor's Tower, and destroy whatever magic causes the taint in the Sun Children. This will not improve the current situation in Sunndi, but will at least ensure no future invasions will ever happen again.

And who knows? Perhaps a solution to the current threat might be found there as well? A wizard's tower holds many secrets...

ADVENTURE SUMMARY

Introduction: The PCs receive a dream showing them Sunndi's plight, and are requested to come to the Queens Halls in Sunndi for further details. After an uneventful trip, the party meets up at the Queens Halls where they are hired to find the ruined tower of a long-dead wizard and presumably the cause of the bullywug invasion devastating Sunndi. They are charged to go to Menowood, where a guide will take them to the water

weird Vanora, whose magic will send them to roughly the location of the tower without alerting the Scarlet Brotherhood. When they wish to return home, Vanora's magic will also bring them back.

Encounter 1—Menowood: The party travels to Menowood, where they wait for their contact to appear. As they wait, a wandering group of bullywugs happens upon them, and immediately attacks. At low APLs this is a serious attack, at high APLs it is markedly less so.

Afterwards, the PCs meet their guide, who turns out to be a former adventurer reincarnated as a goblin. He takes the party to Vanora, who listens to their request. If they can convince Vanora to help them, she uses her magic to send the party to their goal.

Encounter 2—The tower: The party appears right on top of the tower, on what is left of the top floor. If they react quickly all goes well, otherwise they crash through the floor.

Once the party is safe (or recovered from the fall), they can explore the tower. This lets them find either one or both of the secret (and trapped) entrances to Targandor's lab. After their trap is disabled, both magical gates will take the party to Encounter 3.

Encounter 3—Elsewhere: Both gateways take the party into a 50 feet square room, decorated with intricate abstract murals and a fountain with a dragon spewing water. This is a trap: after one round the fountain switches off, and a spell turret activates. (At APL 6, the turret is malfunctioning, and produces only eerie effects that do no actual damage).

The murals are actually magical gateways leading to various parts of Targandor's tower: the two secret entrances, and Encounters 4, 5, and 6.

Encounter 4—The Library: Targandor's library is well furnished, and some exploration reveals a number of interesting items. This is where the party meets Rekkir. Thanks to his anticipate teleportation spell, Rekkir is waiting for the party; he tries to kill the intruders.

Encounter 5—The Laboratory: This is Targandor's real lab, where he conducted his experiments and research. Here, the party meet the ghost of Che-Kanan, enemy and one-time prisoner of Targandor, and rather accomplished wizard. With tact, the party may be able to convince Che-Kanan to help them. This, however, is not easy, and the encounter may also end in combat. In the laboratory the party can find Targandor's journal, which contains clues as to what exactly happened here to cause the Sun Children to mutate, and what to do about it.

Encounter 6—The Prison Block: A room with prison cells along the walls holding various creatures in suspended animation. Some cells only hold ancient corpses as the magic failed and the creature in the cell starved. Some creatures are normal (if foreign), others have been more or less altered or otherwise experimented on. The party can use Targandor's notes to figure out how to de-activate the stasis field and interact with the creature(s) inside, and possibly rescue a noble couple from the Duchy of Urnst.

Encounter 7—And then... It is up to the party to figure out what to do next. If they put all the clues they found so far together they realize they should go out into the swamp, just east of the tower, and there locate the incubator and destroy it. The party can rest up, study Targandor's journal, and possibly chat with Che-Kanan before they move on to Encounter 8.

Encounter 8—Into the Deep: In the murky deeps surrounding the tower, the party must locate the incubator. They are hampered in their search by Ssesteirah, a terrible creature - part hydra, part green dragon - who considers the incubator to be part of her treasure.

Encounter 9—Conclusion: Whether the party was successful or decided to flee, they wish to go home. At their signal, Vanora recalls them to Menowood, where she and Wyler listen with interest to their tale before Wyler escorts them to the Queens Halls to report and receive their just rewards.

INTRODUCTION

Read or paraphrase the following:

It is early Flocktime, and for once, everything seems to be in order. There are, of course, the usual problems and annoyances, but right now, nothing is urgent enough to prevent you from a good night's rest.

Sadly, it is not to be...

Ask the PCs if they wish to resist the effect of a spell. They can sense it is not hostile, but that is all. If they resist, a DC 20 Will save indicates success.

PCs that do not resist (or fail their save) receive Player Handout 1a, A Vision if they are not familiar with the war in Sunndi, or Player Handout 1b, A Vision, if they are. Elves are, of course, immune to this effect, as they do not sleep. Such individuals receive a letter (written by Lanneara) that includes the same information.

PCs that successfully resist must make up their own reason why they would happen to go the Queen's Halls in Sunndi (other PCs invited them, their own spells told them to go, and so on. If a PC really is not going, the adventure is over for that PC.

The dream shows the PCs how the bullywugs invaded Sunndi, and that heroes are needed for a special quest to find a solution. The Court Wizard Lanneara appears, and invites the PCs to come to Sunndi for more information. They will, of course, be compensated for their troubles.

When the players have read the handout and discussed things, ask them if they accept, how they plan to travel, and what, if any, shopping or other preparations they wish to perform before leaving. This is simply roleplay; feel free to elaborate or cut short their preparations as time and interest dictate. If the PCs do

some research on their destination, check Appendix 3, for more information.

A DC 25 Spellcraft check identifies the vision as magically sent by a *dream* spell.

The actual trip to Sunndi is swift and uneventful, and before long, the PCs find themselves in front of the Queens Halls in Pitchfield. It is most likely the PCs meet each other during the trip, but otherwise this is a good point for character introductions. When introductions are done, read or paraphrase:

After a long journey, you finally find yourselves in front of a large, elegant building in the city of New Keep: the Queen's Halls.

A DC 15 bardic knowledge or Knowledge (local: Splintered Suns) check indicates the PCs know the Queens Halls is a wizardly organization, and that Keeper Talmiria is one of the higher ranking librarians serving directly under Yasme Volongkech, the Head Librarian. Members of the Meta-Organization the Queen's Halls know this automatically.

When the PCs explain their reason for coming, they are brought to the guardroom annex waiting room to the left of the main hall and asked to wait.

After about ten minutes, a young Suel woman in a simple white gown enters, her only jewelry a silver symbol depicting a hand from which a spray of colors springs. She bows lightly to you and in a musical voice says "Greetings. I am Jilicar, priestess of Our Lady of the Light. If you would be so kind as to follow me? Magistra Lanneara is waiting."

A DC 10 Knowledge (religion) check links both the title 'Lady of the Light' and the silver symbol to the goddess Lydia, goddess of knowledge, music, and daylight. Jilicar is a bit shy around powerful PCs though obviously honored and, if they treat her well, pleased.

Jilicar leads you through the main hall, up the stairs to the Great Library itself. There she takes you to a small conference room where three women are chatting. An older Suel woman sits next to an elegantly dressed young dark-haired Oeridian lady, while a plain, Oeridian woman in her prime is standing at the window. The Suel woman rises as you enter.

"Welcome. I am Talmiria, Keeper of the Library. Please, allow me the honor of introducing you to Magistra Lanneara A'Quillan, Court Wizard of Sunndi." Keeper Talmiria bows respectfully to the lady at the window, who smiles at you.

Allow the PCs to introduce themselves or otherwise respond, before continuing:

Keeper Talmiria gestures at the younger woman "Allow me to introduce to you Lady Elia Donner,

eldest daughter of Count Donner, ruler of this county and his representative at this meeting.” The young woman nods at you. Then both women look at Lady Lanneara A’Quillan, who steps away from the window, smiles again, and says, “It is a pleasure to meet you all, and I thank you for coming. Please! Sit!” She gestures at the many chairs around the table.

Allow the PCs to respond and then continue:

When everyone is comfortable, she continues, “As I explained to you in the dream, Sunndi is currently being invaded by hordes of bullywugs, amphibian creatures that worship an evil deity known as Wastri. These bullywugs are in a constant, never-ending rage, caused by the polluted pollen of a flower, the Sun Child. This flower is native to the Tilvanot Peninsula, and in its natural form, perfectly harmless. However, the seeds that sometimes get blown into the Vast Swamp are somehow different. For some reason, the plants that grow from these seeds induce an incredible, unending rage in all amphibious creatures—including the bullywugs.

We believe that these tainted plants originate near the ruins of an ancient wizard’s tower. This wizard, Targandor by name and quite evil by nature, has been dead 500 years, his ashes scattered on the winds. But his legacy, it seems, remains with us still.

Now, my divinations have shown that of all people on Oerth, you are the most likely to succeed on a quest to find this tower, and put an end to whatever it is that causes the Sun Children to be tainted so. Will you help us?”

The PCs can of course ask questions before they decide to accept or not; refer to the list below and to Appendix 3 (Lanneara has all information listed there). If you are pressed for time, Lanneara may simply give the information.

Q: How do we reach this tower? An ancient map shows the tower to be somewhere at the southern end of the Spine Ridge, near the Tilvanot Peninsula. Going there would mean a month or more of traveling through the Vast Swamp and then across the Spine Ridge, or require magic the use of which would likely alert the Scarlet Brotherhood.

To save time and avoid notice, the fey of Menowood have agreed to send the party to their destination using means unknown to mortal ken. Lanneara gives the party Player Handout 2, which contains a piece of poetry which she says may be of use to the party. She does not know how or when, but they may take it along for future reference.

She also gives them Player Handouts 3 and 4, explaining that these are the documents that pointed them to the wizard’s tower, and that they might hold clues for the party still. (Player Handout 7 contains a plain text version of handouts 3 and 4).

Q: How do we reach Menowood? Lanneara teleports them when they are ready. Or, to be more exact, she teleports them to a nearby hill, as teleportation and similar magic is notoriously unreliable inside Menowood. Not far from the hill is a small brook, where the party should find some Sun Children; they should all wear a flower in order to identify themselves to the Fey.

Lanneara is a 6th-level wizard/7th-level elemental savant (Complete Arcane 32), and can teleport 8 Medium creatures (in 2 trips), with Large creatures counting as 2 Medium ones. Familiars do not count for this. Let the party decide which, if any, creatures they wish to bring along. Note that the final destination is a tower in a swamp, so mounts will be of limited use.

If for some reason the party does not want to be teleported, they receive a map and directions to the hill; it is about a week’s travel on horseback.

If the party prefers to do their own teleportation, Lanneara gives them sufficient details for this. High-level druids may also use *transport through plants* or similar spells and come out on the great oak on top of the hill.

Q: How do we get back? The same way you went; the fey will call you back to Menowood, from where you can return here.

Q: What assistance can you give us? Sunndi is currently at war and resources are limited, but we will aid you as best we can, and give you both information and basic supplies.

DM Note: “Basic Supplies” means the party gets free standard upkeep for this adventure. If someone desires a more luxurious lifestyle, they have to pay for it.

In addition, as it seems likely success will involve quite a bit of searching, Lanneara, from her own personal possessions, offers to lend the party a set of *eyes of the eagle* (DMG; +5 on Spot), and a pair of *goggles of minute seeing* (DMG; +5 on Search) to aid in their quest. If the party desires, they may also buy them (Lanneara can craft them herself), but otherwise she does expect them back.

Q: What’s in it for us? Sunndi cannot afford to offer much monetary rewards, but you will earn the favor of its inhabitants, some of whom are quite influential. In addition, Talmiria offers 50 gp per APL for the PCs’ time if they agree to a debriefing on their adventures afterwards. And of course, whatever valuables the party may find in the tower is theirs to keep.

Q: What more can you tell us?/ Using spells or skills to learn more: Refer to Appendix 3 for more information on Menowood, the fey, Targandor, Menarden, the Tilvanot Peninsula and the Scarlet Brotherhood.

A FINAL WORD

For those PCs that accept the mission, after they have no more questions, read of paraphrase:

Magistra Lanneara smiles at you all, “I thank you for your help to our country in these hard times. It will not be forgotten! But for now, I bid you good day.

When you are ready to depart, you will find me here, in the gardens."

If a PC refuses this mission, both Lanneara and Talmiria ask him to reconsider, but in the end accept his choice. They will give the PC 50 gp to cover travel expenses, thank him for his effort, and ask him to leave. The adventure is over for this PC.

The party can do whatever shopping they like in New Keep (of if they can *teleport*, they can go to a bigger city, of course.)

New Keep (large town): Conventional; AL NG; gp limit 3,000 gp; Assets 1,500 gp; Population 2,800 (55% humans, 30% dwarves, 12% gnomes, en 3% other).

Authority Figures: Count Emuld Donner of Darmen (count of Pelsand), Commander Kayne Donner (son of count Donner and commander of the Pelsand Guards), Mayor Huelyn (mayor of New Keep, chairman of the city counsel), Captain Barden (Sheriff, Head of the New Keep Watch), Lady Counselor Elyda Velsher (city counsel member and treasurer), Lord Marrec Hugher (Chairman of the Benefit, representative of the merchants of New Keep), Xibyan Mettoc (city counsel member on arcane affairs, and head of the Arcane Order), Mergadrin (city architect)

Important Temples: The Dome (temple of Pelor, Temple district), The Fortress of Liberty (temple to Trithereon, Temple district), The Queens Halls (temple to Boccob, Lirr, Lydia, and Yohydee, Park), The Big Gamble and Arena (temple to Norebo, Commoners district), Shrine of the Ruby Heart (shrine to Ulaa, outside city gates), The Hall of Stone (Samryntar, North Hill), The Benefit (includes shrine to Zilchus, Market).

1: MENOWOOD

If the party travels on their own, they have an uneventful trip; skip to the next bit of box text. Otherwise, once the party is ready to depart, read or paraphrase:

Having finished your preparations in New Keep you return to the Queen's Halls, where you seek out Lanneara in the gardens. She smiles when you approach, and asks if you are ready.

Assuming the party is, Lanneara teleports them to their destination. Then she wishes them good luck, and returns home. Read or paraphrase the following:

As Lanneara vanishes, you find yourself on a grassy knoll upon which towers an enormous oak. In the deep shadows underneath its mighty branches three rocks, a tall one and two smaller ones, stand in front of a great rent in the trunk, going upwards and out of sight; the path along which lightning once crackled into the ground. A short distance to the south you can see the Menowood, a great restless ocean of trees, not unlike deep green waves over unfathomable dark depths.

To the east, lies the brook Lanneara mentioned.

The ground near the brook is very soft and wet, but not a hindrance and the yellow flowers are easy to find. Unfortunately, it is not the only thing the party finds. Read or paraphrase:

The weather is hot and humid, and despite the shade you are sweating heavily as you descend the hill and make your way to the edge of the water. It is still early morning, but even so, the only sounds to be heard are the crickets and the rustling of reeds on the wind. Wait a minute. What wind?

Note that as the encounter begins, neither party is aware of the other, although the bullywugs stumble upon the party if the party does not move aside. Have the PCs make opposed Listen and Spot checks against the bullywug's Hide and Move Silently checks. Determine surprise and encounter distance (6d6x10 feet—DMG 88).

See DM Map 2: for a map of the area.

All APLs (EL 8)

Raiders (4): bullywug barbarian 4; hp 57 each; Appendix 1.

Tactics: The bullywugs are in a state of mindless rage and simply attack anything that moves. They fight to the death. This is what all bullywugs do and will keep doing until the tainted yellow flowers are all gone (and as much longer as they think would please their deity, Wastri).

Note that this encounter is untiered and thus easier for higher APLs. This is compensated for elsewhere.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: Once the bullywugs are defeated, the party can easily locate the flowers, and travel onwards. If there is a spellcaster in the party with a toad familiar, the toad loudly expresses its dislike of the flower as the flower's pheromones make it agitated and uncomfortable. However, the magical bond between the toad and his master prevent any further effects, and the toad can be placated without too much trouble. Read or paraphrase:

With flowers for everyone, the walk to Menowood can begin, and soon you stand at the edge of the forest. Enormous trees loom over you, casting dark, foreboding shadows. Strange birdcalls echo among the black bowers and it seems a thousand hidden eyes peer at you from among the branches and trees. Watching. Evaluating. Judging. But there is something else even more unsettling, not obvious at first glance, but there all the same: the grass of the glen bends in the morning breeze, but the leaves of Menowood are still. And the drifting clouds overhead cast their shadows on the land but in the gloom ahead the light, what little there is, shifts

differently, as an afterthought to other more interesting things...

PCs succeeding on a DC 19 Spot check notice a small, quiet shape watching them from the woods. The figure is riding a green, doglike creature. The PCs can make a number of skill checks to learn more:

- A DC 10 Knowledge (local: any) identifies the rider as a goblin.
- A DC 12 Knowledge (arcana) identifies the “dog” as an elven hound (*Races of the Wild* 189).

This is Wyler, their contact and guide into Menowood, his familiar, and his mount. If the party fails to spot him, Wyler reveals himself after a few minutes.

All APLs

♣**Wyler:** male goblin cleric 3/wizard 3/mystic theurge 6; hp 67; Appendix 1.

Wyler once was a hero and as such has many unusual characteristics for an NPC. Originally Suel, Wyler was killed and reincarnated twice in the service of Ehlonna. The first time he remained human, the second time he returned as a goblin. Because Wyler was fey-touched when he was reincarnated, his body did not become that of a standard goblin, being slightly stronger and more dexterous, and not nearly as ugly as an average goblin. Wyler decided to remain among the fey of Menowood and serve his goddess there. Now 30 years of age, he still considers this a good choice.

If the party attacks, Wyler defends himself to the best of his abilities, but tries to disengage and get away as soon as he can. If he gets away (or at the lower APLs defeats the party), he tries once more time to have a peaceful conversation with the party, but if that fails he leaves. The adventure is over for the party.

If the party does not immediately open fire, Wyler comes out of the forest and introduces himself.

Wyler is a calm, resolute personality and a fair diplomat who enjoys helping people in need but will not tolerate extremism.

If any of the party are hurt, Wyler offers to heal them. If a PC was killed by the bullywugs, Wyler is of sufficient level to cast *raise dead*. He accepts loot from the bullywugs as payment.

Once introductions are done, Wyler explains he will take the party to Vanora, a water weird (MM II 91), and seeress. If the party asks her politely, she may be able to help them with their quest. Vanora lives in Lake Crystalmere, 2 days travel into Menowood.

Treasure: If the PCs loot Wyler they can gain his possessions. However, the first time they rest vengeful fey steal them back.

ON THEIR WAY

If the party follows Wyler, read or paraphrase the following:

When you step into the shadow of the eaves as Wyler bids you... nothing happens. No prickling skin, no shivery spine, no tingling, nothing. And yet the world seems different, more exiting and colorful, the bullywug invasion a distant, almost irrelevant memory. There is peace here; the air, sweet like heady wine, is still; not silent, but quiet, full of joyful expectation, as might be felt upon the morning of a great feast, the day's promise so full of marvelous wonder one might burst, the only solution seemingly to dive into it headlong and forget all else. Sunndi, the bullywugs, Oerth - what do they matter? Does anything matter other than the fact that you are here, now, in this magic place? Does it?

Nothing indeed happens, though suspicious PCs may suspect enchantments. Feel free to play up on this as it enhances the fun. When the party sets camp for the first night, ask any watchers to make a DC 10 spot check. Those that make it notice that something weird is going on with the landscape: a tree suddenly grows where a large rock was, a bush has replaced a patch of grass, another bush seems to have wandered off and is now standing several yards to the right, and so on. *Detect magic* reveals a faint magic that permeates the land but nothing can be pinpointed and no other traces are found. When asked, Wyler explains that this is normal; the lands of the fey are as mercurial and chaotic as the fey themselves.

Nothing unpleasant happens during the night or the next day as the party travels onward through the hilly forest. When the party reaches the great lake of Crystalmere, Wyler suggest they set up camp, explaining that the spring where Vanora lives can only be reached at night, under the light of Luna.

When the party is settled, read or paraphrase:

It is about an hour after sunset, and the night seems perfectly still. Crystalmere lies like a giant, perfect mirror, reflecting the myriad of stars sparkling in the firmament. Towards the east, the sky is lightening, announcing the appearance of Luna. Soon after, the bright silver disk of the moon, just a few days past full, rises into view, casting the land in silver. For a few moments Crystalmere seems to be made of liquid silver. Then, a rime seems to form on the lake, soon turning into ice. Or is it ice? It seems dry, like crystal...

Allow the party to react, though there is little they can do except watch. Read or paraphrase:

Soon the entire area is covered in what looks to be crystal soil, from which crystal plants begin to grow: First plants, then bushes, and soon trees spring up, growing into a forest before your very eyes.

If the PCs do nothing, continue. Otherwise, adjudicate their actions as appropriate.

Over the course of perhaps ten minutes the crystal forest grows and takes shape, until it matches perfectly with the rest of the forest - save for its material...

The strange crystal forest might well be one of the most beautiful things in the world. A faint breeze causes the leaves to chime an unearthly melody and the refracting moonlight is a marvel to behold. Not far off there seems to be another rare thing, as rare in this place as crystal trees are in the normal world: a sandy footpath leading into the woods.

Wylar bids the party follow him, and leads them into the crystal forest.

Under a cloudless sky filled with glittering stars and pearly moonlight you enter the mysterious forest. Over your head the leaves tinkle while tiny crystals crunch underfoot as you follow the path towards a clearing in what must be the centre of this strange place. And in the middle a crystal fountain stands, fully 30 ft. across, with great, majestic crystals rising from the centre like a frozen waterfall. Water cascades down the crystal spires in scores of tinkling, gushing streams, their music forming a perfect counterpoint to the enchanting song of the crystal trees. The sight is glorious to behold.

This is Vanora's Fountain, the worldly connection to her real home on the plane of Water. If the PCs do not do so themselves, Wylar approaches the fountain and in a clear voice requests Vanora to appear. Within moments the water weird rises from the surface and Wylar introduces the party. Vanora asks what they want and Wylar gestures to the party to explain.

The party now must convince Vanora to help them. If there are PCs on the table who played ESA5-02 *Seeds*, Vanora is friendly, otherwise she is indifferent to them. The party needs to make her helpful (Diplomacy skill, PH 71-72). (Note that any (dis-)favors with fey apply here fully). If the party manages to make her helpful, she agrees to use her magic to send the party to Targandor's tower. Note that every intelligent creature in the party can assist, and that Wylar helps as well.

If the party is incapable of making the check, Wylar tries it (and the party can assist him), though he advises the party to brush up on their manners.

When the party is ready to move on, read or paraphrase:

Vanora raises her hands to the heavens and speaks a single word of power. Instantly, a brilliant light fills the glade, casting rainbows wherever it is refracted by the countless crystals that make up the fountain. As Vanora turns, so do the rainbows, growing ever brighter and brighter until all you can see are the dazzling colors dancing and shimmering and

merging until there is nothing to be seen save for a blinding radiance.

Proceed to Encounter 2.

2: THALDAGAR'S TOWER

If you are pressed for time, you can skip most of the exploration of the tower; the important thing for the party is to find a portal and get through to Encounter 3. The portal in the alchemical lab is easy to find but has a harsh trap; the portal in the cellar is very difficult to find but the trap has deteriorated somewhat.

Read or paraphrase the following:

As your eyes slowly clear, you see vast swamps all around you reaching towards the mountains far in the distance. You can see this far because you are standing on the top of an ancient, ruined tower. Most of your attention however quickly centers on the dangerous creaking sounds the floor under you begins to make -the combined weight of your party is too much for the ancient tower, and with a loud ripping noise, the floor you stand on collapses.

The party has appeared right on top of the tower, on what's left of the top floor. If they react quickly all goes well, otherwise they crash through the floor.

They can employ magic, come up with a cunning plan (taking no more than 1 action), or make a DC 20 Jump check to get to safety in time to avoid falling. PCs that make a DC 15 Knowledge (architecture & engineering) recognize the weakness of the structure they are on in time to get a +5 circumstance bonus on their Jump check.

PCs that fall down drop 20 feet, taking 2d6 damage (or 1d6 damage on a DC 15 Jump or Tumble check). PCs that avoided the fall can scale the wall with a DC 15 climb check, or DC 5 with a rope.

Note: The adventure assumes the floor collapses. If the party somehow manages to prevent this from happening, adjust subsequent descriptions accordingly.

Once the party is safe (or recovered from the fall) they can explore the tower. It is mostly in ruins, but still has a few interesting features. Originally, there were 5 levels:

- **Floor 3:** Astronomical chamber.
- **Floor 2:** Study and research (alchemical lab).
- **Floor 1:** Living quarters (drawing room, bedroom, and so on).
- **Ground:** Entrance and daily affairs (kitchen and so on).
- **Subterranean:** The cellar.

After 500 years of decay, the astronomical room is gone completely; its walls crumbling to the ground, its roof and floor collapsing into the floor below.

Most of the lab is gone as well; a small part of the wall still exists, but most of it has collapsed. A section of floor is still in place (this is where the party arrives), but most of it came down when the top floor caved in, and the rest falls down as a consequence of the party's arrival.

On the first floor, the bedroom is still mostly intact (the room, not the furniture), but the rest was smashed to pieces by the higher floors coming down. Falling PCs end up in the bedroom.

The ground floor, which had the most and strongest supporting walls, is still mostly intact, although one section has collapsed into the cellar. The cellar, apart from the part that collapsed, is still okay.

See DM Map 3 for a plan of the Tower.

1. LANDING

There's not much left of this area. Holes in the wall indicate where stairs once went up and down, a few weathered, decaying wooden beams are all that's left of the floor.

2. STUDY

Though the floor is long gone, there are actually some shelves left, as they are part of the outer wall and made of stone. They are however cracked and broken, and any books they may have held are long molded away.

3. ALCHEMICAL LABORATORY

This is where the party arrives, on the last remaining bit of floor. As it immediately collapsed under their weight, there is now nothing left of interest—save for one thing: a portal to Targandor's magical lab.

The portal used to be well hidden, but the destruction of the tower removed part of its concealment. The secret entrance in the lab used to be hidden behind a large mirror, seemingly affixed to the wall. In reality, the mirror was affixed to a sheet of lead (blocking detection magic), which could be swung open like a door. When the tower collapsed, the lead door came loose and fell on the floor, shattering the mirror. Later on, the floor collapsed, and the whole can now be found on the floor beneath it. On the wall, a DC 15 Search check shows where the door was affixed, and a DC 20 Search check reveals traces of the magical pattern of the portal Targandor used to enter his hidden quarters. A DC 10 Search check on the correct part of the wall (see map) also shows this. As the lead sheet no longer covers the portal, *detect magic* reveal the portal instantly.

To reach the portal requires either magic, or a DC 20 Climb Check (DC 5 if made with rope).

The portal is activated by simply touching the wall. However, the portal is trapped. As long as the lead door does not cover the portal, anyone who remains in 5 ft. of the portal for more than 1 round without saying the password (Targandor), activates a magical trap. Once the trap is triggered, it goes off every round, but it deactivates if there are no living creatures within 5 feet of the portal.

Important: The party should encounter only one trap in the tower. If they deal with this trap, the trap in the cellar has degraded to just making scary noises, if they found the trap in the cellar first, this trap malfunctions.

APL 6 (EL 5)

⚡**Magic Device Trap:** CR 5; magical; proximity trigger; automatic reset; password bypass ("Targandor"); Touch Atk +10; spell effect (*bestow curse*, 7th-level wizard, -6 Constitution decrease, DC 16 Will save negates); Search DC 29; Disable Device DC 29.

APL 8 (EL 6)

⚡**Magic Device Trap:** CR 6; magical; proximity trigger; automatic reset; password bypass ("Targandor"); Touch Atk +10; spell effect (*orb of sound*, 15d4 sonic damage, DC 16 Fortitude save or be sickened); Search DC 29; Disable Device DC 29.

APL 10 (EL 9)

⚡**Magic Device Trap:** CR 9; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*cone of cold*, 60 feet cone, 15d6 damage, DC 17 Reflex save for half); Search DC 30; Disable Device DC 30.

APL 12 (EL 10)

⚡**Magic Device Trap:** CR 10; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*wail of the banshee*, 17th-level wizard, 40 feet spread, DC 23 Fortitude save or die); Search DC 34; Disable Device DC 34.

APL 14 (EL 13)

⚡**Magic Device Trap:** CR 11; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*horrid wilting*, 15th-level wizard 20d6 damage to all within 60 feet, DC 22 Fortitude for half); Search DC 33; Disable Device DC 33.

⚡**Magic Device Trap:** CR 10; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*wail of the banshee*, 17th-level wizard, 40 feet spread, DC 23 Fortitude save or die); Search DC 34; Disable Device DC 34.

Once the trap is disabled, the party can safely pass through the portal. Note also that as the trap has an initial 1 round delay, the party may avoid the trap by approaching the portal and going through it in the same round. If the party enters the portal, proceed with Encounter 3.

4. LANDING

There is not much left of this area, and it looks much the same as Area 1. The stairs going up are gone, those going down are missing the top half.

5. BEDROOM

This is where PCs falling from the alchemical lab end up.

Though the windows are broken and the furniture heavily damaged (both by the weather and the collapse when the party arrived), this room is still recognizable as a bedroom. It contains the remains of a four-poster bed, a desk, chair, cupboard, chest, cabinet, and two carpets. Several shelves have fallen from the walls, their contents rotting on the ground. Magic may be used to restore these items to their former glory, but the room contains no items of actual value. A DC 30 Search check suggest this room was ransacked a long time ago.

Clever players may realize this was most likely done by Yaromir, the bard from the story in Player Handout 3.

6. DRAWING ROOM

As the ceiling here collapsed long ago, this room and its contents has been much more heavily damaged over time. There is nothing of interest here.

7. DINING ROOM

Like the drawing room, the dining room was smashed by the collapsing ceiling; although the original purpose can be deduced from the rubble and splintered remnants of furniture, there is nothing of interest here.

8. LANDING

The landing on the ground floor is made of stone, as is the stair going down into the cellar. Both are in fair condition; although cracked, they pose no danger. The stair going up is missing the top half.

9. ENTRANCE HALL

The heavily damaged remains of a once impressive marble floor, and heaps of rubble are all that is here.

10. BATHROOM

Once a marvel of magical engineering, the room is now in ruins and filled with debris. The marble bathtub is cracked, and the wooden toilet crumbled into the deep hole under it.

11. KITCHEN

Broken remains of animated objects (servants of Targandor) litter this area.

12. LARDER

Some rats made their home here, but they run squeaking when the party appears.

13. STORAGE ROOM

More rats live here. They flee the PCs and pose no threat.

14. CELLAR

This dank, wet room is flooded to a depth of about 1 ft. Along one wall are the rotted remains of an extensive wine rack amid lots of shards and broken bottles. Empty stone shelves are chipped and cracked but mostly intact, though covered in a thick layer of various molds.

In the cellar is a hidden entrance to Targandor's real laboratory, which has withstood the test of time. This secret door is well hidden, and requires a DC 30 Search check to find. As the entire construction is made of stone, a dwarf's stonemasonry applies to this check.

Behind the secret door is another portal and a trap. The trap is identical to the trap in the alchemical lab, but has degraded a bit, resulting in lower DCs.

APL 6 (EL 5)

🔪 **Magic Device Trap:** CR 5; magical; proximity trigger; automatic reset; password bypass ("Targandor"); Touch Atk +10; spell effect (*bestow curse*, 7th-level wizard, -6 Constitution decrease, DC 16 Will save negates); Search DC 29; Disable Device DC 29.

APL 8 (EL 6)

🔪 **Magic Device Trap:** CR 6; magical; proximity trigger; automatic reset; password bypass ("Targandor"); Touch Atk +10; spell effect (*orb of sound*, 15d4 sonic damage, DC 16 Fortitude save or be sickened); Search DC 29; Disable Device DC 29.

APL 10 (EL 9)

🔪 **Magic Device Trap:** CR 9; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*cone of cold*, 60 feet cone, 15d6 damage, DC 17 Reflex save for half); Search DC 30; Disable Device DC 30.

APL 12 (EL 10)

🔪 **Magic Device Trap:** CR 10; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*wail of the banshee*, 17th-level wizard, 40 feet spread, DC 23 Fortitude save or die); Search DC 34; Disable Device DC 34.

APL 14 (EL 13)

🔪 **Magic Device Trap:** CR 11; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*horrid wilting*, 15th-level wizard 20d6 damage to all within 60 feet, DC 22 Fortitude for half); Search DC 33; Disable Device DC 33.

🔪 **Magic Device Trap:** CR 10; magical; proximity trigger; automatic reset; password bypass ("Targandor"); spell effect (*wail of the banshee*, 17th-level wizard, 40 feet spread, DC 23 Fortitude save or die); Search DC 34; Disable Device DC 34.

Once the trap is disabled, the party can safely pass through the portal. Note also that as the trap has an initial one round delay, the party may avoid the trap by

approaching the portal and going through it in the same round. If the party enters the portal, proceed with Encounter 3.

Note: The party should encounter only one trap in the tower. If they deal with this trap, the trap in the laboratory has degraded to just making scary noises, if they found the trap in the laboratory first, this trap malfunctions.

The portal is activated by touching it; continue with Encounter 3.

3: ELSEWHERE

DM Map 4 depicts this chamber.

Read or paraphrase the following:

Suddenly, you find yourself... Where? There is no immediate way to discern the location of the 50 ft. square room you just appeared in. On the ceiling, a starburst pattern of glowing globes shed a bright light over a beautiful fountain with a life-sized statue of a young gold dragon spewing water 20 foot into the air. Abstract mosaics decorate walls, floor, and ceiling, but otherwise the room appears empty.

Note that this room, as well as the library, laboratory, and prison block is spread across the Oerth, with many hundreds of miles between them. This may affect spells with a range limit if PCs are not in the same room at some point. All rooms are 30 foot high, are located deep underground, and well hidden by magic.

TRAP

The room is indeed empty except the fountain. But the party has little time to examine the room, as the pretty fountain doubles as a trap. Unless someone gives the password, "Sit still, Gestaia," within one round, the fountain switches off, and a spell turret activates. (Gestaia is the name of a dead gold dragon).

Note: if the party was somehow able to discover this password, and gives it, they have successfully defeated the trap and can move on. They gain full XP for doing this.

At APL 6, the turret is malfunctioning, and produces only eerie effects that do no actual damage. Of course the PCs do not know this!

At higher APLs, the dragon statue is actually a golem wearing an amulet containing the turret. The golem attacks the party when the turret activates. The fact that this makes the turret a lot harder to destroy is reflected by a +1 adjustment to the EL.

In all instances, using the password, "Targandor," bypassing this trap.

APL 6 (EL 0)

✶**Spell Turret Trap:** CR 0; diminutive magical device; visual trigger (*true seeing*); automatic reset; four different failed spell effects (CL 7) cast once per round in set order; no spell cast every fifth round but the

spell turret fails to repair itself; Search DC 29; Disable Device DC 29; AC 7, hardness 8, hp 200.

Note: At APL 6 the spell turret has failed and produces a number of odd but harmless effects. In order of occurrence, the atmosphere becomes very depressing, the turret produces insubstantial *Evard's black tentacles* that can't hit, one of the PCs sees the shadowy outline of a terrible monster and finally the turret produces a dreadful wail.

APL 8 (EL 5)

✶**Spell Turret Trap:** CR 5; diminutive magical device; visual trigger (*true seeing*); automatic reset; four different spell effects (CL 7) cast once per round in set order (*crushing despair* [DC 16], *Evard's black tentacles*, *phantasmal killer* [DC 16], *fear* [DC 16]), no spell cast every fifth round but the spell turret self-repairs 4d8+20 hp; Search DC 29; Disable Device DC 29; AC 7, hardness 8, hp 200.

APL 10 (EL 8)

✶**Spell Turret Trap:** CR 8; diminutive magical device; visual trigger (*true seeing*); automatic reset; four different spell effects (CL 13) cast once per round in set order (*empowered cone of cold* [DC 18], *finger of death* [DC 19], *transdimensional disintegrate* [+6 ranged touch, DC 19], *power word blind*), no spell cast every fifth round but the spell turret self-repairs 4d8+20 hp; Search DC 32; Disable Device DC 32; AC 7, hardness 8, hp 200.

APL 12 (EL 13)

✶**Spell Turret Trap:** CR 9; diminutive magical device; visual trigger (*true seeing*); automatic reset; four different spell effects (CL 15) cast once per round in set order (*horrid wilting* [DC 22], *maximized cone of cold* [DC 19], *empowered disintegrate* [DC 20], *scintillating pattern*), no spell cast every fifth round but the spell turret self-repairs 4d8+20 hp; Search DC 33; Disable Device DC 33; AC 7, hardness 8, hp 200.

✶**Stone Golem:** hp 107; MM 136.

APL 14 (EL 16)

✶**Spell Turret Trap:** CR 10; diminutive magical device; visual trigger (*true seeing*); automatic reset; four different spell effects (CL 17) cast once per round in set order (*wail of the banshee* [DC 23], *weird* [DC 23], *maximized chain lightning* [DC 20], *maximized disintegrate* [DC 20]), no spell cast every fifth round but the spell turret self-repairs 4d8+20 hp; Search DC 34; Disable Device DC 34. AC 7, hardness 8, hp 200.

✶**Advanced Dragonflesh Golem:** hp 261; Appendix 1.

Tactics: Neither the turret nor the golem has a brain, so they do not employ any real tactics. They simply attack the nearest living creature (note that they cannot actually discern life and ignore unmoving "objects" such as unconscious characters). The turret aims its area spells so

as to catch the most targets (and to exclude the golem at high APLs), but lacks the brain to pick the weakest or otherwise “best” targets.

Although the golem is shaped like a dragon, this has no effect on its combat effectiveness. Describe its attacks as bites, tail slaps, and so on, but only use the actual attacks listed in its stat block.

Once the trap (and possibly the golem) has been destroyed, the party can explore the room. Read or paraphrase:

In the centre of the chamber is the fountain, now non-functioning. An inscription in Ancient Suloise encircles it, saying: “He who hungers for immortality will face disaster, darkness and death.”

On the east wall of the room is a pattern in black, silver, and purple. There seems to be a shadowy creature there with gleaming eyes, but whenever you look at it straight, it is gone.

The pattern on the south wall is a glistening green, yellow, and orange. Just looking at it upsets your stomach.

The western pattern is red and black with yellow streaks; an unsettling visage that hints of imminent danger.

To the north the pattern is black, grey, and white, like endless, miserable fog in a dreary night. Yet somehow, there is again a suggestion of terrible, mortal danger.

Even on the ceiling is a disturbing pattern in filthy blue, black, and grey, somehow reminiscent of scales and claws.

The murals and ceiling decoration are actually *teleportation circles*, leading to various parts of Targandor's home. To figure this out, the PCs must a) recognize them as teleporting devices, and b) figure out how to activate them. If *detect magic* is used, all patterns glow with strong conjuration magic, just as the pattern that brought the party here. Activating the patterns requires the correct command word; this is where the piece of poetry (Player Handout 2) may help. Together with the inscription on the fountain, the party should be able to figure it out with a bit of trial and error.

If the party has trouble here, they can make a DC 29 Spellcraft check or a bardic knowledge check, to realize the patterns might be *teleportation circles* (like the one that brought them here). An Intelligence check can also glean more information:

- **DC 15:** Check the poem.
- **DC 20:** Check the poem and the inscription on the fountain.
- **DC 25:** Certain words in the inscription match words in the explaining text with the poem.
- **DC 30:** The matching words might well be the command words.

Note that the PCs can discuss the matter and thus assist each other on the rolls.

The pattern on the east wall leads to the alchemical lab on the second floor of the tower. Its password is “death”.

The pattern on the south wall leads to the tower's cellar. Its password is “hunger.”

The western pattern is a gateway to the prison block. Its password is “disaster.”

The north wall contains the pattern leading to the library. Its password is “darkness.”

The ceiling patterns leads to the secret laboratory. Its password is “immortality.”

Obviously, the party must solve this puzzle in order to continue –or even to go back unless they can *teleport* or use similar magics. They can freely rest in this room (there used to be an alarm linked to the other parts of the tower, but this broke down some time ago), and may seek to solve the puzzle through spells and skills; depending on what they try exactly this may work quite well, or fail completely; use your discretion here.

Note: The gold dragon skin once belonged to Gestaia, a young gold dragon. She has been happily dead for 500 years, and has no interest in being restored to life even if the party has the means to make this possible. Should someone ask, the body parts are not suitable for crafting or any other use beyond decoration.

4: THE LIBRARY

Rekkit, an imp and former familiar of Targandor, inhabits this room. Rekkit is quite insane, and completely evil. When his master was slain, Rekkit fled back to the tower. Over the centuries, he studied his master's books in order to find a way to bring him back, and subsequently became an arcane trickster. He is also quite insane, suffering from compulsive tidiness interrupted by fits of uncontrollable rage. He also (not without reason) remains invisible at all times.

Rekkit is currently plotting to gain entrance into the laboratory, and there craft an item he designed that he hopes will destroy the ghost inhabiting the laboratory. Unfortunately, this ghost will try to kill Rekkit on the spot, and has a fair chance of doing so. Rekkit has not yet come up with a good plan to remove the ghost, but is convinced he will think of something soon. As this will most likely involve a hard battle, he chooses his spells accordingly.

At lower APLs, one of his spells is *anticipate teleportation*, at higher APLs it is *greater anticipate teleportation*; at all APLs it is up and running.

If the party somehow does not enter the room in some way that triggers his *anticipate teleportation*, Rekkit is checking up on his hidden spells. Being completely paranoid, he hid what he considers his more powerful spells in several places throughout the room, each spell in its own hiding place. His starting location is indicated on DM Map 5. Make Spot and Listen checks to determine who surprises whom.

It is, however, far more likely that the party enter using the *teleportation circles*, at which point (*greater*)

anticipate teleport is triggered, informing Rekkrit as per the spell, and delaying the party's arrival for one or more rounds; Rekkrit use this time as best he can (see Tactics, below).

In this case, combat and initiative start the moment the party enters the room; adjust the boxed text as appropriate for the action(s) Rekkrit took in preparation for the party's arrival.

Read or paraphrase, the following:

Again, you abruptly are in a different location, standing on an intricate pattern on the floor. This time, the room looks like a study or library, with scores of shelves everywhere, all laden with books, thousands of books.

There's also a desk next to which stands the skeleton of a young gold dragon, with a glowing globe in its mouth so that it sheds light on the desk. On the wall behind the chair is a large map of Oerth.

The room is a strange mixture of chaos and order. The bookshelves and books are all pristine, but the desk is a pile of rubbish and around it are heaps of items that apparently fell off. The floor is covered in dust and filth, and there are flies everywhere. But the most notable feature of the room is the horrible stench of rotting meat –and the sound of spellcasting.

If the PCs have time to check the room before combat starts, they can find tracks:

A DC 10 Survival check shows there are tracks in the dust made by a tiny creature. A DC 11 Knowledge (nature) check identifies them as the tracks of a toad.

A DC 22 Survival check shows a single, 10-day-old footprint from a different tiny creature. A DC 13 Knowledge (the planes) check identifies them as the tracks of a imp.

The toad moves around regularly, thus his tracks are easier to find than normal while Rekkrit generally flies around, and rarely leaves tracks.

APL 6 (EL 9)

☛**Rekkrit:** male filth imp wizard 5/rogue 1/assassin 1/arcane trickster 1; hp 98; Appendix 1.

APL 8 (EL 11)

☛**Rekkrit:** male filth imp wizard 5/rogue 1/assassin 1/arcane trickster 3; hp 115; Appendix 1.

APL 10 (EL 13)

☛**Rekkrit:** male filth imp wizard 5/rogue 1/assassin 1/arcane trickster 5; hp 130; Appendix 1.

APL 12 (EL 15)

☛**Rekkrit:** male filth imp wizard 5/rogue 1/assassin 1/arcane trickster 7; hp 164; Appendix 1.

APL 14 (EL 17)

☛**Rekkrit:** male filth imp wizard 5/rogue 1/assassin 1/arcane trickster 9; hp 214; Appendix 1.

Tactics: Rekkrit has *ectoplasmic armor* running. Unless for some obscure reason a PC is incorporeal, the spell has no impact on this combat and is therefore not reflected in the statblock.

Initiative starts when Rekkrit's (greater) *anticipate teleport* spell is triggered. At APL 6-10, Rekkrit uses his one round to move into a good position, and to ready an area-control spell such as *web*. His ready-action goes off when the party appears. Roll initiative normally, then put Rekkrit just before the first PC in the initiative order (as he's readying on their appearance).

Rekkrit then tries to kill the intruders to the best of his ability.

Note: Due to his extensive crafting, Rekkrit is at the low end of his level. Thus, if the party thinks of killing the toad (and can find it!), Rekkrit loses a level, even if he makes the save. Rekkrit of course seeks to protect the toad, though he won't endanger himself to do so.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

Development: Once the party has dispatched Rekkrit, they are free to explore the room. Hidden among the books are a number of spells Rekkrit considered too important to have in his spellbook, instead hiding the piles of paper all over the place. (These spells are listed under the Adventure Record Items at the end of the adventure). Note that these papers were actually torn from Rekkrit's *Boccob's blessed book*; their value is included in that item and not added separately to the loot.

Most of the books in the Library detail magical research. While some are basic text on generic use of magic, many specialize heavily in necromancy, and particularly on the creation of new life forms. Most detail any number of terrible rituals, vile research, and horrific results. Some are written by high-ranking servants of Iuz or Vecna, some by demons, devils, or even stranger outsiders (in appropriate languages of course).

The books are not on the AR, but PCs may wish to keep them (as fluff), destroy them, or hand them to NPC(s). As the books, though vile, still contain knowledge, the Temple of Lydia in Sunndi would be interested in them, or the PCs may know of other interested parties. Please note this in the Campaign Consequences.

Scattered through the books are detailed instructions on how to create a number of wondrous items. If the party returns these notes to Lanneara or the Queen's Halls, they gain access to these items as if they had encountered them during the adventure. The items described include:

- *Spellsight spectacles* (Complete Adventurer)
- *All spellbook protections* (Complete Arcane)

- *Deep blue polyhedron ioun stone* (new item, see Appendix 2)
- *Bracers of the magi* (new item, see Appendix 2)
- *Boots of speed* (DMG)
- *pearl of power* (1st-level) (DMG)

At higher APLs, several *pearls of power* are also described; see the Treasure section for more details.

On the desk are numerous books dealing with undead, notably ghosts and how to destroy them. PCs reading these books may refer to the *Monster Manual* for information on ghosts. There are also many loose papers covered in notes by Rekkrit (written in Infernal), describing various attempts to get rid of the “misbegotten elephant” (and other less flattering names for apparently the same creature, which is, of course, Che-Kanan, the ghost in Encounter 5).

The notes are more reminiscent of raving madness than scientific research, but a PC reading them can deduce that some time ago, a ghost or other incorporeal appeared in “the lab” and destroyed “it”, whatever “it” is (though there are hints “it” is a book). This occurrence both terrified Rekkrit beyond reason (or rather, the thought of his master ever finding out does), and enraged him utterly, and he has been trying to destroy the creature ever since.

One pile of papers details Rekkrit's plans to create a magic item (called a *greater truedeath crystal*, or “Rekkrit's Revenge” as it is named in the text) which supposedly lets him deal devastating damage to the ghost in the laboratory – if only Rekkrit could gain entry into the laboratory long enough to construct this item. (Unfortunately, the crystal only works with weapons and Rekkrit is continuing his research to find some way to augment his spells with the crystal). These notes are detailed enough, however, that a caster can recreate this item, and if the PC's give them to either Lanneara or the Queen's Halls, they will be happy to construct the item at regular cost (the party gains access as if they had found the item itself).

On the floor next to the desk is a bowl containing a dead muskrat, crawling with maggots. It is the source of the flies (and the stench) and was put here by Rekkrit to provide food for his toad. The floor around it is covered in bones, bits of fur, dried up and/or moldy meat, as well as more notes from Rekkrit's vain battles.

The desk has 6 drawers, which contain tomes written in Ancient Suloise with a much more precise hand. These are Targandor's notes on his own research, and they rival the books on the shelves for vileness and uncaring cruelty.

If the party can read Ancient Suloise, give them Player Handout 5. The excerpts there contain clues that may help the party to figure out what happened to the Sun Children, and what to do about it: Targandor tried to create a “moat monster” a creature to guard the swamp around his tower against intruders. He named it Ssesteirah. After achieving what he expected to be success, Targandor sank an incubator containing the egg

into the swamp, where it would rest for the required seven years until the “moat monster” would hatch. Unfortunately, Targandor was killed by Menarden three years later, and so was not there to oversee the hatching – or remove the incubator from the swamp. And so, after Ssesteirah hatched, the incubator lay abandoned and open, and soon began to rust. And to leak...

The pattern the party arrived on also leads back to the fountain room (password— darkness).

5: THE LABORATORY

See DM Map 6, for the layout of this place

This is Targandor's real laboratory, where he conducted his experiments and research. Here, the party meets the ghost of Che-Kanan, enemy and one-time prisoner of Targandor (and rather accomplished wizard). Che-Kanan, a loxo (MM II) ghost, has *anticipate teleportation* up and running, and is ready and waiting for intruders, who he assumes are in league with either Targandor, Rekkrit, or both. Deeming offense to be the best defense, he immediately prepares for combat when the *anticipate teleportation* is triggered.

With tact, the party may be able to convince Che-Kanan they are not the enemy, but doing so is not an easy task. Read or paraphrase the following:

You appear in a large room filled with the paraphernalia of a wizard's laboratory. Workbenches with intricate glass retorts and other objects, cupboards with countless drawers and shelves loaded with pots and jars, are surrounded by boxes and crates.

An enormous mirror frame hangs on one wall, surrounded by a number of heavily decorated weapons, in a corner stands a large cage with what looks like the dusty remains of a long-dead creature. In front of it is a more sinister workbench, stained with dark liquids and outfitted with belts and straps. On the wall behind it are manacles in various sizes.

Many of the items appear damaged by time, neglect –and combat.

PCs who can see into the ethereal plane can see more: the remains of a large creature, which a DC 20 Knowledge (the planes) check identifies as an ether hulk, and a horrible, ghostly, elephant-like creature casting a spell at the party. This is Che-Kanan, a loxo ghost. (Loxo are a race of intelligent, elephant-like humanoids who live in the tropics). Anyone seeing him must save against his *horrific appearance* on, or be affected accordingly.

Ether hulks are terrible creatures that threatened to eradicate all life on Oerth a few years ago, but have been stopped by numerous bands of heroes.

APL 6 (EL 9)

☛ **Che-Kanan:** loxo ghost wizard 8; hp 104; Appendix 1.

APL 8 (EL 11)

☛ **Che-Kanan:** loxo ghost wizard 10; hp 127; Appendix 1.

APL 10 (EL 13)

☛ **Che-Kanan:** loxo ghost wizard 12; hp 140; Appendix 1.

APL 12 (EL 15)

☛ **Che-Kanan:** loxo ghost wizard 14; hp 153; Appendix 1.

APL 14 (EL 17)

☛ **Che-Kanan:** loxo ghost wizard 16; hp 166; Appendix 1.

Tactics: When the (greater) *anticipate teleportation* is triggered, initiative starts (though the PCs do not know it yet). Che-Kanan assumes Rekket is coming again in an attempt to kill him, and readies an area of affect spell (APL dependant; if he has multiple rounds he also buff himself) to catch the intruders as they appear.

Unlike Rekket, Che-Kanan is not out to kill the PCs, and on his next initiative, he manifests (exposing everyone to his *horrific appearance* ability), and berates the party for making common cause with such vile creatures as Targandor and his fiendish companion Rekket.

At this point, the party has three options: continue the fight, flee (just speaking the command word will activate the *teleportation circle*), or try to negotiate with Che-Kanan and convince him they are not enemies.

If the PCs fight, Che-Kanan tries to kill them to the best of his ability, assuming them to be evil.

If they flee, Che-Kanan does not stop them, but remains wary and alert, waiting for them to return.

DIPLOMACY AND CONVERSATION

If the PCs try to reason with him, they can try diplomacy (Che-Kanan is currently hostile). Note that other PCs can assist on this check. A result of unfriendly is enough to end the combat, but Che-Kanan wants the PCs gone immediately. He is not interested in talk, unless the party mentions, and gives proof, that either Rekket or Targandor is dead. This sways him to indifference.

Making him indifferent means the party is free to explore the room. Che-Kanan answers questions, but does not volunteer anything. If the party explains why they are here, and acts politely, Che-Kanan may become friendly (ask for a new Diplomacy check).

If Che-Kanan becomes friendly, he answers any questions and freely gives whatever information he thinks may be useful for the party.

If at any point the party offers to take Che-Kanan's body to Sunndi (or another suitable location) and have him resurrected, Che-Kanan is very grateful, and becomes helpful.

If Che-Kanan is helpful, he offers to cast spells on the party (but they must provide any expensive

components, and he does not cast spells with an XP cost), and help in any other way he can. The party also gains access to the following items on the AR: *claw gloves*, *mantle of the predator*, and *mask of the tiger* (Magic Item Compendium). Che-Kanan, however, cannot leave the room and so he cannot aid the party further.

Note: Che-Kanan has all Open spells of levels he can cast in his spellbook. However, reproducing all these spells in the adventure would not only blow the page count out of proportion, but also run close to getting legal problems as it would involve copying half the *Spell Compendium*. Therefore, the spells Che-Kanan has to offer are limited to those for which books (*Players Handbook*, *Spell Compendium*, and so on) are available at the table.

What Che-Kanan Knows: Che-Kanan was kidnapped by Targandor, and subjected to several hideous experiments. During one of these experiments, Targandor had his fatal encounter with Menarden, and Menarden remained in stasis in his cage. Almost 150 years ago, the magic on his cage failed, and Che-Kanan found himself trapped in a cage with only the insane Rekket for company. Rekket enjoyed himself for a while torturing Che-Kanan, until the loxo died of starvation before rising as a ghost not long after.

Che-Kanan does not know Targandor is dead, and will not rest easily while his tormentors live. In the years after his death, Che-Kanan, the tunnuk (wizard) of his tribe, studied Targandor's spellbook and notes, becoming an increasingly powerful wizard. He tried to kill Rekket several times but the filthy creature managed to get away. Rekket returned the favor, and did manage to "kill" Che-Kanan, but being a ghost, the dead loxo simply returned in due time. Rekket rarely comes to the Laboratory these days, especially since Che-Kanan managed to destroy Targandor's spellbook, after copying most spells (he skipped the ones he considered too gruesome) in there into his own ghostly books. This act of theft and destruction still completely enrages Rekket.

Che-Kanan, being a ghost, can only be laid to rest permanently by convincing him that both Targandor and Rekket are dead. If, and how they do this, is up to the party. Instead of laying Che-Kanan to rest, the party can also choose to restore him to life. This requires a *resurrection* from a caster of at least 14th-level, as Che-Kanan has been dead for 138 years (before that he was in stasis). At the highest APLs, the party may be able to do this themselves, at lower APLs, an NPC caster can be found after the adventure is over, per the LGCS.

EXPLORING THE ROOM

Once the party is free to explore the room, they can find all sorts of items and equipment. Some are long ruined (dried up potions, moldy books, rotted ingredients), others are in decent condition but of limited interest, and some are quite interesting indeed.

Inscribed on the floor is a pentagram.

Large Mirror: The great, ornate mirror frame was once a scrying mirror but it was shattered beyond repair in one of the battles between Rekket and Che-Kanan. The weapons surrounding it are for various occult rituals and spells. They include various daggers, and swords with unpleasant decorations, as well as a variety of more exotic weapons.

Manacles: There are six sets of manacles on the wall in various sizes.

Workbench: Under the workbench with the straps are eight drawers with knives, pliers, scissors, and other surgery tools. The cage in the corner contains the dusty remains of Che-Kanan.

Doorpost: On the right doorpost is a stylized eye which radiates faint divination magic.

Desk: In various drawers in the desk are numerous tools and instruments appropriate to a wizard's lab, and a large case with the holy symbols of all deities concerning themselves with death (Nerull, Wee-Jass, etc).

Wardrobe: A large wardrobe contains a number of black surgery coats and other protective clothing.

Cupboard: The cupboard contains drawers filled with bottles of acid and holy water (from evil gods), chalk, and many spell components.

Shelves and Targandor's Research: There are many shelves containing Targandor's research notes (subdivided into Crossbreeds and Grafts), and status reports on the prison block. The most recent of these forms is Player Handout 6. It lists the contents of each cell in the prison block, and the "associated key." (This is the holy symbol Targandor used to seal the cages; the symbol would be changed every month by Targandor. Rekket never touched the Master's work, and so the key is still valid).

Checking older reports quickly shows that they are weekly reports, and that the "associated key" shifts every month, always using a random death deity.

If the party thinks to search for "Crossbreed 683", they find the following entry (this is replicated in Player Handout 6):

Crossbreed (N) 683: Dragon & Hydra

Moderate success.

Only 1 fertile egg from a batch of 7. Female embryo successfully imprinted with subservience.

Resulting creature is expected to have tremendous physique but limited mental capabilities –a perfect meat monster.

Location: incubator, 3 miles due east.

Expected hatching date: 17-9-96

To be done: remove incubator from swamp after hatching to avoid contamination.

If Che-Kanan is on speaking terms with the party, he tells them Targandor used varying holy symbols to open and

close the cells; he just held the relevant symbol up before the image of the eye next to a door. If Che-Kanan is not there, the party must figure this out by themselves. This is not easy, but they can make the following checks:

- DC 15 Knowledge (religion) or DC 20 Bardic knowledge check identifies the "key" as the name of a deity.
- A DC 15 Intelligence or Wisdom check to remember there is a case of holy symbols in the room.
- DC 15 Intelligence or Wisdom check to remember the symbol of an eye on the cage in the corner.

Treasure: Being a ghost, Che-Kanan has no equipment the party can use, and thus none is listed here.

The weapons and other equipment in the room have all been damaged beyond repair by time, and the side effects of various battles between Rekket and Che-Kanan. However, as it would be unfair to saddle the party with the costs of a *resurrection*, at APLs 6 to 10, there is sufficient mundane loot here to cover the costs for the spell. Suggested items are raw gems and precious metals; Targandor often constructed magical items to fund his research. This loot is purely here to pay for Che-Kanan's *resurrection*, not to grant the party extra gold. As such, it is not listed in the Treasure Summary.

Development: The pattern the party arrived on also leads back to the fountain room. Its password is "immortality."

6: THE PRISON BLOCK

See DM Map 7 for details on this area.

Read or paraphrase the following:

This dreary room holds two rows of cells; bare cubicles closed with doors of heavy cold iron bars, lit by the merciless glare from the ever-present light globes fixed to the ceiling.

Many cells contain hideous shapes, terrible things straight from nightmare. Only slowly do you realize none of the shapes appears to be moving.

There are two rows of eight cells in this room, one on each side of a walkway. Each cell holds a single creature in suspended animation – or its decayed corpse where the magic failed and the creature starved. Some creatures are normal (if foreign), others have been more or less altered or otherwise experimented on.

Each cell has a symbol of an eye on the right doorpost.

THE PRISONERS

Player Handout 6 can be used to identify the creatures inside and if desired to open the cages and de-activate the stasis field. Some of these are true monsters, and if released react violently. Of course, there is absolutely no

reason to release these monsters, and no reward is given for fighting them.

Some of the prisoners however are more grateful if released: Lady Yvaise Ulrilel and her fiancé Lord Galerius are a noble couple from the Duchy of Urnst. Silani is a couatl from the Amedian Jungle. Yvaise and Galerius were captured by Targandor 500 years ago; 92 CY, 14 Coldeven to be exact. Targandor used them both in a number of nasty experiments, and it shows; both are starved, exhausted, and heavily wounded. Neither has any equipment save a few rags of clothing.

Note: Both humans were severely tortured. Feel free to elaborate or gloss over this as seems fitting to the table.

All APLs

🐉 **Yvaise:** female human wizard 8; hp 0; Appendix 1.

🐉 **Galerus:** male human cleric 9; hp 3; Appendix 1.

🐉 **Silani:** female couatl; hp 5; MM 37.

When Lord Galerius is released, he automatically assumes the PCs are enemies, and prepares to fight them should they approach.

Lady Yvaise is currently disabled (she is on 0 hp). Upon seeing the PCs she panics, tries to dart past them, and falls as she drops to -1 hp.

If treated well, both can be convinced of the PC's good intent.

Lady Yvaise and Lord Galerius are quite shocked when they learn the current date, and are still mentally exhausted by their ordeal, which to them was only yesterday. They are however very grateful for their rescue, and will gladly help the party in any way they can – which currently is not much.

Lady Yvaise of House Ulrilel: A tall, stately woman with long black hair and purple eyes she would be quite pretty, save for the terrible wounds inflicted upon her, and her state of mental and physical exhaustion. When first encountered, she is exhausted, and severely wounded. This is reflected in her stat block.

House Ulrilel is one of the mayor noble houses in the Duchy of Urnst. Or rather it was. All of its currently surviving members are undead (liches, vampires, and so on), and the house is officially dead. Lady Ulrilel is aware that some of her relatives had “plans for the future,” but does not know who exactly was undead at the time of her disappearance, and of course has no idea who survived until today. Before her imprisonment, Lady Yvaise was a minor member of the house, and her study of magic was not only a passion but also a means to advance in the world. She, however, quickly deduces that if she is the only actually living member of the house, the political impact of her return will be tremendous – and she looks forward to it. Lady Yvaise is fascinated by Che-Kanan, and quite undisturbed by his presence.

Lord Galerian: A handsome young man with short chestnut hair, a beard, and brown eyes. Like Lady Yvaise, he has been severely tortured, and is exhausted in body and mind, and badly wounded. This is reflected in his stat block.

Lord Galerian is minor nobility; he may carry the title of Lord, but not much else. He is, however, a devoted follower of Wee Jas, and as such was considered an acceptable match for Lady Yvaise. He is quite disturbed if he learns that several of Yvaise's relatives continue to exist as undead, but maintains that her house always upheld the teachings of the Lady, and will not judge until he knows more of the current situation. Lord Galerian is likewise very disturbed by Che-Kanan, and would very much like to see him move on. He does however agree that Che-Kanan's demise was hardly appropriate, and (after some prayer and soul searching) does not object to a *resurrection* (Che-Kanan is a bit miffed by all this).

Silani: Another survivor of this place is Silani, a couatl. Targandor tortured (“tested”) her at length, breaking just about every wing-bone she has, and numerous others as well as committing other atrocities. Again, adjust your descriptions as appropriate to the players at the table.

Like the humans, Silani is deeply distrusting of, but not capable of actually doing anything to, the PCs. She speaks Common, and if the PCs help her, she is grateful. It will be a long while before she recovers from her ordeal. In gratitude for her rescue, the party gains access to *wings of flying* on the AR.

7: AND THEN...

It is now up to the party to figure out what they should do next. If they put all the clues together they may realize they should go out to the lake in “the swamp east of the tower,” and there locate the incubator and destroy it. The party can rest up (again, there is no time pressure, they can camp for a week if they want), study Targandor's journal, and possibly chat with Che-Kanan. If they befriended him, he is perfectly happy to cast spells on them, though he lacks expensive components.

Note also that the holy symbols found in the Laboratory include one of Wee Jas. If the party thinks to give this to Lord Galerius, he is happy to renew his link with his Lady, and cast any Open spells (up to level 5) the party asks for (after a good night's rest). Of course the party must provide any material components.

Lady Yvaise lost her spellbook when she was abducted and so can not cast spells for the party, but she gladly assist in any way she can, such as with her knowledge on many, many topics, or suggesting useful spells for the final encounter.

The couatl Silani is still too sick from her ordeal to be of any help; it will take her a long time to recover not just physically but mentally.

Once the party is ready, go to Encounter 8.

8: INTO THE DEEP

See DM's Map 8 for an overview of this encounter.

The party travels to the lake (a short trip of about an hour on foot), and enters the water. In the murky deeps, they must locate the incubator. They are hampered in

their search by Ssesteirah, a terrible creature part hydra, part green dragon, who considers the incubator to be part of her treasure. Naturally, Ssesteirah has no intention of parting with even the smallest part of her treasure, and combat will most likely ensue.

SWAMP FEATURES

There are three categories of mangrove vegetation, and three categories of (more or less) open water, all based on the depth of the water in that area.

The driest ground is muddy with plenty of puddles, but otherwise is not a problem to move over.

Mangrove Trees: The mangrove trees give cover to anything beyond 15 feet away, and full cover to anything over 25 feet. Their extensive root systems cause Large and larger creatures to be squeezed. The thick canopy gives concealment from the ground to anything more than 25 ft. up, and from the air to anything below 30 ft. Characters can move through the mangrove trees with a successful DC 15 Climb check.

Shallow Bog: The water here is around 1 ft. deep. It costs 2 squares of movement to move into such squares and the DC of Tumble checks in these areas increases by 2 (DMG 88). The mangroves give cover as before, and Large creatures are still squeezing.

Deep Bog: Here, the water is around 4 feet deep. Small or smaller creatures must either swim or climb through the trees. It costs Medium and larger creatures 4 squares of movement to move into a square with deep bog in it.

The mangrove trees are somewhat more spaced out here, only Huge or larger creatures need to squeeze. The trees grant cover to anyone 25 ft. or more away and total cover to those 50 ft. or more distant.

Murky Water: This water is about 10 ft. deep. Swimming (Swim check DC 10) is the only real option for anything moving through here without the ability to fly or breathe water. Anyone walking along the bottom stirs up sufficient mud to reduce vision to a range of 5 feet within 10 feet around him.

The mangrove trees spread extensive root systems, hampering movement and providing cover as detailed above.

Underwater, vision is limited to a mere 25 feet, unless the party brought their own light or somehow removes the canopy of surface plants; either doubles the limit to 50 feet.

Deep Murky Water: The water here is 15 ft. deep, and has the same characteristics as murky water.

Ssesteirah's Lair: The water here is 20 ft. deep and has the characteristics of murky water except that vision is reduced to a range of 5 ft. here. (Ssesteirah prefers it this way).

CREATURES IN THE SWAMP

Mosquitoes and leeches are a constant pest, and PCs might be worried by the bloody wounds they leave, but they are not in fact a problem.

Frogs and other amphibians are notably scarce (read: non-existent).

Crocodiles are small and shy; any crocodiles big enough to be a threat to the party are also big enough to be eaten by Ssesteirah, and so are missing. Hence, the only real threat the PCs are likely to encounter is Ssesteirah herself.

Ssesteirah spends most of the day guarding her treasure in the deepest part of the swamp, and most likely this is where the PCs encounter her.

At dawn, she contemplates her spells for the day, buffs up with any hour per level spells, and spends the morning touring the swamp—dragging her “treasure” (the incubator) along, and eating any creature she catches. This is the time the PCs are most likely to encounter her.

At lower APLs Ssesteirah pokes up a head every few minutes for some deep gulps of fresh air and a good look around out of the water. At APL 10+, she has *water breathing* up and stays completely submerged.

Roll Spot checks for both sides to determine encounter distance and surprise (6d6x10 feet—DMG 88).

APL 6 (EL 9)

☛ **Ssesteirah:** female half-green dragon seven-headed hydra druid 2; hp 123; Appendix 1.

☛ **Snake:** male medium viper (animal companion); hp 9; *Monster Manual* 280.

APL 8 (EL 11)

☛ **Ssesteirah:** female half-green dragon eight-headed hydra druid 4; hp 180; Appendix 1.

☛ **Crocodile:** male medium crocodile (animal companion); hp 22; MM 271.

APL 10 (EL 13)

☛ **Ssesteirah:** female half-green dragon nine-headed hydra druid 6; hp 226; Appendix 1.

☛ **Crocodile:** advanced male crocodile (animal companion); hp 37; Appendix 1.

APL 12 (EL 15)

☛ **Ssesteirah:** female half-green dragon ten-headed hydra druid 8; hp 268; Appendix 1.

☛ **Giant Crocodile:** male huge crocodile (animal companion); hp 59; MM 271.

APL 14 (EL 17)

☛ **Ssesteirah:** female half-green dragon eleven-headed hydra druid 10; hp 332; Appendix 1.

☛ **Giant Crocodile:** advanced male huge crocodile (animal companion); hp 76; Appendix 1.

Note that parties who befriend Che-Kanan can get buffed by him, and will have an easier time of it here. This is intentional.

Tactics: At all APLs, Ssesteirah is hidden as best as she can. If she surprises the party, she either (depending on what she sees), starts by breathing acid at the party, then move underwater, or she moves underwater and begins buffing. While hidden, she buffs herself as much as she deems wise before moving in to attack.

Note: A hydra can attack with all its heads even after a move action (or charge) (MM 155). Note, that if Ssesteirah makes an attack of opportunity, she only gets such an attack with one head.

Treasure: Refer to the Treasure Summary to determine what the PCs find here.

9: CONCLUSION

Use the appropriate conclusion text.

A: FAILURE

For whatever reason, the party decided they can not press on and wish to return home. Read or paraphrase:

The sky darkens as the sun goes down, casting the Vast Swamp in a fiery red light. Slowly, the stars come out. Then the moon rises, shedding silver light across the landscape - light that continues to brighten, becoming a blinding white radiance that surrounds your group. A thousand rainbow colors dazzle your eyes... and then the light fades into the glittering of rainbows in the moonlit crystal of Vanora's fountain.

Wyler waits anxiously at the edge of the pool, and quickly gets up when the party arrives, looking them over for any obvious wounds or other troubles. Continue:

"Welcome back, my friends. Were you successful? What did you find?" says Wyler.

If the party seems in need of healing, he offers it freely. Vanora watches silently, but with a look of expectation on her face. Assuming the PCs relate their story, read or paraphrase (adjusting as required):

Wyler looks grim as he says, "I am truly sorry you had such difficult times, my friends! I wish that it had been otherwise! But for now, you are safe here. Rest. We will go home in the morning."

The party is free to rest and spend the night on the shores of the lake. In the morning, Wyler accompanies them to the edge of Menowood, where he bids them farewell and blesses them in the name of the Lady of the Woodlands.

The trip to New Keep is uneventful, and when the party arrives at the Queen's Halls, they are quickly taken to Keeper Talmiria. Magistra Lanneara and Lady Elia Donner arrive soon after, summoned by magic to hear their tale. Once everyone has settled down and

refreshments have been served, Magistra Lanneara eagerly asks the party for the details of their adventures.

When the party is finished, read or paraphrase:

A grim mood fills the room as you finish your tale. Finally, Magistra Lanneara sighs and says "Somewhere, we must have made an error. All our information indicated that you would be the ones to end this terror once and for all." Her voice fades and she shakes her head. "We all thank you for your valiant attempt, and thank the gods that you, at least, returned home safely. But I must now beg your leave and go; there is much I need to discuss with Hazendel and the Council." With that, Magistra Lanneara bows and leaves, swiftly followed by lady Elia Donner.

The party is rewarded as agreed, although they do not get the Favor of King Hazendel.

If they rescued the prisoners and/or Che-Kanan was resurrected, they do get the accompanying favors; see Conclusion B for more details. They are otherwise free to go home.

B: SUCCESS

After the party has defeated Ssesteirah, destroyed the incubator, and picked up all the pieces, it is time to go home. At their signal, Vanora (who sries on them regularly) sends the rainbow and recalls them to Menowood. There, she and Wyler listen with interest to their tale, whereupon Wyler escorts them to the Queens Halls so they may report and receive their just rewards. Read or paraphrase:

With the dragon-hydra gone, you are free to explore the murky deeps of its lair. It is dark down there, and the water is as clear as rotting pea soup, but finally, you reach the bottom. As you feel your way around the roots of a particularly large mangrove tree, a vast, dark shadow looms before you: the ancient, rusted incubator that gave birth to the monstrosity you have just defeated.

This ancient, metal contraption is roughly cubic in shape, 10 feet to a side. Inside it is filled with countless glass and metal tubes, most of which are broken, rusted, or both; from several of the tubes, traces of a dark liquid leak into the water.

A large open space in the middle of the incubator was the location of the egg chamber, now long rotted away. Any amphibian creatures (notably toad familiars) coming within 5 ft. of the liquid become very agitated, seeking to leave the area as quickly as possible.

In order to destroy the incubator, the party can either use magic to destroy it utterly (*disintegrate* will do nicely), or take it apart and remove the large, rusted steel bottles containing the dark liquid. Once removed from the swamp water, the liquid reacts with the air: as it oozes

through countless tiny holes in the containers, it fizzes and bubbles and then swiftly evaporates as a chain reaction releases a tremendous amount of heat. PCs holding a bottle can swiftly drop it, or take 1d6 fire damage from being sprayed with the boiling fluids as the bottles crack under the mounting pressure (note that the bottles are too rusted and fragile to actually explode; they merely shatter). Read or paraphrase:

Your work in the swamp done, you turn back to the ruined tower. It is hard to see any difference in the swamp, but perhaps the water is just a little clearer as you leave.

Having rescued the prisoners, destroyed the incubator and explored the wizard's tower, there is little left for the party here, and the remainder of the day passes slowly. When the party is ready to leave, read or paraphrase:

The sky darkens as the sun goes down, casting the Vast Swamp in a fiery red light. Slowly, the stars come out. Then the moon rises, shedding silver light across the landscape - light that continues to brighten, becoming a blinding white radiance that surrounds your group. A thousand rainbow colors dazzle your eyes... and then the light fades into the glittering of rainbows in the moonlit crystal of Vanora's fountain.

Wyler waits anxiously at the edge of the pool, and quickly gets up when the party arrives, looking them over for any obvious wounds or other troubles. Continue:

"Welcome back, my friends. Were you successful? What did you find?" he says.

If the party seems in need of healing, he offers it freely. Vanora watches silently, but with a look of expectation on her face. Assuming the PCs relate their story, read or paraphrase (adjusting as required):

The two fey listen with great interest to your story. "Truly a heroic tale," Wyler murmurs when you are done. "Hopefully Sunndi will have some chance for peace now, at last." Vanora nods, and gifts you with a rare smile. "You have done well. I am glad the waters of the Vast Swamp may now run free of corruption, and that the taint of Targandor's evil has at last been cleansed from the Oerth."

The party is free to rest and spend the night on the shores of the lake. In the morning, Wyler accompanies them to the edge of Menowood, where he bids them farewell and blesses them in the name of the Lady of the Woodlands.

The trip to New Keep is uneventful, and when the party arrives at the Queen's Halls, they are quickly taken to Keeper Talmiria. Magistra Lanneara and Lady Elia Donner arrive soon after, summoned by magic to hear their tale. Once everyone has settled down and

refreshments have been served, Magistra Lanneara eagerly asks the party for the details of their adventures.

When the party is finished, read or paraphrase:

At the end of your recounting, Lanneara smiles and bows to you. "You have far surpassed our expectations. Thanks to you, the people of Sunndi can now imagine an end to this miserable endless war. You have given us back hope and a foundation to build a future on." She shakes her head. "I'm only sorry I can't offer you a greater reward, given what you've risked, and what you've accomplished - but you have our eternal gratitude and will always be welcome here as heroes of our land."

That night, you are invited to a banquet at the palace, as personal guests of Olvenking Hazendell. For the rest of your time in Sunndi you are feted as heroes by the nobles and common people alike, as word of your exploits spreads quickly.

If the party rescued the prisoners, also read:

The couatl Silani's wings are repaired by Sunndian healers, and she departs to her own lands. Before leaving, she gives each of you a rainbow feather from her wings, and instructs you on how to craft a set of wings of flying. The two young nobles you rescued, Galerius and Yvaise, are still stunned by the passage of time, but after some time spent in the Great Library catching up on five hundred years of history, they set out for the Duchy of Urnst. They too express their gratitude, and offer to share what knowledge they can.

If a PC cannot craft the item himself, he can pass the instructions on to someone who can (PCs gain access to the wings of flying in the Items Found section on the AR).

If Che-Kanan was resurrected, read:

Che-Kanan has seemed pensive over the last few days. He is unsure whether he will try to seek out his own people, or whether he will remain in the Queen's Halls for the time being: the people of Sunndi have been very welcoming to the loxo mage. Like the other prisoners, he is very thankful for his rescue and resurrection - lacking other resources, he has offered to find a set of items from his homeland for you: the garb of the hunting cat, a set of magic items which consists of claw gloves, mantle of the predator, and mask of the tiger.

The End

CAMPAIGN CONSEQUENCES

1. What did the party do with Wyler?
2. Did the party convince Vanora to send them on?
3. Did the party disable the traps?
4. What happened to Rekkitt?

5. What happened to Che-Kanan?
6. What happened to Lady Yvaise and Lord Galeran?
7. What happened to Silani?
8. What happened to Ssesteirah?
9. What happened to the incubator?
10. What did the party tell Lanneara and the Queens Halls?
11. Did the party hand (copies of) the books, notes, and spells they found to the Queens Halls?
12. What other noteworthy things did the party do?

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.

1: Menowood

Defeat the bullywugs
All APLs 240 XP

Convince Vanora
All APLs 60 XP

2: Thaldagar's Tower

Survive the collapsing floor trap
All APLs 30 XP

Survive the portal trap
APL 6 120 XP
APL 8 150 XP
APL 10 240 XP
APL 12 300 XP
APL 14 390 XP

3: Elsewhere...

Survive the spellturret (and golem)
APL 6 0 XP
APL 8 150 XP
APL 10 240 XP
APL 12 390 XP
APL 14 480 XP

Solve the mural puzzle
All APLs 60 XP

4: The Laboratory

Defeat Rekket
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 450 XP
APL 14 510 XP

4: The Laboratory

Defeat or befriend Che-Kanan
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 450 XP
APL 14 510 XP

7: And Then...

Read the clues and figure out what to do next
All APLs 90 XP

4: The Laboratory

Defeat Ssesteirah
APL 6 270 XP
APL 8 330 XP
APL 10 390 XP
APL 12 450 XP
APL 14 510 XP

Roleplay

APL 6 360 XP
APL 8 450 XP
APL 10 540 XP
APL 12 600 XP
APL 14 690 XP

Total Possible Experience

APL 6 1,800 XP
APL 8 2,250 XP
APL 10 2,700 XP
APL 12 3,150 XP
APL 14 3,600 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.

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

Introduction

APL6: Loot 300 gp
APL8: Loot 400 gp
APL10: Loot 500 gp
APL12: Loot 600 gp
APL14: Loot 700 gp

1: Menowood

All APLs: Loot 160 gp; Magic 1000 gp; 4 cloaks of resistance +1 (83 gp each), 4 rings of protection +1 (167 gp each); Total 1,160 gp

4: The Library

APL6: Loot 1 gp; Magic 1,375 gp; Boccob's blessed book (1,042 gp), deep blue polyhedron ioun stone (167 gp), ring of the apprentice (83 gp), vest of resistance +1 (83 gp); Total 1,376 gp.

APL8: Loot 1 gp; Magic 2,541 gp; Boccob's blessed book (1,042 gp) bracers of the magi (833 gp), deep blue polyhedron ioun stone (167 gp), headband of intellect +2 (333 gp), ring of the apprentice (83 gp), vest of resistance +1 (83 gp); Total 2,542 gp.

APL10: Loot 1 gp; Magic 3,541 gp; Boccob's blessed book (1,042 gp), bracers of the magi (833 gp), deep blue polyhedron ioun stone (167 gp), headband of intellect +4 (1,333 gp), ring of the apprentice (83 gp), vest of resistance +3 (750 gp); Total 3,542 gp.

APL12: Loot 1 gp; Magic 8,119 gp; amulet of health +2 (333 gp), Boccob's blessed book (1,042 gp), bracers of the magi (833 gp), deep blue polyhedron ioun stone (167 gp), gloves of dexterity +2 (333 gp), headband of intellect +6 (3,000 gp), ring of the apprentice (83 gp), vest of resistance +4 (1,333 gp); Total 8,120 gp

APL 14: Loot 1 gp; Magic 1,3209 gp; amulet of health +6 (3,000 gp), Boccob's blessed book (1,042 gp) bracers of the magi (833 gp), deep blue polyhedron ioun stone (167 gp), gloves of dexterity +6 (3,000 gp), headband of intellect +6 (3,000 gp), ring of the apprentice (83 gp), vest of resistance +5 (2,083 gp); Total 13,209 gp

8: Into the Deep

APL 6: Loot 1 gp; Magic 83 gp; cloak of resistance +1 (83 gp); Total 84 gp.

APL 8: Loot 1 gp; Magic 333 gp; cloak of resistance +2 (333 gp); Total 334 gp.

APL 10: Loot 1 gp; Magic 666 gp; cloak of resistance +2 (333 gp); amulet of health +2 (333 gp); Total 667 gp.

APL 12: Loot 1 gp; Magic 1,500 gp; cloak of resistance +3 (750 gp); amulet of health +2 (333 gp); dusty rose ioun stone (417 gp); Total 1,501gp.

APL 14: Loot 1 gp; Magic 2,500 gp; cloak of resistance +3 (750 gp); amulet of health +4 (1,333 gp); dusty rose ioun stone (417 gp); Total 2,501 gp

Treasure Cap

APL 6: 1,800 gp
APL 8: 2,600 gp
APL 10: 4,600 gp
APL 12: 6,600 gp
APL 14: 13,200 gp

Total Possible Treasure

APL 6: 2,920 gp
APL 8: 3,836 gp
APL 10: 5,869 gp
APL 12: 11,381 gp
APL 14: 17,570 gp

ADVENTURE RECORD ITEMS

☛ **Rescued Yvaise and Galerus:** For rescuing this couple, you gain Open access to the following feats: Insightful Reflexes (*Complete Adventurer*), Enduring Life (*Libris Mortis*), Ghost Scarred (*Libris Mortis*).

☛ **Crown of Sunndi:** For your help, the crown grants you frequency "any" to any two items listed under Item Found to which you gained Adventure access. List the chosen items here:

1 _____ 2 _____

☛ **Bracers of the Magi:** The platinum engraved bracers are covered in symbols of the arcane. Once a day, on command, they can cast Rary's mnemonic enhancer.

Moderate transmutation; CL 7, Craft Wondrous Items, Rary's mnemonic enhancer; Price 10,000 gp.

☛ **Deep Blue Polyhedron Ioun Stone:** This many-faceted stone grants its owner a better grasp of the rules of magic, allowing her to gain bonus 0-level spells from a high ability score in the same manner (and number) as he gains bonus 1st-level spells.

Moderate transmutation; CL 12, Craft Wondrous Items; Price 2,000 gp.

☛ **Ring of the Apprentice:** If worn continuously by a caster who prepares spells, this ring gives its wearer an extra bonus 1st-level slot (after 24 hours to get attuned). If the wearer has multiple spell lists, he must choose which one is affected by the ring.

Moderate (no school); CL 11th, Craft Ring, limited wish; Price: 1,000 gp

☛ **Loose papers:** This pile of papers contains a number of spells (normal scroll cost; APLs stack for access; only pay for spells actually taken; all spells from *Spell Compendium*).

APL 6: 1st—ectoplasmic armor, nerveskitter, ray of clumsiness, spontaneous search 2nd—blast of force, ethereal chamber, life bolt. 3rd—nauseating breath, sonorous hum.

APL 8: 4th—vortex of teeth.

APL 10: 5th—greater dimension door, shard storm, viscid glob.

APL 12: 6th—howling chain, transcribe symbol, shadowy grappler

APL 14: 7th—radiant assault, solipsism

☛ **Thanks of Che-Kanan:** In thanks for returning him to life, Che-Kanan promises to seek out the garb of the hunting cat (*Magic Item Compendium*) for you. You must pay full normal price for each part of the set (claw gloves, mantle of the predator, and mask of the tiger). It costs an additional 1 TU to acquire each item.

ITEM ACCESS

APL 6

- Spellbook protections (Adventure; *Complete Arcane*; varies)
- Boots of speed (Adventure; DMG)
- Bracers of the magi (Adventure; see above; 10,000 gp)
- Eyes of the eagle (Adventure; DMG)
- Goggles of minute seeing (Adventure; DMG)
- Ioun stone, deep blue polyhedron (Adventure; see above; 2,000 gp)
- Pearl of power (1st-level) (Adventure; DMG)
- Ring of the apprentice (Adventure; see above; 1,000 gp)
- Spelllight spectacles (Adventure; *Complete Adventurer*; 2,500 gp)
- Wings of flying (Any; DMG)
- Greater truedeath crystal (Adventure; *Magic Item Compendium*; 10,000 gp)

APL 8 (All of APL 6 plus the following)

- Pearl of power (2nd-level) (Adventure; DMG)

APL 10 (All of APLs 6-8 plus the following)

- Pearl of power (3rd-level) (Adventure; DMG)

APL 12 (All of APLs 6-10 plus the following)

- Pearl of power (4th-level) (Adventure; DMG)

APL 14 (All of APLs 6-12 plus the following)

- Pearl of power (5th-level) (Adventure; DMG)
- Dusty rose ioun stone (Adventure; DMG)
- Pale green prism, ioun stone (Adventure; DMG)
- Orange prism ioun stone (Adventure; DMG)

APPENDIX 1: ALL APLS

1: MENOWOOD

BULLYWUGS (4) (RAGING) CR 4

Male bullywug barbarian 3/ranger 1
CE Medium humanoid (aquatic)

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

Languages Bullywug

AC 11, touch 8, flat-footed 11; +1 against traps, uncanny dodge
(+1 Dex, -4 class, +3 armor, +1 deflection)

hp 57 (4 HD)

Fort +14, **Ref** +5 (+1 against traps), **Will** +4

Speed 30 ft. (6 squares), swim 40 ft.; marsh move

Melee mwk spear +11 (1d8+9/x3)

Base Atk +4; **Grp** +10

Atk Options favored enemy elf +2, rage 1/day (11 rounds), reckless rage

Abilities Str 22, Dex 13, Con 26, Int 8, Wis 10, Cha 6

SQ wild empathy -1 (-5 magical beasts)

Feats Alertness, Reckless Rage, Track^B

Skills Hide +7 (+13 in marsh), Jump +8, Listen +9, Spot +9, Survival +4, Swim +9

Possessions *cloak of resistance* +1, masterwork spear, masterwork studded leather, *ring of protection* +1

Marsh Move (Ex) Bullywugs suffer no movement penalties for moving in marshes or mud.

When not raging, the bullywug barbarians have the following changed statistics:

AC 15, touch 12, flat-footed 15

hp 45 (4 HD)

Fort +11, **Will** +2

Melee mwk spear +8(1d8+5/x3)

Grp +7

Abilities Str 16, Con 20

Skills Jump +5

1: MENOWOOD

WYLER CR 12

Male goblin cleric 3/evoker 3/ mystic theurge 6
NG Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft., Listen +6, Spot +6

Languages Ancient Suloise, Celestial, Common, Draconic, Infernal

AC 27, touch 14, flat-footed 24

(+1 size, +3 Dex, +6 armor [*greater mage armor*], +2 deflection, +5 natural [*barkskin*])

hp 51 (67 with *false life*) (12 HD)

Fort +10, **Ref** +10, **Will** +20

Speed 30 ft. (6 squares)

Melee mwk cold iron morningstar [*greater magic weapon*] +12/+7 (1d6+5)

Base Atk +6; **Grp** +3

Special Actions command plants 4/day (+6, 2d6+4, 3rd) greater turning 1/day, spontaneous casting (*heal* spells), turn undead 4/day (+6, 2d6+4, 3rd)

Combat Gear *staff of fire* (4 charges), wand of cure light wounds (31 charges), wand of true strike (4 charges)

Wizard Spells Prepared (CL 12th; +9 ranged touch):

5th—*arc of lightning* (DC 21) (2), *baleful polymorph* (DC 21)

4th—*acid orb*, *dimension door*, *fire shield*, *ice storm*

3rd—*anticipate teleportation*[†], *fireball* (DC 19) (2), *greater mage armor*[†], *wind wall*

2nd—*glitterdust* (DC 18) (2), *scorching ray* (2), *false life*[†] (16 hp), *see invisibility*, *swift fly*

1st—*magic missile* (4), *lesser orb of acid* (2), *shield*

0—*detect magic*, *light*, *message*, *prestidigitation*, *resistance*

Cleric Spells Prepared (CL 12th; +7 melee touch):

5th—*plane shift*, *slay living* (DC 21), *wall of thorns*^D (DC 21)

4th—*command plant*^D (DC 20), *death ward*, *freedom of movement*

3rd—*create food and water*, *dispel magic*, *greater magic weapon*[†], *magic circle against evil*, *prayer*, *searing light*^D (DC 19)

2nd—*align weapon*, *barkskin*^D[†], *hold person* (DC 18) (2), *lesser restoration*, *sound burst* (DC 18), *spiritual weapon*

1st—*bless*, *command* (DC 17) (2), *detect evil*, *divine favor*, *endure elements*^D, *shield of faith*

0—*created water*, *detect magic*, *guidance*, *mending*, *purify food and drink*, *read magic*

D: Domain spell. Deity: Ehlonna. Domains: Plant, Sun
† Already cast

Abilities Str 12, Dex 16, Con 12, Int 23, Wis 22, Cha 12

Feats Alertness (when familiar within 5 ft.), Craft Wondrous Items, Improved Familiar, Improved Initiative, Practiced Spellcaster (cleric), Practiced Spellcaster (wizard), Scribe Scroll^B, Spell Penetration^B

Skills Concentration +16, Diplomacy +6, Knowledge (arcana) +21, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local: TSS) +9, Knowledge (nature) +7, Knowledge (nobility and royalty) +7, Knowledge (religion) +21, Knowledge (the planes) +11, Listen +8, Spellcraft +23, Spot +8

Possessions combat gear plus the following

Boccob's blessed book, clerical vestments, *cloak of resistance* +3, double bedroll, double winter blanket, *circlet of persuasion*, silk rope 150 ft., explorer's outfit, flint & steel, *gloves of dexterity* +2, *headband of intellect* +6, *Heward's handy haversack*, masterwork cold iron morningstar, *pearl of power* (1st level) (2), *periapt of wisdom* +6, *ring of protection* +2, silvered holy symbol, war mastiff

Spellbook (banned schools illusion and enchantment) spells prepared plus 6th—*greater dispel magic*, *chain lightning*, *contingency*, *disintegrate* 5th—*animal growth*, *arc of lightning*,

baleful polymorph, break enchantment, fabricate; 4th—acid orb, dimension door, fire shield, lesser globe of invulnerability, ice storm 3rd— anticipate teleportation, blink, daylight, fireball, fly, lightning bolt, greater mage armor, greater magic weapon, haste, slow, water breathing, wind wall 2nd— blindness/deafness, cat's grace, continual flame, darkness, false life, flaming sphere, swift fly, fox's cunning, glitterdust, gust of wind, rope trick, scorching ray, see invisibility; 1st—alarm, burning hands, enlarge person, expeditious retreat, feather fall, grease, mage armor, magic missile, lesser orb of acid, lesser orb of cold, ray of enfeeblement, shield, shocking grasp, Tenser's floating disk; 0— all PH open.

D: Domain Spell. Deity: Wee Jas. Domains Death and Law

Abilities Str 4 (10), Dex 8 (14), Con 14, Int 8, Wis 16, Cha 12

Feats Augment Healing, Craft Wondrous Items, Enduring Life, Ghost Scarred, Improved Turning

Skills Concentration +14, Knowledge (religion) +11

6: THE PRISON BLOCK

LADY YVAISE OF HOUSE ULRILEL

CR 0

Female Human (Suel) necromancer 8

NG Medium humanoid (human)

Init +3; **Senses** Listen +0, Spot +0

Languages Ancient Suel, Common, Draconic

AC 9, touch 9, flat-footed 10

(-1 Dex)

hp 0 (37) (8 HD)

Fort +4, **Ref** +1, **Will** +6

Speed 30 ft. (6 squares)

Melee unarmed strike -4 (1d3-4)

Base Atk +4; **Grp** +0

Wizard Spells Prepared (CL 8th): None prepared

Abilities Str 2 (8), Dex 8 (14), Con 14, Int 16, Wis 10, Cha 12

Feats Brew Potion, Craft Wondrous Items, Empower Spell, Improved Initiative, Insightful Reflexes, Scribe Scroll^B,

Skills Concentration +13, Decipher Script +8, Knowledge (arcana) +14, Knowledge (local: NMR) +6, Knowledge (nobility and royalty) +6, Knowledge (religion) +8, Knowledge (the Planes) +14, Spellcraft +16

6: THE PRISON BLOCK

LORD GALERUS

CR 0

Male human (Suel) cleric 9

LG Medium humanoid (human)

Init -1; **Senses** Listen +3, Spot +3

Languages Common

AC 9, touch 9, flat-footed 10

(-1 Dex)

hp 3 (62) (9 HD)

Fort 8, **Ref** +2, **Will** +9

Speed 30 ft. (6 squares)

Melee unarmed strike +3 (1d3-3)

Base Atk +6; **Grp** +3

Special Actions: death attack 1/day (9d6), spontaneous casting (*healing* spells), turn undead 4/day (+3, 2d6+10, 9th)

Cleric Spells Prepared (CL 9th): None

4: THE LIBRARY

REKKIT**CR 9**

Male filth imp* diviner 5/rogue 1/assassin 1/arcane trickster 1

*see *Fiend Folio* 100

NE Tiny outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft.; Listen +11, Spot +11**Languages** Abyssal, Ancient Suloise, Common, Draconic, Flan, Infernal**AC** 16, touch 13, flat-footed 15

(+2 size, +1 Dex, +3 natural)

hp 84 (98 with *false life*) (10 HD); fast healing 2; DR 5/silver**Resist** sonic resistance 20, SR 5**Fort** +12, **Ref** +12, **Will** +12**Speed** 20 ft. (4 squares); fly 50 ft. (perfect)**Melee** claw +6 (1d4 plus disease)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +4; **Gp** -4**Atk Options** death attack (DC 17), poison use, sneak attack +2d6**Special Actions** diabolical stench 3/day (DC 14), *polymorph*, ranged legerdemain 1/day,**Wizard Spells Prepared** (CL 8th; +7 ranged touch):3rd—*anticipate teleportation*¹, *slow* (DC 19),*nauseating breath* (DC 19), *unluck* (DC 19)2nd—*false life*¹ (14 hp), *glitterdust* (DC 18),

transdimensional lesser orb of acid, mirror image, scorching ray, see invisibility

1st—*comprehend languages*, ectoplasmic armor¹

(2), lesser orb of electricity, magic missile, shield

0—acid splash (3), mage hand, prestidigitation, read magic (2)

Assassin Spells Known (CL 1st):1st (2/day)—*obscuring mist*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 8th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*stinking cloud* (DC 10)**Abilities** Str 10, Dex 13, Con 20, Int 23, Wis 14, Cha 2**SQ** outsider traits, trapfinding**Feats** Alertness^B, Craft Wondrous Item^B, Great Fortitude, Improved Initiative, Practiced Spellcaster (wizard), Scribe Scroll^B, Transdimensional Spell**Skills** Balance +8, Climb +5 (+7 with rope), Concentration +18, Decipher Script +13, Disable Device +13, Escape Artist +8 (+10 with rope), Forgery +11, Hide +11, Knowledge (arcana) +16, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (history) +7, Knowledge (local Core) +7, Knowledge (nature) +9, Knowledge (nobility and royalty) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +11, Move Silently +9, Search +14, Sense Motive ,

Sleight of Hand +7, Spellcraft+18, Spot +11, Survival +7, Tumble +6, Use Rope +6

Possessions 2 spell component pouches, *Boccob's blessed book*, vest of resistance +1, ring of the apprentice, deep blue polyhedron ioun stone**Spellbook** (banned school enchantment) spells prepared plus 0—all core PH plus *amanuensis*, *stick*; 1st—*accelerated movement*, *cheat*, *golem strike*, *identify*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of fire*, *lesser orb of sound*, *mage armor*, *nerveskitter*, *ray of clumsiness*, *spontaneous search*; 2nd—*blast of force*, *ethereal chamber*, *misdirection*, *web*; 3rd—*glowing orb*, *greater mage armor*, *halt undead*, *magic circle against good*, *ray of exhaustion*, *secret page*, *sepia snake sigil*, *slow*, *sonorous hum*, *tongues***Diabolical Stench (Su)** Three times per day, Rekkrit can emit an invisible cloud of sickening gas in a 20-foot spread. Any creatures caught within the cloud must make a DC 14 Fortitude save or become nauseated for 1d6 rounds. The cloud dissipates at the end of the round in which it was released, - though an unpleasant odor lingers for as long as 1 hour thereafter. Creatures who save successfully are immune to Rekkrit's diabolical stench for one day.**Disease (Ex)** Any creature hit by Rekkrit's claw attack must succeed on a DC 14 Fortitude save or contract filth fever. The incubation period is 1d3 days, and - the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage.

ENCOUNTER 5: THE LABORATORY

CHE-KANAN**CR 10**

Male loxo* ghost wizard 8

*see *Monster Manual II* 144

NG Large undead (incorporeal, augmented humanoid)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14**Languages** Ancient Suloise, Common, Draconic, Flan, Infernal, Loxo**AC** 18, touch 11, flat-footed 16 (ethereal)

18, touch 11, flat-footed 16 (manifested)

(-1 size, +2 Dex, +4 armor [*mage armor*], deflection +3, natural +3)**hp** 90 (104 with *false life*) (13 HD)**Miss Chance** 50% incorporeal**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** +4 turn resistance**Fort** +5, **Ref** +8, **Will** +11**Speed** fly 30 ft. (perfect); Mobile Spell-Casting**Melee** 2 incorporeal touches +10 each (draining touch) (manifested) or 2 slams + 11 each (1d6+3) (ethereal)**Space** 10 ft.; **Reach** 5 ft.

Base Atk +9; **Grp** +16

Atk Options Power Attack

Special Actions frightful moan (DC 19), horrific appearance, (DC 19), telekinesis (DC 19, CL 13), trample 1d8+6

Wizard Spells Prepared (CL 8th; +10 ranged touch, +10 melee touch):

4th—*burning blood* (DC 18), *Evard's black tentacles*, *lesser globe of invulnerability*

3rd—*anticipate teleportation*¹, *empowered ray of enfeeblement*, *slow* (DC 17), *summon monster III*

2nd—*false life*¹ (14 hp), *glitterdust* (DC 16), *touch of idiocy*, *web* (DC 16)

1st—*mage armor*¹, *magic missile* (2), *ray of enfeeblement*, *shield*

0—*dancing lights*, *detect magic* (2), *prestidigitation*

‡ Already cast

Abilities Str 16, Dex 15, Con -, Int 18, Wis 12, Cha 16

SQ incorporeal traits, rejuvenation, undead traits

Feats Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Mobile Spell-Casting, Power Attack, Scribe Scroll^B

Skills Climb +4, Concentration +16, Hide +6, Knowledge (arcana) +14, Knowledge (architecture and engineering) +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +7, Knowledge (nobility and royalty) +5, Knowledge (religion) +7, Knowledge (the planes) +14, Listen +14, Search +12, Spellcraft +22, Spot +14, Survival +6

Possessions *Boccob's blessed book*

Spellbook spells prepared plus all Open wizard spells of levels he can cast

Draining Touch (Su) If Che-Kanan hits a living target with his incorporeal touch attack he drains 1d4 points from any one ability score he selects. On each such successful attack, he heals 5 points of damage to himself. Against ethereal opponents, Che-Kanan adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds its Dexterity modifier to attack rolls only.

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

Horrific Appearance (Su) Any living creature within 60 feet that views Che-Kanan must succeed on a Fortitude save 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 it again for 24 hours.

Telekinesis (Su) Che-Kanan can use *telekinesis* as a standard action (caster level 12). When he uses this power, he must wait 1d4 rounds before using it again.

Trample (Ex) As a standard action during his turn each round, Che-Kanan can trample Medium or

smaller opponents. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a DC 16 Reflex save for half damage.

8: INTO THE DEEP

SSESTEIRAH

CR 9

Female half-green dragon seven-headed hydra druid
2

NE Huge dragon

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +14, Spot +14

Languages Draconic

AC 22, touch 10, flat-footed 20

(-2 size, +2 Dex, +12 natural)

hp 123 (9 HD); fast healing 17

Immune acid, *sleep*, paralysis

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

Speed 20 ft. (4 squares), fly 40 ft. (average), swim 20 ft.; woodland stride

Melee 7 bites each +15 (2d6+10) or

Melee claw +16 (1d8+10) or

Melee 2 claws each +16 (1d8+10) and
7 bites each +15 (2d6+10)

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

Base Atk +8; **Grp** +26

Atk Options Blind-Fight, Combat Reflexes

Special Actions breath weapon 1/day

Druid Spells Prepared (CL 2nd):

1st—*cure light wounds*, *entangle* (DC 13),
longstrider

0—*flare* (DC 12), *guidance*, *resistance*, *virtue*

Abilities Str 30, Dex 15, Con 24, Int 4, Wis 14, Cha 8

SQ animal companion (snake), link with companion, share spells, wild empathy +0 (-4 magical beasts)

Feats Blind-Fight, Combat Reflexes^B, Improved Toughness, Multiattack, Weapon Focus (bite)

Skills Concentration +14, Listen +14, Spot +14, Swim +18

Possessions 2 spell component pouches, *cloak of resistance* +1

Breath Weapon (Su) Ssesteirah's breath weapon deals 6d8 points of acid damage in a 30 ft. cone. A successful DC 20 Reflex reduces this damage by half.

Skills Ssesteirah can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

4: THE LIBRARY

REKKIT**CR 11**

Male filth imp diviner 5/rogue 1/assassin 1/arcane trickster 3

*see *Fiend Folio* 100

NE Tiny outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft.; Listen +18, Spot +18**Languages** Abyssal, Ancient Suel, Common, Draconic, Flan, Infernal**AC** 16, touch 13, flat-footed 15
(+2 size, +1 Dex, +3 natural)**hp** 99 (115 with *false life*) (12 HD); fast healing 2; DR 5/silver**Resist** sonic resistance 20, SR 5**Fort** +13, **Ref** +20, **Will** +13**Speed** 20 ft. (4 squares); fly 50 ft. (perfect)**Melee** claw +7 (1d4 plus disease)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +5; **Gp** -3**Atk Options** death attack (DC 19), impromptu sneak attack 1/day, poison use, sneak attack +3d6**Special Actions** diabolical stench 3/day (DC 14), *polymorph*, ranged legerdemain 1/day**Wizard Spells Prepared** (CL 10th; +8 ranged touch):
4th—*arcane eye*, *greater invisibility*, *orb of force* (2), *vortex of teeth*3rd—*anticipate teleportation*[†], *slow* (DC 21), *nauseating breath* (DC 21), *sonorous hum*, *unluck* (DC 21), *transdimensional web* (DC 21)2nd—*false life*[†] (16 hp), *glitterdust* (DC 20), *transdimensional lesser orb of acid*, *mirror image*, *scorching ray*, *see invisibility*1st—*comprehend languages*, *ectoplasmic armor*^{†B} (2), *lesser orb of* (2), *magic missile* (3), *nerveskitter*^B, *ray of clumsiness*, *shield*, 0—*acid splash* (3), *mage hand*, *prestidigitation*, *read magic* (2)**Assassin Spells Known** (CL 1st):1st (2/day)—*obscuring mist*, *true strike*

† Already cast

Spell-Like Abilities (CL 6th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*stinking cloud* (DC 10)**Abilities** Str 10, Dex 13, Con 20, Int 26, Wis 14, Cha 2**SQ** outsider traits, trapfinding**Feats** Alertness^B, Craft Wondrous Item^B, Great Fortitude, Improved Initiative, Insightful Reflexes, Practiced Spellcaster (wizard), Scribe Scroll^B, Transdimensional Spell**Skills** Balance +8, Climb +5 (+7 with rope), Concentration +20, Decipher Script +15, Disable Device +15, Escape Artist +8 (+10 with rope), Forgery +13, Hide +16, Knowledge (arcana) +18, Knowledge (architecture and engineering) +9, Knowledge (dungeoneering) +9, Knowledge

(geography) +9, Knowledge (history) +9, Knowledge (local: Core) +9, Knowledge (nature) +11, Knowledge (nobility and royalty) +9, knowledge (religion) +9, Knowledge (the planes) +9, Listen +18, Move Silently +9, Search +16, Sense Motive, Sleight of Hand +7, Spellcraft +20, Spot +18, Survival +7, Tumble +6, Use Rope +6

Possessions 2 spell component pouches, *Boccob's blessed book*, *vest of resistance* +1, *ring of the apprentice*, *deep blue polyhedron loun stone*, *bracers of the magi*, *headband of intellect* +2**Spellbook** (banned school: enchantment) spells prepared plus 0—all *PH* core plus *amanuensis*, *stick*; 1st—*accelerated movement*, *cheat*, *golem strike*, *identify*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of fire*, *lesser orb of sound*, *mage armor*, *spontaneous search*; 2nd—*blast of force*, *ethereal chamber*, *misdirection*, *web*; 3rd—*glowing orb*, *greater mage armor*, *halt undead*, *magic circle versus good*, *ray of exhaustion*, *secret page*, *sepia snake sigil*, *slow*, *sonorous hum*, *tongues*; 4th—*dispelling screen*, *locate creature*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of sound***Diabolical Stench (Su):** Three times per day, Rekkrit can emit an invisible cloud of sickening gas in a 20-foot spread. Any creatures caught within the cloud must make a DC 14 Fortitude save or become nauseated for 1d6 rounds. The cloud dissipates at the end of the round in which it was released, though an unpleasant odor lingers for as long as 1 hour thereafter. Creatures who save successfully are immune to Rekkrit's diabolical stench for one day.**Disease (Ex):** Any creature hit by Rekkrit's claw attack must succeed on a DC 14 Fortitude save or contract filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage.

ENCOUNTER 5: THE LABORATORY

CHE-KANAN**CR 12**

Male loxo ghost* wizard 10

*see *Monster Manual II* 144

NG Large undead (incorporeal, augmented monstrous humanoid)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14**Languages** Ancient Suloise, Common, Draconic, Flan, Infernal, Loxo**AC** 20, touch 11, flat-footed 18 (ethereal)
20, touch 11, flat-footed 18 (manifested)
(-1 size, +2 Dex, +6 armor [*greater mage armor*], deflection +3, natural +3)**hp** 103 (127 with *false life*) (15 HD)**Miss Chance** 50% incorporeal**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain,

damage to physical ability scores, fatigue and exhaustion

Resist +4 turn resistance

Fort +6, **Ref** +9, **Will** +12

Speed fly 30 ft. (perfect); Mobile Spell-Casting

Melee 2 incorporeal touches +11 each (draining touch) (manifested) or
2 slams + 12 each (1d6+3) (ethereal)

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

Base Atk +10; **Grp** +17

Atk Options Power Attack

Special Actions frightful moan (DC 20), horrific appearance (DC 20), telekinesis (DC 20, CL15), trample 1d8+6

Wizard Spells Prepared (CL 10th; +11 ranged touch):

5th—maximized *scorching ray*, quickened *true strike*, *wall of stone* (DC 20)

4th—*burning blood* (DC 19), *Evard's black tentacles*, *lesser globe of invulnerability*, empowered *false life*[†] (24 hp)

3rd—*anticipate teleport*[†], *greater mage armor*[†], empowered *ray of enfeeblement*, *slow* (DC 18)

2nd—*glitterdust* (DC 17), *scorching ray*, *see invisibility*, *touch of idiocy*, *web* (DC 17)

1st—*magic missile* (4), *ray of enfeeblement*, *shield*

0—*dancing lights*, *detect magic* (2), *prestidigitation*

† Already cast

Abilities Str 16, Dex 15, Con -, Int 20, Wis 12, Cha 16

SQ incorporeal traits, rejuvenation, undead traits

Feats Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Maximize Spell, Mobile Spell-Casting, Power Attack, Quicken Spell

Skills Climb +4, Concentration +18, Hide +6, Knowledge (arcana) +23, Knowledge (architecture and engineering) +6, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +8, Knowledge (nobility and royalty) +6, Knowledge (religion) +8, Knowledge (the planes) +15, Listen +14, Search +13, Spellcraft +25, Spot +14, Survival +6

Possessions *Boccob's blessed book*, *headband of intellect* +2

Spellbook spells prepared plus all Open wizard spells of levels he can cast

Draining Touch (Su) When Che-Kanan hits a living target with his incorporeal touch attack he drains 1d4 points from any one ability score he selects. On each such successful attack, he heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su) Che-Kanan can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a DC 20 Will save 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 Che-Kanan's moan for 24 hours.

Horrific Appearance (Su) Any living creature within 60 feet that views Che-Kanan must succeed on a Fortitude save 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 Che-Kanan's horrific appearance for 24 hours.

Telekinesis (Su) Che-Kanan can use *telekinesis* as a standard action (CL 15). When Che-Kanan uses this power, he must wait 1d4 rounds before using it again.

Trample (Ex) As a standard action during his turn each round, Che-Kanan can trample Medium or smaller opponents. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a DC 16 Reflex save for half damage.

8: INTO THE DEEP

SSESTEIRAH

CR 11

Female half-green dragon eight-headed hydra druid 4 NE Huge dragon

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +15, Spot +16

Languages Draconic

AC 23, touch 10, flat-footed 21
(-2 size, +2 Dex, +13 natural)

hp 180 (12 HD); fast healing 18

Immune acid, *sleep*, paralysis

Fort +19, **Ref** +11, **Will** +10; +4 against spell-like abilities of fey

Speed 20 ft. (4 squares), fly 40 ft. (average), swim 20 ft.; trackless step, woodland stride

Melee 8 bites each +18 (2d6+10) or

Melee claw +19 (1d8+10) or

Melee 2 claws each +19 (1d8+10) and
8 bites each +18 (2d6+10)

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

Base Atk +11; **Grp** +28

Atk Options Blind-Fight, Combat Reflexes

Special Actions breath weapon 1/day (DC 21)

Druid Spells Prepared (CL 4th):

2nd—*barkskin*, *gust of wind* (DC 14), *resist energy*

1st—*cure light wounds*, *faerie fire*, *longstrider*,
obscuring mist

0—*flare* (DC 12), *guidance*, *light*, *resistance*, *virtue*

Abilities Str 30, Dex 15, Con 24, Int 4, Wis 14, Cha 8

SQ animal companion (crocodile), link with companion, share spells, wild empathy +2 (-2 magical beasts)

Feats Blind-Fight, Combat Reflexes^B, Improved Initiative, Improved Toughness, Multiattack, Weapon Focus (bite)

Skills Concentration +16, Listen +15, Spot +16, Swim +18

Possessions 2 spell component pouches, *cloak of resistance* +2

Breath Weapon (Su) Ssesteirah's breath weapon deals 6d8 points of acid damage in a 30 ft. cone. A

DC 21 successful Reflex save reduces this damage by half.

Skills Ssesteirah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

4: THE LIBRARY**REKKIT****CR13**

Male filth imp* diviner 5/rogue 1/assassin 1/arcane trickster 5

*see *Fiend Folio* 100

NE Tiny outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 60 ft.; Listen +21, Spot +21**Languages** Abyssal, Ancient Suel, Common, Draconic, Flan, Infernal**AC** 16, touch 13, flat-footed 15
(+2 size, +1 Dex, +3 natural)**hp** 130 (14 HD); fast healing 2; DR 5/silver**Resist** sonic resistance 20, SR 5**Fort** +15, **Ref** +24, **Will** +16**Speed** 20 ft. (4 squares); fly 50 ft. (perfect)**Melee** weapon +8 (1d4 plus disease)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +6; **Grp** -2**Atk Options** death attack (DC 20), impromptu sneak attack 1/day, poison use, sneak attack +4d6**Special Actions** diabolical stench 3/day (DC 14), *polymorph*, ranged legerdemain 2/day**Wizard Spells Prepared** (CL 12th; +9 ranged touch):5th—*contact other plane*, *greater dimension door*, *shard storm* (DC 24), *viscid glob* (2) (DC 24)4th—*arcane eye*, *dispelling screen*, *greater invisibility*, *orb of force* (2), *vortex of teeth*3rd—*anticipate teleportation*[†], *slow* (DC 22), *nauseating breath* (DC 22), *unluck* (DC 22), *transdimensional scorching ray*, *transdimensional web* (DC 22)2nd—*blast of force*, *false life*[†] (16 hp), *glitterdust* (DC 21), *transdimensional lesser orb of acid*, *mirror image*, *scorching ray*, *see invisibility*1st—*comprehend languages*, *ectoplasmic armor*^B † (2), *lesser orb of electricity* (2), *magic missile* (3), *nervekitter*^B, *ray of clumsiness* (2), *shield*0—*acid splash* (3), *mage hand* (2), *prestidigitation*, *read magic* (2)**Assassin Spells Known** (CL 1st):1st (2/day)—*obscuring mist*, *true strike*

† Already cast

Spell-Like Abilities (CL 6th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*stinking cloud* (DC 10)**Abilities** Str 10, Dex 13, Con 20, Int 28, Wis 14, Cha 2**SQ** outsider traits, trapfinding**Feats** Alertness^B, Craft Wondrous Item^B, Great Fortitude, Improved Initiative, Insightful Reflexes, Practiced Spellcaster (wizard), Scribe Scroll^B, Transdimensional Spell**Skills** Balance +8, Climb +5 (+7 with rope), Concentration +22, Decipher Script +16, Disable Device +16, Escape Artist +8 (+10 with rope), Forgery +14, Hide +18, Knowledge (arcana) +26,

Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local Core) +10, Knowledge (nature) +12, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +21, Move Silently +14, Search +17, Sense Motive, Sleight of Hand +7, Spellcraft +21, Spot +21, Survival +7, Tumble +6, Use Rope +6

Possessions 2 spell component pouches, *Boccob's blessed book*, *vest of resistance* +3, *ring of the apprentice*, *deep blue polyhedron ioun stone*, *bracers of the magi*, *headband of intellect* +4**Spellbook** (banned school: enchantment) spells prepared plus 0—all core *PH* plus *amanuensis*, *stick*; 1st—*accelerated movement*, *cheat*, *golem strike*, *identify*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of fire*, *lesser orb of sound*, *mage armor*, *spontaneous search*; 2nd—*ethereal chamber*, *misdirection*, *web*; 3rd—*glowing orb*, *greater mage armor*, *halt undead*, *magic circle against good*, *ray of exhaustion*, *secret page*, *sepia snake sigil*, *slow*, *sonorous hum*, *tongues*; 4th—*locate creature*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of sound*; 5th—*cone of cold*, *greater blink*, *prying eyes*, *teleport*, *wall of force***Diabolical Stench (Su)** Three times per day, Rekkrit can emit an invisible cloud of sickening gas in a 20-foot spread. Any creatures caught within the cloud must make a DC 14 Fortitude save or become nauseated for 1d6 rounds. The cloud dissipates at the end of the round in which it was released, though an unpleasant odor lingers for as long as 1 hour thereafter. Creatures who save successfully are immune to Rekkrit's diabolical stench for one day.**Disease (Ex)** Any creature hit by Rekkrit's claw attack must succeed on a DC 14 Fortitude save or contract filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage.**ENCOUNTER 5: THE LABORATORY****CHE-KANAN****CR 14**

Male loxo* ghost wizard 12

*see *Monster Manual II* 144

NG Large undead (incorporeal, augmented monstrous humanoid)

Init +2; **Senses** darkvision 60 ft.; Listen +14, Spot +14**Languages** Ancient Suloise, Common, Draconic, Flan, Infernal, Loxo**AC** 20, touch 11, flat-footed 18 (ethereal)
20, touch 11, flat-footed 18 (manifested)
(-1 size, +2 Dex, +6 armor [*greater mage armor*], deflection +3, natural +3)**hp** 116 (140 with *false life*) (17 HD)**Miss Chance** 50% incorporeal

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Resist +4 turn resistance

Fort +7, **Ref** +10, **Will** +13

Speed fly 30 ft. (perfect); Mobile Spell-Casting

Melee 2 incorporeal touches +12 each (draining touch) (manifested) or
2 slams + 13 each (1d6+3) (ethereal)

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

Base Atk +11; **Grp** +18

Atk Options Power Attack

Special Actions frightful moan (DC 21), horrific appearance (DC 21), telekinesis (DC 21, CL17), trample 1d8+6

Wizard Spells Prepared (CL 12th; +12 ranged touch):

6th—*greater anticipate teleportation*[†], *freezing fog* (DC 22), quickened *scorching ray*

5th—maximized *scorching ray*, *spiritwall* (DC 21), quickened *true strike*, *wall of stone* (DC 21)

4th—*burning blood* (DC 20), *Evard's black tentacles*, empowered *false life*[†] (24 hp), empowered *touch of idiocy*

3rd—*dispel magic*, *greater mage armor*[†], *magic circle against evil*, empowered *ray of enfeeblement*, *slow* (DC 19)

2nd—*glitterdust* (DC 18), *scorching ray* (2), see *invisibility*, *touch of idiocy*, *web* (DC 18)

1st—*magic missile* (4), *ray of enfeeblement*, *shield*

0—*dancing lights*, *detect magic* (2), *prestidigitation*

† Already cast

Abilities Str 16, Dex 15, Con -, Int 23, Wis 12, Cha 16

SQ incorporeal traits, rejuvenation, undead traits

Feats Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Maximize Spell, Mobile Spell-Casting, Power Attack, Quicken Spell

Skills Climb +4, Concentration +20, Hide +6, Knowledge (arcana) +26, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (nature) +10, Knowledge (nobility and royalty) +7, Knowledge (religion) +10, Knowledge (the planes) +19, Listen +14, Search +14, Spellcraft +28, Spot +14, Survival +6

Possessions *Boccob's blessed book*, *headband of intellect* +4

Spellbook spells prepared plus all Open wizard spells of levels he can cast

Draining Touch (Su) When Che-Kanan hits a living target with his incorporeal touch attack he drains 1d4 points from any one ability score he selects. On each such successful attack, he heals 5 points of damage to itself. Against ethereal opponents, Che-Kanan adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su) Che-Kanan can emit a frightful moan as a standard action. All living creatures

within a 30-foot spread must succeed on a DC 21 Will save 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 Che-Kanan's moan for 24 hours.

Horrific Appearance (Su) Any living creature within 60 feet that views Che-Kanan must succeed on a Fortitude save 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 Che-Kanan's horrific appearance for 24 hours.

Telekinesis (Su) Che-Kanan can use *telekinesis* as a standard action (CL 17). When he uses this power, he must wait 1d4 rounds before using it again.

Trample (Ex) As a standard action during his turn each round, Che-Kanan can trample Medium or smaller opponents. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a DC 16 Reflex save for half damage.

8: INTO THE DEEP

SSESTEIRAH

CR 13

Female half-green dragon nine-headed hydra druid 6
NE Huge dragon

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +18, Spot +18

Languages Draconic

AC 24, touch 10, flat-footed 22
(-2 size, +2 Dex, +14 natural)

hp 226 (15 HD); fast healing 19

Immune acid, *sleep*, paralysis

Fort +21, **Ref** +12, **Will** +12+4 against spell-like abilities of fey

Speed 20 ft. (4 squares), fly 40 ft. (average), swim 20 ft.; trackless step, woodland stride

Melee 9 bites each +21 (2d6+11) or

Melee claw +22 (1d8+11) or

Melee 2 claws each +22 (1d8+11) and
9 bites each +21 (2d6+11)

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

Base Atk +13; **Grp** +32

Atk Options Blind-Fight, Combat Reflexes

Special Actions breath weapon 1/day (DC 22), wild shape (2/day)

Druid Spells Prepared (CL 6th):

3rd—*greater magic fang*, *water breathing*[†]

2nd—*barkskin*, *gust of wind* (DC 14), *resist energy* (2)

1st—*cure light wounds*, *faerie fire*, *longstrider*, *obscuring mist*

0—*flare* (DC 12), *guidance*, *light*, *resistance*, *virtue*

Abilities Str 32, Dex 15, Con 26, Int 4, Wis 14, Cha 8

SQ crocodile animal companion, wild empathy +4 (+0 magical beasts)

Feats Blind-Fight, Combat Reflexes^B, Craft Wondrous Item, Improved Initiative, Improved Toughness, Multiattack, Weapon Focus (bite)

Skills Concentration +17, Listen +18, Spot +18, Swim +19

Possessions 2 spell component pouches, *amulet of health* +2, *cloak of resistance* +2

Breath Weapon (Su) Ssesteirah's breath weapon deals 6d8 points of acid damage in a 30 ft. cone. A DC 22 Reflex save reduces this damage by half.

Skills Ssesteirah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

CROCODILE (ADVANCED) CR -

Male animal companion

N Medium Animal

Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages None

AC 17, touch 11, flat-footed 16

(+1 Dex, +6 natural)

hp 37 (5 HD)

Fort +7, **Ref** +5, **Will** +2

Resist evasion

Speed 20 ft. (4 squares), base movement 20 ft., swim 30 ft.

Melee bite +8 (1d8+7) or

Melee tail slap +8 (1d12+7)

Base Atk +3; **Grp** +8

Atk Options improved grab

Abilities Str 20, Dex 13, Con 17, Int 1, Wis 12, Cha 2

SQ hold breath

Feats Alertness, Skill Focus (Hide)

Skills Swim +13, Hide +8 (+12 in water, Listen +5, Spot +5)

Improved Grab (Ex) To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

A crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

4: THE LIBRARY

REKKIT**CR15**

Male filth imp* diviner 5/rogue 1/assassin 1/arcane trickster 7

*see *Fiend Folio* 100

NE Tiny outsider (evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft.; Listen +21, Spot +21**Languages** Abyssal, Ancient Suel, Common, Draconic, Flan, Infernal**AC** 17, touch 14, flat-footed 15
(+2 size, +2 Dex, +3 natural)**hp** 164 (16 HD); fast healing 2; DR 5/silver**Resist** sonic resistance 20, SR 5**Fort** +18, **Ref** +27, **Will** +18**Speed** 20 ft. (4 squares); fly 50 ft. (perfect)**Melee** weapon +9 (1d4 plus disease)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +7; **Grp** -1**Atk Options** death attack (DC 21), poison use, sneak attack +5d6, impromptu sneak attack 2/day**Special Actions** diabolical stench 3/day (DC 14), polymorph, ranged legerdemain 2/day**Wizard Spells Prepared** (CL 14th; +11 ranged touch):6th—empowered orb of force, greater anticipate teleportation[†], howling chain, shadowy grappler, true seeing

5th—contact other plane, greater blink, greater dimension door, shard storm (DC 25), viscid glob (2) (DC 25)

4th—arcane eye, dispelling screen, greater invisibility, orb of force (2), vortex of teeth

3rd—empowered lesser orb of acid, slow (DC 23), nauseating breath (DC 23), sonorous hum, unluck (DC 23), transdimensional scorching ray, transdimensional web (DC 22)

2nd—blast of force, false life[†] (16 hp), glitterdust (2) (DC 22), mirror image, scorching ray, see invisibility, transdimensional lesser orb of acid1st—comprehend languages, ectoplasmic armor^B (2), lesser orb of electricity (2), magic missile (3), nerveskitter^B, ray of clumsiness (2), shield

0—acid splash (3), mage hand (2), prestidigitation, read magic (2)

Assassin Spells Known (CL 1st):

1st (2/day)—obscuring mist, true strike

† Already cast

Spell-Like Abilities (CL 6th):

At Will—detect good, detect magic, invisibility (self only)

1/day—stinking cloud (DC 10)

Abilities Str 10, Dex 15, Con 22, Int 31, Wis 14, Cha 2**SQ** outsider traits, trapfinding**Feats** Alertness^B, Craft Wondrous Item^B, Empower Spell, Great Fortitude, Improved Initiative, InsightfulReflexes, Practised Spellcaster (wizard), Scribe Scroll^B, Transdimensional Spell**Skills** Balance +9, Climb +5 (+7 with rope), Concentration +25, Decipher Script +17, Disable Device +17, Escape Artist +9 (+10 with rope), Forgery +15, Hide +21, Knowledge (arcana) +29, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local Core) +11, Knowledge (nature) +13, Knowledge (nobility and royalty) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Listen +23, Move Silently +21, Search +20, Sense Motive, Sleight of Hand +8, Spellcraft +26, Spot +23, Survival +7, Tumble +7, Use Rope +7**Possessions** 2 spell component pouches, *amulet of health* +2, *Boccob's blessed book*, *vest of resistance* +4, *ring of the apprentice*, *deep blue polyhedron ioun stone*, *bracers of the magi*, *gloves of dexterity* +2, *headband of intellect* +6**Spellbook** (banned school: enchantment) spells prepared plus spells prepared plus 0—all PH core plus *amanuensis*, *stick*; 1st—*accelerated movement*, *cheat*, *golem strike*, *identify*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of fire*, *lesser orb of sound*, *mage armor*, *spontaneous search*; 2nd—*ethereal chamber*, *misdirection*, *web*; 3rd—*anticipate teleportation*, *glowing orb*, *greater mage armor*, *halt undead*, *magic circle against good*, *ray of exhaustion*, *secret page*, *sepia snake sigil*, *slow*, *tongues*; 4th—*locate creature*, *Evard's black tentacles*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of sound*; 5th—*cone of cold*, *prying eyes*, *teleport*, *wall of force*; 6th—*acid fog*, *disintegrate*, *greater dispel magic*, *legend lore*, *transcribe symbol*, *undead to death***Diabolical Stench (Su)** Three times per day, Rekkrit can emit an invisible cloud of sickening gas in a 20-foot spread. Any creatures caught within the cloud must make a DC 14 Fortitude save or become nauseated for 1d6 rounds. The cloud dissipates at the end of the round in which it was released, though an unpleasant odor lingers for as long as 1 hour thereafter. Creatures who save successfully are immune to Rekkrit's diabolical stench for one day.**Disease (Ex)** Any creature hit by Rekkrit's claw attack must succeed on a DC 14 Fortitude save or contract filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage.

ENCOUNTER 5: THE LABORATORY

CHE-KANAN**CR 16**

Male loxo* ghost wizard 14

*see *Monster Manual II* 144

NG Large undead (incorporeal, augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Ancient Suloise, Common, Draconic, Flan, Infernal, Loxo

AC 20, touch 11, flat-footed 18 (ethereal)
20, touch 11, flat-footed 18 (manifested)
(-1 size, +2 Dex, +6 armor [*greater mage armor*], deflection +3, natural +3)

hp 129 (153 with false life) (19 HD)

Miss Chance 50% incorporeal

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Resist +4 turn resistance

Fort +10, **Ref** +13, **Will** +17

Speed fly 30 ft. (perfect); Mobile Spell-Casting

Melee 2 incorporeal touches +13 each (draining touch) (manifested) or
2 slams + 14 each (1d6+3) (ethereal)

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

Base Atk +12; **Grp** +19

Atk Options Power Attack

Special Actions frightful moan (DC 22), horrific appearance, (DC 22), telekinesis (DC 22, CL 19), trample 1d8+6

Wizard Spells Prepared (CL 14th; +13 ranged touch):

7th—*power word blind*, quickened empowered ray of *enfeeblement*, empowered maximized *scorching ray*

6th—*greater anticipate teleportation*[†], *freezing fog* (DC 23), quickened *glitterdust* (DC 19), quickened *scorching ray*

5th—*cone of cold* (DC 22), *spiritwall* (DC 22), quickened *true strike*, *wall of stone* (2) (DC 22)

4th—*burning blood* (DC 21), *Evard's black tentacles*, empowered *false life*[†] (24 hp), empowered *scorching ray*, empowered *touch of idiocy*

3rd—*dispel magic*, *greater mage armor*[†], *magic circle against evil*, empowered ray of *enfeeblement*, *slow* (DC 20) (2)

2nd—*glitterdust* (DC 19), *scorching ray* (2), *see invisibility*, *touch of idiocy*, *web* (DC 19)

1st—*mage armor*, *magic missile* (4), *ray of enfeeblement*, *shield*

0—*dancing lights*, *detect magic* (2), *prestidigitation*

[†] Already cast

Abilities Str 16, Dex 15, Con -, Int 25, Wis 12, Cha 16
SQ incorporeal traits, rejuvenation, undead traits

Feats Empower Spell, Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Maximize Spell, Mobile Spell-Casting, Power Attack, Quicken Spell

Skills Climb +4, Concentration +22, Decipher Script +13, Hide +6, Knowledge (arcana) +29, Knowledge (architecture and engineering) +8, Knowledge (dungeoneering) +8, Knowledge (geography) +8, Knowledge (nature) +11, Knowledge (nobility and royalty) +8, Knowledge (religion) +11, Knowledge (the planes) +20, Listen +14, Search +15, Spellcraft +31, Spot +14, Survival +6

Possessions *Boccob's blessed book*, *headband of intellect* +6

Spellbook spells prepared plus all Open wizard spells of levels he can cast

Draining Touch (Su) When Che-Kanan hits a living target with its incorporeal touch attack he drains 1d4 points from any one ability score it selects. On each such successful attack, he heals 5 points of damage to itself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su) Che-Kanan can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save 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 DC 22 Fortitude save 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 Che-Kanan's horrific appearance for 24 hours.

Telekinesis (Su) Che-Kanan can use *telekinesis* as a standard action (CL 19). When he uses this power, he must wait 1d4 rounds before using it again.

Trample (Ex) As a standard action during his turn each round, Che-Kanan can trample Medium or smaller opponents. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a DC 16 Reflex save for half damage.

8: INTO THE DEEP

SSESTEIRAH

CR 15

Female half-green dragon ten-headed hydra druid 8
NE Huge dragon

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +20, Spot +20

Languages Draconic

AC 27, touch 12, flat-footed 24
(-2 size, +3 Dex, +1 insight, +15 natural)

hp 268 (18 HD); fast healing 20

Immune acid, *sleep*, paralysis

Fort +24, **Ref** +15, **Will** +14+4 against spell-like abilities of fey

Speed 20 ft. (4 squares), fly 40 ft. (average), swim 20 ft.; trackless step, woodland stride

Melee 10 bites each +26 (2d6+13) or

Melee claw +27 (1d8+13) or

Melee 2 claws each +27 (1d8+11) and
10 bites each +26 (2d6+13)

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

Base Atk +16; **Grp** +35

Atk Options Blind-Fight, Combat Reflexes, Power Attack

Special Actions breath weapon 1/day (DC 23), wild shape 3/day

Druid Spells Prepared (CL 8th):

4th—*superior magic fang*[†] (2)

3rd—*cure moderate wounds* (2), *water breathing*[†]

2nd—*barkskin*, *gust of wind* (DC 14), *resist energy* (2)

1st—*cure light wounds*, *entangle* (DC 13), *faerie fire*, *longstrider*, *obscuring mist*

0—*flare* (DC 12), *guidance*, *light*, *resistance*, *virtue*

† Already cast

Abilities Str 32, Dex 16, Con 26, Int 4, Wis 15, Cha 8

SQ animal companion, link with companion, share spells, wild empathy +6 (+2 magical beasts)

Feats Blind-Fight, Combat Reflexes^B, Craft Wondrous Item, Improved Initiative, Improved Toughness, Multiattack, Power Attack, Weapon Focus (bite)

Skills Concentration +18, Listen +20, Spot +20, Swim +19

Possessions 2 spell component pouches, *amulet of health* +2, *cloak of resistance* +3, *dusty rose loun stone*

Breath Weapon (Su) Ssesteirah's breath weapon deals 6d8 points of acid damage in a 30 ft. cone. A successful DC 23 Reflex save reduces this damage by half.

Skills Ssesteirah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

3: ELSEWHERE

DRAGONFLESH GOLEM* CR 14*see *Monster Manual* II 116

N Large construct

Init +1; **Senses** blindsense 150 ft., darkvision 60 ft.;

Listen +24, Spot +23

Aura frightful presence (DC 28, 30-ft. radius)**Languages** Common**AC** 24, touch 10, flat-footed 23

(-1 size, +1 Dex, +14 natural)

hp 261 (34 HD); DR 15/magic**Immune** magic allowing spell resistance, mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain**Fort** +11 **Ref** +12, **Will** +14**Speed** 40 ft. (8 squares), base movement 40 ft. (can't run), fly 120 ft. (poor); Hover, Wingover**Melee** bite +30 (2d6+6) and

2 claws +25 (1d8+3) and

2 wings +25 (1d6+3) and

tail slap +25 (1d8+9)

Space 10 ft.; **Reach** 10 ft.**Base Atk** +25; **Grp** +35**Atk Options** Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack**Abilities** Str 22, Dex 12, Con -, Int 4, Wis 17, Cha 17**SQ** construct traits**Feats** Alertness, Cleave, Great Cleave, Hover, Improved Bull Rush, Improved Overrun, Improved Sunder, Power Attack, Toughness (2), Wingover, Improved toughness**Skills** Listen +24, Spot +23**Frightful Presence (Ex)** When a dragonflesh golem charges, attacks, or flies overhead, it inspires terror in all creatures within 30 feet that have fewer Hit Dice or levels than it has. Each potentially affected opponent must succeed at a DC 28 Will save or become shaken for 5d6 rounds. A successful save leaves that opponent immune to that frightful presence for 24 hours.**Magic Immunity (Ex)** A dragonflesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as follows. Fire- and cold-based effects slow the monster (as the *slow* spell) for 2d6 rounds, with no saving throw. An electricity effect breaks any slow effect on the dragonflesh golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. For example, a dragonflesh golem hit by a *lightning bolt* cast by a 5th-level wizard gains back 6 hit points if the damage total is 18. The dragonflesh golem does not get a saving throw against electricity effects.

4: THE LIBRARY

REKKIT**CR17**

Male filth imp* diviner 5/rogue 1/assassin 1/arcane trickster 9

*see *Fiend Folio* 100

NE Tiny outsider (evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft.; Listen +21, Spot +21**Languages** Abyssal, Ancient Suel, Common, Draconic, Flan, Infernal**AC** 19, touch 16, flat-footed 15

(+2 size, +4 Dex, +3 natural)

hp 198 (214 with *false life*) (18 HD); fast healing 2; DR 5/silver**Resist** sonic resistance 20, SR 5**Fort** +22, **Ref** +29, **Will** +20+4 against spell-like abilities of fey**Speed** 20 ft. (4 squares); fly 50 ft. (perfect)**Melee** weapon +10 (1d4 plus disease)**Space** 2 1/2 ft.; **Reach** 0 ft.**Base Atk** +8; **Grp** +0**Atk Options** death attack (DC 21), impromptu sneak attack 2/day, poison use, sneak attack +6d6,**Special Actions** diabolical stench 3/day (DC 14), polymorph, ranged legerdemain 3/day**Wizard Spells Prepared** (CL 16th; +14 ranged touch):7th—*limited wish*, *radiant assault*, *solipsism*, transdimensional *disintegrate* (DC 26)6th—*disintegrate* (DC 26), *greater anticipate teleportation*¹, *howling chain*, quickened *scorching ray*, *shadowy grappler*, *true seeing*5th—*contact other plane*, *greater blink*, *greater dimension door*, quickened *lesser orb of acid*, *shard storm* (DC 25), *viscid glob* (2) (DC 25)4th—*arcane eye*, *dispelling screen*, *Evard's black tentacles*, *greater invisibility*, *orb of force* (2), *vortex of teeth*3rd—*empowered lesser orb of acid*, *slow* (DC 23), *nauseating breath* (DC 23), *sonorous hum*, *unluck* (DC 23), transdimensional *scorching ray*, transdimensional *web* (DC 22)2nd—*blast of force*, *false life*¹ (16 hp), *glitterdust* (2) (DC 22), *mirror image*, *scorching ray*, *see invisibility*, transdimensional *lesser orb of acid*1st—*comprehend languages*, *ectoplasmic armor*^B ¹ (2), *lesser orb of electricity* (2), *magic missile* (3), *nerveskitter*^B, *ray of clumsiness* (2), *shield*0—*acid splash* (3), *mage hand* (2), *prestidigitation*, *read magic* (2)**Assassin Spells Known** (CL 1st):1st (2/day)—*obscuring mist*, *true strike*

‡ Already cast

Spell-Like Abilities (CL 6th):At Will—*detect good*, *detect magic*, *invisibility* (self only)1/day—*stinking cloud* (DC 10)

Abilities Str 10, Dex 19, Con 26, Int 31, Wis 14, Cha 2

SQ outsider traits, trapfinding

Feats Alertness^B, Craft Wondrous Item^B, Empower Spell, Great Fortitude, Improved Initiative, Insightful Reflexes, Practiced Spellcaster (wizard), Scribe Scroll^B, Transdimensional Spell, Quicken Spell

Skills Balance +11, Climb +5 (+7 with rope), Concentration +29, Decipher Script +17, Disable Device +17, Escape Artist +11 (+10 with rope), Forgery +15, Hide +25, Knowledge (arcana) +31, Knowledge (architecture and engineering) +11, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local Core) +11, Knowledge (nature) +13, Knowledge (nobility and royalty) +11, Knowledge (religion) +11, Knowledge (the planes) +11, Listen +25, Move Silently +23, Search +20, Sense Motive, Sleight of Hand +10, Spellcraft +32, Spot +25, Survival +7, Tumble +9, Use Rope +9

Possessions 2 spell component pouches, *amulet of health* +6, *Boccob's blessed book*, *bracers of the magi*, *deep blue polyhedron*, *gloves of dexterity* +6, *headband of intellect* +6, *ring of the apprentice*, *vest of resistance* +5, *boots of speed*, *pale green prism*, *orange prism*

Spellbook (banned school: enchantment) spells prepared plus 0—all core *PH* plus *amanuensis*, *stick*; 1st—*accelerated movement*, *cneat*, *golem strike*, *identify*, *lesser orb of acid*, *lesser orb of cold*, *lesser orb of fire*, *lesser orb of sound*, *mage armor*, *spontaneous search*; 2nd—*ethereal chamber*, *misdirection*, *web*; 3rd—*anticipate teleportation*, *glowing orb*, *greater mage armor*, *halt undead*, *magic circle against good*, *ray of exhaustion*, *secret page*, *sepia snake sigil*, *slow*, *tongues*; 4th—*locate creature*, *orb of acid*, *orb of cold*, *orb of electricity*, *orb of fire*, *orb of sound*; 5th—*cone of cold*, *prying eyes*, *teleport*, *wall of force*; 6th—*acid fog*, *greater dispel magic*, *legend lore*, *transcribe symbol*, *undeath to death*; 7th—*control undead*, *greater arcane sight*, *prismatic spray*

Diabolical Stench (Su) Three times per day, Rekkrit can emit an invisible cloud of sickening gas in a 20-foot spread. Any creatures caught within the cloud must make a DC 14 Fortitude save or become nauseated for 1d6 rounds. The cloud dissipates at the end of the round in which it was released, though an unpleasant odor lingers for as long as 1 hour thereafter. Creatures who save successfully are immune to Rekkrit's diabolical stench for one day.

Disease (Ex) Any creature hit by a Rekkrit's claw attack must succeed on a DC 14 Fortitude save or contract filth fever. The incubation period is 1d3 days, and the disease deals 1d3 points of Dexterity damage and 1d3 points of Constitution damage.

ENCOUNTER 5: THE LABORATORY

CHE-KANAN

CR 18

Male loxo* ghost wizard 16

*see *Monster Manual II* 144

NG Large undead (incorporeal, augmented humanoid)
Init +6; **Senses** darkvision 60 ft.; Listen +14, Spot +14

Languages Ancient Suloise, Common, Draconic, Flan, Infernal, Loxo

AC 20, touch 11, flat-footed 18 (ethereal)
20, touch 11, flat-footed 18 (manifested)
(-1 size, +2 Dex, +6 armor [*greater mage armor*], deflection +3, natural +3)

hp 142 (166 with *false life*) (21 HD)

Miss Chance 50% incorporeal

Immune mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

Resist +4 turn resistance

Fort +13, **Ref** +16, **Will** +20

Speed fly 30 ft. (perfect); Mobile Spell-Casting

Melee 2 incorporeal touches +14 each (draining touch) (manifested) or
2 slams + 15 each (1d6+3) (ethereal)

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

Base Atk +13; **Grp** +20

Atk Options Power Attack

Special Actions Sanctum Spell, frightful moan (DC 23), horrific appearance (DC 23), telekinesis (DC 23, CL21), trample 1d8+6

Wizard Spells Prepared (CL 16th; +14 melee touch, +14 ranged touch):

8th—*maze*, *moment of prescience*, *Otto's irresistible dance*

7th—empowered *cone of cold* (DC 23), *power word blind*, quickened empowered *ray of enfeeblement*, empowered maximized *scorching ray*

6th—*greater anticipate teleportation*[†], *freezing fog* (DC 25), quickened *glitterdust* (DC 21) quickened *scorching ray*

5th—maximized *scorching ray*, spiritwall (DC 24), quickened *true strike*, *wall of force*, *wall of stone* (DC 24)

4th—*burning blood* (DC 23), *Evard's black tentacles*, empowered *false life*[†] (24 hp), empowered *scorching ray*, *summon monster IV*, empowered *touch of idiocy*

3rd—*dispel magic*, *greater mage armor*[†], *magic circle against evil*, empowered *ray of enfeeblement*, *slow* (DC 22) (2)

2nd—*glitterdust* (DC 21), *scorching ray* (2), *see invisibility*, *touch of idiocy*, *web* (DC 21)

1st—*magic missile* (4), *ray of enfeeblement*, *shield*
0—*dancing lights*, *detect magic* (2), *prestidigitation*

[†] Already cast

Abilities Str 16, Dex 15, Con -, Int 26, Wis 12, Cha 16

SQ incorporeal traits, rejuvenation, undead traits

Feats Empower Spell, Eschew Materials, Extraordinary Concentration, Extend Spell, Great Fortitude, Improved Initiative, Maximize Spell,

Mobile Spell-Casting, Power Attack, Quicken Spell, Sanctum Spell

Skills Climb +4, Concentration +24, Decipher Script +22, Hide +6, Knowledge (arcana) +32, Knowledge (architecture and engineering) +9, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (nature) +12, Knowledge (nobility and royalty) +9, Knowledge (religion) +12, Knowledge (the planes) +21, Listen +14, Search +16, Spellcraft +32, Spot +14, Survival +6

Possessions *Boccob's blessed book*, *cloak of resistance* +5, *headband of intellect* +6

Spellbook spells prepared plus all Open wizard spells of levels he can cast

Draining Touch (Su) If Che-Kanan hits a living target with his incorporeal touch attack he drains 1d4 points from any one ability score it selects. On each such successful attack, he heals 5 points of damage to himself. Against ethereal opponents, Che-Kanan adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds his Dexterity modifier to attack rolls only.

Frightful Moan (Su) Che-Kanan can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save 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 Che-Kanan's moan for 24 hours.

Horrific Appearance (Su) Any living creature within 60 feet that views Che-Kanan must succeed on a Fortitude save 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 her horrific appearance for 24 hours.

Telekinesis (Su) Che-Kanan can use *telekinesis* as a standard action (CL 21). When she uses this power, she must wait 1d4 rounds before using it again.

Trample (Ex) As a standard action during its turn each round, Che-Kanan can trample Medium or smaller opponents. This attack deals 1d8+6 points of bludgeoning damage. A trampled opponent can attempt either an attack of opportunity at a -4 penalty or a DC 16 Reflex save for half damage.

8: INTO THE DEEP

SSESTEIRAH

CR 17

Female half-green dragon eleven-headed hydra druid 10

NE Huge dragon

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +23, Spot +24

Languages Draconic

AC 28, touch 12, flat-footed 25

(-2 size, +3 Dex, +1 insight, +16 natural)

hp 332 (21 HD); fast healing 21

Immune acid, poison, sleep, paralysis

Fort +27, **Ref** +16, **Will** +16+4 against spell-like abilities of fey

Speed 20 ft. (4 squares), fly 40 ft. (average), swim 20 ft.; trackless step, woodland stride

Melee 11 bites each +29 (2d6+14) or

Melee claw +30 (1d8+14) or

Melee 2 claws each +30 (1d8+14) and 11 bites each +29 (2d6+14)

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

Base Atk +18; **Grp** +38

Atk Options Blind-Fight, Combat Reflexes, Hear the Unseen, Power Attack

Special Actions breath weapon 1/day (DC 24), wild shape (4/day, Large),

Druid Spells Prepared (CL 10th):

5th—*control winds* (DC 18), *stoneskin*

4th—*flame strike*, *superior magic fang*¹ (2)

3rd—*cure moderate wounds* (2), *swift fly*, *water breathing*¹

2nd—*barkskin*, *gust of wind* (DC 15), *resist energy* (3)

1st—*cure light wounds*, *entangle* (DC 14), *faerie fire*, *longstrider*, *obscuring mist*

0—*flare* (DC 13), *guidance*, *light*, *resistance*, *virtue*

† Already cast

Abilities Str 34, Dex 16, Con 28, Int 4, Wis 16, Cha 8

SQ animal companion, wild empathy +8 (+4 magical beasts)

Feats Blind-Fight, Combat Reflexes^B, Craft Wondrous Item, Hear the Unseen, Improved Initiative, Improved Toughness, Multiattack, Power Attack, Weapon Focus (bite)

Skills Concentration +19, Listen +23, Spot +24, Swim +20

Possessions 2 spell component pouches, *amulet of health* +4, *cloak of resistance* +3, *dusty rose ioun stone*

Breath Weapon (Su) Ssesteirah's breath weapon deals 6d8 points of acid damage in a 30 ft. cone. A successful Reflex save DC 24 reduces this damage by half.

Skills Ssesteirah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

GIANT CROCODILE (ADVANCED) CR -

Male Huge animal companion

Init +1; **Senses** low-light vision; Listen +5, Spot +5

Languages None

AC 18, touch 9, flat-footed 17

(-2 size, +1 Dex, +9 natural)

hp 76 (9 HD)

Resist evasion

Fort +10, **Ref** +7, **Will** +4

Speed 20 ft. (4 squares), base movement 20 ft., swim 30 ft.

Melee bite +13 (3d8+13) or

Melee tail slap +13 (1d12+13)

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

Base Atk +6; **Grp** +23

Atk Options improved grab

Abilities Str 28, Dex 13, Con 19, Int 1, Wis 12, Cha 2

SQ hold breath

Feats Alertness, Endurance, Skill Focus (hide),

Improved Natural Attack (bite)

Skills Hide +2 (+6 in water), Listen +6, Spot +6, Swim +17

Improved Grab (Ex) To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

Skills A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

APPENDIX 2: NEW RULES ITEMS

FEATS

AUGMENT HEALING [GENERAL]

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast. For example, a 1st-level cleric with this feat casting cure light wounds would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting cure moderate wounds would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting heal would restore 144 hp (130 for her caster level + 14 for the feat, since heal is a 7th-level druid spell).

Source: *Complete Divine* 79

ENDURING LIFE [GENERAL]

You can ignore the effect of negative levels for a short time.

Benefit: Whenever you would gain a negative level, you can ignore the penalties and other ill effects associated with that negative level for a number of minutes equal to your Constitution modifier (if any). For example, if Tordek (Con 15) is struck by a wight, he gains one negative level. However, he can ignore the -1 penalty on attack rolls, saves, ability checks, and skill checks associated with that level for 2 minutes, since his Constitution bonus is +2. (If Tordek were a spellcaster, he would also avoid losing a spell slot for 2 minutes).

You also gain a +4 bonus on Fortitude saves to remove negative levels.

Source: *Libris Mortis* 26

EXTRAORDINARY CONCENTRATION

Your mind is so focused that you can cast spells even while concentrating on another spell.

Prerequisite: Concentration 15 ranks.

Benefit: When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action (see Swift Actions and Immediate Actions, page 137). Using this ability is a free action, but if you fail the Concentration check, you lose concentration on the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

Normal: Concentrating on a spell is a standard action.

Source: *Complete Adventurer* 109

GHOST SCARRED [GENERAL]

You are adept at fighting incorporeal undead.

Prerequisite: Knowledge (religion) 8 ranks.

Benefit: You gain a +2 insight bonus on attack rolls

and weapon damage rolls against incorporeal undead. You also gain a +2 bonus on all saving throws made to resist the spells or abilities of incorporeal undead.

Source: *Libris Mortis* 27

HEAR THE UNSEEN

Your sense of hearing is so acute that you can partially pinpoint an opponent's location by sound, allowing you to strike even if the opponent is concealed or displaced.

Prerequisites: Listen 5 ranks, Blind-Fight.

Benefit: As a move action that does not provoke attacks of opportunity, you can attempt a DC 25 Listen check. If successful, you can pinpoint the location of all foes within 30 feet, as long as you have line of effect to them. This benefit does not eliminate the normal miss chance for fighting foes with concealment, but it ensures that you can target the correct square with your attacks. If you are deafened or within an area of silence, you can't use this feat. If an invisible or hidden opponent is attempting to move silently, your Listen check is opposed by your opponent's Move Silently check, but your opponent gains a +15 bonus on this check. This feat does not work against perfectly silent opponents, such as incorporeal creatures.

Source: *Complete Adventurer* 110

IMPROVED MULTIATTACK [MONSTROUS]

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only 1/2 your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

Source: *Draconomicon* 70

INSIGHTFUL REFLEXES

Your keen intellect allows you an uncanny knack for evading dangerous effects.

Benefit: You add your Intelligence modifier (instead of your Dexterity modifier) to Reflex saves.

Source: *Complete Adventurer* 110.

MOBILE SPELL-CASTING

Your focused concentration allows you to move while casting a spell.

Prerequisite: Concentration 8 ranks.

Benefit: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast.) If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration

check to cast the spell defensively. You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point of your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC to 25 + spell level.

Source: *Complete Adventurer* 111

PRACTICED SPELLCASTER

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice). A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

Source: *Complete Arcane* 82

RECKLESS RAGE [GENERAL]

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others. Goliath barbarians favor this feat. Prerequisites: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your Armor Class, but you gain an additional +2 bonus to Strength and Constitution. These bonuses and penalties stack with the effects of rage, greater rage, and mighty rage.

Source: *Races of Stone* 143

SANCTUM SPELL [METAMAGIC]

Your spells are especially potent on home ground.

Prerequisite: Any metamagic feat.

Benefit: A sanctum spell has an effective spell level 1 higher than its normal level if cast in your sanctum (see below), but if not cast in the sanctum, the spell has an effective spell level 1 lower than normal. All effects dependent on spell level (including save DCs) are

calculated according to the adjusted level. A sanctum spell uses a spell slot of the spell's normal level.

Special: Your sanctum is a particular site, building, or structure previously designated by you, and no larger than 20 feet/level in diameter. The designated area must be a site where you have spent a cumulative period of at least three months. Though a sanctum can be designated within a larger structure, its special advantages do not apply beyond the maximum area.

Once designated, it takes seven days for a site to become a sanctum, and if you designate a new area to be your sanctum, the benefits of the old one immediately fade.

Source: *Complete Arcane* 82

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extra-dimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extra-dimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within the extra-dimensional space of a rope trick, portable hole, or familiar pocket (see page 106). You must be able to perceive a creature to target it with a transdimensional spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread. A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extra-dimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

Source: *Complete Arcane* 84

MAGIC ITEMS

Spellbook Enhancements

Resistant to Energy (Major): The book has resistance 12 against acid, cold, electricity, fire, and sonic attacks. Moderate abjuration; CL 10th; Craft Wondrous Item, protection from energy; Price +3,000 gp.

Pungent: The book is infused with an acrid essence that repels damaging pests. Any creature that touches the book without first speaking a command word must make a DC 14 Fortitude save or become nauseated for 1d4+1 rounds.

Moderate conjuration; CL 7th; Craft Wondrous Item, stinking cloud; Price +2,000 gp.

Levitating: The book hovers in the air at whatever point it is placed, much like an immovable rod (though the book can support only its own weight).

Moderate transmutation; CL 6th; Craft Wondrous Item, levitate; Price +2,000 gp.

Waterproof: The book is impervious to damage caused by immersion in or exposure to water.

Faint abjuration; CL 3rd; Craft Wondrous Item, endure elements; Price +1,000 gp.

Source: *Complete Arcane* 141

BRACERS OF THE MAGI

The platinum engraved bracers are covered in symbols of the arcane. Once a day, on command, they can cast *Rary's mnemonic enhancer*.

Moderate transmutation; CL 7, Craft Wondrous Items, *Rary's mnemonic enhancer*; Price 10,000 gp.

Source: COR3-08 *A Man With Nothing* 19

IOUN STONE, DEEP BLUE POLYHEDRON

This many-faceted stone grants its owner a better grasp of the rules of magic, allowing her to gain bonus 0-level spells from a high ability score in the same manner (and number) as he gains bonus 1st-level spells.

Moderate transmutation; CL 12, Craft Wondrous Items; Price 2,000 gp.

Source: *New Item*

RING OF THE APPRENTICE

If worn continuously by a caster who prepares spells, this ring gives its wearer an extra bonus 1st-level slot (after 24 hours to get attuned). If the wearer has multiple spell lists, he must choose which one is affected by the ring.

Moderate (no school); CL 11th, Craft Ring, *limited wish*; Price: 1,000 gp

Source: COR54-03 *Castle Greyhawk*

SPELLS

ANTICIPATE TELEPORTATION

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5-ft./level radius emanation from touched creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.

The subject of the spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn),

generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay. Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

Focus: A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium* 13

ANTICIPATE TELEPORTATION, GREATER

Abjuration

Level: Sorcerer/wizard 6

This spell functions like *anticipate teleportation*, except that greater *anticipate teleportation* identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

Focus: A tiny hourglass of platinum and crystal filled with diamond dust, costing at least 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium* 13

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them. Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15

BLAST OF FORCE

Evocation [Force]

Level: Force 3, sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Drawing upon magic in its purest form, you send invisible energy whistling through the air to batter your foe.

You must succeed on a ranged touch attack with the ray to strike a target. A blast of force deals 1d6 points of damage per two caster levels (maximum 5d6). In addition, a successful hit forces the subject to make a Fortitude save or be knocked prone (size and stability modifiers apply to the saving throw as if the spell were a bull rush).

Source: *Spell Compendium* 31

BLINK, GREATER

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 (PH 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.

Source: *Spell Compendium* 32

BURNING BLOOD

Necromancy

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature; see text

Duration: 1 round/level (D)

Saving Throw: Fortitude partial; see text

Spell Resistance: Yes

The taste of copper fills your mouth and bloody spatters punctuate the last few words that unlock the spell. You gag

slightly as the blood in your mouth congeals, but disappears even as you release the spell.

You taint a living creature's blood with a hot, corrosive infusion, dealing 1d8 points of acid damage and 1d8 points of fire damage per round. The subject can attempt a Fortitude save each round to negate the damage, but a successful save does not prevent damage in future rounds. Searing pain limits the subject to a single move action in any round when it fails its Fortitude save. Burning blood does not affect creatures of the construct, elemental, ooze, plant, or undead types.

Material Component: A drop of blood and a pinch of saltpeter.

Source: *Spell Compendium* 40

DIMENSION DOOR, GREATER

Conjuration [Teleportation]

Level: Sorcerer/wizard 5

Range: Touch

Target: You and touched objects or other touched willing creatures

Duration: 1 round/2 levels

Your flesh gives an involuntary shudder as you will yourself elsewhere. You vanish, reappearing some distance away.

This spell functions like dimension door (PH 221), except as noted above and that you can transfer the targets once per round, up to a distance of 25 feet + 5 feet per two levels, as a move action that does not provoke attacks of opportunity.

Source: *Spell Compendium* 64

ECTOPLASMIC ARMOR

Abjuration

Level: Sorcerer/wizard 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: No

With a final word, shimmering translucent slime appears around the target and fits to its form like a suit of plate.

The subject of the spell gains a +5 armor bonus to AC, with an additional +1 to the bonus for every four caster levels you have (maximum +9 bonus at 16th level). This armor bonus applies only against incorporeal touch attacks. All other attacks ignore the armor bonus from ectoplasmic armor.

Source: *Spell Compendium* 77

ETHEREAL CHAMBER

Evocation [Force]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One ethereal creature

Duration: 1 minute/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You pinch a piece of glass between your fingers and as it crumbles to nothingness, a glassy prison springs into being.

You create a translucent prison of pure crystalline force around a target on the Ethereal Plane. You must be able to see or otherwise target the creature you wish to affect. The subject affected by the chamber cannot move on either the Ethereal Plane or its coterminous planes for the duration of the spell but is otherwise unaffected. The subject cannot move onto another plane while inside the chamber, including the Material Plane. The subject within the crystalline prison cannot make physical attacks or be attacked and is unaffected by most spells and supernatural abilities. Gaze attacks and sonic spells function through the walls of the crystalline prison, but a creature within the chamber gains a +2 bonus on saving throws. The target of ethereal chamber can break the crystalline prison by making a Strength check (DC 10 + caster level). A disintegrate spell destroys an ethereal chamber.

Material Component: A piece of translucent glass.

Source: *Spell Compendium* 84

FLY, SWIFT

Transmutation

Level: Bard 2, druid 3, sorcerer/wizard 2

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

You squawk twice like an eagle and suddenly long for the freedom of the skies.

This spell functions like fly (PH 232), except as noted above.

Source: *Spell Compendium* 96

HOWLING CHAIN

Evocation [Force]

Level: Sorcerer/Wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Once chain of force

Duration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

A blood-red chain of pure force appears, howling instead of rattling as it shakes and twines.

You create a chain of force that lashes out and attacks your enemies. The chain has a reach of 15 feet, but cannot move from the space you designate. The chain attacks by attempting to trip you foes (+12 melee touch attack, +15

on the opposed Strength check). It does not provoke attacks of opportunity for tripping, nor can it be tripped in response on a failed attempt. If it succeeds in tripping an enemy, it immediately follows up with a melee attack on the prone defender (+12 melee attack, 2d6+10 points of damage). Any creature struck by the chain must make a Will saving throw or become shaken.

A howling chain can make one attack of opportunity each round for every four caster levels you have, using the same tactics as above.

A howling chain has as many hit points as you do when you're undamaged, and its AC is AC 20 (-1 size, +11 natural). It takes damage as a normal creature, but most magical effects that don't deal damage do not affect it. It makes saving throws as its caster. Disintegrate or a successful dispel magic destroys it.

Focus: A small length of platinum chain worth at least 500 gp.

Source: *Spell Compendium* 116

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/Wizard 3

Components: V, S

An invisible sheen of armor shaped force surrounds you.

This spell functions like mage armor (PH 249) except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

MAGIC FANG, SUPERIOR

Transmutation

Level: Druid 4, ranger 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You speak the old words of the incantation, and your hands glow with a yellow aura that flashes at the tips of your digits.

Superior magic fang gives every natural weapon you possess an enhancement bonus on attack rolls and damage rolls equal to +1 per four caster levels (maximum +5 at 20th level).

Source: *Spell Compendium* 136

NAUSEATING BREATH

Conjuration (Creation)

Level: Cleric 3, sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: No

You windmill your arm to complete the spell and nearly gag before exhaling a great gout of putrid-smelling green gas.

You breathe out a cone of nauseating vapors. Any creature in the area must succeed on a Fortitude save or be nauseated for 1d6 rounds.

Material Component: A piece of fish at least one day old.

Source: *Spell Compendium 146*

NERVESKITTER

Transmutation

Level: Sorcerer/Wizard 1

Components: V, S

Casting Time: 1 immediate action

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

Target: One creature

Duration: 1 round

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

You suffuse your ally with a brief, blue glow. He jerks away from you, as if he can anticipate your next action.

You cast this spell when you and your party roll initiative. You enhance the subject's reactions in combat, granting it a +5 bonus on its initiative check for the current encounter. If the subject does not make an initiative check within 1 round, this spell has no effect.

Source: *Spell Compendium 146*

ORB OF ACID

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium 150*

ORB OF ACID, LESSER

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your quick, precise movements culminate in your open palm facing your target. An orb of dark green acid flies from your hand.

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target. For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium 150*

ORB OF COLD

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4

Effect: One orb of cold

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by an orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

Source: *Spell Compendium 151*

ORB OF COLD, LESSER

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1

Effect: One orb of cold

Your hand takes on a blue tint and your fingers turn numb and unresponsive as you complete the spell. From your chilled palm flies an orb composed of blue ice.

This spell functions like lesser orb of acid, except that it deals cold damage.

Source: *Spell Compendium 151*

ORB OF ELECTRICITY

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4

Effect: One orb of electricity

This spell functions like orb of acid, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an orb of electricity must make a Fortitude save or be entangled for 1 round instead of being sickened.

Source: *Spell Compendium 151*

ORB OF ELECTRICITY, LESSER

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 1

Effect: One orb of electricity

The air crackles around your outstretched hand and the smell of ozone assaults your nostrils as a ball of electrical energy, its surface crackling with bolts of lightning, streaks from your open palm.

This spell functions like lesser orb of acid, except that it deals electricity damage.

Source: *Spell Compendium 151*

ORB OF FIRE

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4

Effect: One orb of fire

This spell functions like orb of acid, except that it deals fire damage. In addition, a creature struck by an orb of fire must make a Fortitude save or be dazed for 1 round instead of being sickened.

Source: *Spell Compendium 151*

ORB OF FIRE, LESSER

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 1

Effect: One orb of fire

Your hand heats to an uncomfortable temperature just moments before you release the spell's energy in the form of an orb of white flames speeding from your outward-facing palm.

This spell functions like lesser orb of acid, except that it deals fire damage.

Source: *Spell Compendium 151*

ORB OF FORCE

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One orb of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

As you gather the energies of the spell, you feel against your palm a spherical weight that seems almost bonded to your skin. The sphere grows, until with a final precise movement, you release the translucent blue orb, sending it hurtling toward your intended target.

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium 151*

ORB OF SOUND

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 4

Effect: One orb of sonic energy

Symbols recognizable as musical notation—the visual representation of sound—appear in midair within the curve of your palm accompanied by the fractious sounds they represent. The notes begin to whirl and stretch, forming into a spherical whirlwind of cacophonous chaos, as you make ready to release the

spell. At last, you send the sphere of noise toward your chosen target.

This spell functions like orb of acid, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an orb of sound must make a Fortitude save or be deafened for 1 round instead of being sickened.

Source: *Spell Compendium 151*

ORB OF SOUND, LESSER

Conjuration (Creation) [Sonic]

Level: Sorcerer/wizard 1

Effect: One orb of sonic energy

This spell functions like lesser orb of acid, except that it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Spell Compendium 151*

RADIANT ASSAULT

Evocation [Light]

Level: Cleric 7, sorcerer/wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With outstretched hand, you gesture toward the area where the spell will come into effect. An instant later a blast of multicolored light fills that area.

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures within the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazzled for 1d6 rounds instead. Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

Source: *Spell Compendium 164*

RAY OF CLUMSINESS

Transmutation

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

A crackling ray leaps from your outstretched hand. The green ray seems almost sluggish in reaching its target, though it takes only an eyeblink to do so.

You must succeed on a ranged touch attack with the ray to strike a target. The energy of the ray stiffens the subject's muscles and joints, making it more difficult for the subject to move. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (maximum penalty 1d6+5, minimum Dexterity 1).

Source: *Spell Compendium* 166

SHADOWY GRAPPLER

Illusion (Shadow)

Level: Sorcerer/wizard 6

Components: V, S, M

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

You feel a spectral force form near you, as if some intangible shadow being stood nearby. Upon choosing the target of your spell, you sense the shadowy force depart from your side, moving as fast as thought toward the creature you designated as your target. You see the target creature move as if attacked by an unseen foe.

Upon casting this spell, you create a shadowy force that automatically grabs the target (PH 156). The shadowy force immediately attempts to establish a hold on the target with a grapple check bonus equal to the DC of this spell. If the target succeeds on its saving throw, the grapple check bonus of the shadowy grapppler is cut in half. For example, a sorcerer with a 16 Charisma who casts this spell creates a shadowy grapppler with a grapple check bonus of +19 if the target fails its save and +9 if the target makes its save. Every round on your turn, the shadowy grapppler makes a grapple check against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grapppler establishes a pin, it uses the option to prevent the target from speaking. The grapppler always attempts to maintain a grapple or work toward a pin. A shadowy grapppler occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grapppler.

Material Component: A dried squid tentacle.

Source: *Spell Compendium* 186

SHARD STORM

Evocation [Force]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One or more 20-ft.-radius bursts of piercing force

Duration: 1 round/level

Saving Throw: Reflex half

Spell Resistance: Yes

Tossing the shard from your grasp, you complete the spell. An instant later, translucent shards of arcane energy blast the area you designated. In addition to deadly shards, the area fills with the chiming sound of shattering glass.

Immediately upon completion of this spell, and once per round thereafter, you can cause minuscule shards of magical force to explode out in a 20-foot-radius burst from the point of origin. The storm deals 3d6 points of force damage to all creatures within the radius. A successful Reflex save halves the damage. Each round at the beginning of your turn, creatures in the area take an additional 3d6 points of force damage. You can use a free action to suppress the storm for that round.

Material Component: A small shard of clear glass or crystal.

Source: *Spell Compendium* 187

SOLIPSISM

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 7

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Pangs of loneliness grip your heart as you complete the spell. Upon choosing your target, the feeling subsides even as a ghostly pale yellow mist swirls around your target for a moment.

You manipulate the senses of one creature so that it perceives itself to be the only real creature in all of existence and everything around it to be merely an illusion. If the target fails its save, it is convinced of the unreality of every situation it might encounter. It takes no actions, not even purely mental actions, and instead watches the world around it with bemusement. The subject becomes effectively helpless and takes no steps to defend itself from any threat, since it considers any hostile action merely another illusion.

Source: *Spell Compendium* 194

SONOROUS HUM

Evocation [Sonic]

Level: Bard 2, cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You finish casting this spell, and the area around you is abuzz with a low, droning hum that improves your concentration.

After you cast this spell, the next spell you cast within the duration that requires concentration to maintain is

maintained for you until the sonorous hum spell expires. This effect allows you to cast other spells, even another spell that also requires concentration. If the spell maintained by the sonorous hum has a shorter duration than that of this spell, the maintained spell expires as it normally would, and you gain no further benefits from this casting of sonorous hum. The sound created by the spell is as loud as a person in armor walking at a slow pace trying not to make noise (normally a DC 5 Listen check to detect). You can end the spell as a free action. For example, you could cast this spell, then cast detect thoughts, and this spell maintains the concentration on detect thoughts while you cast discern lies and maintain concentration on that spell yourself. You control all aspects of both spells, so you could change the orientation of the detect thoughts effect and select a different target for your discern lies spell in the same round. If you take damage, you must still make a Concentration check to maintain the spell.

Source: *Spell Compendium* 196

SPIRITWALL

Necromancy [Fear, Mind-Affecting]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Swirling wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minute/level (D)

Saving Throw: None; see text

Spell Resistance: No

With a deep groan, as from a being subjected to eternal pain, you unleash the spell. An immobile, swirling mass of green-white forms resembling tortured spirits forms nearby. The mass continues the low groaning you uttered while casting the spell.

One side of the wall, selected by you, emits a low groaning that causes creatures within 60 feet of that side to make a Will save or become frightened and flee for 1d4 rounds. Any living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature passing through the wall takes 1d10 points of damage, as above, and must make a Fortitude save or gain one negative level. The barrier is semimaterial and opaque, providing cover and total concealment against physical attacks, and it blocks line of effect for magical effects (including spells, spell-like abilities, and supernatural abilities).

Material Component: A clear cut gemstone.

Source: *Spell Compendium* 203

SPONTANEOUS SEARCH

Divination

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: Creature touched

Duration: 1 round

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a leisurely wave and a declaration of boredom, you complete the spell. You instantly become aware of the location and types of objects in the spell's area, as if you had made a quick search.

The subject of this spell knows the contents of a 20-foot-radius burst, as if it had taken 10 on a Search check for each object and space in the burst radius, including noting the location of traps (though only a rogue can locate those traps with a DC greater than 20).

Material Component: A silk glove.

Source: *Spell Compendium* 204

TRANSCRIBE SYMBOL

Abjuration

Level: Sorcerer/wizard 6

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Magic symbol touched

Duration: 10 minutes or until discharged

Saving Throw: None

Spell Resistance: No

Mimicking the marks of the sigil on the slate you hold, you render yourself immune to detection by the magic symbol.

You place a protective spell upon your hand that allows you to touch an untriggered magic sigil (such as a glyph of warding or a symbol of death) without setting it off. The touched sigil is removed from its location and held as magical potential on your hand, as though it were a touch spell. To pick up a sigil in this manner, you must make a successful caster level check (DC 20 + the target glyph's spell level). Failure indicates that you have triggered the glyph or symbol. If you successfully transfer the sigil to your hand, you can use a standard action to place it on a surface (not a creature) of the sort on which it can normally be scribed. The transferred sigil works normally thereafter and retains all its original triggering conditions, although its current location might make its triggers difficult or impossible to achieve. You can maintain the magic sigil on your hand as long as you concentrate. If your concentration lapses or the spell duration expires while the sigil is thus stored as potential, it immediately triggers upon you (and only you), even if you normally would not meet its trigger conditions. The effect has the same saving throw and spell resistance as the original spell did. The only safe way to rid yourself of the stored sigil is to place it upon a suitable surface.

Focus: A piece of slate that has been scoured bare and smooth on one side.

Source: *Spell Compendium* 221

UNLUCK

Divination

Level: Bard 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

Spewing a curse of bad luck, you fling a piece of broken mirror at your target. The mirror shard dissipates harmlessly as soon as it leaves your hand, and the sound of rolling dice is perceptible for an instant.

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, damage rolls, and saving throws), two separate rolls are made and the worse result applied. A creature carrying a stone of good luck is immune to the effect of unluck.

Material Component: A piece of a broken mirror.

Source: *Spell Compendium* 227

VISCID GLOB

Conjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You speak the words of this spell and toss the small ball of silk in the air. It turns into a 5-foot-wide glob of dripping, green-gray goo, and the sticky mass rockets toward your target.

When you attack with a viscid glob, you make a ranged touch attack against the target. If you miss, the glob might strike a nearby square or creature (see Missing with a Thrown Weapon, PH 158). Once you have established the direction of the miss, roll 1d4 to determine the number of squares away from the target square that the glob lands. A Medium or smaller creature struck by the glob must make a successful Reflex save or be instantly stuck in place. A stuck creature can speak but is otherwise limited to purely mental actions (such as casting spells with no somatic or material components) and attempts to free itself by means of a Strength check or Escape Artist check (against a DC equal to this spell's DC) made as a full-round action. A Large or larger creature stuck in the goo can't move from the spot where it is glued, but it can otherwise act normally. The glob dissipates when the spell duration expires. Until then, it remains sticky, and any creature touching it (for example, a creature attempting to pull out an ally) must make a successful Reflex save or become stuck itself. A creature stuck by such secondary contact is not trapped as

thoroughly as a creature targeted by the glob, however, so the DC of the Strength check or Escape Artist check required to get free is reduced by 5.

Material Component: A tiny ball of spider silk.

Source: *Spell Compendium* 231

VORTEX OF TEETH

Evocation [Force]

Level: Druid 4, sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Hollow cylinder (40-ft. radius, 20 ft. high, with a 5-ft.-radius safe zone at the center)

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

A huge school of transparent piranhas swims rapidly through the air in the area you indicate. These magic fish are made of force and tear into the bodies of creatures as though ravenous.

Creatures in the area take 3d8 points of damage per round at the beginning of your turn. Because this spell is a force effect, it harms incorporeal creatures.

Material Component: A fish tooth.

Source: *Spell Compendium* 232

APPENDIX 3: KNOWLEDGE ON SUNNDI

The following information may be learned by various Knowledge checks. In all cases, a bardic knowledge check may replace the check, but the DC increases by 5. A Gather Information check may also be used, but this increases the DC by 5 if done in the Splintered Suns meta-region, or by 10 if done elsewhere. If the PCs have access to a library, scholar or other source of knowledge that gives them a bonus, these apply.

ON SUNNDI

Knowledge (history)

- **DC 10:** Sunndi used to be part of the Great Kingdom and was briefly recaptured during the Greyhawk Wars.
- **DC 15:** Led by Commander Osson, Sunndi expelled the Great Kingdom's forces towards the end of the Greyhawk Wars.
- **DC 20:** Commander Osson was killed in the war. The land was at peace until bullywugs and Wastrians invaded, who try to exterminate all non-humans they encounter.
- **DC 25:** Sunndi has long fought off the advances of the Great Kingdom and its successor state, Ahlissa (although Ahlissa use honeyed words and trade where the Ivids favored war. Ahlissa would very much like to gain control of Sunndi, and if Sunndi fails to defeat the bullywugs, Ahlissa may very well move in a "protection force."
- **DC 30:** This is not the first time the bullywugs have invaded; such invasions have happened roughly once every 20 years for several centuries at least.

Knowledge (local: core). If the PC has Knowledge (local: TSS), the DC is lowered by 5.

- **DC 10:** Sunndi lies south of Ahlissa. South of it lies the Vast Swamp, south of the Tilvanot Peninsula.
- **DC 15:** Sunndi is a subtropical kingdom south of Ahlissa. It is ruled by an elven priest-king, and advocates freedom and equality between all races. South of Sunndi lies the Vast Swamp, a huge area of tropical swamps where one can find such nice places as the main temple of Wastri the evil toad god, the Bleak Academy (home to many evil necromancers), and the Tomb of Horrors (home to unspeakable monstrosities). Then comes the Spine Ridge, a thin strip of mountains going south through the sea. At the other side of the ridge is the Tilvanot Peninsula, a tropical area inhabited by the Scarlet Brotherhood, an organization of pure-blooded Suel dedicated to eradicate or enslave all other races.
- **DC 20:** King Hazendel is advised by the Congress of Lords, which includes the nobles of the land,

the religious leaders, and the Court Wizard, Lanneara. The law in Sunndi is very liberal, and is more concerned in protection than punishment. There are no special laws regarding magic. The use of magic for the creation of undead and trafficking with fiends, and that used to remove a subject's free will (*charm person* and *dominate person*, for example) are punishable by death. Mindbender is an illegal prestige class in Sunndi. The Judges also have great leeway in how to interpret the law, and intent weighs heavily. Wastrians, bullywugs and Scarlet Brotherhood are killed on sight (Note that PC members are unlikely to be recognized unless they actively flaunt their membership). Main religions are Pelor and Trithereon, and the Olven Pantheon. The people of Sunndi firmly believe in equality and freedom, with rank and nobility based more on merit than inheritance. There are two major forests in Sunndi: Rieuwood, where the olves live, and Menowood, home to the fey. To the north of Sunndi lie the Glorioles Mountains, where the dwarves have an underground kingdom. The Vast Swamp is inhabited by undead, bullywugs (humanoid toads), dragons and other monsters. The Spine Ridge is mostly wilderness, and little is known about it. The Tilvanot Peninsula is guarded by powerful magic, and any intruders are hunted down mercilessly by the Scarlet Brotherhood.

- **DC 25:** Sunndi is currently being invaded by bullywugs and Wastrians, whose goal is the extermination of all non-humans, such as elves and dwarves.

ON TARGANDOR, HIS TOWER, AND MENARDEN

Knowledge (local: core). If the PC has Knowledge (local: TSS), the DC is lowered by 5.

- **DC 20:** According to legend, Targandor was an evil wizard who lived several centuries ago far to the south. He was killed by a giant talking tree.
- **DC 25:** Targandor was a necromancer of great power, who lived some 500 years ago in a tower south of the Vast Swamp, where he conducted many horrible "experiments" on living creatures. He was killed by Menarden, an ancient treant of tremendous power after he slew a unicorn in fey-inhabited Menowood.
- **DC 30:** Targandor's tower was situated in the wilderness near the southern edge of the Spine Ridge. In the year CY 91, Targandor tried to kill a unicorn in Menowood forest. The treant druid Menarden thwarted him and the necromancer swore revenge. He concocted a vile poison that would blight the forest and kill Menarden. Somehow, the bard Yaromir got wind of this, and

warned the treant. When Targandor came, Menarden was ready, and after an epic battle slew the wizard. Yaromir then sought out the tower and destroyed it.

ON MENOWOOD

Knowledge (local: core). If the PC uses Knowledge (local: TSS) the DC is lowered by 5.

- **DC 10:** Menowood is inhabited by the fey. Treat them with respect if you value your life!
- **DC 15:** Fey have to be bargained with; combat is rarely a good solution. They hate cold iron. Be careful with fey food and drink. It is a gift and can bind you to them.
- **DC 20:** The fey beings include many species of varying power and intent. Good fey are known as the Seelie, bad fey as the Unseelie. The Seelie Court and the Unseelie Court are less about good and evil than about pleasant and unpleasant, though the Courts do generally attract fey of good respectively evil alignment. Menarden would be part of the Seelie Court, whereas the evil nymph Aurelia belongs to the Unseelie. All fey appreciate gifts. Gifts must be recognized and should be reciprocated. Supposedly, there are open gates into the realm of the fey as well.
- **DC 25:** Reality appears mutable in Menowood, and one might accidentally wander into Fairy without noticing until too late. Finding your way in is easy. Finding your way out without a guide can be hard indeed. The fey appreciate gifts more for their creativeness and beauty than their monetary value; a pretty trinket is valued more than a bag full of gold.
- **DC 30:** One of the most powerful beings in Menowood is Menarden, a druidic treant of incredible age and power. Other powerful beings include the waterweird Vanora, a cloud giant family, and of course the Sidhe. The fey always keep their bargains. Always. No matter how awful, deadly, and horrifying they might be. The Rules change early and often. Rules in one realm have no meaning in another realm.

PLAYER HANDOUT 1A: A VISION

Having settled for the night, you close your eyes and relax. Images of the day drift aimlessly past your eyes as you feel your consciousness sink away...

Suddenly, you become aware of something new, a vision of a place you have never seen before – *The Vast Swamp* - slips into your mind. What is this? The image is exceptionally real, and you can see every detail as you gaze out over a swamp that stretches to the horizon. You realize you are standing on top of a tower, one of many build by the local king - *Hazendel, King of Sunndi* - you suddenly know- to protect the land from the dangerous creatures that live there.

Then you see movement.

Everywhere in the swamp, creatures stir, creatures that look like a hideous cross between humans and frogs – *bullywugs*. The bullywugs gather in enormous masses, raging and screaming. From somewhere comes the image of a yellow flower – *Sun Children*- and the knowledge that their pollen instills a never-ending bloodthirst into all amphibian creatures, such as the bullywugs.

Below in the swamp, the vast hordes of bullywugs begin moving, and you know that they will soon overrun Sunndi, brutally slaughtering all that live there; humans, elves, even the dwarves under the mountains to the north. The invading hordes will overrun everything!

But no; banners with a golden sun appear, and many people rally to them, fighting off the raving hordes. Terrible battles unfold before your eyes, and you realize that the bullywugs are led by humans – *Wastrians*-, who can somewhat control them and try to utilize them to conquer the land for their own end: the worship of the toad god *Wastri*, the Hopping Prophet.

But the Sunndians defend themselves with desperate courage, and each time when things seem hopeless, the heroic deeds of various small groups manages to turn the tide – barely at times.

But the war is wearing down the country, and you know that even if the war is won, it will be many years before Sunndi has recovered. The loss of life will take decades to rebalance...

And suddenly you know Sunndi does not *have* decades. These bullywug invasions happen regularly, every 15 to 20 years. Even as you witness yet another large battle, you realize how hollow victory must be, knowing that your children will have to fight the same war all over again. And again. And again.

Then your gaze is drawn to the far south, beyond even the Vast Swamp, where you suddenly know is a mountain ridge, and beyond that ridge, in the lands of the Scarlet Brotherhood stands the tower of a long dead wizard. There, hidden in those ruins, lies hope. Hope for an answer, an explanation, and perhaps an ending to these ever recurring invasions. Suddenly, you stand in a beautiful garden, in front of an extensive building – *The Queen's Halls* - in the company of an older, rustic-looking Oeridian female. She smiles at you, and bows slightly. "Greetings. I am Lanneara, Court Wizard to King Hazendel of Sunndi, and this dream is my sending. As you have seen, our fair land is in grave danger, and while we may hope to prevail, it will be a temporary victory at best. For a true end to the fighting, we need to end the cause.

This is no easy task, and we spent much time researching what the cause may be, and how we may end it. We learned that the answer may be found in or near the ruins of an evil wizard's tower, and our divinations have shown us that you, of all people on Oerth, are one of the people who have the best chance of success at finding this answer. Thus, on behalf of all the good people in Sunndi, I ask that you come to our land, to the city of New Keep, and to this place, the Queen's halls. Here, we can discuss the situation in more detail, and I hope to convince you to aid us, strangers though we are. We will of course compensate you for your troubles, even if you choose not to help us –though I hope you will."

The woman bows, and the vision fades.

As you open your eyes, you realize that it was only moments ago that you closed them.

PLAYER HANDOUT 1B: A VISON

Having settled for the night, you close your eyes and relax. Images of the day drift aimlessly past your eyes as you feel your consciousness sink away...

Suddenly, you realize you are standing on top of one of the Guard Towers that guard the Sunndian border with the Vast Swamp. Before your eyes, you see the bullywugs gather and launch their unholy invasion of the kingdom, led by the vile Wastrians.

The Sunndians fight back as best they can, and hold the bullywugs at bay, but even as you watch you know that the war is wearing down the country, and you know that even if the war is won, it will be many years before Sunndi has recovered. The loss of life will take decades to rebalance...

And you know Sunndi does not **have** decades. These bullywug invasions happen regularly, every 15 to 20 years. Even as you witness yet another large battle, you realize how hollow victory must be, knowing that your children will have to fight the same war all over again. And again. And again.

Then your gaze is drawn to the far south, beyond even the Vast Swamp, where you suddenly know is a mountain ridge, and beyond that ridge, in the lands of the Scarlet Brotherhood stands the tower of a long dead wizard. There, hidden in those ruins, lies hope. Hope for an answer, an explanation, and perhaps an ending to these ever recurring invasions. Suddenly, you stand in a beautiful garden, in front of an extensive building –*The Queen's Halls* - in the company of an older, rustic looking Oeridian female: Lanneara, Court Wizard of Sunndi.

She smiles at you, and bows slightly. "Greetings. I am sending you this dream, because we may have found an answer to the endless invasions from the bullywugs. We learned that the answer may be found in or near the ruins of an evil wizard's tower, and our divinations have shown us that you, of all people on Oerth, are one of the people who have the best chance of success at finding this answer. Thus, on behalf of all the good people in Sunndi, I ask that you come to the Queen's Halls in New Keep, so we can discuss the situation in more detail. We need your help, and I hope you will come. We will of course compensate you for your troubles, even if you choose not to help us –though I hope you will." The woman bows, and the vision fades.

As you open your eyes, you realize that it was only moments ago that you closed them.

PLAYER HANDOUT 2: THE POEM

Cold, haunting wails
Surround the door into darkness
Where beauty hides hideous death
And homage must be paid
To the king of ghouls
There the stalker goes
Below the night dragon
And the black rider
Cackles at the king of gloom

The first part seems to refer to the location, possibly natural features or protective spells or traps. The second part appears to be a list of evil gods of death, perhaps referring to an unholy place or temple ("homage must be paid").

King of the Ghouls: This is Doresain, a deity of ghouls. He is a god of hunger and gluttony.

The Night Dragon is Falazure, undead dragon deity of decay and immortality through unlife.

The Black Rider is the common name for Incabulos. He is also a deity of hunger, but is more interested in its causes: famine, plague, disaster.

King of Gloom: Nerull. This evil deity of murder, death and darkness is rightfully feared by all good creatures.

The Stalker Below is most likely Shargaas, an obscure deity of, again, death, undead and the night, but also of thieves.

Other deities associated with Death: Chronopsis, Great Mother, Grolantor, Kiaransali, Kyuss, Laogzed, Memnor, Mictlantecuhli, Schanine Moonbow, Urogalan, Wee Jas, Yurtrus

Note that not all of these are evil, and some can actually be quite benign, such as the elven goddess Schanine Moonbow.

Titrapur Terliram

The Leaf of Menarden

Deep within the reaches of Menowood stands Menarden, oldest of Breants and wisest of druids, in solitary contemplation on an ancient hill. None know how many winters he saw sweep by, though it is said they outnumber the leaves of his mighty crown, making him older than the Great Kingdom itself.

Once, when he was somewhat younger, Menarden thwarted an evil mage, who sought to kill a unicorn for his own pelfy gain. The mage, named Bargandor, swore vengeance, creating a vile poison that would cause a dreadful wasting sickness in plant and animal alike, so they would wither and die, and in their turn become as poisonous to others until all of Menowood was turned into a blighted waste.

But Baromir, a young halfling bard, caught wind of Bargandor's plans, and came to warn Menarden, so that when Bargandor entered Menowood in disguise, to plant and spread his curse, Menarden was waiting for him. In a terrible battle that lasted 3 days, Menarden slew Bargandor, and spread his ashes on the winds. But the poison still existed, as did Bargandor's notes on creating it. And so while Menarden guarded the poison, Baromir took it upon himself to find Bargandor's lair and destroy it, and learn whatever he might on ways to destroy the poison itself.

As a token of his thanks, and to aid Baromir in his quest, Menarden enchanted a leaf from his crown, so that Baromir could follow Bargandor's trail, and walk without danger through the wild. And because the leaf was part of Menarden himself, some of his knowledge and wisdom came with it, and Baromir found himself looking upon nature as he had never done before. Long did he travel, overcoming many dangers, but when, years later, he returned to Menowood, Baromir brought the tale of the destruction of Bargandor's Tower, and the knowledge to destroy the poison and undo its evil.

The Leaf of Menarden is an amulet cut from a single perfect emerald in the shape of a leaf. The nerves and stem of the leaf are made of gold. A student of herbal lore may easily identify the leaf as that of a Breant. Druids and inhabitants of Menowood will easily recognise the leaf for what it is, and may try to establish if the wearer is worthy of it.

Sun Child

Named for its tendency to bloom only when caressed by the rays of Pelor (to the point of refurling when the sky is overcast), this flower is native to the swamps of the Eilvanot Peninsula.

The Sun Child is part of the Viola family, and shares many characteristics with its more common relatives: size, the shape of the leaves, and its fine seeds that the wind can blow for many miles. Still, even the common man can easily see the differences in the shape and size of the flower head, which set it apart as its own species.

The most interesting feature of the Sun Child is its defense mechanism. Prey to a variety of bugs, the plant has developed an odour detectable only by amphibians, which attracts them and entices them to live near the plants, thus creating a personal defense guard for the plant. Exactly why the frogs I observed would prefer to be near a plant even after all the bugs have been eaten escapes me, but they certainly were noisy in their expressions of content, and their amorous activities all but made me blush.



THIS IS THE PLANT I SAW GROWING IN
SUCH ABUNDANCE NEAR THE RUINED TOWER.
THE OLD RESEARCHER SUGGESTED MAY HAVE
BEEN TARGADOR'S HOME. TOO BAD MY
RESEARCH KEEPS ME OCCUPIED SO MUCH;
THE TOWER HOLDS MANY SECRETS!

PLAYER HANDOUT 5: VARIOUS NOTES

Random entries in various diaries:

8-5-87 Wasted half the morning getting rid of some self-proclaimed “heroes.” Even out here they just *can’t* leave a man in peace! At least the two survivors will provide some entertainment for a while. But I will design a moatmonster to protect me from further intrusions. Time to call in that favor from Greachta.

24-5-87 S. sent word the Aerdians are still doing well under their lovely overking, Tenmeris, Bah! Glad I left that place.

14-6-87 The stupid bitch demanded a reward! She now knows better. Nothing is “too gross to dwell upon.” The Sun Child aphrodisiac worked fine on “daddy”, and the eggs will be laid soon, ready for further enhancements.

3-2-89 Greachta sorely disappointed me. Only a *single* fertile egg! So much for her “rejuvenation methods”. But although it leaves me with little room for experimentation, there are a few things I can do still. And my privacy at least will be ensured. I’ve released “daddy” into the swamp for now; I trust the grafts will hold and allow him to deter further intrusions at least for the time it takes his daughter to be born. He’ll offer a suitable test as well; if the young one fails to outsmart and eat daddy, she’s no good anyway.

18-9-89 It is done (see Crossbreed 683, Research lab). When the egg hatches she will know me for her master, and destroy any other creature foolish enough to enter the swamp. I sank the incubator in the deepest part of the swamp; her father seems to favor that spot as well. No doubt it’s the only place that can hide his vast bulk!

6-8-91 S. mentioned a rumor that the Hand and Eye of Vecna surfaced in the possession of a gnome! Outrageous! I will inform R. He’ll know what to do...

14-6-91 That blasted Treant! How dare he!! But I swear this is the last time that overgrown shrubbery crosses me. I’ll brew him a drink he won’t forget in a hurry!

16-7-92 My little present for the bush is coming along fine. He’s a strong and healthy tree, so he should live *just* long enough to see his pretty forest die.

28-11-92 S. sent word K. left White Plume Mountain for the Outer Planes for “more research”. I doubt this bodes well... At least if the Great Kingdom goes westward now, they won’t pester me for some time.

6-4-93 It is done (see Brewing 431, Alchemical lab). I have brewn an elixir that will blight the whole of Menowood, and that rotten piece of timber will die last. All that remains is to deliver it.

Here the last diary ends.

PLAYER HANDOUT 6

Status Report 3-4-93 Associated Key: Grolantor

Cell 1

Crossbreed (M) 684: Beholder, willowwisp
Failure.
The resulting creature lives, but is mindless. It will not even eat.
May be useful for organ donation.

Cell 2

Grafting 873: Elf, displacer beast.
Premature termination
Resulting creature managed to commit suicide. Retry with different top half?
Cell to be cleaned.

Cell 3

New subject: Male suel
Survived rigorous testing. May be suitable for grafting.

Cell 4

Empty.

Cell 5

New subject: Ether hulk
Still to be tested.

Cell 6

Greater abyssal basilisk.
Recovering from blood donation.

Cell 7

Crossbreed 68

Cell 8

Crossbreed (M) 697: Ambush drake, troll
Success
Successfully imprinted with subservience.
Resulting creature can regenerate and is exceedingly strong.
Send to R. tomorrow morning.

Cell 9

Empty

Cell 10

Grafting 872: Chimera, black dragon, green dragon, white dragon
Success.
All 3 heads successfully imprinted with subservience.
Resulting creature appears a powerful monster, suitable for R.'s wishes.

Cell 11

Graft 875: Nixie, tendriculos
Success

Failed imprinting with subservience.
Possible cause: Fey blood?
Project terminated. Cell to be cleaned.

Cell 12

New subject: Female couatl.
Survived rigorous testing. May be suitable for grafting or crossbreeding.

Cell 13

New subject: Female suel
Survived rigorous testing. May be suitable for grafting.

Cell 14

Empty

Cell 15

Crossbreed (M) 698: Bulette & Nightmare
Success
Successfully imprinted with subservience.
Resulting creature has all Bulette abilities and the fire aspects (and color) of the nightmare.
Send to R. tomorrow morning.

Cell 16

Empty

PLAYER HANDOUT 7: PLAIN TEXT

These are the plain text versions of Player Handouts 3 and 4.

Handout 3: The Leaf of Menarden

Deep within the reaches of Menowood stands Menarden, oldest of Treants and wisest of druids, in solitary contemplation on an ancient hill. None know how many winters he saw sweep by, though it is said they outnumber the leaves of his mighty crown, making him older than the Great Kingdom itself.

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The Leaf of Menarden is an amulet cut from a single perfect emerald in the shape of a leaf. The nerves and stem of the leaf are made of gold. A knowledge (nature) check identifies the leaf as that of a treant. Druids and inhabitants of Menowood easily recognize the leaf for what it is, and may try to establish if the wearer is worthy of it.

Handout 4, original (green) text:

Sun Child

Named for its tendency to bloom only when caressed by the rays of Pelor (to the point of refurling when the sky is overcast), this flower is native to the swamps of the Tilvanot Peninsula.

The Sun Child is part of the Viola family, and shares many characteristics with its more common

relatives: size, the shape of the leaves, and its fine seeds that the wind can blow for many miles. Still, even the common man can easily see the differences in the shape and hue of the flower head, which sets it apart as its own species.

The most interesting feature of the Sun Child is its defense mechanism. Prey to a variety of bugs, the plant has developed an odor detectable only by amphibians, which attracts them and entices them to live near the plant, thus creating a personal defense guard for the plant.

Exactly why the frogs I observed would prefer to be near a plant even after all the bugs have been eaten escapes me, but they certainly were noisy in their expressions of content and their amorous activities all but made me blush.

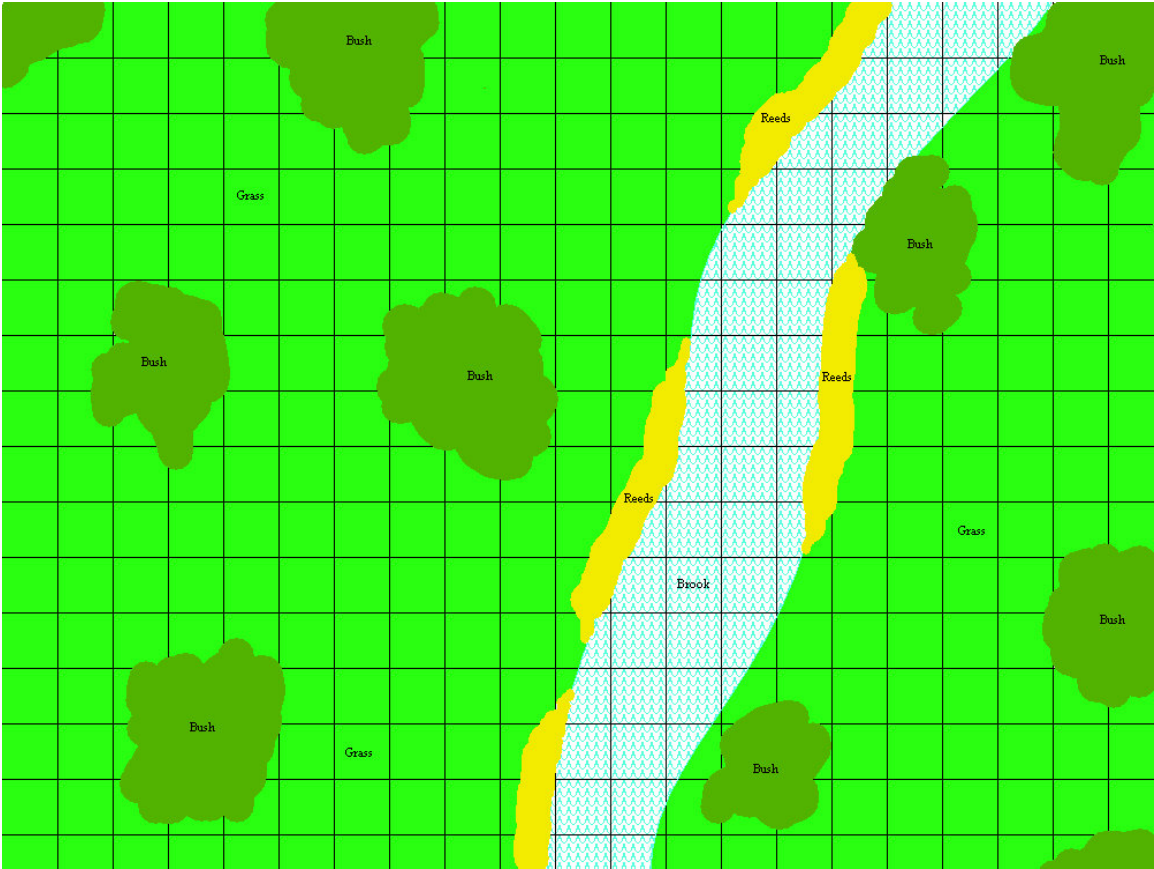
Handout 4, added (purple) text:

This is the plant I saw growing in such abundance near the ruined tower, the one Menarden suggested may have been Targandor's home. Too bad my research keeps me occupied so much; that tower holds many secrets!

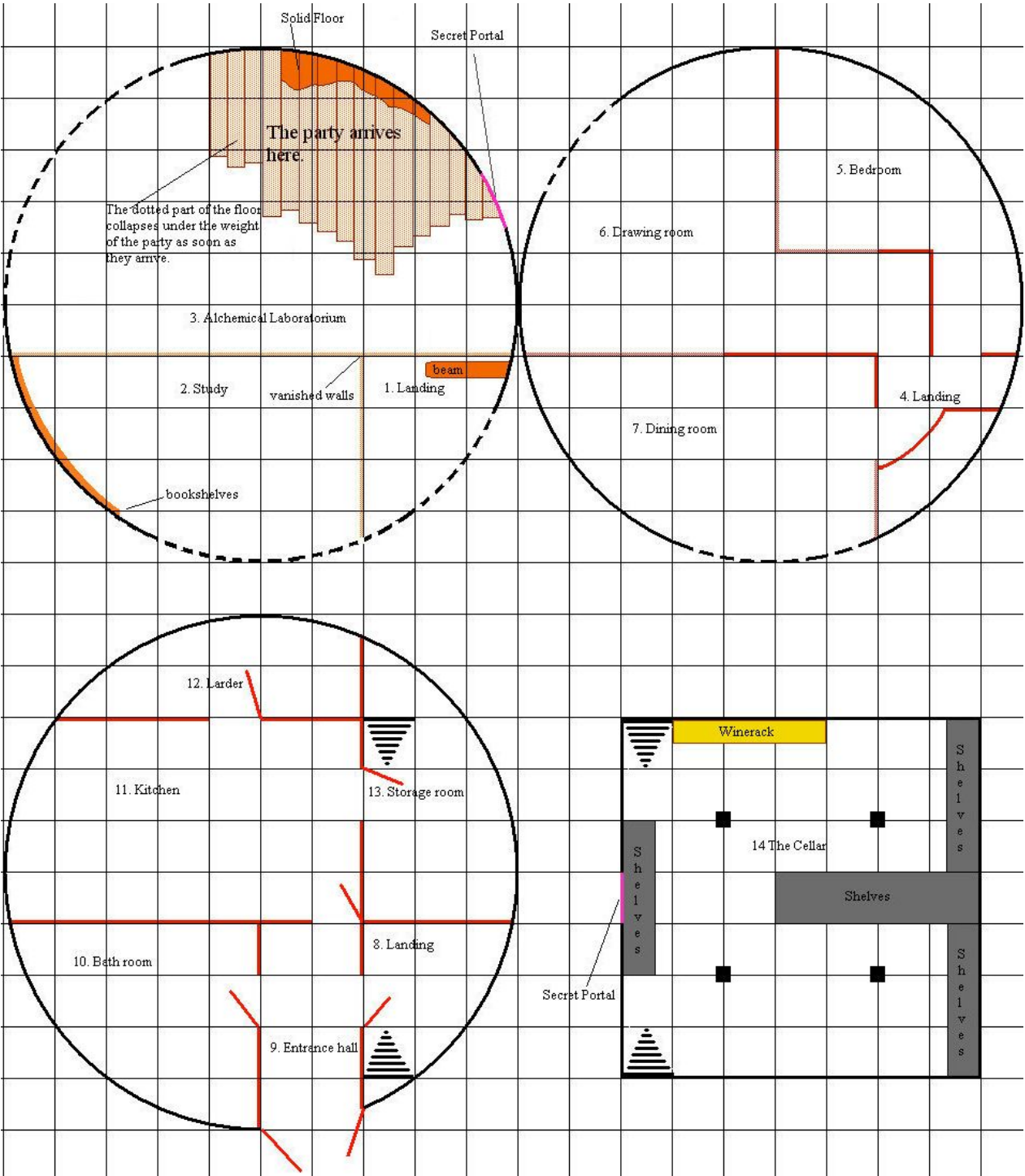
MAP 1: SUNNDI



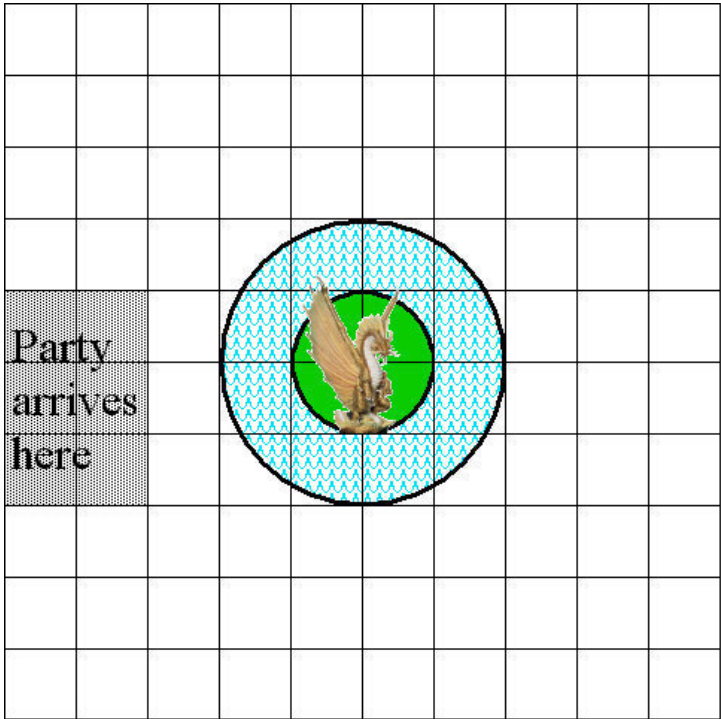
MAP 2: THE BULLYWUGS



MAP 3: THE TOWER

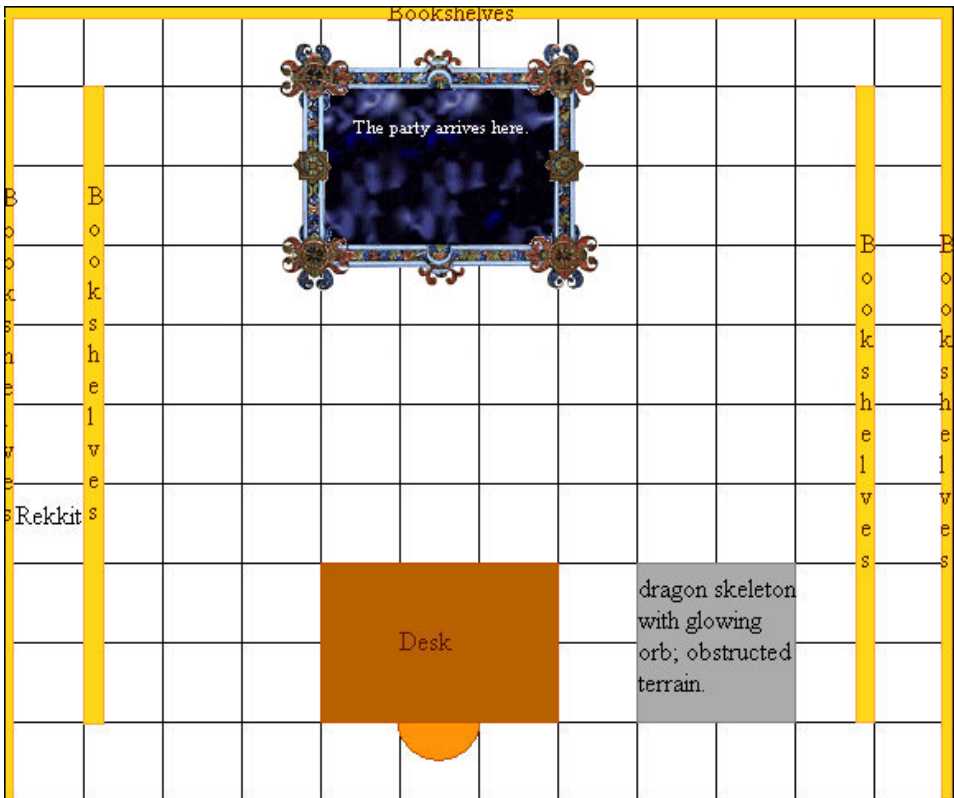


MAP 4: ELSEWHERE

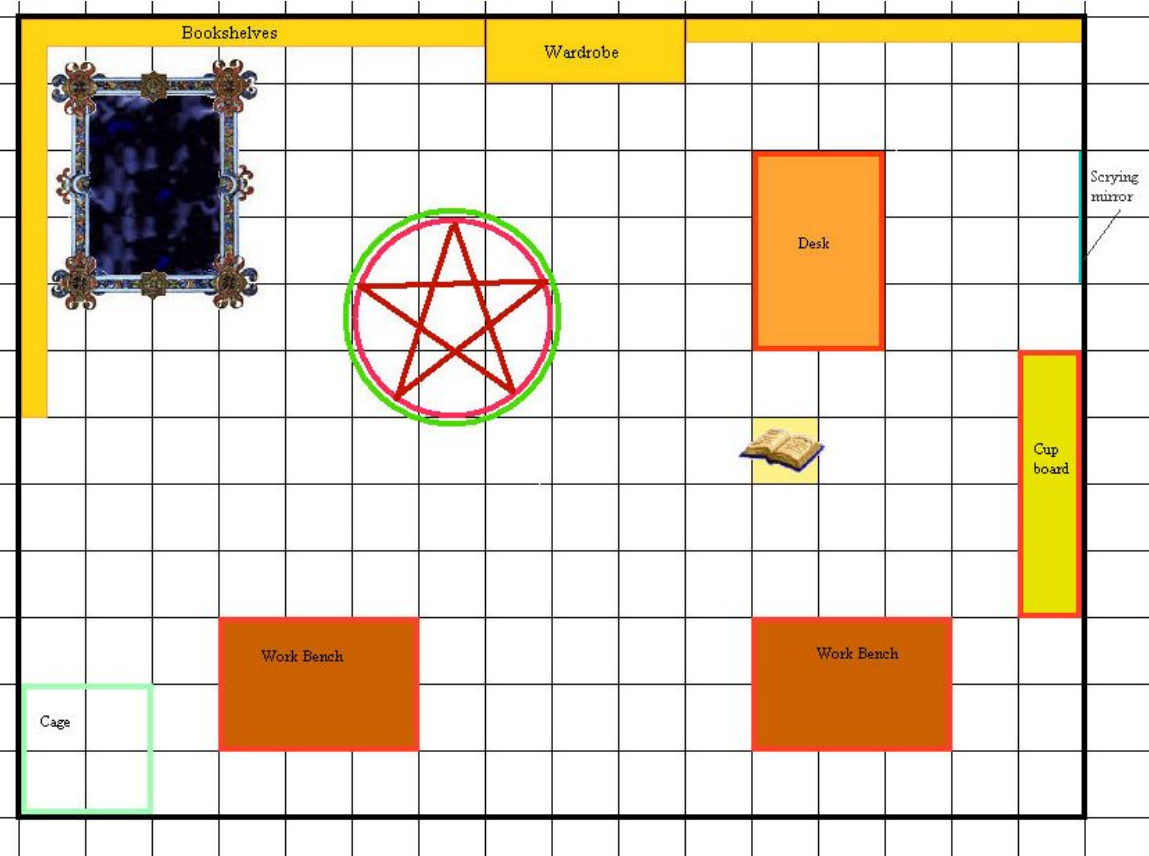


The fountain has walls 1 foot high. It is considered obstructed terrain, but not otherwise a hindrance.

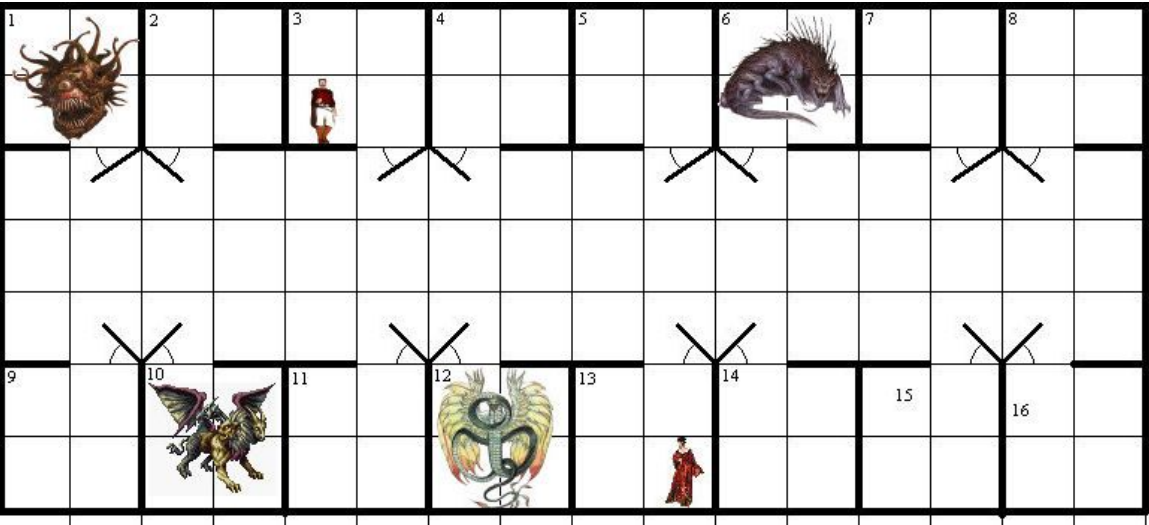
MAP 5: THE LIBRARY



MAP 6: THE LABORATORY



MAP 7: THE PRISON BLOCK



MAP 8: THE SWAMP

