

Final Words

A Two-Round Dungeons & Dragons® Living Greyhawk™ Iuz's Border States Metaregional Adventure

Version 1.0

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*Find the Nine, not Five Lying
Free the Cold from Wicked Old
And Stop One from Calling None*

A two-round Iuz's Border States metaregional adventure taking place throughout the metaregion for APLs 12-16. This adventure is connected to the Core *Ascension* plot arc and, for story continuity, it is recommended that this adventure be played after COR8-06 *Entrapment* and before COR8-02 *Wheels within Wheels*. Worshipers of Kelanen, Telchur, and Vatun will particularly enjoy this adventure.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Arcane* [Richard Baker], *Complete Divine* [David Noonan], *Complete Mage* [Skip Williams et al], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], COR8-06 *Entrapment* [Britt Frey et al], COR8-02 *Wheels Within Wheels* [Britt Frey], *Dungeon Magazine Issue 106*, *Fiendish Codex I* [Ed Stark, James Jacobs, Erik Mona], FUR5-08 *Be Still My Beating Heart* [Andrew Lloyd], FUR8-06 *An Uncommon Defense* [John du Bois et al], FURi8-02 *Old Foes and Errant Sons* [Nick Cochran, Matt Haddix, Erin Wilson], FURi8-04 *Somebody to Love* [John du Bois], FURSM7-03 *Escape from Grumland Keep* [Pete Cooney], IUZ6-03 *The Cup Runs Dry* [Theo Judd], IUZ6-05 *The Madhouse* [Britt Frey], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Magic Item Compendium* [Andy Collins et al], *Monster Manual IV*, *Monster Manual V*, *Player's Handbook II* [David Noonan], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor], WGR4 *The Marklands* [Carl Sergeant], WGS1 *Five Shall Be One* [Carl Sergeant]. This adventure also makes use of NPCs initially created as PCs and cohorts by Casey Brown and Michael Palumbo.

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

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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA event 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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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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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.
- 1.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in the Shield Lands. Characters native to the Shield Lands pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

A few months ago, adventurers in Furyondy recovered from Iuz's lands a sword that they believed to be Fragarach, as well as documentation suggesting that Iuz had been collecting similar swords of power. It was discovered during an assault on the king that the sword was, in fact, not Fragarach, and future divinations uncovered it as one of the nine Swords of Answering forged by Kelanen to imitate Fragarach.

For his part, Old Wicked has been collecting artifacts from across the Flanaess, and has found several. He now seeks the Final Words, but for an as of yet undetermined reason. The Druids of the North also seek the swords to use against the Old One, but they're not certain as to how. The gods themselves have taken an interest in these items, and have been sending divinations indicating such to their followers. It is through the transmission of these divinations that the PCs are brought into the story.

ADVENTURE SUMMARY

Encounter 1: The PCs enlist the aid of a powerful Kelanite cleric to ask Kelanen some questions. Before this can happen, a beaten and bloody Kelanen tells the PCs to find the Final Word swords just as Iuz shows up and kidnaps him. Iuz leaves an aspect to deal with the PCs.

Encounter 2: The PCs follow their only lead on the Final Word swords – Baron Maximillian Mantrel of Furyondy. Some diplomacy later, he either gives them the sword and guides them to Grumlend Keep, where the sword was found, or asks them to clean up in Molag before he will trust them.

Encounter 3: At Grumlend Keep, the PCs locate the CE sword. It is defended by Iuz's forces.

Encounter 4: The NG and LG swords are being guarded by Sunifarel Brightrobe and his spellwarped monstrosities. Sunifarel is there, but only attacks the PCs if he is attacked first.

Encounter 5: The LN sword is in the hands of the Old Kerk, who task the PCs with returning the swords to them.

Encounter 6: The NE sword is in the ruins of Molag, recently demolished by the forces of Iuz. They are no longer here, but the wanton destruction awakened Molag's final guardians. At the end of the battle, the PCs find information that putting the swords in the hand of the Old Flan gods is a good idea.

Encounter 7: The CN sword is kept by a shrine to Kelanen in the Bandit Kingdoms. The Kelanite Breaana agrees to hand the sword over if the PCs can best her (or even participate in) a sparring match.

Encounter 8: The N sword can be found in the Madhouse. The Madhouse, not wanting to give the sword up without some fun, which "tests" its friends.

Encounter 9: The swords guide the PCs to a prison for two gods, who are guarded by an earth cult of the Old One.

PREPARATION FOR PLAY

Note that this adventure requires significant travel throughout the metaregion, but is not timed. PCs will be able to rest at least overnight after every encounter, and can take as much time to rest as they need unless they do something incredibly stupid in an encounter.

This is a free-form adventure in terms of encounter flow; the PCs may attempt encounters out-of-order based on when they can access them. Use DM Aid 1 to assist you in determining which encounters the PCs may go to.

DM Aid 2 can assist you in determining where the PCs will be going in the metaregion, at least with respect to where the regions in the Iuz's Border States are.

Encounter Seven has its own background, and it is encouraged that the DM read this before running the adventure to maximize roleplaying.

Encounter Eight takes place in the Madhouse, a location well-known to many PCs. In a home game setting, you can run this encounter as long as the PCs and DM remain entertained. It may be useful to reference IUZ6-05 *The Madhouse* to enhance this experience.

Determine before the adventure if the PCs meet any of the following conditions:

- Have any disfavor or enmities with the Horned Society or Iuz. These PCs are targeted first by minions of these organizations.
- Are divine spellcasters who worship Dalt, St. Cuthbert, Stratis, Telchur, Zodal, or Zagyg. Throughout the adventure, these casters are unable to prepare spells without being near an object relevant to their deity (a key for Dalt, something random for Zagyg, etc.) Use the *Living Greyhawk Deities Document* restrictions for divine casters of Vatun as a guideline (but do not tell the players that these are the guidelines).
- Are divine spellcasters of Kelanen. These PCs will have their spellcasting powers in flux during Encounter One, then be subject to the same difficulties as clerics of the above deities.
- If any PC detects as evil or has equipment that detects as evil. These PCs will be unable to contribute to the negotiation with Baron Mantrell in Encounter Two unless they have some way of masking their alignment.
- If any PC has any form of possession from one of Iuz's minions, including Curse of Iniquity from FUR5-08 *Be Still My Beating Heart*, Failed a Save from FUR8-06 *An Uncommon Defense*, or Not In Your Right Mind from IUZ7-05 *Know Thy Enemy*. The possessing demon communicates with its superiors; use the Prepared tactics throughout the adventure.

This adventure includes a separate set of Prepared tactics in the event that Iuz's forces know the PCs are coming. The three most common ways to make his forces Prepared are to be possessed as described above, ask Nallek for research assistance in Encounter 1, or fail the skill challenge with Baron Mantrell in Encounter 2. Other reckless strategies by the PCs, at your discretion, may also make the demons Prepared.

INTRODUCTION

Divinations from throughout the Flanaess have guided priests of various deities of many alignments with the same cryptic words: "Find the Nine, not Five Lying, Free the Cold from Wicked Old, And Stop One from Calling None." It was clear to these priests that the divinations referred to Iuz in some way, but were unable to determine in what manner. Their further divination regarding the numbers in the message provided only one lead: Kelanen, the Prince of Swords, whose holy symbol features nine swords in a star shape. Unfortunately, none of the priests were able to determine more, so you were sent to locate Nallek, a powerful worshipper of the Prince of Swords. You were encouraged to find like-minded individuals with the same goal – to determine the meaning of the divinations. Emphasis was placed highly on discovering the divinations' meaning, and, while you were not encouraged to work with those with dissimilar ethos to your own, you were told that speaking to the cleric would be important to all those living in the Flanaess. This is how you found yourselves a few miles outside of Critwall in the Shield Lands, with a band of adventurers, at the door of a "humble" Kelanite priest.

Have the PCs make character introductions here. If PCs seem to have conflicting personalities or adventuring goals, reinforce to them that they were explicitly told by their patron that this divination was so important that it transcends alignment or personality conflicts. Once the introductions are done, proceed.

1: SO YOU WANT TO FIGHT OLD WICKED?

The priest greets you warmly, and asks the reason for your visit, as his faith is not one typically courted by those of your power level. After you explain your mission to him, he nods. "We could just, you know, ask Kelanen. I'll start up the gate."

The PCs have an opportunity to cast any buff spells they wish during this time. After all, they're adventurers; they should always expect trouble when someone casts *gate*. As Nallek is not himself capable of casting *gate*, he uses a scroll to do so. If the PCs ask him questions, he answers them to a limited extent, but his limited knowledge and vocabulary reveal that he's more of a "smite first and ask questions later" sort of Kelanite cleric. Be sure that the players are aware that Nallek is setting up the ritual outdoors; this may affect their preparations for the combat.

After a few minutes, Nallek has completed his ritual, and a portal opens. But where you had been told to expect a regal-looking man wielding two bastard swords looking ready for a fight, the man who steps through is quite different. He is fair-skinned, and the silvery scar on the right side of his face matches that of the Prince of Swords, but that is where the resemblance ends. His armor is cracked and dented in many places, and both his swords are broken near the hilt. Blood streams down his face from various wounds, and claw marks are visible all over his body. He looks behind him at the closing gate as if in fear, looks at your group, and, in a hushed whisper, speaks quickly. "Find the Final Words. They are the key. Do so or the Flanaess will be lost to evil."

The moment the last of these words escape his mouth, an otherworldly howl escapes from the gate, now just a pinprick of glowing energy in the air. It opens wide once more, and a 20-foot-tall humanoid demon with rippling muscles and curving black horns holding a huge open book steps through. Without giving your group a glance, he leaps on the fair-skinned man, pins him to the ground, and speaks a single word of power. Energy courses through the fair-skinned man's form, and he is sucked back through the gate, which now crackles with dark energy.

The demon looks at your assembled group and sneers. "So sorry I don't have the time to stay and deal with you. I know it's hard for adventurers to understand, but you aren't the most important people in the world. Have a token of my affection to keep you company." He spits on the ground and leaves through the portal, which winks shut behind him. The spittle left begins to bubble and steam, coalescing into a smaller version of that same demon, which attacks.

A DC 15 Knowledge (religion) check confirms that the fair-skinned man was Kelanen, and a DC 10 Knowledge (religion) check identifies the demon as Iuz.

Creatures:

All APLs

Nallek: male human cleric 9; no stats provided (lost spellcasting powers, not targeted by the Aspect).

APL 12 (EL 15)

Aspect of Iuz: hp 190; Appendix 1.

APL 14 (EL 17)

Aspect of Iuz: hp 262; Appendix 1.

APL 16 (EL 20)

Aspect of Iuz: hp 400; Appendix 1.

At the start of combat, before any PC or the Aspect acts, read the following:

Nallek boldly steps forward. "Stay back! I'll avenge my god!" He moves his hands, and murmurs an incantation (DC 24 Spellcraft to recognize the miracle being cast). While he appears to have performed the spell correctly, nothing happens; it as though the source of his divine power has been cut off. The demon cackles mockingly, "Well, now I know who to kill last – the 'avenging priest' whose god stopped listening!"

Tactics: The Aspect of Iuz attacks brutally, using its acid spittle and its greatsword to cleave through its foes. If it is taking significant melee damage, it uses *greater teleport* to move away far enough to be inconvenient for the PCs to approach in melee, but close enough to blast the PCs with its ranged spell-like abilities. If the PCs are able to successfully immobilize or otherwise disable the aspect without preventing it from taking actions, it uses its *summon tanar'ri* ability to summon the most powerful demon at its disposal. Once the PCs who were causing it problems in melee are rendered unable to attack it in melee (however that is accomplished), the Aspect again seeks melee combat.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 0 gp; Coin 0 gp; Magic 2021 gp; +1 wounding adamantine greatsword (2,008 gp), scroll of protection from arrows (13 gp); Total 2021 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 3,341 gp – +1 wounding adamantine greatsword (2,008 gp), belt of giant strength +4 (1,333 gp); Total 3,341 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 8004 gp; +1 greater wounding adamantine greatsword (4,421 gp), amulet of health +4 (1,333 gp), belt of giant strength +6 (2,250 gp); Total 8004 gp.

Detect Magic Results: +1 wounding adamantine greatsword (moderate evocation), amulet of health

(moderate transmutation). *belt of giant strength* (moderate transmutation).

Development: At this point, any divine caster of Kelanen needs to be near a wound caused by a sword in order to prepare spells.

With the Aspect defeated, the PCs should be ready to start looking for the Final Word swords. Bardic Knowledge or Knowledge (religion) checks or a *legend lore* spell can reveal the following. Some checks may also be relevant; these are listed with the DC. PCs who are citizens of Furyondy or who played FURi8-02 *Old Foes and Errant Sons* or FURi8-04 *Somebody to Love* do not need to roll for the DC 35 or DC 40 information as long as somebody acquires the DC 15 information.

- DC 15: Kelanen wrestled the sword Fragarach out of the hands of an alien god and brought it to the Flanaess.
- DC 20: Kelanen used Fragarach as a model upon which he created the nine swords displayed in his holy symbol – the Final Word swords, or Swords of Answering.
- DC 25: The swords each had a different alignment and affected the wielder negatively if the wielder did not share his alignment.
- DC 30, can also use Knowledge (local [Iuz's Border States]): Prince Thrommel of Furyondy was rumored to have been in possession of the original Fragarach, but it has not been seen with its wielder since he was discovered to be a vampire in 592 CY.
- DC 30, can also use Knowledge (local [Iuz's Border States]), worshippers of Kelanen with the Bandit Kingdoms as their home region already know this: Breeanna, a Kelanite of note in the Bandit Kingdoms, was rumored to have located one of the swords after she retired from adventuring.
- DC 35, can also use Knowledge (local [Iuz's Border States]): Adventurers in Furyondy were rumored to have recovered the sword earlier this year, but their discovery turned out to be a fake when newly-married Queen Jelleneth attacked Thrommel with it a couple weeks ago, shortly before being slain by an adventurer.
- DC 40, can also use Knowledge (local [Iuz's Border States]): The sword rumored to be Fragarach is currently in the hands of Baron Maximilian Mantrell, who inherited the queen's lands following her death.
- DC 45: The PCs learn the names, alignments, and last known locations of the swords as described in Appendix 2.
- DC 50: The PCs learn the statistics of the swords as described in Appendix 2.

If the PCs fail at the check (or if they ask him if he has more information), Nallek is able to do some research in his home to reveal the above, but Old Wicked's forces, who have been *scrying* on him, will be more prepared for

the PCs' arrival; use the Prepared tactics in the remaining encounters.

At this point, the PCs have two leads: Baron Mantrell and Breeana. Any divinations the PCs make regarding the swords guides them in the direction of Baron Mantrell (as Breeana's mission cannot be completed until the rest of the swords are collected), and spells to discern the location of objects are not effective, as the minor artifacts are protected from such magics.

Following the lead regarding Baron Mantrell leads the PCs to Encounter Two; following the lead regarding Breeana leads to Encounter Seven.

2: THE BARON

Fortunately for you, the noble currently in possession of the sword, Baron Maximillian Mantrell, keeps a more open court than most nobles in the kingdom. As you walk the streets of Redoubt on your way to the baron's estates, you notice that the people of the city seem nervous; either they are expecting another attack from Old Wicked anytime or they are waiting for the other shoe to drop after the new baron greatly relaxed the strict military curfews imposed for years by Baron Kalinstren and his daughter after him. You approach the lands which still bear signs identifying them as the "Kalinstren Estates", only to be met at the gate by two Oeridians wearing full plate and holy symbols of Mayaheine. They ask who you are and your purpose for coming to "Baron Mantrell's home". As you face these two, you hear the drone of massive bees above you, and you see two creatures who appear to be a cross between elves and large bees. They wield ranseurs in a manner that indicates that they do not wish to fight, but would be willing to fight back if you caused trouble.

Creatures: Human Pal2 (Mayaheine) (2), Abeil Soldier (2).

As long as the PCs are relatively honest, they are given little trouble. The paladins are straightforward in their communication, and if asked, they tell the PCs that their responsibility is to direct traffic and ensure that the forces of evil do not penetrate Baron Mantrell's court. They detect evil before allowing the PCs to enter, and any PCs who detect as evil are refused entry unless they succeed at a DC 50 Diplomacy check, in which case they send a message to Baron Mantrell informing him of this fact.

Baron Mantrell is surprisingly relaxed for a noble whose lands lay on the border of the Empire of Iuz. Perhaps it is the number of small victories he has helped accomplish against the Old One, or perhaps it is that at this time, when he has his toddler son on his knee and his wife and infant daughter close, the troubles of the world simply don't seem as important as being with his family.

Baron Mantrell is a recently retired adventurer and paladin of Mayaheine who has faced many of the same horrors as the PCs. He is not easily impressed by PC accomplishments, as his acts compare to theirs. Moreover, he feels as though he has something to prove as a baron. He inherited these lands when once-baroness and newly crowned Queen Kalinstren was slain by a fellow adventurer while he was taken by surprise. While he played a role in determining that the adventurer was possessed by a demon at the time and was not responsible for his actions, he still feels some survivor's guilt, especially since her death allowed him to acquire these lands.

Baron Mantrell is quite friendly and cordial with the PCs, asking them about their recent adventuring and trading war stories until they mention their need for the sword once identified as Fragarach. At this point, his demeanor cools a little, and he asks his wife, Lystrilla, to take the kids for a moment while he works this out. Once she has left the room, he turns back to the PCs.

"You do understand that this is not the true Fragarach, correct? While I'm sure Erelend Manneth meant the best in his divinations, had he asked the right questions, the Day Queen might have lived to her wedding night. The best we can figure is that this is Concluder, the sword made to imitate Fragarach. Even so, I don't think I should give it up unless I'm sure it will be used wisely; the Old One is experienced at trickery and can fool even the best-intentioned adventurers. Can you each give me reassurance that you can be trusted with an artifact of this much power?"

Baron Mantrell wants to believe that the PCs can be trusted with the sword, but he also would like the PCs to persuade him to prove that the mission is worth something to them, and asks EACH PC to give a justification for why they should have the sword (but make it clear that they can abstain from contributing if they wish). Convincing him to give up Concluder requires a successful DC 20 Intelligence (using logical argument), Wisdom (understanding the Baron's position), or Charisma (using charm) check from four different PCs (no retries allowed, only three successes required at a four-person table).

PCs can gain bonuses, up to +6, for any combination of the following. Use your discretion for similar skills or abilities.

- Good in-character explanation/justification: Up to +2 as appropriate.
- PC takes more than ten seconds to answer the question or drops a "what he said": -1, and Baron Mantrell chides them for not being proud of their own accomplishments.
- PC attempts to answer for another PC: -2 for the interrupter, and Baron Mantrell rebukes the interrupter for trying to steal the glory from his or her companions.
- 5+ ranks in Bluff: +2 to Charisma checks.
- 5+ ranks in Diplomacy: +2 to Charisma checks or +1 to Wisdom checks.
- 5+ ranks in Gather Information: +1 to Wisdom checks.
- 5+ ranks in Intimidate: -2 to Wisdom and Charisma checks.
- 5+ ranks in Knowledge (local [Iuz's Border States]) and/or Knowledge (nobility and royalty): +2 to Intelligence checks.
- 5+ ranks in Sense Motive: +2 to Wisdom checks

Development: If the PCs succeed at the skill challenge, Baron Mantrell gives them Concluder and advises them to investigate Grumlend Keep, the site at which Furyondyan adventurers found Concluder (Encounter Three). If they fail, Baron Mantrell sends them to clean up Molag (Encounter Six); since the Iuzians are scrying on Molag as well, the monsters in Encounter Three use the Prepared tactics.

Depending on previous encounters completed, PCs may be able to use Concluder to locate Evil-aligned or Lawful-aligned swords. See DM Aid 1 for reference.

3: YET ANOTHER RETURN TO GRUMLEND KEEP

Grumlend Keep is just across Whyestil Lake from Furyondy, and takes two days of boat travel; Baron Mantrell provides this transportation gladly.

The keep is strangely unoccupied, especially for one that seems as fortified as this one. Weapons and armor fitted for massive demons rest in their racks, well cleaned. It seems that you have found your way to the keep while the army is off on campaign – it may be wise to make your search quick while they are still away.

The PCs will need to do some searching, as the cells and sword are in the basement. Unless the PCs use magic capable of locating an item hidden by the *obscure object* spell, this search takes them two hours. Eventually, though, they open a door locked with a good lock (DC 30 Open Lock check) and find the prison.

As you enter the chamber, you notice two notable things: first, a creature who looks like a beautiful woman with the lower torso of a multicolored serpent and huge bird's wings with a striking, but disconcerting rainbow pattern sitting in a barred and locked cell, a bastard sword laying next to her; second, the demons guarding her, who turn to face you.

Creatures: This room is populated by a lillend in a prison, who has been corrupted by exposure to *Squelcher*. Her “guards” are actually her minions, and they have all been left here to defend the Sword of Answering.

APL 12 (EL 15)

War-Corrupted Lillend: lillend warchanter 5; hp 90; Appendix 1.

Hezrou (3): hp 138 each; *Monster Manual* 44.

APL 14 (EL 17)

War-Corrupted Lillend: lillend warchanter 7; hp 105; Appendix 1.

Goristro: hp 300; Appendix 1.

APL 16 (EL 19)

War-Corrupted Lillend: lillend warchanter 10; hp 128; Appendix 1.

Goristro (2): hp 300 each; Appendix 1.

Terrain: The cell door is *arcane locked*. This doesn't prevent the lillend from leaving, as she can *knock* three times per day, but it makes for good appearances. Also, the entire complex has been *unhallowed* with a *freedom of movement* effect, as a trip here in a previous adventure led to many problematic grapple checks for Old Wicked's forces.

Tactics (prepared): Per tactics below, but the lillend has precast her *scroll of brilliant aura* on all monsters, and her warchanter music is already active, for inspire toughness and inspire recklessness at APL 12-14, and for inspire recklessness twice at APL 16.

Tactics: Unless the PCs roll exceptionally well on Move Silently checks, the monsters are aware that they are

coming. The lillend uses her warchanter music on the demons (imperceptibly due to her Subsonics feat), attempting to keep both inspire toughness and inspire recklessness active at all times. She has precast *harmonize* and thus can activate four songs a round with Combine Songs. Apart from this, she remains in her cell, attempting to keep the illusion of being a prisoner. If freed or if her guards are in danger, she opens the door (using *knock* if necessary) and uses *whirling blade* in combination with Power Attack and inspire recklessness to damage as many PCs as possible. If either of her minions are *dominated* or the like, she uses hymn of fortification to free them from the effect.

For their part, the demons are effectively massive siege engines. They attempt to close with the PCs and obliterate them with melee damage, starting first with any spellcasters if possible. The hezrou at APL 12 do open up with *blasphemy*, but use it conservatively afterward, preferring to use their melee attacks.

Treasure: In addition to *Squelcher*, the PCs can gain the following treasure here:

APL 12: Loot 0 gp; Coin 0 gp; Magic 7,282 gp; amulet of proof against detection and location (2,917 gp), circlet of mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), scroll of haste (31 gp); Total 7,282 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 14,865 gp; amulet of proof against detection and location (2,917 gp), circlet of mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), ring of greater counterspells (1,333 gp), ring of spell storing (4,167 gp), scroll of haste (31 gp), vest of resistance +5 (2,083 gp); Total 14,865 gp..

APL 16: Loot 0 gp; Coin 0 gp; Magic 29,797 gp; +3 glamerer aporter mithral breastplate (2,992 gp), amulet of proof against detection and location (2,917 gp), circlet of mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), gwaeron's belt (1,750 gp), ring of greater counterspells (1,333 gp), ring of spell storing (4,167 gp), arcane scroll of brilliant aura (190 gp), scroll of haste (31 gp), third eye conceal (10,000 gp), vest of resistance +5 (2,083 gp); Total 29,797 gp..

Detect Magic Results: +3 glamerer aporter mithral breastplate (moderate conjuration, moderate illusion, moderate transmutation), amulet of proof against detection and location (moderate abjuration), circlet of mages (moderate transmutation), cloak of charisma +6 (moderate transmutation), greater crystal of security (faint transmutation), greater iron ward diamond (moderate evocation), gwaeron's belt (strong transmutation), ring of greater counterspells (strong abjuration), ring of spell storing (moderate evocation), arcane scroll of brilliant aura (strong transmutation), scroll of haste (moderate transmutation), third eye conceal (strong enchantment), vest of resistance +5 (moderate abjuration).

Development: Depending on previous encounters completed, PCs may be able to use *Squelcher* to locate Good-aligned or Lawful-aligned swords. See DM Aid 1 for reference.

4: TERROR IN THE VESVE

The pull of the swords grows inconsistent as you enter the hazardous terrain of the Defiled Glades of the Vesve Forest. At first, it seems that the swords are leading you in circles, but as you hear the screams of the few who are foolish enough to adventure in a wilderness that claimed a thousand Furyondian troops, it becomes clear that the swords are guiding you around the most hazardous parts of the Glade. As you approach a small clearing near the center of the Defiled Glades, the pull of the artifacts finally grows stronger, and for a brief second, you are filled with a sensation of primal loathing that passes as quickly as it appears. As you peer through the trees, you see not one but two swords embedded in the trunks of two trees. They shine with an apparently holy radiance, casting a light that causes the otherwise beautiful natural terrain to appear dark and foreboding.

Creatures: Each treant has one of the two swords of answering in this encounter embedded in their trunks. The powerful magic of the swords, placed here during the Greyhawk Wars by Sunifarel Brightrobe, not only created the Defiled Glades with their raw magical energy, but has caused the treants they were embedded in to become spellwarped and aggressive toward all newcomers other than Sunifarel and his familiar. The swords can only be freed upon their death.

All APLs (EL 19)

Sunifarel Brightrobe: hp 125; Appendix 1.

APL 12 (EL 14)

Spellwarped Treant, 15 HD (2): hp 188 each; Appendix 1.

APL 14 (EL 16)

Spellwarped Treant, 19 HD (2): hp 276 each; Appendix 1.

APL 16 (EL 18)

Spellwarped Treant, 23 HD (2): hp 374 each; Appendix 1.

NOTE: Only PCs who are able to pierce the disguise of the treants (either via a Spot check opposed by the treants' Disguise check or via a *true seeing* spell or the like) should get a Knowledge check to identify the treants as spellwarped.

Terrain: The area around the treants should be considered light undergrowth (costs 2 squares of movement to enter, provides concealment, increases the DC of Move Silently and Tumble checks by 2).

Tactics: The spellwarped treants, disguised as normal treants with their *hats of disguise*, wait until a PC moves within 30 feet of the swords, then activate their *animate trees* ability and attack. They avoid attacking spellcasters who are not penetrating their spell resistance until the casters begin to use spells that do not require spell resistance (like *orb* spells).

Tactics (Sunifarel Brightrobe): When the PCs approach, Sunifarel remains hidden unless it is apparent that a PC is acting to engage him in combat (note that it is this author's understanding of the rules and intent that *mind blank* does not prevent *true seeing* from seeing through Sunifarel's *superior invisibility*). If a PC begins to attack him, allow a DC 15 Sense Motive check to recognize that Sunifarel is likely out of their league, or a DC 25 Knowledge (local [Iuz's Border States]) check to identify Sunifarel Brightrobe as a powerful member of the Boneshadow who specializes in collecting lore and magic items.

If Sunifarel is attacked, he casts *celerity* as an immediate action, followed by Sudden Maximized *time stop*, which he shares with his familiar. During the first round of apparent time, he is dazed per *celerity*. During the second and third round of apparent time, he casts *greater heroism* and *greater invisibility* on his familiar.

On the fourth round of apparent time, his action depends on the spells he sees on the party with *greater arcane sight*, as well as their actions that he has seen. If the PCs do not seem protected by against mind-affecting illusions or confusion effects, he casts *scintillating pattern* on them; otherwise, he casts *reverse gravity*. If it seems that neither spell will work, he converts *scintillating pattern* into *summon monster VIII* with his *robe of mysterious conjuration* to acquire 1d3 avoral guardinals, with stats modified as described below.

On the fifth round of apparent time, Sunifarel uses his *robe of mysterious conjuration* to convert *foresight* into *summon monster IX* for 1d4+1 avoral guardinals (modified by Augment Summoning to now have 80 hp, claw +15 (2d6+4) or wing +15 (2d8+4), Str 19, Con 24, and Fort +12). He orders the first one to spray the party with 4 *empowered magic missiles* once the *time stop* ends to see who gets hurt, then have the others spread out to make them harder to target, then concentrate on one specific spellcaster that was affected by the first guardinal's *magic missiles*. He then moves out of the way of the attack (and out of range of *true seeing*) and leaves them there to make it seem as if the PC who spotted him is attacking an avoral guardinal without warning.

On his next turn, Sunifarel casts *dragonshape* on his familiar (using share spells) and uses his *chain dispel* spell-like ability on the party, hoping to send a few of them flying. His *dragonshaped* familiar then attacks the PCs. The spellwarped treants are aware of Sunifarel's tactics, and do not attack him or the "dragon" unless magically compelled.

Treasure: The PCs can gain the following treasure here. Sunifarel's spellbook is not present here; it was kept in hiding elsewhere and cannot be located in this adventure:

All APLs (treants): Loot 0 gp; Coin 0 gp; Magic 300 gp hat of disguise x2 (150 gp each); Total 300 gp.

Detect Magic Results: Hat of disguise (faint illusion).

All APLs (Sunifarel): Loot 0 gp; Coin 0 gp; Magic 11,829 gp amulet of health +4 (1,333 gp), bead of karma (1,666 gp), boots of swift passage (417 gp), cloak of resistance +5 (2,083 gp), headband of intellect +6 (3,000 gp), pearl of power (1st level spell) x2 (83 gp each), pearl of power (2nd level spell) x7 (333 gp each), robe of mysterious conjuration (833 gp); Total 11,829 gp.

Detect Magic Results: amulet of health 4 (moderate transmutation), bead of karma (moderate transmutation), boots of swift passage (moderate conjuration), cloak of resistance +5 (faint abjuration), headband of intellect +6 (moderate transmutation), pearl of power (1st level spell) (strong transmutation), pearl of power (2nd level spell) (strong transmutation), robe of mysterious conjuration (moderate conjuration).

Development: The PCs can use *Answerer* and *Back-Talker* to locate Evil-aligned swords. Depending on previous encounters completed, PCs may be able to use *Answerer* to locate Chaotic-aligned swords and/or *Back-Talker* to locate *Rebutter*. See DM Aid 1 for reference.

5: A MISSION FROM ALLITUR

The swords of answering lead you to a majestic grove of trees, where you are met by a young druid almost immediately, as though you were expected. The druid does not waste much time on pleasantries before leading you through the trees to a small clearing, where three elderly, Flan humans are seated around a large tree stump. Two are women, one is a man, and wisdom shines from the eyes of all three. With them is another man, who is sitting atop a fine horse. A pair of clasped hands is emblazoned upon his tabard, and an exceptionally crafted spear is holstered in the saddle.

The figures introduce themselves as the Hierophants of the Old Faith, though they do not give any names. The man on the horse can be identified as a worshipper of Allitur with a DC 25 Knowledge (religion) check, his true nature as an avatar of Allitur cannot be discerned by any magic or knowledge, as the gods have warded him to maintain a façade of noninterference. They do not seem interested in small talk; they want to get to the point: recovering the *swords of answering*. They admit to having possession of *Last-Quip*, but refuse to give it up unless the PCs promise to bring all the swords they locate back to the grove after their mission is complete. They do not answer any questions the PCs might have, except to clarify that it will not violate any national or religious oaths the PCs might have, and in fact the mission's completion will likely uphold all the oaths the PCs may have.

Troubleshooting: This is not negotiable by any means. If the PCs attack, the avatar transports the PCs away, and they are unable to relocate the grove. The adventure is over for them, and if they currently possess any swords, all PCs receive the Stolen Artifact AR item. Any divine caster who worships Allitur or Kelanen loses all spellcasting powers and may not be redeemed by an *atonement* spell; this attack constitutes the ultimate heresy for these faiths.

Development: Depending on previous encounters completed, PCs may be able to use *Last-Quip* to locate Chaotic-aligned swords or *Rebutter*. See DM Aid 1 for reference.

6: REQUIEM FOR A SOCIETY

The ruins of Molag are a distressing reminder of how merciless the forces of the Old One can truly be. The demons who attacked this keep not only killed every living soul in Molag, they left no keep to reclaim. However, as you enter the city, you realize that the death and destruction in Molag extended beyond just the Furyondy military; dead demons, orcs, and humans litter the ground, and you have a sinking feeling that not a living soul remains in Molag...

A DC 15 Heal check uncovers that the dead orcs and humans died within the last two weeks from some sort of energy draining effect. As the PCs search the city, a DC 20 Search check reveals a false wall in a decrepit warehouse in the city's marketplace. PCs who are able to track *Scather* do not need to make this check. Upon opening the 10-foot-wide door, the PCs are faced with a 60-foot cubic open space which contains the killer of Molag's new residents – a ruin chanter tasked with defending Molag by the Horned Society long ago and his necromental minions.

Creatures:

APL 12 (EL 15)

Requiem Chanter: ruin chanter; hp 190; Appendix 1.

Ruin Necromental: hp 117; Appendix 1.

APL 14 (EL 17)

Requiem Chanter: ruin chanter dirgesinger 2; hp 209;

Appendix 1.

Ruin Necromental (2): hp 117; Appendix 1.

APL 16 (EL 20)

Requiem Chanter: ruin chanter dirgesinger 5; hp 238; Appendix 1.

Advanced Ruin Necromental (3): hp 195; Appendix 1.

NOTE: There is no map provided for this encounter. Use the warehouse description above to guide you in mapping.

Tactics: The ruin chanter uses its abilities to bolster the necromentals' turn resistance, then uses its infirmity abilities to cripple PCs that seem vulnerable (like a Small PC with no armor on, or a half-orc in heavy armor). At APL 16, if a PC is slain, the ruin chanter uses its abilities to animate that PC. The necromentals close and attack in melee to the best of their abilities.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 0 gp; Coin 0 gp; Magic 917 gp; +2 adamantine light mace (917 gp); Total 917 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 2,250 gp; +2 adamantine light mace (917 gp), cloak of charisma +4 (1,333 gp); Total 2,250 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 4,667 gp; +2 adamantine light mace (917 gp), cloak of charisma +6 (3,000 gp), vest of resistance +3 (750 gp); Total 4,667 gp.

Detect Magic Results: +2 adamantine light mace (moderate evocation), cloak of charisma (moderate transmutation), vest of resistance +3 (faint abjuration).

Development: Depending on previous encounters completed, PCs may be able to use *Scather* to locate Good-aligned swords or *Rebutter*. See DM Aid 1 for reference.

7: MISTRESS OF THE BLADE

BACKGROUND

Sable Watch is a small town recently rebuilt. Formerly the forest home of Flan Rovers of the Barrens, it was destroyed several years ago by Lady Xavendra's army as she searched for Nerull's Bane (see BK Map).

The rebuilt town is now watched over by three personages of power: Breeanna Windstrider (Fanlareshen elf worshiper of Kelanen and high-ranking Drinker of the Cup of Midnight), Oytens the Bard (female Flan Bard of the Old Lore), and Father Jose (human cleric of Pelor).

Breeanna, who had opened the Hallorn Fencing Academy in 594 CY in Hallorn, near the Tangles, after being given a land grant by Guardian General Hok, left Hallorn in 596 CY to focus on learning as much as she could about That Which Slept and how to protect her people in the Fellreev from the fell dragon. Unfortunately, this led to her death late in 596 CY at the hands of an Aspect of Tharizdun when she and Mysta Gonagin attempted to scout That Which Slept's lair by themselves. Fortunately, her body was later recovered by adventurers and she was raised by the Fanlareshen priests. Any PC members of Clan Fanlareshen or worshipers of Kelanen would know this information.

For the purposes of this scenario, Oytens and Father Jose are both traveling. Oytens is researching lore to help fight That Which Slept while Father Jose is at the Battle of Riftcrag fighting the Boneheart Cranzer (BDK8-04 and BDKi8-04). Breeanna is very upset that she cannot be at that battle, but her duties in Sable Watch keep prevent her from going (especially with Oytens and Father Jose gone).

Once the PCs reach Sable Watch, proceed with the following:

Located just a mile inside the northern boundary of the Fellreev Forest, the forest's mighty oak boughs protect the village from the worst of the summer storms that are common this far north. The buildings look to be newly built and the townsfolk industrious as they trade furs and exotic lumber with men who have come down from the north to procure such items.

Several elves and orcs can even be seen walking through the village peacefully, sometimes side by side.

A DC 20 Knowledge (local [Iuz's Border States]) check reveals that the town experienced a resurgence at the beginning of 597 CY. Hundreds of people fled Groucester and the Bluff Hills for Sable Watch after That Which Slept unleashed a negative-energy blast which wiped out much of the life in the Bluff Hills environs late in 596 CY (MilleniumCon 2006 BK Interactive). Since then, Sable Watch has been rebuilt and now serves as a trading post for the Flan of the north, the elves of the Fellreev (Clan Fanlareshen) and their Reyhu human allies (Forts Hendricks and Scorn), and the Dazark orcs

(Fellreev dwelling orcs who have a peace agreement with the Fanlareshen and Reyhu in order to fight off Iuz's monsters).

As you walk through the village, the sound of sword play rings throughout the village. At the edge of the village, you see a half-dozen human teenagers, four boys and two girls, practicing their blade work under the watchful gaze of a female high-elf. Clad in forester's gear, several rapiers are sheathed on her hips and back. A pendant hangs around her neck, depicting nine swords, points out in a burst.

As she moves about the practicing youths, she gives words of praise to some while others she stops and repositions, showing them a better way to cut, thrust, parry, or riposte.

A DC 20 Knowledge (local [Iuz's Border States]) check recognizes the elf as Breeanna Windstrider, former Mistress of the Hallorn Fencing Academy. Members of Clan Fanlareshen, the Hallorn Fencing Academy, the Red Planks, Defenders of Morannon Keep, or Barflies of the Dirty Dog Tavern know this automatically.

A DC 15 Knowledge (religion) check reveals the pendant to be a holy symbol of Kelanen, the Prince of Swords.

The priest of Kelanen that the PCs met in Encounter 1 has contacted Breeanna to be expecting visitors. Thus, she is not surprised to see them (unless they are disguised, in which case give her Spot checks to see through the disguises).

The elf's gaze drifts your way and she gives you a nod before turning to her pupils and clapping her hands loudly. The three pairs of sparring partners cease their practice and turn to face the elf. She then dismisses each pupil individually after giving them a last bit of advice. Once the last has turned to go, she turns to face you. She has blue eyes and her short brown hair is worn under a mithral skullcap. She is attractive in a lithe, muscular way, but you can see many fine scars trace her arms and neck.

"Greetings," she says. "I am Breeanna. I was told to expect you. Please, follow me so that we may talk where there are fewer ears about."

Breeanna starts as Indifferent towards the PCs, Friendly if they are an elf, or Helpful if they are a Drinker of the Cup of Midnight, Fanlareshen Elf, or worshipper of Kelanen. Any Diplomacy attempts made to alter her attitude are opposed, as per the Intimidate skill (she is not easily won over by strangers).

A DC 20 Sense Motive check reveals that Breeanna is agitated about something. What the PCs do not know is that: a) she realizes that something has happened to Kelanen, b) she missed the Battle of Riftcrag. Thus, she's feeling a bit impotent right now, which is an unusual feeling for her.

With quick and sure strides, she leads you past the village's perimeter, roughly a hundred yards deeper into the forest. As you enter a small clearing, you spy a wondrous being: a white horse-like creature, fully eighteen hands tall at the withers, stands calmly eyeing you, a golden horn protruding from its forehead. Breeanna moves to stand beside the creature before turning to face you.

A DC 10 Knowledge (arcana) check identifies the creature as a unicorn (the DC has been lowered from 14 because unicorns are creatures of myth and legend and are easily identifiable).

Brighthorn is using his *detect evil* ability to examine the PC(s). Should anything suspicious arise, he boldly questions the PC about the evil aura. In addition, Breeanna and the PC(s) are standing within the area of his *magic circle against evil*. Brighthorn is wearing his *hat of disguise* to hide his armor from view (DC 30 Spot).

Regardless of she feels about the PCs, Breeanna is not about to just cough up *Replier*. She has taken it upon herself to protect the blade until someone worthy comes for it. In her eyes, this means either a devout CN worshipper of Kelanen, or a sword-fighter who can defeat her in one-on-one combat.

The following is information that Breeanna shares with the PCs if made Friendly and if asked about the Final Word swords.

- *Replier* was in the hands of a blackguard of Iuz she defeated. He never knew the true power of the sword he possessed. She believes that he found it in the ruins of Steelbone Meadows.
- As soon as Breeanna touched the sword, she recognized it for what it was (after all, it had been forged by Kelanen, her god).
- She does not actually wield the blade as their personalities clash (plus, she favors the rapier over the bastard sword). Rather, she considers it her job to protect it until such time as a worthy wielder is sent to her by Kelanen to claim the sword. She has hidden the blade for the time being.
- She knows that one of the swords was lost in the White Plume Mountain area many years ago. Of the others, she knows very little.
- Breeanna will willingly give the blade to a PC divine spellcaster dedicated to Kelanen. If this PC has not yet determined how to prepare spells after Kelanen's abduction, she informs them of the need to be near a bleeding wound from a sword.
- If the PCs do not have a divine spellcaster dedicated to Kelanen, Breeanna only gives them *Replier* if one of them can defeat her in single combat (see below). Even if made Helpful via Diplomacy or Intimidate, she does not give up the sword without a fight; defense of the sword is her divine right (at least, she thinks it is), and the worthy to wield it can only be proven via Kelanen's preferred method of persuasion (e.g. combat).

- Something has happened to Kelanen, but she knows not what.
- If asked “May I touch your unicorn?” she replies with, “Brighthorn is as much mine as the trees of this forest are mine. You should probably ask him.”
- If Brighthorn is asked, “May I touch you?” by a Good-aligned female, who does not radiate as evil in any manner, Brighthorn allows her to approach and touch him. Female humans, elves, and half-elves are allowed to touch his horn.

HONORABLE DUEL

If the heroes must duel Breeanna for *Replier*, then she insists on a few rules.

- The PC must wield a sword.
- No magic (she can provide a masterwork sword for the PC of any non-exotic type), including magic items, buff spells, alchemical aids (such as weapon capsules), etc. As a member of the Circle of Crimson Stone, she is used to fighting without magic. The hero **MUST** divest themselves of all their magic items to fight her honorably (she removes all of her items, puts away her *ioun stones*, etc.).
- She casts *zone of truth*, asking her fellow combatant to not resist the spell (i.e. intentionally fail the saving throw) so that she may be sure that they are not cheating. If it makes the hero feel better, she fails the saving throw as well on purpose and reveals which magic items she still wears (*ring of mind shielding* and *gemstone of light fortification*).
- She cannot remove her *gemstone of light fortification* as it is embedded into her body. If the PC has a similar item, she understands.
- No weird expendable favors may be used unless they are from Kelanen (she has some she can call on, but she does not, except the non-expendable ones she has earned from Kelanen [such as her smite abilities]).
- She expects the fighter to not hold back (i.e., lethal damage is fine. If she dies, she figures that is Kelanen's will).
- If the PC has buff spells up that they cannot dispel, then Breeanna suggests that they wait until the spells have expired. Only a hero that is willing to live and die by the sword alone is worthy of facing her in single combat. If the PCs use *mindblank* to fool her, so be it (be sure to note that the PC who faces her is a coward on their AR).
- If the PC makes use of a marshall ally, Brighthorn activates his motivate Dexterity ability before the fight, giving Breeanna a +10 to her Initiative.

Once the PC is ready, the combat can begin. The clearing has a radius of 15 feet. The combatants begin in the middle of the clearing with weapons **SHEATHED**, standing 10 feet apart (thus, there is one square between them).

At one side stands Brighthorn, keeping a close eye on Breeanna (he is holding a charge for one of his healing spells and has readied an action to run up and touch Breeanna with his horn should she be knocked unconscious).

Breeanna: female high-elf; hp 83; Appendix 1.

Brighthorn Longshanks: male unicorn marshal 5 cohort; Diplomacy +17, Disguise +20 (*hat of disguise*), Intimidate +17; Cha 30.

TACTICS

Breeanna is a fighter of speed and quickness. With Quick Draw, sneak attack, and a decent initiative modifier, she seeks to catch her opponent flat-footed in the first round, scoring several devastating strikes and critical hits while fighting defensively. Keep in mind her bonuses against humans (favored enemy) and her other class features. She is an incredibly smart fighter when it comes to one-on-one fights as she is a veteran of the Circle of Crimson Stone (BK and Dyvers pit-fighting meta-org).

Breeanna fights defensively unless her opponent keeps missing. If she is hitting with every strike, and being hit with every strike, she rages to give herself more hit points and to do more damage. She relies heavily on being able to land critical hits against her opponents.

DEVELOPMENT

If the PC defeats Breeanna in honorable combat, Breeanna leads the hero alone deeper into the forest. At the appropriate spot, she digs up *Replier* (its protected in an oilcloth) and hands it to the PC. She then pours *holy water* over it and blesses it in a small ritual dedicated to Kelanen (no game effect). If the PC loses, she attempts to give that PC extra training before leading the PCs to the swords.

If the PC champion is a male human, half-elf, or elf with a Charisma of 12 or more, she kisses him on the cheek (she's only attracted to strong men who can best her with a blade).

Depending on previous encounters completed, PCs may be able to use *Replier* to locate Lawful-aligned swords or *Rebutler*. See DM Aid 1 for reference.

8: DAMN THIS MADHOUSE!

DM Note: PCs who have played IUZ6-05 *The Madhouse* recognize this locale as they approach it. The house has lost much of its power since Zagyg became “unavailable”, but it still wants to have fun, and encourages a healthy sense of paranoia among the PCs. Feel free to elaborate on this encounter at will in a home environment, but keep in mind that the house does want the PCs to find *Rebutter*, and redirects them toward the right place if they get paranoid enough to leave.

As you approach the city of Admundfort in the Shield Lands, it is apparent that the swords of answering are not drawing you to the city itself, but slightly past it. As the pull grows stronger and you feel another brief sensation of loathing, you can easily notice that the decrepit mansion that seems to be the site of your latest quarry was a zone of war; scorched overgrowth, reshaped earth, and blasted landscape are places at seemingly random spots in the mansion's grounds, as though many powerful spellcasters attempted to destroy the mansion itself and had their spells deflected toward the manse's surrounding area. Surely, though, only someone mad would go so far as to attack a house?

As the PCs enter the house, they are confronted by the following properties:

- The house is much bigger on the inside than it is on the outside.
- Opening any door in the house leads to a seemingly random and nonsensical room in the house, and closing and re-opening a door grants the PCs access to a completely different room.
- The PCs hear continuous whispers in their mind, encouraging them to commit random acts of violence against their friends.
- The house does not let them leave. Attempting to leave the house by any means finds itself inexplicably blocked.
- If you have the adventure available, feel free to reference IUZ6-05 *The Madhouse* to suggest other tricks, but do not use any traps or permanent effects.

Do not allow this encounter to take too much time in a limited environment, like a convention slot. Otherwise, feel free to embellish as desired.

When time no longer allows (or when people are no longer having fun), the house itself speaks to the party:

“Welcome back to this humble abode. I know what you seek, and I think I can help you. However, I think you need to pass one more test before I allow magic like this to pass on to you. So... how about it? Would you like a test of fortitude, a test of reflexes, or a test of willpower?”

The house forces each PC to make a choice as to which test they want. Then, as one final bit of fun, it switches the tests and subjects the chosen test to the nearest PC who did not choose the same type of test. Thus, nobody who chose a test of reflexes should be subjected to the orange/yellow ray “test”. If all the PCs choose the same kind of test, subject each PC to a different kind of test chosen at random.

Traps:

APL 12 (EL 13)

Prismatic Ray Trap (4-6): *Appendix 1.*

APL 14 (EL 15)

Prismatic Ray Trap (8-12): *Appendix 1.*

APL 16 (EL 17)

Heightened Prismatic Ray Trap (8-12): *Appendix 1.*

Tactics: The trap only targets one effect on each PC. The orange/yellow rays serve as the test of reflexes (and thus can only be targeted at PCs who chose a test of fortitude or test of willpower), the green/blue rays serve as the test of fortitude, and the indigo/violet rays serve as the test of willpower. After the trap is activated once, the house does not activate it again.

Development: After the trap has activated, the next door the PCs open leads to the room containing the sword. The PC who first touches the sword, however, is the subject of one last bit of fun by the house. For the rest of the adventure, whenever a spell affects the PC, a *rod of wonder* effect occurs, centered on that PC. This is the effect of a curse that is reflected on the AR.

With *Rebutter* in the PCs' possession, the swords point the way to a remote locale in the Land of Black Ice. Proceed to Encounter Nine.

9: WE THREE MEET AGAIN

This area is the prison of the deities Vatun and Telchur. Lurking about are the powerful representatives of an Earth cult to Iuz.

Your journey now leads you into the barren wasteland known as the Land of Black Ice. The swords pull you toward a particular cave. Upon entering, you see two twisted stone prisons in the center, each of which contains a bleeding prisoner. The first holds a giant of a Suel man wearing polar bear skins with a beard of ice and snow, frozen fog coming from his mouth. The second is a gaunt man with dark eyes and an icicle beard. The two seethe in obvious hatred of each other. Arcs of fire and lightning jump from one prison to the other, and both men jerk in pain when each arc connects.

The prisons are surrounded by black obsidian stone spheres glowing with magical glyphs, whose meanings are indecipherable to you, perhaps as part of some long-dead arcane language.

Almost disappearing among the chaos and energy is a supremely confident looking human dressed in full plate with a grinning skull motif, and with tattoos lit in actual fire on his face. "At last, you have brought the swords to their rightful owner, just as my master's servant Destiny has intended. If you surrender now, the Old One may, in his generosity, merely make an example of you. Do not tempt my wrath – you cannot possibly defeat me."

Creatures:

All APLs (EL 0)

Vanur: male human cleric 1 (Iuz); hp 9; Appendix 1.

APL 12 (EL 15)

Kalshak: male human wizard 6/divine oracle 2/earth dreamer 5; hp 72; Appendix 1.

Hobgoblin Dervish: hp 81; Appendix 1.

APL 14 (EL 17)

Kalshak: male human wizard 6/divine oracle 2/earth dreamer 5/loremaster 2; hp 85; Appendix 1.

Hobgoblin Dervish (2): hp 81 each; Appendix 1.

APL 16 (EL 19)

Kalshak: male human wizard 6/divine oracle 2/earth dreamer 5/loremaster 4; hp 113; Appendix 1.

Hobgoblin Dervish (4): hp 81 each; Appendix 1.

Tactics (pre-combat): Kalshak has cast *veil* to make the hobgoblins appear to be greater shadows and him look like an incorporeal lich. If his illusion is pierced, Kalshak is seen for his true self - a skinny tall wizard with tattoos made of gleaming ice. Prior to the combat, the dervishes and Kalshak are hidden out of sight, and will likely surprise the PCs. However, there will be no surprise

round, since the PCs will be able to see Vanur (although they will likely take the PCs by surprise).

Tactics (Vanur): Die horribly when the PCs attack.

Tactics (Kalshak): Kalshak starts by casting *project image*, then follows it with either a *freezing fog* centered on an apparent caster or a *reciprocal gyre* on someone with many spells in effect on them. After this, he overwhelms the PCs with targeted and area damage effects. Kalshak does not leave his hidey-hole unless forced to through the dispelling of his *project image*.

Tactics (Hobgoblin Dervishes):

Round 1: Cast *spectral weapon* and move through the rock of the ceiling to be closer to the party

Round 2: Trigger the *stoneskin* effect of *heart of earth*, use dervish dance and *Arcane Strike* (sacrificing *arcane eye*), go back into the ground.

Round 3: Cast *blades of flame*, attack sacrificing *arcane sight* to *Arcane Strike*, go back into the ground.

Round 4: Cast *blades of flame*, attack sacrificing *sonic weapon* to *Arcane Strike*, go back into the ground.

Round 5: Sacrifice *critical strike* to *Arcane Strike*, attack, move into the ground.

Round 6: Move up, attack, go back into the ground

Round 7: Be fatigued as dervish dance expires, moves to an ideal position for *whirling blade* and cast it.

Treasure: The PCs can gain the following treasure here:

APL 12: Loot 0 gp; Coin 0 gp; Magic 8,866 gp; *amulet of health* +2 x2 (333 gp each), *boots of speed* (1,000 gp), *cloak of resistance* +2 (333 gp), *cloak of resistance* +3 (750 gp), *gloves of dexterity* +2 (333 gp), *headband of intellect* +2 (333 gp), *headband of intellect* +6 (3,000 gp), *panther mask* (225 gp), *ring of entropic deflection* x2 (667 gp each), *shirt of the leech* (667 gp), *third eye freedom* (225 gp); Total 8,866 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 12,757 gp; *amulet of health* +2 x3 (333 gp each), *boots of speed* x2 (1,000 gp each), *cloak of resistance* +2 x2 (333 gp each), *cloak of resistance* +3 (750 gp), *gloves of dexterity* +2 x2 (333 gp each), *headband of intellect* +2 x2 (333 gp each), *headband of intellect* +6 (3,000 gp), *panther mask* (225 gp), *ring of entropic deflection* x3 (667 gp each), *shirt of the leech* x2 (667 gp each), *third eye freedom* x2 (225 gp each); Total 12,757 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 23,330 gp; *amulet of health* +2 x4 (333 gp each), *amulet of health* +4 (1,333 gp), *boots of speed* x4 (1,000 gp each), *cloak of resistance* +2 x4 (333 gp each), *cloak of resistance* +4 (1,333 gp), *gloves of dexterity* +2 x4 (333 gp each), *headband of intellect* +2 x4 (333 gp each), *headband of intellect* +6 (3,000 gp), *panther mask* (225 gp), *ring of entropic deflection* x5 (667 gp each), *shirt of the leech* x4 (667 gp each), *third eye freedom* x4 (225 gp each), *vest of the master evoker* (833 gp), *wand of silence* (375 gp); Total 23,330 gp.

Detect Magic Results: *Amulet of health* (moderate transmutation), *boots of speed* (moderate transmutation), *cloak of resistance* (faint abjuration), *gloves of dexterity* (moderate transmutation), *headband of intellect* (moderate

transmutation), *panther mask* (faint transmutation), *ring of entropic deflection* (faint abjuration), *shirt of the leech* (moderate conjuration), *third eye freedom* (moderate abjuration), *vest of the master evoker* (moderate evocation), *wand of silence* (faint illusion).

Development: Following the combat, the *swords of answering* continue to direct the PCs toward the prisons of Vatun and Telchur. A cursory inspection reveals that there are five slits in each sphere in a cross pattern that appear as though swords will fit in the slits. A DC 20 Search check reveals that *Last-Quip*, *Back-Talker*, *Replier*, *Scather*, and *Rebutter* fit into the slits, with *Rebutter* in the center of the cross; trial and error will also show this, as there is no ill effect for placing the incorrect sword in the slits. The gods are imprisoned and unresponsive to questions.

Once the five swords have been placed into a prison, all eight swords begin to glow with a brilliant radiance, and the prison opens. The deity released offers a sage nod to the PCs, cackles with glee and victory at the other deity, and disappears into a fine mist of ice crystals. The swords cannot at this point be used to release the other deity; the PCs can use the swords to free Telchur or Vatun, but NOT both.

CONCLUSION

The swords are unable to point the PCs in the direction of *Retorter*; if the PCs persist in a search, have the swords point them back in the direction of the Old Kerk's Grove. While the avatar of Allitur is no longer present, the Druids of the North are extremely pleased if the swords have been imbued with the prison's energy, and thank the PCs warmly, informing them that they will be called upon again if further participation in this journey is their destiny. They continue to refuse any questions about the mission, replying only that all will become clear in time if the gods decree it to be so.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Contemplative: All PCs gain this item; circle Telchur if they freed Telchur and Vatun if they freed Vatun.

Curse of Wonder: The PC who picks up *Replier* in the Madhouse receives this AR item.

Enmity of Sunifarel Brightrobe: PCs who defeat the treants in Encounter Four without killing Sunifarel Brightrobe.

The Final Word: Any PC who made an attack with a *sword of answering* in this adventure receives this favor.

Gratitude of a God: If the PCs free Vatun or Telchur, they receive this AR item.

Stolen Artifact: PCs who keep any of the *swords of answering* for themselves receive this AR item.

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: SO YOU WANT TO FIGHT OLD WICKED?

Defeat the Aspect of Iuz

APL 12	450 XP
APL 14	510 XP
APL 16	600 XP

3: YET ANOTHER RETURN TO GRUMLAND KEEP

Acquire *Squelcher*

APL 12	450 XP
APL 14	510 XP
APL 16	600 XP

4: TERROR IN THE VESVE

Acquire *Answerer* and *Back-Talker*

APL 12	420 XP
APL 14	480 XP
APL 16	540 XP

6: REQUIEM FOR A SOCIETY

Acquire *Scather*

APL 12	450 XP
APL 14	510 XP
APL 16	600 XP

8: DAMN THIS MADHOUSE!

Acquire *Rebutter*

APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

9: WE THREE MEET AGAIN

Free Vatun or Telchur

APL 12	450 XP
APL 14	510 XP
APL 16	570 XP

STORY AWARD

Eight *swords of answering* delivered to the Old Kerk's Grove:

APL 12	270 XP
APL 14	315 XP
APL 16	315 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 12	270 XP
APL 14	315 XP
APL 16	315 XP

TOTAL POSSIBLE EXPERIENCE:

APL 12	3,150 XP
APL 14	3,600 XP
APL 16	4,050 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1: SO YOU WANT TO FIGHT OLD WICKED

APL 12: Loot 0 gp; Coin 0 gp; Magic 2021 gp; +1 wounding adamantine greatsword (2,008 gp), scroll of protection from arrows (13 gp); Total 2021 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 3,341 gp – +1 wounding adamantine greatsword (2,008 gp), belt of giant strength +4 (1,333 gp); Total 3,341 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 8004 gp; +1 greater wounding adamantine greatsword (4,421 gp), amulet of health +4 (1,333 gp), belt of giant strength +6 (2,250 gp); Total 8004 gp.

3: YET ANOTHER RETURN TO GRUMLAND KEEP

APL 12: Loot 0 gp; Coin 0 gp; Magic 7,282 gp; amulet of proof against detection and location (2,917 gp), circlet of

mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), scroll of haste (31 gp); Total 7,282 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 14,865 gp; amulet of proof against detection and location (2,917 gp), circlet of mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), ring of greater counterspells (1,333 gp), ring of spell storing (4,167 gp), scroll of haste (31 gp), vest of resistance +5 (2,083 gp); Total 14,865 gp..

APL 16: Loot 0 gp; Coin 0 gp; Magic 29,797 gp; +3 glamered aporther mithral breastplate (2,992 gp), amulet of proof against detection and location (2,917 gp), circlet of mages (417 gp), cloak of charisma +6 (3,000 gp), greater crystal of security (250 gp), greater iron ward diamond (667 gp), gwaeron's belt (1,750 gp), ring of greater counterspells (1,333 gp), ring of spell storing (4,167 gp), arcane scroll of brilliant aura (190 gp), scroll of haste (31 gp), third eye conceal (10,000 gp), vest of resistance +5 (2,083 gp); Total 29,797 gp..

4: TERROR IN THE VESPE

All APLs (treants): Loot 0 gp; Coin 0 gp; Magic 300 gp hat of disguise x2 (150 gp each); Total 300 gp.

All APLs (Sunifarel): Loot 0 gp; Coin 0 gp; Magic 13,979 gp amulet of health +4 (1,333 gp), strand of prayer beads (3,816 gp), bead of karma (1,666 gp), boots of swift passage (417 gp), cloak of resistance +5 (2,083 gp), headband of intellect +6 (3,000 gp), pearl of power (1st level spell) x2 (83 gp each), pearl of power (2nd level spell) x7 (333 gp each), robe of mysterious conjuration (833 gp); Total 13,979 gp.

6: REQUIEM FOR A SOCIETY

APL 12: Loot 0 gp; Coin 0 gp; Magic 917 gp; +2 adamantine light mace (917 gp); Total 917 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 2,250 gp; +2 adamantine light mace (917 gp), cloak of charisma +4 (1,333 gp); Total 2,250 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 4,667 gp; +2 adamantine light mace (917 gp), cloak of charisma +6 (3,000 gp), vest of resistance +3 (750 gp); Total 4,667 gp.

9: WE THREE MEET AGAIN

APL 12: Loot 0 gp; Coin 0 gp; Magic 8,866 gp; amulet of health +2 x2 (333 gp each), boots of speed (1,000 gp), cloak of resistance +2 (333 gp), cloak of resistance +3 (750 gp), gloves of dexterity +2 (333 gp), headband of intellect +2 (333 gp), headband of intellect +6 (3,000 gp), panther mask (225 gp), ring of entropic deflection x2 (667 gp each), shirt of the leech (667 gp), third eye freedom (225 gp); Total 8,866 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 12,757 gp; amulet of health +2 x3 (333 gp each), boots of speed x2 (1,000 gp each), cloak of resistance +2 x2 (333 gp each), cloak of resistance +3 (750 gp), gloves of dexterity +2 x2 (333 gp each), headband of intellect +2 x2 (333 gp each), headband of intellect +6 (3,000 gp), panther mask (225 gp), ring of entropic deflection x3 (667 gp each), shirt of the leech x2 (667 gp each), third eye freedom x2 (225 gp each); Total 12,757 gp.

APL 16: Loot 0 gp; Coin 0 gp; Magic 23,330 gp; amulet of health +2 x4 (333 gp each), amulet of health +4 (1,333 gp), boots of speed x4 (1,000 gp each), cloak of resistance +2 x4 (333 gp each), cloak of resistance +4 (1,333 gp), gloves of dexterity +2 x4 (333 gp each), headband of intellect +2 x4 (333 gp each), headband of intellect +6 (3,000 gp), panther mask (225 gp), ring of entropic deflection x5 (667 gp each), shirt of the leech x4 (667 gp each), third eye freedom x4 (225 gp each), vest of the master evoker (833 gp), wand of silence (375 gp); Total 23,330 gp.

TOTAL POSSIBLE TREASURE

APL 12: Loot 0 gp; Coin 0 gp; Magic 19,373 gp (33,352 including Sunifarel); Total 19,373 gp (33,352 including Sunifarel).

APL 14: Loot 0 gp; Coin 0 gp; Magic 34,053 gp (44,151 including Sunifarel); Total 34,053 gp (48,032 including Sunifarel).

APL 16: Loot 0 gp; Coin 0 gp; Magic 66,068 gp (80,047 including Sunifarel); Total 66,068 gp (80,047 including Sunifarel).

ADVENTURE RECORD ITEMS

Contemplative: You gain access to Contemplative if you worshipped Kelanen, Allitur, Telchur, or Vatun (GM circle one of the last two as appropriate) at the start of this adventure.

Curse of Wonder: Whenever you are affected by an arcane spell (whether targeted or in the area of effect), a *rod of wonder* effect triggers as though you had activated it. This curse may only be removed by being the target of an actual *rod of wonder*.

Enmity of Sunifarel Brightrobe (Ex): For the next five adventures, at one point of your GM's choosing, in each adventure, you are attacked by 1d4+1 summoned avoral guardinals (*Monster Manual* 141) as per *summon monster IX* (CL 19). If you also have the Enmity of the Boneshadow from IUZ6-03 *The Cup Runs Dry*, this effect is maximized (5 guardinals).

Gratitude of a God (Su): Once ever as a full-round action, you may, as a spell-like ability, use a spell from the Cold or Winter domain as though you were a cleric of level equal to your Hit Dice. You may not use this ability to "cast" a spell that a cleric of level equal to your Hit Dice would not be able to cast.

The Final Word (Su): Once ever, as an immediate (mental) action, you may add the following properties to a sword you hold. The effect lasts until the end of your turn or until you are no longer touching the weapon, whichever comes first:

- Becomes a +3 *keen* weapon in addition to its normal properties.
- Whenever a foe successfully damages you with a weapon, you may make an attack of opportunity against that foe with the affected weapon. This does not increase the number of attacks of opportunity you may normally make or allow you to make attacks of opportunity against creatures you could not normally reach with this weapon.

Stolen Artifact: The item you stole does not function for you. You do not benefit from any spells cast by clerics of Allitur, Beory, Berei, Dalt, Earth Dragon, Falazure, Kelanen, Mayaheine, Obad-Hai, Pelor, Rao, St. Cuthbert, Stratis, Telchur, Vathris, Zodal, or Zagyg. Beneficial spells cast by other nonevil deities are treated as minimized on you (each die used in the spell is treated as though it had rolled a 1) until you obtain an *atonement* (xp cost version) or *miracle* from a caster worshipping one of the deities listed above.

ITEM ACCESS

APL 12:

- +1 *wounding adamantine greatsword* (Adventure; DMG; 21,050 gp)
- +2 *adamantine light mace* (Adventure; DMG; 11,005 gp)
- *Boots of speed* (Adventure; DMG)
- *Circlet of mages* (Adventure; MIC)
- *Greater crystal of security* (Adventure; MIC)
- *Greater iron ward diamond* (Adventure; MIC)
- *Hat of disguise* (Adventure; DMG)
- *Panther mask* (Adventure; MIC)
- *Ring of entropic deflection* (Adventure; MIC)
- *Shirt of the leech* (Adventure; MIC)
- *Third eye freedom* (Adventure; MIC)

APL 14 (all of APL 12 plus the following):

- *Ring of greater counterspells* (Adventure; MIC)
- *Ring of spell storing* (Adventure; DMG)

APL 16 (all of APLs 12-14 plus the following):

- +1 *greater wounding adamantine greatsword* (Adventure; DMG & MM2 3.5 Update; 53,050 gp)
- +3 *aporter glamerred mithral breastplate* (Adventure; DMG & MIC; 35,900 gp)
- *Arcane scroll of brilliant aura* (Adventure; SpC; 2,275 gp)
- *Gwaeron's belt* (Adventure; MIC)
- *Third eye conceal* (Adventure; MIC)
- *Vest of the master evoker* (Adventure; MIC)
- *Wand of silence* (Adventure; DMG; 4,500 gp)

Sunifarel Brightrobe (All APLs):

- *Boots of swift passage* (Adventure; MIC)
- *Pearl of power* (1st & 2nd level) (Adventure; DMG)
- *Robe of mysterious conjuration* (Adventure; MIC)
- *Strand of prayer beads* (Adventure; DMG; 45,800 gp)

4: TERROR IN THE VESVE

SUNIFAREL BRIGHTROBE

CR 19

Male human wizard 7/loremaster 10/archmage 2

CE Medium humanoid (human)

Init +21 [+20 *moment of prescience*]; **Senses** *true seeing, greater arcane sight*, Listen +4, Spot +4

Languages Common, Abyssal, Giant, Infernal, Orc, Terran

AC 20, touch 10, flat-footed 20; *protection from good* (+6 armor, +4 shield)

hp 125 plus 46 temporary (19 HD)

Immune *magic missile*, spells as per *mind blank*

Resist acid 30, cold 30, electric 30, fire 30, sonic 30,

Fort +19, **Ref** +9 **Will** +24

Speed 30 ft (6 squares);

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

Base Atk +9; **Grp** +8

Atk Options spell power

Special Actions

Combat Gear *bead of karma* (used), *boots of swift passage*, *pearl of power* (1st level) x2 (all used), *pearl of power* (2nd level) x7 (all used), *robe of mysterious conjuration*

Wizard Spells Prepared (CL 24th):

9th—*dragonshape*, *foresight*, *wish* (DC 27), *time stop*

8th—*mind blank* †, *moment of prescience* †, *scintillating pattern*, *superior invisibility* †

7th—*greater arcane sight* †, *limited wish* (DC 25), *quickenened enervation* x2, *reverse gravity* (DC 25), *waves of exhaustion*

6th—*disintegrate* (DC 24), *empowered orb of electricity* (DC 23), *greater heroism*, *superior resistance* x2 † †, *true seeing* †

5th—*overland flight*, *rary's telepathic bond*, *spiritwall* (DC 24), *telekinesis* (DC 23), *teleport*

4th—*celerity*, *evard's black tentacles*, *greater invisibility*, *orb of force*, *orb of fire* (DC 23), *scrying*, *solid fog*

3rd—*fly*, *greater mage armor* x2, *haste*, *greater magic weapon* †, *phantom steed*, *unluck* (DC 21)

2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *false life* x2 †, *resist energy* †, *see invisibility* †

1st—*familiar pocket* †, *guided shot* x2, *magic missile* x2, *protection from good* †, *shield* †

0—*detect magic* x2, *message*, *read magic*

† Already cast

Spell-Like Abilities (CL 19th):

2/day—*chain dispel*

Abilities Str 8, Dex 10, Con 18, Int 26, Wis 13, Cha 12

Feats Augment Summoning, Empower Spell, Metamagic School Focus (Necromancy), Quicken Spell, Scribe Scroll, Skill Focus (Knowledge [the planes]), Skill Focus (Spellcraft), Spell Focus (Conjuration), Spell Focus (Necromancy), Sudden Maximize

Skills Concentration +26, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (the planes) +26, Spellcraft +35, Use Magic Device +23

Possessions combat gear plus *amulet of health* +4, *cloak of resistance* +5, *headband of intellect* +6, *large crossbow bolts* +5 (enhanced by *greater magic weapon*) x50, *tome of clear thought* +1 †

Spellbook spells prepared

Spell Power (Su) Sunifarel's effective caster level is increased by +1 for purposes of determining level-dependent spell variables such as damage dice or range and caster level checks only. This has already been accounted for in the stat block.

DRAGONSHAPED FAMILIAR

CR 19

Male human wizard 7/loremaster 10/archmage 2

CE Medium humanoid (human)

Init N/A; **Senses** *see invisibility*, *arcane sight*, blindsense 60 ft., darkvision 120 ft., quadruple-strength low-light vision, Listen +32, Spot +32

Languages Common, Abyssal, Giant, Infernal, Orc, Terran

AC 42, touch 8, flat-footed 42; *protection from good* (+6 armor, +4 shield)

hp 62 plus 186 temporary (greater heroism +20, dragonshape +150, false life +16 (19 HD))

Immune *magic missile*, fire

Resist acid 30, cold 30, electric 30, sonic 30

Weakness vulnerability to cold

Fort +37, **Ref** +26 **Will** +28

Speed 40 ft (8 squares), fly 60 ft good/150 ft poor

Melee bite +40 (2d8+13/19-20) and
2 claws +38 (2d6+6/19-20) and
2 wings +38 (1d8+6/19-20) and
tail slap +38 (2d6+19/19-20)

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

Base Atk +25; **Grp** +46

Atk Options Cleave, Combat Reflexes, Flyby Attack, Power Attack

Special Actions breath weapon (50-foot cone, 14d10 fire, Reflex DC 32 half), crush

Spell-Like Abilities (CL 9th): 7/day—*locate object*

Abilities Str 37, Dex 14, Con 27, Int 18, Wis 19, Cha 18

Feats Cleave, Combat Reflexes, Flyby Attack, Improved Critical (bite, claw, tail slap, wing), Multiattack, Power Attack

Skills Concentration +26, Knowledge (arcana) +30, Knowledge (history) +30, Appraise +32, Bluff +32, Concentration +36, Diplomacy +34, Intimidate +34, Jump +41, Knowledge (arcana) +32, Listen +32, Search +32, Spot +32.

Crush (Ex) Area 15 ft by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage, and must succeed on a DC 28 Reflex save or be pinned.

Active Spells (CL 24) *bull's strength*, *cat's grace*, *bear's endurance*, *false life*, *greater heroism*, *greater mage armor*, *shield*, *see invisibility*, *protection from good*, *superior resistance*

7: MISTRESS OF THE BLADE

BREEANNA WINDSTRIDER **CR 14***
Female high-elf barbarian 2/fighter 2/ranger 2/rogue 3/contemplative 2/pious templar 4
NG (*undetectable alignment* [*ring of mind shielding*])
Medium humanoid (high-elf)
Init +5; **Senses** low-light vision; Listen +3 (+5 vs. humans), Spot +15 (+17 vs. humans)
Languages Common, Celestial, Elven

AC 21, touch 15, flat-footed 21
(+5 Dex, +5 armor, +1 shield); uncanny dodge, trap sense +1
AC (Fighting Defensively) 24, touch 18, flat-footed 21
(+3 Dodge)
hp 83 (15 HD); **DR** 1/-
Immune disease, *sleep*, *detect thoughts*, *discern lies*
Resist fortification 25%, +2 saves vs. enchantment, trap sense +1, evasion, mettle, slippery mind, Travel domain, True Believer
Fort +14, **Ref** +12, **Will** +10

Speed 40 ft. (8 squares)
Melee mwk rapier +22/+17/+12 (1d6+5/15-20) or
Melee (Fighting Defensively) mwk rapier +18/+13/+8 (1d6+5/15-20) or
Melee (Two-Weapon Fighting) mwk rapier +20/+15/+10 (1d6+5/15-20) and mwk rapier +19/+14 (1d6+4/15-20) or
Melee (TWF and Fighting Defensively) mwk rapier +16/+11/+6 (1d6+5/15-20) and mwk rapier +15/+10 (1d6+4/15-20)
Base Atk +13; **Grp** +14
Atk Options favored enemy +2 (humanoid [humans])
Special Actions Quickdraw, rage 1/day, smite 1/day +4/+4, smite 1/adventure +4/+12, sneak attack +2d6
Combat Gear mwk rapiers (2), mwk cold iron rapier, mwk silver rapier, mwk dagger
Pious Templar Spells Prepared (CL 6th):
3rd—*fly*
2nd—*zone of truth* (DC 13)
1st—*bless water*, *lesser restoration*
Deity: Kelanen; **Domain:** Travel
‡ Already cast

Abilities Str 12, Dex 20, Con 10, Int 12, Wis 13, Cha 10
SQ bonus domain (Travel), divine health, elf traits, fast movement, slippery mind, trap finding, uncanny dodge, wild empathy
Feats Improved Critical (rapier), Improved Two-Weapon Fighting, Leadership, Melee Weapon Mastery (piercing), Oversized Two-Weapon Fighting, Quickdraw^B, Track^B, True Believer, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (rapier)^B, Weapon Specialization (rapier)^B
Skills Balance +21, Concentration +4, Intimidate +4, Jump +14, Knowledge (religion) +14, Knowledge (nature) +8, Listen +3, Move Silently +8, Profession (fencing instructor) +5, Ride +6, Search +17, Spot +15, Survival +19, Tumble +26

Possessions combat gear plus *gemstone of light fortification*, *ring of mind shielding*, mithral breastplate, mwk darkwood buckler

Mettle (Su) If Breeanna makes a successful Will or Fortitude save that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only spells with a Saving Throw entry of "Will partial", "Fortitude half", or similar entries can be negated through this ability.

Slippery Mind (Ex) If Breeanna is affected by an enchantment and fails her saving throw, one round later she can attempt her saving throw again. She only gets one extra chance to succeed on her save.

Skills +2 racial bonus to Listen, Search, and Spot checks. +4 Circumstance bonus when wielding a sword to Balance, Concentration, Intimidate, and Tumble checks (meta-org bonus)

Note CR lowered by 1 due to lack of magic items.

RAGING BREEANNA WINDSTRIDER CR 14*

AC 19, touch 13, flat-footed 19
(-2 Rage)
hp 113 (15 HD); **DR** 1/-
Fort +16, **Ref** +12, **Will** +12

Melee mwk rapier +22/+17/+12 (1d6+7/15-20) or
Melee (Two-Weapon Fighting) mwk rapier +20/+15/+10 (1d6+7/15-20) and mwk rapier +19/+14 (1d6+5/15-20) or
Base Atk +13; **Grp** +16

9: WE THREE MEET AGAIN

VANUR CR 1

Male human cleric 1
CE Medium Humanoid (human)
Init -1; **Senses** Listen +2, Spot +2
Languages Common, Abyssal, Infernal

AC 13, touch 9, flat-footed 13
(-1 Dex, +4 armor)
hp 9 (1 HD);
Fort +3, **Ref** -1, **Will** +3

Speed 30 ft. in none (12 squares), base movement 30 ft.
Melee quarterstaff (dripping evil from *veil*) +0 (1d6)
Space 5 ft.; **Reach** 5 ft.
Base Atk +0; **Grp** +0
Cleric Spells Prepared (CL 1st):
1st—*disguise self*^P, *inflict light wounds* x2 (DC 12),
D: Domain spell. **Deity:** luz. **Domains:** Mind, Trickery
Abilities Str 10, Dex 8, Con 12, Int 14, Wis 13, Cha 15
Feats Persuasive, Skill Focus (Bluff)
Skills Bluff+13, Concentration +5, Diplomacy +8, Intimidate +8
Possessions chain shirt

1: SO YOU WANT TO FIGHT OLD WICKED?

LESSER ASPECT OF LUZ**CR 15**

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +7; **Senses** *true seeing*, Listen +24, Spot +24**Languages** Abyssal, Common, Flan, telepathy 100 ft.**AC** 32, touch 12, flat-footed 29; Dodge, Mobility(-1 size, +3 Dex, +16 natural, +4 deflection [*unholy aura*])**hp** 190 (20 HD); **DR** 10/cold iron, good, and lawful**Immune** electricity, fire, mind affecting, poison**Resist** acid 15, cold 15 **SR** 26**Fort** +17, **Ref** +15, **Will** +12**Speed** 40 ft. (8 squares), fly 60 ft. (good)**Melee** +1 *wounding adamantite greatsword*

+28/+23/+18/+13 (3d6+11 plus 1 Con/17-20)

Aging Spittle +23 ranged touch

Space 10 ft.; **Reach** 10 ft.**Base Atk** +21; **Grp** +32**Atk Options** Aging Spittle, aligned strike (chaotic, evil), Cleave, Power Attack, Quick Draw, QuickenSpell-like Ability (*greater teleport*), *summon tanar'ri***Special Actions** Dodge**Spell-Like Abilities** (CL 15th):At Will—*fly*, *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *unholy aura*3/day—*quicken greater teleport* (self plus 50 lb. of objects only)1/day—*mind blank***Abilities** Str 24, Dex 16, Con 21, Int 10, Wis 11, Cha 11**SQ** damage reduction 10/cold iron, good, and lawful, darkvision 60 ft., telepathy 100 ft.**Feats** Cleave, Dodge, Mobility, Improved Critical (greatsword), Improved Initiative, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*)**Skills** Concentration +29, Hide +23, Intimidate +24, Knowledge (the planes) +24, Listen +24, Move Silently +27, Spot +24, Tumble +27**Possessions** +1 *wounding adamantite greatsword***Aging Spittle (Su)** As a swift action, an Aspect of luz can spit at an enemy (ranged touch attack), causing them to age; this imposes a -4 penalty to Strength, Dexterity, and Constitution; and causes their hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 25 halves penalty). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. The save DC is Constitution-based.**Summon Tanar'ri (Sp)** Once per day a Lesser Aspect of luz can automatically summon 1d4 vrocks, 1d4 hezrou, or one nalfeshnee. This ability is the equivalent of a 5th level spell.

3: YET ANOTHER RETURN TO GRUMLAND KEEP

WAR-CORRUPTED LILLEND**CR 12**

Fallen lillend warchanter 5

CE Large outsider (chaotic, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., Listen +13, Spot +13**Languages** Abyssal, Celestial, Common, Infernal**AC** 17, touch 12, flat-footed 14; Combat Expertise

(-1 size, +3 Dex, +5 natural)

hp 90 (12 HD); **DR** 10/- (up to 50 points of damage)**Immune** poison**Resist** fire 10, divinations as per *nondetection* (DC 19), +10 to resist disarm**Fort** +12, **Ref** +9, **Will** +9**Speed** 20 ft. in (4 squares), fly 70 ft. (average)**Melee** *Squelcher* +18/+13/+8 (1d10+10/17-20; on a successful critical hit, the enhancement bonus increases to +4, and the weapon deals an additional 2d6 damage) and

Tail slap +11 (2d6+2)

Space 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +21**Atk Options** Combat Expertise, Power Attack, constrict 2d6+5, improved grab**Special Actions** bardic/warchanter music 11/day (countersong, *fascinate*, hymn of fortification, inspire courage +1, inspire recklessness, inspire toughness, *suggestion*), combine songs**Combat Gear** *circlet of mages* (used),**Bard Spells Known** (CL 6th):2nd (4/day, 2 remaining)—*harmonize* ‡, *tongues* ‡, *whirling blade*1st (5/day, 1 remaining)—*expeditious retreat*, *nystul's magic aura*, *obscure object* ‡, *undetectable alignment* ‡0 (4/day)—*detect magic*, *light*, *mage hand*, *mending*, *open/close*, *read magic*

‡ Already cast

Spell-Like Abilities (CL 10th):3/day—*darkness*, *hallucinatory terrain* (DC 21), *knock*, *light*1/day—*charm person* (DC 18), *speak with animals*, *speak with plants*.

‡ Already cast

Abilities Str 20, Dex 17, Con 16, Int 14, Wis 16, Cha 24**Feats** Combat Casting, Combat Expertise, Power Attack, Subsonics, Weapon Focus (bastard sword [martial])**Skills** Concentration +17, Diplomacy +24, Knowledge (arcana) +12, Listen +13, Perform (sing) +22, Sense Motive +18, Spellcraft +14, Spot +13, Survival +17, Use Magic Device +22 (+24 with scrolls)**Possessions** combat gear plus *Squelcher*, *amulet of proof against detection and location*, *cloak of charisma* +6, *greater crystal of security*, *greater iron ward diamond*

Constrict (Ex) A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower part of its body, so it cannot move when constricting, though it can still attack with its sword.

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

Bardic/Warchanter Music (Su) 11 times per day, a warchanter can use his song or poetics to produce magical effects on those around him. Starting this effect is a standard action. While using warchanter music, a warchanter cannot cast spells, activate magic items by spell completion, or activate magic items by command word. A deaf bard has a 20% chance to fail when attempting to use warchanter music; this still uses the music attempt.

Countersong (Su) See *Player's Handbook* 29.

Fascinate (Sp) See *Player's Handbook* 29.

Hymn of Fortification (Sp) A 3rd-level bard with 6 or more ranks in Perform (sing) or Perform (oratory) can grant protection from supernatural creatures. This effect fortifies the lillend or a single ally within 30 feet against mental control and attacks from good-aligned and summoned creatures. In most respects, *hymn of fortification* mirrors the effects of the *protection from evil* spell. If you wish to protect an ally with this ability, the two of you must be able to see and hear each other. The effect lasts as long as you concentrate, up to a maximum of 2 minutes.

Inspire Courage (Su) See *Player's Handbook* 29.

Inspire Recklessness (Su) A warchanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in herself). The effect lasts for as long as the ally hears the warchanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class and add the same number to all her melee attack rolls that round as a morale bonus. The number must be chosen before making any attack rolls that round, and the penalty to Armor Class and bonus to attack rolls last until the character's next action.

Inspire Toughness (Su) A warchanter with 9 or more ranks in Perform (sing) can use her song to impart a kind of resiliency on her allies, including herself. Any ally who can hear the warchanter sing receives 10 temporary hit points for as long as the ally hears the warchanter sing and for 5 rounds thereafter.

Suggestion (Sp) See *Player's Handbook* 29.

Combine Songs (Su) A warchanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or warchanter music to provide the benefits of both (normal stacking rules for bonus types apply).

4: TERROR IN THE VESSE

SPELLWARPED ADVANCED TREANT (2) CR 12

NE Huge aberration (augmented plant)

Init +4; **Senses** low-light vision, Listen +16, Spot +16

Languages Common, Sylvan

AC 23, touch 8, flat-footed 23

(-2 size, +15 natural)

hp 188 (15 HD); **DR** 10/slashing

Immune critical hits, mind-affecting effects, poison, sleep, paralysis, polymorph, stunning

SR 26, spell absorption

Fort +17, **Ref** +5, **Will** +10

Weakness vulnerable to fire (+50% damage)

Speed 30 ft. (6 squares);

Melee 2 slams +21 (2d6+12 damage)

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

Base Atk +11; **Grp** +31

Atk Options Awesome Blow, Improved Bull Rush, Improved Sunder, Power Attack, double damage against objects

Special Actions trample 2d6+18 (DC 29 Reflex half)

Spell-Like Abilities (CL 12th):

At will—*animate trees* (see below)

Abilities Str 34, Dex 10, Con 26, Int 16, Wis 16, Cha 12

Feats Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills Diplomacy +3, Disguise +11, Hide +16, Intimidate +6, Knowledge (nature) +8, Listen +16, Sense Motive +8, Spot +16, Survival +10,

Possessions combat gear plus *hat of disguise*

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp) A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects (see *Monster Manual* 244). Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak*. Animated trees have the same vulnerability to fire that a standard treant has.

6: REQUIEM FOR A SOCIETY

MOLAG REQUIEM CHANTER

CR 14

Male ruin chanter

CE Medium fey (air, earth)

Init +11; **Senses** Listen +26, Spot +26

Languages Auran, Common, Giant, Sylvan, Terran

AC 31, touch 17, flat-footed 24; Dodge, Mobility (+7 Dex, +14 natural)

hp 190 (20 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 23

Fort +12, **Ref** +19, **Will** +15

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +19/+14 (1d6+7)

Base Atk +10; **Grp** +15

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, *song of freedom*), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*crushing despair* (DC 21), *rusting grasp* (+15 melee touch, DC 21), *spike stones* (DC 21)

Combat Gear +2 *adamantine light mace*

Abilities Str 20, Dex 25, Con 23, Int 18, Wis 17, Cha 25

Feats Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Requiem, Weapon Finesse,

Skills Concentration +15, Hide +30, Knowledge (architecture and engineering) +27, Knowledge (history) +27, Knowledge (religion) +20, Listen +26, Move Silently +30, Perform (sing) +30, Spot +26, Survival +26, Tumble +26

Possessions combat gear

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (PH 29)

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a –6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 27 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 27 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

RUIN NECROMENTAL

CR 12

NE Large undead (augmented elemental, earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9

Languages Terran

AC 25, touch 9, flat-footed 25

(–1 size, +16 natural)

hp 117 (18 HD); fast healing 3

Immune elemental immunities, undead immunities, spike stones

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

Speed 40 ft. (8 squares)

Melee 2 slams +22 (1d8+9 plus energy drain)

Ranged rock +22 (2d6+9)

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

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

Atk Options Improved Bull Rush, Improved Sunder, Power Attack, Power Throw, create spawn, energy drain, shock wave

Special Actions rock throwing

Abilities Str 29, Dex 10, Con 24, Int 1, Wis 10, Cha 1
SQ elemental traits

Feats Brutal Throw, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Power Throw, Weapon Focus (slam)

Skills Hide –1, Listen +9, Spot +9

Rock Throwing (Ex) Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.

Create Spawn (Su) An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.

Energy Drain (Su) Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the creature possesses. The save DC to remove the negative level 24 hours later is 19. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.

Shock Wave (Ex) Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent. This ruin elemental has a +17 bonus on the opposed check against Medium creatures, +21 against Small creatures, and +13 against Large creatures. Creatures that fail the opposed checks are pushed back 5 feet and knocked prone.

Skills Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.

Description What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.

8: DAMN THIS MADHOUSE!

PRISMATIC RAY TRAP (4-6)

CR 8

Description A dazzling display of lights comes from a *continual flame* on the wall.

Search N/A; **Type** Magic

Trigger command; **Init** N/A

Effect spell effect (split ray *prismatic ray* (either yellow and orange, green and blue, or indigo and violet ray, choose ray color as appropriate per encounter text), both rays targeted on same PC), one trap per PC, 13th level wizard, both targeted on the same PC, DC 18 Fortitude, Reflex, or Will save

Duration Instantaneous, no reset

Destruction N/A

Disarm N/A

9: WE THREE MEET AGAIN

KALSHAK

CR 13

Male human wizard 6/divine oracle 2/earth dreamer 5
NE Medium humanoid (human)

Init +1; **Senses** Earth Sense, tremorsense 10 ft., *true seeing*, Listen +19, Spot +1

Languages Common, Abyssal, Giant, Infernal, Orc, Terran

AC 19, touch 11, flat-footed 18; trap sense +1, *protection from good* (+1 Dex, +4 armor, +4 shield)

Miss Chance 50% Ranged Attacks if moving 10'

hp 72 plus 16 temporary (13 HD)

Immune *magic missile*

Resist prescient sense, acid 30, electric 30, fire 30, sonic 30

Fort +14, **Ref** +12 (+13 vs traps), **Will** +16

Speed 35 ft (7 squares);

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

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

Special Actions *earth dream*, earth glide, earth sight

Combat Gear *panther mask*, *ring of entropic shielding*

Wizard Spells Prepared (CL 13th):

7th—*greater arcane sight* †, *project image* (DC 23)

6th—*disintegrate* (DC 22), *freezing fog*, *true seeing* †, *veil* † (DC 22)

5th—*empowered acid substituted fireball* (DC 20), *empowered fireball* (DC 20), *mass fly* †, *rary's telepathic bond* †, *reciprocal gyre* (DC 21)

4th—*arcane eye* †, *dimension door*, *empowered scorching ray*, *enervation*, *evard's black tentacles*, *greater invisibility*

3rd—*acid substituted fireball* (DC 21), *arcane sight*, *fly*, *dispel magic*, *fireball*x2 (DC 21)

2nd—*false life* †, *resist energy*x4 †, *mirror image* †, *see invisibility* †

1st—*alarm* †, *familiar pocket* †, *guided shot*, *mage armor* †, *magic missile*, *protection from good* †, *shield* †

0—*detect magic*x2, *message*, *read magic*

† Already cast

Abilities Str 10, Dex 12, Con 16, Int 22, Wis 13, Cha 8

SQ earth friend

Feats Earth Sense, Empower Spell, Energy Substitution (acid), Insightful Reflexes, Mobile Spellcasting, Scribe Scroll, Skill Focus (Knowledge [Religion]), Spell Focus (Evocation),

Skills Concentration +19, Knowledge (arcana) +17, Knowledge (nature) +21, Knowledge (religion) +20, Knowledge (planes) +7, Listen +19, Spellcraft +24,

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +3, *headband of intellect* +6

Spellbook spells prepared

Prescient Sense (Ex) If a divine oracle makes a successful Reflex save against an attack that normally deals half damage on a successful save, she instead takes no damage. This works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give the earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action, and each use lasts for 6 rounds.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ruddle or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action, and each use lasts for 6 rounds.

HOBGOBLIN DERVISH**CR 12**

Male hobgoblin fighter 4/diviner 2/dervish 1/earth dreamer 5

NE Large Humanoid (Goblinoid)

Init +2; **Senses** **Senses** Earth Sense, tremorsense 10 ft., *see invisibility*, Listen +1, Spot +1**Languages** Common, Abyssal, Goblin, Terran**AC** 25, touch 13, flat-footed 23; **Combat Expertise**, Dodge, Elusive Target, Mobility (-1 size, +2 Dex, +1 class, +4 armor, +4 shield, +1 haste, +4 natural)**Miss Chance** 50% Ranged Attacks**hp** 81 plus 27 temporary (12 HD); **DR** 10/adamantine (until 70 points are prevented)**Immune** *magic missile***Resist** +8 to resist bull rush, overrun, or trip**Fort** +15, **Ref** +13, **Will** +15**Speed** 60 ft. (12 squares), fly 90 ft. (good);**Melee** *spectral weapon* Large greatsword +18/+18/+13 (touch) (3d6+9, Will Save DC 16 for half)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Gp** +18**Atk Options** Arcane Strike, Combat Expertise, Power Attack**Combat Gear** *boots of speed* (already active), *ring of entropic deflection*, *shirt of the leech*, *third eye freedom***Wizard Spells Prepared** (CL 7th):4th—*arcane eye*, *heart of earth* †3rd—*arcane sight*, *fly* †, *heroism* †, *spectral weapon*2nd—*bull's strength* †, *false life* †, *see invisibility* †, *sonic weapon* †, *whirling blade*1st—*blades of flame* x2, *critical strike*, *enlarge person* †, *familiar pocket* †, *shield* †

† Already cast

Abilities Str 22, Dex 14, Con 16, Int 16, Wis 13, Cha 8**Feats** Arcane Strike, Combat Expertise, Dodge, Earth Sense, Elusive Target, Mobility, Power Attack, Scribe Scroll, Weapon Focus (greatsword)**Skills** Jump +27, Knowledge (Nature) +10, Perform (Dance) +11, Spellcraft +15, Tumble +17**Possessions** combat gear plus *amulet of health* +2, *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2

Dervish Dance (Ex) A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 4 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as *Move Silently*, *Hide* or *Search*. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the *Combat Expertise* feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has (6 rounds for this dervish). At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point this limitation no longer applies)

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give the earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action, and each use lasts for 6 rounds.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ruddle or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action, and each use lasts for 6 rounds.

Movement Mastery (Ex) A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

1: SO YOU WANT TO FIGHT OLD WICKED?

ASPECT OF IUZ

CR 17

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +7; **Senses** *true seeing*, Listen +28, Spot +28
Languages Abyssal, Common, Flan, telepathy 100 ft.
AC 36, touch 12, flat-footed 33; Dodge, Mobility
 (-1 size, +3 Dex, +16 natural, +4 deflection [*unholy aura*], +4 armor [*mage armor*])
hp 262 (25 HD); **DR** 15/cold iron, good, and lawful
Immune electricity, fire, mind affecting, poison
Resist acid 20, cold 20 **SR** 28
Fort +20, **Ref** +17, **Will** +14

Speed 40 ft. (8 squares), fly 60 ft. (good)

Melee +1 *wounding adamantite greatsword*
 +34/+29/+24/+19 (3d6+14 plus 1 Con/17-20)
 Aging Spittle +27 ranged touch

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

Base Atk +25; **Grp** +38

Atk Options Aging Spittle, aligned strike (chaotic, evil), Cleave, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*), *summon tanar'ri*

Special Actions Dodge, Elusive Target

Spell-Like Abilities (CL 20th):

At Will—*fly*, *greater dispel magic*, *greater teleport* (self plus 50 lb. of objects only), *mage armor*, *unholy aura*

3/day—*quicken greater dispel magic*, *quicken greater teleport* (self plus 50 lb. of objects only)

1/day—*mind blank*

Abilities Str 28, Dex 16, Con 22, Int 10, Wis 11, Cha 11

SQ damage reduction 15/cold iron, good, and lawful, darkvision 60 ft., telepathy 100 ft.

Feats Cleave, Dodge, Mobility, Elusive Target, Improved Critical (greatsword), Improved Initiative, Power Attack, Quick Draw, Quicken Spell-like Ability (*greater teleport*)

Skills Concentration +34, Hide +27, Intimidate +28, Knowledge (the planes) +28, Listen +28, Move Silently +31, Spot +28, Tumble +31

Possessions +1 *wounding adamantite greatsword*, *belt of giant strength* +4

Aging Spittle (Su) As a swift action, an Aspect of Iuz can spit at an enemy (ranged touch attack), causing them to age; this imposes a -6 penalty to Strength, Dexterity, and Constitution; and causes their hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 28 halves penalty). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. The save DC is Constitution-based.

Summon Tanar'ri (Sp) Once per day an Aspect of Iuz can automatically summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee, glabrezu, or marilith. This ability is the equivalent of a 6th level spell.

3: YET ANOTHER RETURN TO GRUMLAND KEEP

WAR-CORRUPTED LILLEND

CR 14

Fallen lillend warchanter 7

CE Large outsider (chaotic, evil, extraplanar)

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

Languages Abyssal, Celestial, Common, Infernal

AC 17, touch 12, flat-footed 14; Combat Expertise (-1 size, +3 Dex, +5 natural)

hp 105 (14 HD); **DR** 10/- (up to 50 points prevented)

Immune poison

Resist fire 10, divinations as per *non-detection* (DC 19), +10 on checks to resist disarm

Fort +18, **Ref** +15, **Will** +15

Speed 20 ft. in (4 squares), fly 70 ft. (average)

Melee *Squelcher* +20/+15/+10 (1d10+10/17-20; on a successful critical hit, the enhancement bonus increases to +4, and the weapon deals an additional 2d6 damage) and
 Tail slap +13 (2d6+2)

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

Base Atk +14; **Grp** +23

Atk Options Combat Expertise, Power Attack, constrict 2d6+5, improved grab

Special Actions bardic/warchanter music 13/day (countersong, *fascinate*, hymn of fortification, inspire awe, inspire courage +1, inspire recklessness, inspire toughness, *suggestion*), combine songs

Combat Gear *circlet of mages* (used), *ring of greater counterspells*, *ring of spell storing* (currently holds one *whirling blade* and one *enlarge weapon*)

Bard Spells Known (CL 6th):

2nd (4/day, 2 remaining)—*harmonize* †, *tongues* †, *whirling blade*

1st (5/day, 0 remaining)—*expeditious retreat*, *nystul's magic aura*, *obscure object* †, *undetectable alignment* †

0 (4/day)—*detect magic*, *light*, *mage hand*, *mending*, *open/close*, *read magic*

† Already cast

Spell-Like Abilities (CL 10th):

3/day—*darkness*, *hallucinatory terrain* (DC 21), *knock*, *light*

1/day—*charm person* (DC 18), *speak with animals*, *speak with plants*.

† Already cast

Abilities Str 20, Dex 17, Con 16, Int 14, Wis 16, Cha 24

Feats Combat Casting, Combat Expertise, Power Attack, Subsonics, Weapon Focus (bastard sword [martial])

Skills Concentration +19, Diplomacy +26, Knowledge (arcana) +12, Listen +13, Perform (sing) +24, Sense Motive +20, Spellcraft +14, Spot +13, Survival +17, Use Magic Device +24 (+26 with scrolls)

Possessions combat gear plus *Squelcher*, *amulet of proof against detection and location*, *cloak of charisma +6*, *greater crystal of security*, *greater iron ward diamond*, *vest of resistance +5*

Constrict (Ex) A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower part of its body, so it cannot move when constricting, though it can still attack with its sword.

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

Bardic/Warchanter Music (Su) 11 times per day, a warchanter can use his song or poetics to produce magical effects on those around him. Starting this effect is a standard action. While using warchanter music, a warchanter cannot cast spells, activate magic items by spell completion, or activate magic items by command word. A deaf bard has a 20% chance to fail when attempting to use warchanter music; this still uses the music attempt.

Countersong (Su) See *Player's Handbook* 29.

Fascinate (Sp) See *Player's Handbook* 29.

Hymn of Fortification (Sp) A 3rd-level bard with 6 or more ranks in Perform (sing) or Perform (oratory) can grant protection from supernatural creatures. This effect fortifies the lillend or a single ally within 30 feet against mental control and attacks from good-aligned and summoned creatures. In most respects, *hymn of fortification* mirrors the effects of the *protection from good* spell. If you wish to protect an ally with this ability, the two of you must be able to see and hear each other. The effect lasts as long as you concentrate, up to a maximum of 2 minutes.

Inspire Awe (Su) A warchanter of 7th level or higher with 15 or more ranks in any Perform can inspire uneasiness, fear, or even terror in her foes. To be affected, a foe must be within 60 feet of the warchanter and must be able to hear the warchanter. Foes get a DC 24 Will save to resist the effect. Foes who fail are affected by a fear effect dependent upon their Hit Dice for as long as they can hear the warchanter and for 1 round thereafter: 4 HD or less – paralyzed with fear; 5-13 HD – panicked; 14-19 – frightened; 20 or more – shaken. This is a fear effect.

Inspire Courage (Su) See *Player's Handbook* 29.

Inspire Recklessness (Su) A warchanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in herself). The effect lasts for as long as the ally hears the warchanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class and add the same number to all her melee attack rolls that round as a morale bonus. The number must be

chosen before making any attack rolls that round, and the penalty to Armor Class and bonus to attack rolls last until the character's next action.

Inspire Toughness (Su) A warchanter with 9 or more ranks in Perform (sing) can use her song to impart a kind of resiliency on her allies, including herself. Any ally who can hear the warchanter sing receives 14 temporary hit points and the benefit of the Diehard feat for as long as the ally hears the warchanter sing and for 5 rounds thereafter.

Suggestion (Sp) See *Player's Handbook* 29.

Combine Songs (Su) A warchanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or warchanter music to provide the benefits of both (normal stacking rules for bonus types apply).

GORISTRO**CR 16**

CE Huge outsider (chaotic, evil, extraplanar, tanar'ri)
Init +3; **Senses** darkvision 60 ft., *see invisibility*;
 Listen +29, Spot +29

Language Abyssal, Telepathy 100 ft.

AC 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

hp 300 (24 HD); fast healing 5; DR 15/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 27

Fort +22, **Ref** +13, **Will** +16

Speed 40 ft. (8 squares)

Melee 2 slams +34 (3d8+18/19-20)

Ranged rock +21 (2d8+12)

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

Base Atk +24; **Grp** +44

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Shock Trooper

Special Actions rock throwing, stamp

Combat Gear

Spell-Like Abilities (CL 12th):

At will—*fear* (DC 15), *levitate* †, *spider climb* †

† Already cast

Abilities Str 34, Dex 8, Con 27, Int 5, Wis 15, Cha 13

SQ powerful slam

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Shock Trooper

Skills Diplomacy +3, Intimidate +28, Jump +34, Listen +29, Sense Motive +29, Spot +29,

Possessions combat gear plus

See Invisibility (Ex) As per the spell, cannot be dispelled.

Rock Throwing (Ex) Rocks weighing 60-80 pounds, range increment 150 feet.

Stamp (Su) Up to three times per day as a standard action, a goristro can produce a shock wave that sends its foes careening off-balance by stamping on the ground. The shockwave lasts for 1 round and duplicates the effects of an *earthquake* spell in an 80-foot radius around the goristro. The goristro and others of its kind are unaffected by the earthquake.

Powerful Slam (Ex) A goristro's slam attacks are treated as if they were two-handed weapons for purposes of applying modifiers to damage with Power Attack and from its Strength bonus.

Power-Up Suite (Status – inspire recklessness, inspire toughness):

AC 5, touch -17, flat-footed 5

(-2 size, -1 Dex, +22 natural, -24 inspire recklessness)

hp add 14 temporary

Melee 2 slams +34 (3d8+66/19-20)

Ranged rock +21 (2d8+12)

Feats add Diehard

4: TERROR IN THE VESVE**SPELLWARPED ADVANCED TREANT (2) CR 14**

NE Gargantuan aberration (augmented plant)

Init +4; **Senses** low-light vision, Listen +20, Spot +20

Languages Common, Sylvan

AC 25, touch 6, flat-footed 25

(-4 size, +19 natural)

hp 276 (19 HD); DR 10/slashing

Immune critical hits, mind-affecting effects, poison, sleep, paralysis, polymorph, stunning

SR 30, spell absorption

Fort +21, **Ref** +6, **Will** +11

Weakness vulnerable to fire (+50% damage)

Speed 30 ft. (6 squares);

Melee 2 slams +26 (3d6+16 damage)

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

Base Atk +14; **Grp** +42

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, double damage against objects

Special Actions trample 3d6+24 (DC 35 Reflex half)

Spell-Like Abilities (CL 12th):

At will—*animate trees* (see below)

Abilities Str 43, Dex 10, Con 30, Int 16, Wis 16, Cha 12

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Power Attack

Skills Diplomacy +3, Disguise +11, Hide +16, Intimidate +6, Knowledge (nature) +8, Listen +20, Sense Motive +8, Spot +20, Survival +10,

Possessions combat gear plus *hat of disguise*

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp) A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects (see *Monster Manual* 244). Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak*. Animated trees have the same vulnerability to fire that a standard treant has.

6: REQUIEM FOR A SOCIETY

MOLAG REQUIEM CHANTER

CR 16

Male ruin chanter dirgesinger 2

CE Medium fey (air, earth)

Init +11; **Senses** Listen +28, Spot +26

Languages Auran, Common, Giant, Sylvan, Terran

AC 31, touch 17, flat-footed 24; Dodge, Mobility (+7 Dex, +14 natural)

hp 209 (22 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 23

Fort +12, **Ref** +19, **Will** +18

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +20/+15/+10 (1d6+7)

Base Atk +11; **Grp** +16

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music/dirgesong 14/day (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, song of bolstering, *song of freedom*, song of sorrow), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*quicken* *crushing despair* (DC 23), *rusting grasp* (+15 melee touch, DC 23), *spike stones* (DC 23)

Combat Gear +2 *adamantine light mace*

Abilities Str 20, Dex 25, Con 23, Int 18, Wis 17, Cha 29

Feats Combat Expertise, Dodge, Endurance, Improved Initiative, Mobility, Quicken Spell-Like Ability (*crushing despair*), Requiem, Weapon Finesse

Skills Concentration +17, Hide +31, Knowledge (architecture and engineering) +29, Knowledge (history) +29, Knowledge (religion) +22, Listen +28, Move Silently +30, Perform (sing) +34, Spot +26, Survival +26, Tumble +26

Possessions combat gear plus *cloak of charisma* +4

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (PH 29)

Dirgesong (Su) Dirgesong follows the same rules as bardic music. Dirgesinger levels stack with bard levels to determine how often a character can use dirgesong or bardic music. Dirgesinger levels do not stack with bard levels for determining which bardic music effects and spells a bard has access to. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a -2 penalty on Will saving throws and a -2 penalty on attack rolls and weapon damage rolls. A DC 35 Will save negates the effect and makes the character immune to that dirgesinger's song of sorrow for 24 hours. This is a mind-affecting ability.

Song of Bolstering: A dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet gain a bonus on their turn resistance equal to the dirgesinger's class level plus the dirgesinger's bard level (+14 in this case). The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter.

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a -6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 29 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 29 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

RUIN NECROMENTAL (2)**CR 12**

NE Large undead (augmented elemental, earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9**Languages** Terran**AC** 25, touch 9, flat-footed 25
(-1 size, +16 natural)**hp** 117 (18 HD); fast healing 3**Immune** elemental immunities, undead immunities, spike stones**Fort** +13, **Ref** +6, **Will** +6**Speed** 40 ft. (8 squares)**Melee** 2 slams +22 (1d8+9 plus energy drain)**Ranged** rock +22 (2d6+9)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +13; **Grp** +25**Atk Options** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Power Throw, create spawn, energy drain, shock wave**Special Actions** rock throwing**Abilities** Str 29, Dex 10, Con -, Int 1, Wis 10, Cha 1
SQ elemental traits**Feats** Brutal Throw, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Power Attack, Power Throw, Weapon Focus (slam)**Skills** Hide -1, Listen +9, Spot +9**Rock Throwing (Ex)** Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.**Create Spawn (Su)** An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.**Energy Drain (Su)** Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the creature possesses. The save DC to remove the negative level 24 hours later is 19. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.**Shock Wave (Ex)** Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent. This ruin elemental has a +17 bonus on the opposed check against Medium creatures, +21 against Small creatures, and +13 against Large creatures. Creatures that fail the opposed checks are pushed back 5 feet and knocked prone.**Skills** Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.**Description** What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.**8: DAMN THIS MADHOUSE!****PRISMATIC RAY TRAP (8-12)****CR 8****Description** A dazzling display of lights comes from a *continual flame* on the wall.**Search** N/A; **Type** Magic**Trigger** command; **Init** N/A**Effect** spell effect (split ray *prismatic ray* (either yellow and orange, green and blue, or indigo and violet ray, choose ray color as appropriate per encounter text), both rays targeted on same PC), two traps per PC, 13th level wizard, both targeted on the same PC, DC 18 Fortitude, Reflex, or Will save**Duration** Instantaneous, no reset**Destruction** N/A**Disarm** N/A

9: WE THREE MEET AGAIN

KALSHAK

CR 15

Male human wizard 6/divine oracle 2/earth dreamer 5/loremaster 2

NE Medium humanoid (human)

Init +21 (*moment of prescience*); **Senses** Earth Sense, tremorsense 10 ft., *greater arcane sight*, *true seeing*, Listen +19, Spot +1

Languages Common, Abyssal, Giant, Infernal, Orc, Terran

AC 19, touch 11, flat-footed 18; trap sense +1, *protection from good* (+1 Dex, +4 armor, +4 shield)

Miss Chance 50% Ranged Attacks if moving 10'

hp 85 plus 16 temporary (15 HD)

Immune *magic missile*

Resist prescient sense, acid 30, electric 30, fire 30, sonic 30

Fort +14, **Ref** +12 (+13 vs traps), **Will** +19

Speed 35 ft (7 squares);

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

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

Special Actions *earth dream*, earth glide, earth sight

Combat Gear *panther mask*, *ring of entropic shielding*

Wizard Spells Prepared (CL 15th):

8th—*empowered acid substituted delayed blast fireball* (DC 25), *moment of prescience* †

7th—*empowered acid substituted arc of lighting* (DC 22), *forcecage*, *greater arcane sight* †, *project image* (DC 24)

6th—*chained greater dispel magic*, *disintegrate* (DC 23), *freezing fog*, *true seeing* †, *veil* † (DC 23)

5th—*empowered acid substituted fireball* (DC 21), *empowered fireball* (DC 21), *mass fly* †, *rary's telepathic bond* †, *reciprocal gyre* (DC 22)

4th—*arcane eye* †, *dimension door*, *empowered fireball* (DC 21), *enervation*, *evard's black tentacles*, *greater invisibility*

3rd—*acid substituted fireball* (DC 21), *arcane sight*, *fly*, *dispel magic*, *empowered scorching ray*, *fireball* (DC 21)

2nd—*false life* †, *resist energy* x4 †, *mirror image* †, *see invisibility* †

1st—*alarm* †, *familiar pocket* †, *guided shot*, *mage armor* †, *magic missile*, *protection from good* †, *shield* †

0—*detect magic* x2, *message*, *read magic*

† Already cast

Abilities Str 10, Dex 12, Con 16, Int 24, Wis 13, Cha 8

SQ earth friend

Feats Chain Spell, Earth Sense, Empower Spell, Energy Substitution (acid), Insightful Reflexes, Metamagic School Focus, Mobile Spellcasting, Scribe Scroll, Skill Focus (Knowledge [Religion]), Spell Focus (Evocation),

Skills Concentration +21, Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (religion) +20, Knowledge (planes) +7, Listen +19, Spellcraft +26,

Possessions combat gear plus *amulet of health* +2, *cloak of resistance* +3, *headband of intellect* +6

Spellbook spells prepared

Prescient Sense (Ex) If a divine oracle makes a successful Reflex save against an attack that normally deals half damage on a successful save, she instead takes no damage. This works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give the earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action, and each use lasts for 6 rounds.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action, and each use lasts for 6 rounds.

HOBGOBLIN DERVISH (2)**CR 12**

Male hobgoblin fighter 4/diviner 2/dervish 1/earth dreamer 5

NE Large Humanoid (Goblinoid)

Init +2; **Senses** **Senses** Earth Sense, tremorsense 10 ft., *see invisibility*, Listen +1, Spot +1**Languages** Common, Abyssal, Goblin, Terran**AC** 25, touch 13, flat-footed 23; **Combat Expertise**, Dodge, Elusive Target, Mobility (-1 size, +2 Dex, +1 class, +4 armor, +4 shield, +1 haste, +4 natural)**Miss Chance** 50% Ranged Attacks**hp** 81 plus 27 temporary (12 HD); **DR** 10/adamantine (until 70 points are prevented)**Immune** *magic missile***Resist** +8 to resist bull rush, overrun, or trip**Fort** +15, **Ref** +13, **Will** +15**Speed** 60 ft. (12 squares), fly 90 ft. (good);**Melee** *spectral weapon* Large greatsword +18/+18/+13 (touch) (3d6+9, Will Save DC 16 for half)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Gp** +18**Atk Options** Arcane Strike, Combat Expertise, Power Attack**Combat Gear** *boots of speed* (already active), *ring of entropic deflection*, *shirt of the leech*, *third eye freedom***Wizard Spells Prepared** (CL 7th):4th—*arcane eye*, *heart of earth* †3rd—*arcane sight*, *fly* †, *heroism* †, *spectral weapon*2nd—*bull's strength* †, *false life* †, *see invisibility* †, *sonic weapon* †, *whirling blade*1st—*blades of flame* x2, *critical strike*, *enlarge person* †, *familiar pocket* †, *shield* †

† Already cast

Abilities Str 22, Dex 14, Con 16, Int 16, Wis 13, Cha 8**Feats** Arcane Strike, Combat Expertise, Dodge, Earth Sense, Elusive Target, Mobility, Power Attack, Scribe Scroll, Weapon Focus (greatsword)**Skills** Jump +27, Knowledge (Nature) +10, Perform (Dance) +11, Spellcraft +15, Tumble +17**Possessions** combat gear plus *amulet of health* +2, *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2**Dervish Dance (Ex)** A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 4 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as *Move Silently*, *Hide* or *Search*. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the *Combat Expertise* feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has (6 rounds for this dervish). At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point this limitation no longer applies)

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give the earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action, and each use lasts for 6 rounds.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action, and each use lasts for 6 rounds.

Movement Mastery (Ex) A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

1: SO YOU WANT TO FIGHT OLD WICKED?

GREATER ASPECT OF IUZ **CR 20**
 CE Large outsider (chaotic, evil, extraplanar, tanar'ri)
Init +7; **Senses** *true seeing*, Listen +35, Spot +35
Languages Abyssal, Common, Flan, telepathy 100 ft.
AC 43, touch 12, flat-footed 40; Dodge, Mobility
 (-1 size, +3 Dex, +19 natural, +4 deflection [*unholy aura*], +4 armor [*mage armor*], +4 shield [*shield*])
hp 400 (32 HD); **DR** 15/cold iron, good, and lawful
Immune electricity, fire, mind affecting, poison
Resist acid 30, cold 30 **SR** 31
Fort +26, **Ref** +21, **Will** +18

Speed 40 ft. (8 squares), fly 60 ft. (good)
Melee +1 *greater wounding adamantine greatsword*
 +44/+39/+34/+29 (3d6+17 plus 2 Con/17-20)
 Aging Spittle +34 ranged touch
Space 10 ft.; **Reach** 10 ft.
Base Atk +32; **Grp** +47
Atk Options Aging Spittle, aligned strike (chaotic, evil), Cleave, Power Attack, Quick Draw, Quicken
 Spell-like Ability (*greater teleport*), *summon tanar'ri*
Special Actions Dodge, Elusive Target
Spell-Like Abilities (CL 23rd):
 At Will—*fly*, *greater dispel magic*, *greater teleport*
 (self plus 50 lb. of objects only), *mage armor*,
unholy aura
 3/day—*quicken greater teleport* (self plus 50
 lb. of objects only)
 1/day—*mind blank*

Abilities Str 32, Dex 16, Con 26, Int 10, Wis 11, Cha 11
SQ damage reduction 15/cold iron, good, and lawful,
 darkvision 60 ft., telepathy 100 ft.
Feats Ability Focus (Aging Spittle), Cleave, Dodge,
 Elusive Target, Improved Critical (greatsword),
 Improved Initiative, Mobility, Power Attack, Quick
 Draw, Quicken Spell-like Ability (*greater teleport*),
 Weapon Focus (greatsword)
Skills Concentration +43, Hide +34, Intimidate +35,
 Knowledge (the planes) +35, Listen +35, Move
 Silently +38, Spot +35, Tumble +38
Possessions +1 *greater wounding adamantine*
greatsword, *amulet of health* +4, *belt of giant*
strength +6

Aging Spittle (Su) As a swift action, an Aspect of luz
 can spit at an enemy (ranged touch attack),
 causing them to age; this imposes a -6 penalty to
 Strength, Dexterity, and Constitution; and causes
 their hair to turn white, skin to wrinkle, and posture
 to stoop (Fortitude DC 36 halves penalty). The
 penalty lasts for 1 hour or until the victim receives a
remove curse spell. The save DC is Constitution-
 based.
Summon Tanar'ri (Sp) Once per day an Aspect of
 luz can automatically summon 4d10 dretches, 1d4
 hezrou, or one nalfeshnee, glabrezu, marilith, or
 balor. This ability is the equivalent of a 9th level
 spell.

3: YET ANOTHER RETURN TO GRUMLAND KEEP

WAR-CORRUPTED LILLEND **CR 17**
 Fallen lillend warchanter 10
 CE Large outsider (chaotic, evil, extraplanar)
Init +3; **Senses** darkvision 60 ft., Listen +13, Spot
 +13
Languages Abyssal, Celestial, Common, Infernal

AC 25, touch 12, flat-footed 22; Combat Expertise
 (-1 size, +4 Dex, +5 natural, +8 armor)
hp 128 (17 HD); DR 10/- (up to 50 points prevented)
Immune poison; all devices, spells, or powers that
 detect, influence, or read emotions or thoughts;
 mind-affecting spells; scrying spells.
Resist fire 10, divinations as per *nondetection* (DC
 19), +10 on checks to resist disarm
Fort +20, **Ref** +17, **Will** +16

Speed 20 ft. in (4 squares), fly 70 ft. (average)
Melee *Squelcher* +23/+18/+13/+8 (1d10+10/17-20; on
 a successful critical hit, the enhancement bonus
 increases to +4, and the weapon deals an
 additional 2d6 damage) and
 Tail slap +13 (2d6+2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +17; **Grp** +26
Atk Options Combat Expertise, Power Attack,
 constrict 2d6+5, improved grab
Special Actions bardic/warchanter music 20/day
 (countersong, *fascinate*, hymn of fortification,
 inspire awe, inspire courage +1, inspire legion,
 inspire recklessness, inspire toughness, singing
 shout, *suggestion*), combine songs
Combat Gear +3 *aporter glamerd mithral*
breastplate, *circlet of mages* (used), *gwaeron's*
belt, *ring of greater counterspells*, *ring of spell*
storing (currently holds one *whirling blade*), *scroll of*
brilliant aura,
Bard Spells Known (CL 6th):
 2nd (4/day, 2 remaining)—*harmonize* †, *tongues* †, *whirling blade*
 1st (5/day, 0 remaining)—*expeditious retreat*,
nystul's magic aura, *obscure object* †,
undetectable alignment †
 0 (4/day)—*detect magic*, *light*, *mage hand*,
mending, *open/close*, *read magic*
 † Already cast
Spell-Like Abilities (CL 10th):
 3/day—*darkness*, *hallucinatory terrain* (DC 21),
knock, *light*
 1/day—*charm person* (DC 18), *speak with animals*,
speak with plants.
 † Already cast

Abilities Str 20, Dex 18, Con 16, Int 14, Wis 16, Cha 24
Feats Combat Casting, Combat Expertise, Extra
 Music, Power Attack, Subsonics, Weapon Focus
 (bastard sword [martial])
Skills Concentration +22, Diplomacy +29, Knowledge
 (arcana) +12, Listen +13, Perform (sing) +27,

Sense Motive +23, Spellcraft +14, Spot +13, Survival +17, Use Magic Device +27 (+29 with scrolls)

Possessions combat gear plus *Squelcher*, *amulet of proof against detection and location*, *cloak of charisma* +6, *greater crystal of security*, *greater iron ward diamond*, *third eye conceal*, *vest of resistance* +5

Constrict (Ex) A lillend deals 2d6+5 points of damage with a successful grapple check. Constricting uses the entire lower part of its body, so it cannot move when constricting, though it can still attack with its sword.

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

Bardic/Warchanter Music (Su) 11 times per day, a warchanter can use his song or poetics to produce magical effects on those around him. Starting this effect is a standard action. While using warchanter music, a warchanter cannot cast spells, activate magic items by spell completion, or activate magic items by command word. A deaf bard has a 20% chance to fail when attempting to use warchanter music; this still uses the music attempt.

Countersong (Su) See *Player's Handbook* 29.

Fascinate (Sp) See *Player's Handbook* 29.

Hymn of Fortification (Sp) A 3rd-level bard with 6 or more ranks in Perform (sing) or Perform (oratory) can grant protection from supernatural creatures. This effect fortifies the lillend or a single ally within 30 feet against mental control and attacks from good-aligned and summoned creatures. In most respects, *hymn of fortification* mirrors the effects of the *protection from good* spell. If you wish to protect an ally with this ability, the two of you must be able to see and hear each other. The effect lasts as long as you concentrate, up to a maximum of 2 minutes.

Inspire Awe (Su) A warchanter of 7th level or higher with 15 or more ranks in any Perform can inspire uneasiness, fear, or even terror in her foes. To be affected, a foe must be within 60 feet of the warchanter and must be able to hear the warchanter. Foes get a DC 27 Will save to resist the effect. Foes who fail are affected by a fear effect dependent upon their Hit Dice for as long as they can hear the warchanter and for 1 round thereafter: 7 HD or less – paralyzed with fear; 8-16 HD – panicked; 16-22 – frightened; 23 or more – shaken. This is a fear effect.

Inspire Courage (Su) See *Player's Handbook* 29.

Inspire Legion (Su) A warchanter of 10th level or higher with 18 or more ranks in any Perform skill can unite her allies and make them fight better together. To be affected, an ally must be within 60 feet of the warchanter and be able to hear her. Only allies who meet these requirements at the beginning of the song are affected, and an ally

whose hearing is interrupted or who moves more than 60 feet away from the warchanter cannot rejoin the same song. The effect lasts as long as the affected characters can hear the warchanter and stay within range.

When the warchanter begins singing, determine the best base attack bonus among all the affected characters. All affected characters use this base attack bonus or the warchanter's level as their base attack bonus for the duration of the effect. All affected characters also gain a +2 competence bonus on damage rolls.

Inspire Recklessness (Su) A warchanter of 3rd level or higher with 12 or more ranks in any Perform skill can use her song or poetics to inspire an often dangerous, but very effective, ferocity in one of her allies within 60 feet (or in herself). The effect lasts for as long as the ally hears the warchanter sing and for 5 rounds thereafter. An affected ally is inspired to recklessness, gaining the ability to decrease her Armor Class and add the same number to all her melee attack rolls that round as a morale bonus. The number must be chosen before making any attack rolls that round, and the penalty to Armor Class and bonus to attack rolls last until the character's next action.

Inspire Toughness (Su) A warchanter with 9 or more ranks in Perform (sing) can use her song to impart a kind of resiliency on her allies, including herself. Any ally who can hear the warchanter sing receives 20 temporary hit points and the benefit of the Diehard feat for as long as the ally hears the warchanter sing and for 5 rounds thereafter.

Singing Shout (Sp) A warchanter of 8th level or higher can let out a singing shout as a standard action. All allies (including herself) within a 60-foot radius who can hear the warchanter gain a +4 enhancement bonus to Strength for 5 rounds.

Suggestion (Sp) See *Player's Handbook* 29.

Combine Songs (Su) A warchanter of 5th level or higher with 12 or more ranks in any Perform skill can combine two types of bardic music or warchanter music to provide the benefits of both (normal stacking rules for bonus types apply).

GORISTRO (2)**CR 16**

CE Huge outsider (chaotic, evil, extraplanar, tanar'ri)
Init +3; **Senses** darkvision 60 ft., *see invisibility*;
 Listen +29, Spot +29

Language Abyssal, Telepathy 100 ft.

AC 29, touch 7, flat-footed 29

(-2 size, -1 Dex, +22 natural)

hp 300 (24 HD); fast healing 5; DR 15/cold iron or good

Immune electricity, poison

Resist acid 10, cold 10, fire 10; **SR** 27

Fort +22, **Ref** +13, **Will** +16

Speed 40 ft. (8 squares)

Melee 2 slams +34 (3d8+18/19-20)

Ranged rock +21 (2d8+12)

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

Base Atk +24; **Grp** +44

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Shock Trooper

Special Actions rock throwing, stamp

Spell-Like Abilities (CL 12th):

At will—*fear* (DC 15), *levitate* ‡, *spider climb* ‡

‡ Already cast

Abilities Str 34, Dex 8, Con 27, Int 5, Wis 15, Cha 13

SQ powerful slam

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Shock Trooper

Skills Diplomacy +3, Intimidate +28, Jump +34, Listen +29, Sense Motive +29, Spot +29,

See Invisibility (Ex) As per the spell, cannot be dispelled.

Rock Throwing (Ex) Rocks weighing 60-80 pounds, range increment 150 feet.

Stamp (Su) Up to three times per day as a standard action, a goristro can produce a shock wave that sends its foes careening off-balance by stamping on the ground. The shockwave lasts for 1 round and duplicates the effects of an *earthquake* spell in an 80-foot radius around the goristro. The goristro and others of its kind are unaffected by the earthquake.

Powerful Slam (Ex) A goristro's slam attacks are treated as if they were two-handed weapons for purposes of applying modifiers to damage with Power Attack and from its Strength bonus.

Power-Up Suite (Status – brilliant aura, inspire recklessness, inspire toughness, singing shout):

AC 5, touch -17, flat-footed 5

(-2 size, -1 Dex, +22 natural, -24 inspire recklessness)

hp add 20 temporary

Melee 2 slams +36 (3d8+69/19-20, ignores armor and shield bonuses)

Ranged rock +21 (2d8+14, ignores armor and shield bonuses)

Abilities Str 38

Feats add Diehard

Skills Jump +36

4: TERROR IN THE VESVE**SPELLWARPED ADVANCED TREANT (2) CR 16**

NE Gargantuan aberration (augmented plant)

Init +4; **Senses** low-light vision, Listen +28, Spot +28

Languages Common, Sylvan

AC 25, touch 6, flat-footed 25

(-4 size, +19 natural)

hp 374 (27 HD); DR 10/slashing

Immune critical hits, mind-affecting effects, poison, sleep, paralysis, polymorph, stunning

SR 38, spell absorption

Fort +24, **Ref** +11, **Will** +15

Weakness vulnerable to fire (+50% damage)

Speed 30 ft. (6 squares);

Melee 2 slams +33 (3d6+17 damage)

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

Base Atk +20; **Grp** +49

Atk Options Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack, double damage against objects

Special Actions trample 3d6+25 (DC 40 Reflex half)

Spell-Like Abilities (CL 12th):

At will—*animate trees* (see below)

Abilities Str 45, Dex 10, Con 30, Int 16, Wis 16, Cha 12

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Skills Diplomacy +3, Disguise +11, Hide +24, Intimidate +6, Knowledge (nature) +8, Listen +28, Sense Motive +8, Spot +28, Survival +10,

Possessions combat gear plus *hat of disguise*

Spell Absorption (Su) Whenever a spell fails to penetrate a spellwarped creature's spell resistance, the creature gains one of the following benefits, chosen at the time that the spell resolves:

Might: The spellwarped creature gains a +4 enhancement bonus to Strength for 1 minute.

Agility: The spellwarped creature gains a +4 enhancement bonus to Dexterity for 1 minute.

Endurance: The spellwarped creature gains a +4 enhancement bonus to Constitution for 1 minute.

Life: The spellwarped creature gains temporary hit points equal to 5 x the level of the failed spell.

Speed: The spellwarped creature's base speed increases by a number of feet equal to 5 x the level of the failed spell.

Resistance: The spellwarped creature gains resistance 10 to one energy type (acid, cold, electricity, fire, or sonic).

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Animate Trees (Sp) A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects (see *Monster Manual* 244). Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak*. Animated trees have the same vulnerability to fire that a standard treant has.

6: REQUIEM FOR A SOCIETY

MOLAG REQUIEM CHANTER

CR 19

Male ruin chanter dirgesinger 5

CE Medium fey (air, earth)

Init +11; **Senses** Listen +26, Spot +26

Languages Auran, Common, Giant, Sylvan, Terran

AC 31, touch 17, flat-footed 24; Dodge, Mobility (+7 Dex, +14 natural)

hp 238 (25 HD); **DR** 15/cold iron and magic

Immune disease, poison

SR 23

Fort +16, **Ref** +23, **Will** +22

Speed 40 ft. (8 squares), fly 40 ft. (perfect)

Melee +2 *adamantine light mace* +22/+17/+12 (1d6+7)

Base Atk +13; **Grp** +18

Atk Options infirmity of body, infirmity of mind

Special Actions bardic music/dirgesong 21/day (countersong, *fascinate* 4 creatures, inspire courage +2, inspire confidence, *suggestion*, inspire greatness 2 creatures, song of awakening, song of bolstering, *song of freedom*, song of grief, song of horror, song of sorrow), call ruin elemental

Spell-Like Abilities (CL 20th):

3/day—*quicken crushing despair* (DC 25), *rusting grasp* (+15 melee touch, DC 25), *spike stones* (DC 25)

Combat Gear +2 *adamantine light mace*

Abilities Str 20, Dex 25, Con 23, Int 18, Wis 17, Cha 32

Feats Combat Expertise, Dodge, Endurance, Extra Music, Improved Initiative, Mobility, Quicken Spell-Like Ability (*crushing despair*), Requiem, Weapon Finesse

Skills Bluff +14, Concentration +20, Hide +31, Knowledge (architecture and engineering) +32, Knowledge (history) +32, Knowledge (religion) +25, Listen +31, Move Silently +30, Perform (sing) +39, Spot +26, Survival +26, Tumble +26

Possessions combat gear plus *cloak of charisma* +6, *vest of resistance* +3

Bardic Music (Su) A ruin chanter has the bardic music ability of a 12th-level bard (PH 29)

Dirgesong (Su) Dirgesong follows the same rules as bardic music. Dirgesinger levels stack with bard levels to determine how often a character can use dirgesong or bardic music. Dirgesinger levels do not stack with bard levels for determining which bardic music effects and spells a bard has access to. Each of these songs counts as a use of bardic music.

Song of Sorrow: A dirgesinger can evoke sorrow and lament in his enemies. To be affected, an enemy must be able to hear the dirgesinger perform. The effect lasts for as long as the enemy hears the dirgesinger perform and for 5 rounds thereafter. An affected enemy takes a -2 penalty on Will saving throws and a -2 penalty on attack rolls and weapon damage rolls. A DC 38 Will save negates the effect and makes the character immune to that dirgesinger's song of sorrow for 24 hours. This is a mind-affecting ability.

Song of Bolstering: A dirgesinger can bolster undead creatures against turning, much as an evil cleric does. All undead within 30 feet gain a bonus on their turn

resistance equal to the dirgesinger's class level plus the dirgesinger's bard level (+17 in this case). The bolstering lasts for as long as the dirgesinger performs and for 10 rounds thereafter.

Song of Grief: A dirgesinger can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the dirgesinger and be able to hear him. Unless the target succeeds on a DC 38 Will save, she becomes confused for as long as she hears the dirgesinger perform and for 5 rounds thereafter. This is an enchantment (compulsion), mind-affecting ability.

Song of Horror: A dirgesinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 60 feet who can hear the dirgesinger must succeed on a DC 38 Will save or take 1d6 points of Strength damage and 1d6 points of Dexterity damage. A creature that is affected by a dirgesinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same dirgesinger's song of horror for 24 hours.

Song of Awakening: A dirgesinger can animate the recently slain corpse of a creature within 30 feet. This requires the dirgesinger to make a Perform check (DC 10+target creature's HD). The slain creature can have no more than 25 HD. If the attempt fails, the dirgesinger can try again in a later round. The corpse to be awakened must have been dead for no more than 1 hour.

The awakened creature's type becomes undead, and it retains any subtypes it had. The creature retains all class features, as well as any supernatural or spell-like (but not extraordinary) abilities it possessed in life (although any spells cast or daily uses expended before the creature's death count against its normal limits). The awakened creature is completely loyal to the dirgesinger and obeys any commands given it (if no commands are given, it simply attacks the dirgesinger's foes). The creature remains animate as long as the dirgesinger continues to perform.

A dirgesinger can animate no more than one awakened corpse at a time. If he awakens a second one while the first is still active, the first one falls dead as if the dirgesinger had ceased to perform.

Infirmity of Body (Su) By pointing its finger, a ruin chanter can prematurely age an enemy's body. Doing so imposes a -6 penalty to Strength, Dexterity, and Constitution, and causes the victim's hair to turn white, skin to wrinkle, and posture to stoop (Fortitude DC 31 negates). The penalty lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Infirmity of Mind (Su) With a wave of its hand, a ruin chanter can render a creature senile and unable to reliably tell friend from foe. This ability functions as a *confusion* spell (Will DC 31 negates) and makes victims appear elderly just as infirmity of body does. Infirmity of mind lasts for 1 hour or until the victim receives a *remove curse* spell. A ruin chanter cannot place both infirmity of body and infirmity of mind on the same creature. The save DC is Charisma-based.

Description On a narrow stone ledge stands a nimble figure garbed in ragged clothes and a rust-colored cloak. A pair of clever black eyes set in a weathered face shine from beneath his wide-brimmed hat. His long, fine fingers hold an ornate black mace. He suddenly licks his parched lips and begins to wail a mournful dirge.

RUIN NECROMENTAL (3)**CR 14**

NE Large undead (augmented elemental, earth)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +13**Languages** Terran**AC** 25, touch 9, flat-footed 25 (-1 size, +16 natural)**hp** 195 (26 HD); fast healing 3**Immune** elemental immunities, undead immunities, spike stones**Fort** +15, **Ref** +10, **Will** +10**Speed** 40 ft. (8 squares)**Melee** 2 slams +29 (1d8+10 plus energy drain)**Ranged** rock +29 (2d6+10)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +19; **Grp** +33**Atk Options** Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Power Throw, create spawn, energy drain, shock wave**Special Actions** rock throwing**Abilities** Str 31, Dex 10, Con -, Int 1, Wis 10, Cha 1**SQ** elemental traits**Feats** Brutal Throw, Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Improved Toughness, Lightning Reflexes, Power Attack, Power Throw, Weapon Focus (slam)**Skills** Hide -1, Listen +13, Spot +13**Rock Throwing (Ex)** Like giants, ruin elementals are accomplished rock throwers and have a +1 racial bonus on attack rolls when throwing rocks. A ruin elemental of Large size can hurl rocks weighing up to 50 pounds (Small objects) up to five range increments. A Huge ruin elemental can hurl rocks weighing up to 80 pounds (Medium objects) up to five range increments. The range increment is 150 feet for a ruin elemental's thrown rocks.**Create Spawn (Su)** An elemental slain by a necromental's energy drain attack rises as a necromental 1d4 days after death.**Energy Drain (Su)** Living creatures hit by a necromental's natural weapon attack gain one negative level. A necromental can use its energy drain ability once per round, regardless of the number of natural weapon attacks the creature possesses. The save DC to remove the negative level 24 hours later is 23. When a necromental bestows a negative level on a victim, it gains 5 temporary hit points (10 on a critical hit). These temporary hit points last for up to 1 hour.**Shock Wave (Ex)** Every 1d4 rounds, as a swift action, a ruin elemental can strike the ground to create a shock wave in a 20-foot-radius spread centered on itself. All creatures not of the earth subtype within the radius of the shock wave are treated as if bull rushed by the ruin elemental. The ruin elemental receives a +4 bonus on this check from Improved Bull Rush, as well as +4 for each size category it is larger than the targeted opponent. This ruin elemental has a +18 bonus on the opposed check against Medium creatures, +22 against Small creatures, and +14 against Large creatures. Creatures that fail the opposed checks are pushed back 5 feet and knocked prone.**Skills** Ruin elementals have a +4 racial bonus on Hide checks in areas of ruined stone.**Description** What appeared at first to be the debris of a fallen wall or crumbling building suddenly lurches to its feet. Composed entirely of rubble, this immense hunchbacked biped rumbles quickly toward you, its rocky fists raised.**8: DAMN THIS MADHOUSE!****HEIGHTENED PRISMATIC RAY TRAP (8-12)****CR 8****Description** A dazzling display of lights comes from a *continual flame* on the wall.**Search** N/A; **Type** Magic**Trigger** command; **Init** N/A**Effect** spell effect (split ray *prismatic ray* (either yellow and orange, green and blue, or indigo and violet ray, choose ray color as appropriate per encounter text), both rays targeted on same PC), two traps per PC, 17th level wizard, both targeted on the same PC, DC 21 Fortitude, Reflex, or Will save**Duration** Instantaneous, no reset**Destruction** N/A**Disarm** N/A

9: WE THREE MEET AGAIN

KALSHAK

CR 17

Male human wizard 6/divine oracle 2/earth dreamer 5/loremaster 4

NE Medium humanoid (human)

Init +21 (*moment of prescience*); **Senses** Earth Sense, tremorsense 10 ft., *greater arcane sight*, *true seeing*, Listen +19, Spot +1

Languages Common, Abyssal, Giant, Infernal, Orc, Terran

AC 21, touch 13, flat-footed 20; trap sense +1, *protection from good* (+1 Dex, +4 armor, +4 shield, +2 insight)

Miss Chance 50% Ranged Attacks if moving 10'

hp 115 plus 16 temporary (17 HD)

Immune *magic missile*, surprise, being flat-footed

Resist prescient sense, acid 30, electric 30, fire 30, sonic 30

Fort +16, **Ref** +16 (+17 vs traps), **Will** +22

Speed 35 ft (7 squares);

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

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

Special Actions *earth dream*, earth glide, earth sight

Combat Gear *panther mask*, *ring of entropic shielding*, *vest of the master evoker*, *wand of silence*

Wizard Spells Prepared (CL 17th):

9th—*foresight* †, *time stop*

8th—*empowered acid substituted delayed blast fireball* (DC 25), *moment of prescience* †, *prismatic wall* (DC 25)

7th—*empowered acid substituted arc of lighting* (DC 22), *forcecage*, *greater arcane sight* †, *limited wish* (DC 24), *project image* (DC 24)

6th—*chained greater dispel magic*, *disintegrate* (DC 23), *empowered enervation*, *freezing fog*, *true seeing* †, *veil* † (DC 23)

5th—*empowered acid substituted fireball* (DC 21), *empowered fireball* (DC 21), *mass fly* †, *rary's telepathic bond* †, *reciprocal gyre* (DC 22)

4th—*arcane eye* †, *dimension door*, *empowered fireball* (DC 21), *enervation*, *evard's black tentacles*, *greater invisibility*

3rd—*acid substituted fireball* (DC 21), *arcane sight*, *fly*, *dispel magic*, *empowered scorching ray*, *fireball* (DC 21)

2nd—*false life* †, *resist energy*x4 †, *mirror image* †, *see invisibility* †

1st—*alarm* †, *familiar pocket* †, *guided shot*, *mage armor* †, *magic missile*, *protection from good* †, *shield* †

0—*detect magic* x2, *message*, *read magic*

† Already cast

Abilities Str 10, Dex 12, Con 18, Int 24, Wis 14, Cha 8

SQ earth friend

Feats Chain Spell, Earth Sense, Empower Spell, Energy Substitution (acid), Insightful Reflexes, Metamagic School Focus, Mobile Spellcasting,

Scribe Scroll, Skill Focus (Knowledge [Religion]), Spell Focus (Evocation),

Skills Concentration +24, Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (religion) +21, Knowledge (planes) +8, Listen +20, Spellcraft +26, Use Magic Device +19

Possessions combat gear plus *amulet of health* +4, *cloak of resistance* +4, *headband of intellect* +6

Spellbook spells prepared

Prescient Sense (Ex) If a divine oracle makes a successful Reflex save against an attack that normally deals half damage on a successful save, she instead takes no damage. This works no matter what armor the divine oracle wears, unlike the evasion ability used by monks and rogues.

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

Earth Sight (Su) An earth dreamer can see through stone, dirt, or almost any other sort of earth except metal to a range of 30 feet, as easily as if the substance weren't there. The earth dreamer can still see the stone or earth as a ghostly outline, so she can avoid walking into walls and can otherwise function normally. This ability does not give the earth dreamer any special ability to see in darkness or into unlit areas.

Using this ability is a standard action, and each use lasts for 6 rounds.

Earth Glide (Su) An earth dreamer can move through earth like an earth elemental, gliding through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing an earth gliding earth dreamer flings the dreamer back 30 feet, stunning her for 1 round unless she succeeds on a DC 15 Fortitude save.

Using this ability is a standard action, and each use lasts for 6 rounds.

HOBGOBLIN DERVISH (4)**CR 12**

Male hobgoblin fighter 4/diviner 2/dervish 1/earth dreamer 5

NE Large Humanoid (Goblinoid)

Init +2; **Senses** **Senses** Earth Sense, tremorsense 10 ft., *see invisibility*, Listen +1, Spot +1**Languages** Common, Abyssal, Goblin, Terran**AC** 25, touch 13, flat-footed 23; Combat Expertise, Dodge, Elusive Target, Mobility (-1 size, +2 Dex, +1 class, +4 armor, +4 shield, +1 haste, +4 natural)**Miss Chance** 50% Ranged Attacks**hp** 81 plus 27 temporary (12 HD); DR 10/adamantine (until 70 points are prevented)**Immune** *magic missile***Resist** +8 to resist bull rush, overrun, or trip**Fort** +15, **Ref** +13, **Will** +15**Speed** 60 ft. (12 squares), fly 90 ft. (good);**Melee** *spectral weapon* Large greatsword +18/+18/+13 (touch) (3d6+9, Will Save DC 16 for half)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +18**Atk Options** Arcane Strike, Combat Expertise, Power Attack**Combat Gear** *boots of speed* (already active), *ring of entropic deflection*, *shirt of the leech*, *third eye freedom***Wizard Spells Prepared** (CL 7th):4th—*arcane eye*, *heart of earth* †3rd—*arcane sight*, *fly* †, *heroism* †, *spectral weapon*2nd—*bull's strength* †, *false life* †, *see invisibility* †, *sonic weapon* †, *whirling blade*1st—*blades of flame* x2, *critical strike*, *enlarge person* †, *familiar pocket* †, *shield* †

† Already cast

Abilities Str 22, Dex 14, Con 16, Int 16, Wis 13, Cha 8**Feats** Arcane Strike, Combat Expertise, Dodge, Earth Sense, Elusive Target, Mobility, Power Attack, Scribe Scroll, Weapon Focus (greatsword)**Skills** Jump +27, Knowledge (Nature) +10, Perform (Dance) +11, Spellcraft +15, Tumble +17**Possessions** combat gear plus *amulet of health* +2, *cloak of resistance* +2, *gloves of dexterity* +2, *headband of intellect* +2

Dervish Dance (Ex) A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 4 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack

and damage rolls. This bonus is +1 at 1st level, and it increases by an extra +1 at every odd-numbered level thereafter.

A dervish may only perform a dervish dance while wielding a slashing weapon (she may use a double weapon, or multiple weapons, only if both ends of the weapon or all weapons are of the slashing type). She cannot perform a dervish dance in any armor heavier than light or if she is using a shield. While dancing, a dervish cannot use skills or abilities that involve concentration or require her to remain still, such as *Move Silently*, *Hide* or *Search*. A dervish with the bardic music ability can, however, sing while she dances, and a dervish can also use the Combat Expertise feat while in a dance. A dervish cannot perform a dervish dance while under the effect of a rage or frenzy ability.

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has (6 rounds for this dervish). At the end of a dervish dance, the character becomes fatigued for the duration of the encounter (unless she is a 9th level dervish, at which point this limitation no longer applies)

Earth Dream (Sp) This ability works like the *divination* spell, except that the chance of receiving an answer is 80%, the earth dream only reveals correct answers, and it can only be used to get answers to questions about creatures, objects, and locations within 50 miles of a mountain. Using this ability takes 10 minutes, and it is usable once per day.

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Using this ability is a standard action, and each use lasts for 6 rounds.

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Using this ability is a standard action, and each use lasts for 6 rounds.

Movement Mastery (Ex) A dervish is so certain of her movements that she is unaffected by adverse conditions. When making a Jump, Perform (Dance), or Tumble check, she may take 10 even if stress and distraction would normally prevent her from doing so.

FEATS

BRUTAL THROW

Your have learned how to hurl weapons to deadly effect.

Benefit: You can add your Strength modifier (instead of your Dexterity modifier) to attack rolls with thrown weapons.

Normal: A character attacking with a ranged weapon adds his Dexterity modifier to the attack roll.

Special: A fighter can select this feat as one of his fighter bonus feats.

Source: *Complete Adventurer* p. 110

CHAIN SPELL [METAMAGIC]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisite: Any metamagic feat.

Benefit: Any spell that specifically targets a single target and has a range greater than touch can be chained so as to affect the primary target normally, then arc to a number of secondary targets equal to your caster level (maximum twenty). Each arc affects one secondary target chosen by you, all of which must be within 30 feet of the primary target, none of which may be affected more than once. You can choose to affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half of much damage as the primary target (rounded down) and can attempt Reflex saving throws for half damage (whether the spell allows the original target a save or not). For spells that don't deal damage, the saving throw DCs against the arcing effects are reduced by 4. For example, if a 10th-level wizard normally casts *cause fear* at DC 14, a chained *cause fear* could target a goblin chieftain at DC 14 and up to ten of his nearby guards at DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

Source: *Complete Arcane*, p. 76

EARTH SENSE

You are in tune with the earth beneath you..

Prerequisites: Con 13, Wis 13

Benefit: As long as you are touching the ground, you can take a move action to sense a number of creatures within 20 feet that are also touching the ground and the direction to each one. You cannot pinpoint the location of any creature with this feat.

Special: Creatures with the air or aquatic subtype may not select this feat.

Source: *Races of Stone* p. 138

DIVINE ARMOR

You call upon your deity to protect you in your hour of need by wreathing you in divine power that wards off your enemies' attacks.

Prerequisites: Divine caster level 5th, ability to turn or rebuke undead.

Benefit: As a swift action, you can expend a turn or rebuke undead attempt to gain damage reduction 5/- until the start of your next turn.

Source: *Players Handbook II*, p. 88

ENERGY SUBSTITUTION [METAMAGIC]

You can modify an energy-based spell to use another type of energy instead.

Prerequisite: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can then modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes into the new energy type—for example, a *fireball* composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: *Complete Arcane*, p. 79

EXTRA MUSIC

You can use your bardic music more times than you normally could.

Prerequisite: Bardic Music

Benefit: You can use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per bard level.

Special: You can take this feat multiple times. Its effects stack.

Source: *Complete Adventurer*, p. 109

IMPROVED TOUGHNESS

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

Benefit: You gain a number of hit points equal to your current hit dice. Each time you gain a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD (such as by losing a level), you lose 1 hit point permanently.

Source: *Complete Warrior*, page 101.

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* p. 110

METAMAGIC SCHOOL FOCUS

You are unusually skilled at modifying the effects of a particular school of magic.

Prerequisite: Spell Focus (chosen school) or specialist wizard in chosen school.

Benefit: Choose a school of magic for which you have the Spell Focus feat, or the school in which you have specialized. Three times per day, you can reduce by one level the cost of a metamagic feat applied to a spell of the chosen school. If you prepare spells, you can have only up to three such reduced cost spells prepared at any time.

Special: A wizard can select this feat as a wizard bonus feat. This feat can be taken more than once. Each time you take it, it applies to a different school of magic.

Source: *Complete Mage*, p. 45

MOBILE SPELLCASTING

Your focused concentration allows you to move while casting a spell.

Prerequisites: Concentration 8 ranks.

Benefits: 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 in your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC 25 + spell level.

Source: *Complete Adventurer*, p. 111.

REQUIEM

Your bardic music affects undead creatures.

Prerequisite: Bardic music class feature, Perform (any) 8 ranks.

Benefit: You can extend the effects of your mind-affecting bardic music and virtuoso's performance abilities so that they influence even the undead. All bardic music effects on undead creatures have only half the duration they normally would against the living.

Normal: Undead are usually immune to mind-influencing effects.

Source: *Libris Mortis* 29.

SUBSONICS

Your music can affect even those who don't consciously hear it.

Prerequisites: Perform (any) 10 ranks, bardic music.

Benefit: You can produce music or poetics so subtle that opponents do not notice it, yet your allies still gain all the usual benefits of your bardic music. Similarly, you can affect opponents within range with your music, but unless they can see you performing or have some other means of discovering it, they cannot determine the source of the effect.

Source: *Complete Adventurer*, p. 112

SUDDEN MAXIMIZE [METAMAGIC]

You can cast a spell to maximum effect without special preparation.

Prerequisite: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane*, p. 83

MAGIC ITEMS

APORTER ARMOR OR SHIELD

Price: +20000

Property: Armor or shield

Caster Level: 10th

Aura: Moderate (DC 20) conjuration

Activation: Standard (mental)

When it is activated, a suit of armor or shield that has this property transports you and your equipment to any spot within 800 feet that you can visualize or specify, as per the *dimension door* spell.

The *aporter* property functions two times per day.

Prerequisites: Craft Magic Arms & Armor, *dimension door*

Cost to Create: 10,000 gp, 800 XP, 20 days

Source: *Magic Item Compendium*, p. 7

BOOTS OF SWIFT PASSAGE

Price (Item Level): 5000 gp
Body Slot: Feet
Caster Level: 7th
Aura: Moderate; (DC 18) conjuration
Activation: Move (command)
Weight: 1 lb.

When activated, *boots of swift passage* teleport you up to 20 feet in any direction (with no chance of error).

You must have line of sight and line of effect to your destination to use the boots. You can't use the boots to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the boots' activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

Boots of swift passage function five times per day.

Prerequisites: Craft Wondrous Item, *dimension door*

Cost to Create: 2500 gp, 200 XP, 5 days
Source: *Magic Item Compendium* p. 78

CIRCLET OF MAGES

Price: 5000 gp
Body Slot: Head
Caster Level: 7th
Aura: Moderate (DC 18) transmutation
Activation: — and free (command)
Weight: —

A *circlet of mages* grants you a +2 competence bonus on Concentration checks. This is a continuous effect and requires no concentration.

In addition, the circlet has 3 charges which are renewed each day at dawn. Spending one or more charges when casting a spell allows you to avoid losing that prepared spell or spell slot (as if you hadn't cast it).

1 charge: Retain a spell of up to 1st level.

2 charges: Retain a spell of up to 2nd level.

3 charges: Retain a spell of up to 3rd level

Prerequisites: Craft Magic Arms & Armor, *Rary's mnemonic enhancer*

Cost to Create: 2500 gp, 200 XP, 5 days
Source: *Magic Item Compendium*, p. 86

CRYSTAL OF SECURITY, GREATER

Price: 3000 gp
Body Slot: — (weapon crystal)
Caster Level: 5th
Aura: Faint (DC 17) transmutation
Activation: —
Weight: —

A *crystal of security* makes a weapon cling tightly to your hand during normal use.

Greater: This crystal grants you a +10 bonus on any check made to draw the weapon (such as when grappling) or to keep the weapon in your hand (such as on an opposed disarm check).

Prerequisites: Craft Magic Arms & Armor, *bull's strength*

Cost to Create: 1500 gp, 120 XP, 3 days
Source: *Magic Item Compendium*, p. 65

FREEDOM ARMOR

Price: +5 bonus
Property: Armor
Caster Level: 7th
Aura: Moderate (DC 18) abjuration
Activation: —

While wearing armor that has this property, you move and attack normally, even under circumstances that impede movement, as if affected by a *freedom of movement* spell.

Prerequisites: Craft Magic Arms & Armor, *freedom of movement*

Cost to Create: Varies
Source: *Magic Item Compendium*, p. 11

GWAERON'S BELT

Price: 21,000
Body Slot: Waist
Caster Level: 13th
Aura: Strong (DC 21) transmutation
Activation: Standard (command)
Weight: 1 lb.

A *gwaeron's belt* has two abilities, each of which functions once per day.

The first command causes your weapon to burst into flame (as the flaming weapon property, DMG 224) for 12 rounds.

The second command produces a *wind walk* effect, as the spell, but affecting only you.

Prerequisites: Craft Wondrous Item, *flame blade*, *wind walk*

Cost to Create: 10,500 gp, 840 XP, 21 days (+5)
Source: *Magic Item Compendium*, p. 109

IRON WARD DIAMOND, GREATER

Price: 8000 gp
Body Slot: — (armor crystal)
Caster Level: 7th
Aura: Moderate (DC 18) evocation
Activation: —
Weight: —

An *iron ward diamond* lends its toughness to armor, helping to absorb blows in combat.

Greater: The greater version of this crystal grants you damage reduction 5/-. This damage reduction stacks with similar damage reduction granted by any other source. Once the clasp has prevented a total of 50 points of damage, it becomes inert until the following day.

Prerequisites: Craft Magic Arms & Armor, *stoneskin*
Cost to Create: 4000 gp, 320 XP, 8 days
Source: *Magic Item Compendium*, p. 26

PANTHER MASK

Price (Item Level): 2,700 gp
Body Slot: Face
Caster Level: 5th
Aura: Faint; (DC 17) transmutation
Activation: —
Weight: —

A *panther mask* grants you the benefit of the Run feat. If you wear light or no armor, you also gain a +5-foot enhancement bonus to your land speed.

Prerequisites: Craft Wondrous Item, *longstrider*, possession of a piece of the set.

Cost to Create: 1,350 gp, 108 XP, 3 days
Source: *Magic Item Compendium*, p. 146

RING OF GREATER COUNTERSPELLS

Price: 16,000 gp
Body Slot: Ring
Caster Level: 15th
Aura: Strong (DC 22) abjuration
Activation: — and immediate (command)
Weight: —

A *ring of greater counterspells* can hold a spell of 1st through 6th level, much like a *ring of counterspells*. You cannot cast a stored spell out of the ring, but should that spell ever be cast upon you, it is immediately countered as a counterspell action, requiring no action (or even knowledge) on your part. Once it is gone, a new spell (or the same one as before) can be placed into the ring.

If you are

Prerequisites: Craft Magic Arms & Armor, *bull's strength*

Cost to Create: 1500 gp, 120 XP, 3 days
Source: *Magic Item Compendium*, p. 65

ROBE OF MYSTERIOUS CONJURATION

Price: 10,000 gp
Body Slot: Body
Caster Level: 9th
Aura: Moderate (DC 19) conjuration
Activation: Standard (command)
Weight: 1 lb.

A *robe of mysterious conjuration* intensifies your connection to other planes, linking your mind to the distant realms from which a puissant mage can pluck servants and bind them to his will.

Three times per day, you can activate the robe and sacrifice a prepared arcane spell (or arcane spell slot) to summon one or more monsters as if you had cast a *summon monster* spell of the same level as the sacrificed spell from your class spell list. The summoned monsters can act immediately.

Prerequisites: Craft Wondrous Item, *summon monster V*

Cost to Create: 5000 gp, 400 XP, 10 days (+5)
Source: *Magic Item Compendium*, p. 130

THIRD EYE CONCEAL

Price: 120,000
Body Slot: Face
Caster Level: 15th
Aura: Strong (DC 22) enchantment
Activation: —
Weight: —

When you issue the proper command thought (a standard action) to a *third eye*, it adheres to the center of your forehead (the same command causes the item to to disengage). A *third eye conceal* protects you from view by all devices, spells or powers that detect, influence or read emotions or thoughts, as well as those with mind-affecting or scrying descriptors. It even foils *bend reality*, *limited wish*, *miracle*, *reality revision* and *wish* when they are used to affect your mind or to gain information about you (however, *metafaculty* can pierce the protective quality). In the case of *arcane eye*, *remote viewing* or a *scrying* spell used to scan an area you are in, the effect works but you simply aren't detected.

Prerequisites: Craft Wondrous Item, *mind blank*

Cost to Create: 60,000 gp, 4800 XP, 120 days.
Source: *Magic Item Compendium*, p. 141

UNHOLY SURGE WEAPON

Price: +1 bonus
Property: Weapon
Caster Level: 11th
Aura: Moderate (DC 20) evocation
Activation: — and swift (command)
Synergy Prerequisite: Unholy

Characters who serve gods of murder, strife and other base deeds craft these weapons of pure evil for themselves and for others who share their foul desires. This weapon functions as an *unholy* weapon (DMG 226). This is a continuous effect and requires no activation.

In addition, with a successful melee attack with an unholy surge weapon, you can command it to emit a burst of unholy energy, which deals an extra 3d6 points of damage to a good-aligned target. If used against a non-good creature, it deals no additional damage, and that use of its ability is wasted.

This ability is usable a number of times per day equal to 1+your Charisma bonus (if any). Once you activate this property, it can't be activated by any other creature until the following day.

Prerequisites: Craft Magic Arms & Armor, *unholy blight* or *unholy word*

Cost to Create: Varies

Source: *Magic Item Compendium*, p. 45

VEST OF THE MASTER EVOKER

Price: 10,000
Body Slot: Torso
Caster Level: 9h
Aura: Moderate (DC 19) evocation
Activation: Swift (command)
Weight: 2 lb.

Crackling with power, a *vest of the master evoker* intensifies arcane evocation spells you cast. Many an ambitious evoker sees gaining this vest as a rite of passage, much like casting his first *magic missile* or *fireball*, and among elite warmages, it serves as an unparalleled status symbol.

Three times per day, you can activate the vest to enhance the next arcane evocation spell you cast before the end of your turn. That spell deals additional damage equal to twice its spell level, and the save DC of the spell increases by 2. This damage is of the same type as normal for the spell (or, if the spell deals more than one type of damage, of any one of those types at your discretion). If the spell doesn't normally deal damage, this use of the vest has no effect.

IN addition, you can apply the effect of any sudden metamagic feat you know to any evocation spell you can cast from a wand or staff as if you were casting the spell yourself. Doing this requires no activation, but uses up that feat's daily use as normal.

Prerequisites: Craft Wondrous Item, Spell Focus (evocation) or evoker, able to cast at least 5 evocation spells, tow of which must be 5th level or higher.,

Cost to Create: 5000 gp, 400 XP, 10 days (+5)

Source: *Magic Item Compendium*, p. 146

VEST OF RESISTANCE +5

Price: 25,000 (+5)
Body Slot: Torso
Caster Level: 10th
Aura: Moderate (DC 20) abjuration
Activation: —
Weight: 1 lb.

A *vest of resistance* offers magical protection in the form of a +1 to +5 resistance bonus to saving throws.

Prerequisites: Craft Wondrous Item, *spell resistance*

Cost to Create: 1000 XP, 25 days (+5)

Source: *Magic Item Compendium*, p. 147

SPELLS

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 2 creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

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 the spell had them as 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*, p. 15

Celerity

Transmutation

Level: Bard 4, sorcerer/wizard 4

Components: V

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: Instantaneous

Upon casting his spell, can immediately take a standard action, as if you had readied an action. You can even interrupt another creature's turn when you cast this spell. However, after you take the standard action granted by this spell, you are dazed until the end of your next turn.

Source: *Players Handbook II*, p. 105

Chain Dispel

Abjuration

Level: Cleric 8, sorcerer/wizard 8

Components: V, S, M/DF

Casting Time: 1 standard action

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

Targets: One or more creatures, no two of which are more than 30 ft. apart

Duration: Instantaneous

Saving Throw: None.

Spell Resistance: No

Each creature struck by this spell is affected as if by a targeted *dispel magic*, except that you can add your caster level to dispel check, up to a maximum of 25.

Material Component: A pair of bronze nails, each no less than 6 inches in length.

Source: *Spell Compendium*, p. 100

Cursed Blade

Necromancy

Level: Assassin 4

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: One melee weapon

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

A weapon affected by this spell deals wounds that can't be healed in the usual fashion. Any damage dealt by the weapon (not including damage from special weapon properties such as *flaming*, *holy*, *wounding* and so on) cannot be cured by any means until the damaged individual has received a *remove curse* spell (or some other effect that neutralizes a curse).

If a creature is slain by a weapon that is under the effect of this spell, it can't be raised from the dead unless a *remove curse* spell (or similar effect) is cast on the body or a *true resurrection* spell is used.

Source: *Spell Compendium*, p. 57

Dragonshape

Transmutation (Polymorph)

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level

You take on the form and abilities of a mature adult red dragon (as per the DMG pp. 75-6). You gain 150 temporary hit points, which disappear at the end of the spell's duration. You do not gain the normal spellcasting ability of your new form.

Source: *Players Handbook II*, p. 111

Familiar Pocket

Universal

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: One container or garment with a pocket touched

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When you cast this spell, a garment or a container becomes a safe haven for a Tiny or smaller familiar. The spell turns the target pocket into a comfortable extradimensional space (about 1 cubic foot). The familiar can fit inside the space without creating any noticeable bulge in the item. Whenever the familiar is touching you, you can whisk it inside the space as a free action by speaking a command word chosen by you when the spell is cast. If the familiar can speak, it can command itself inside. As a free action, you can call the familiar forth or it can leave the space on its own.

Once inside, the familiar has total cover and total concealment, and as a free action, you or the familiar can further seal the space to make it air-tight and waterproof. The air supply inside the concealed space lasts for 1 hour, but as with the pocket unsealed, the familiar can remain inside indefinitely. The familiar cannot attack or cast spells from within the space, but can use supernatural or spell-like abilities as normal (provided they don't require line of sight, which the pocket blocks). You continue to gain the special ability granted by your familiar. While inside the pocket, the familiar continues to benefit from the share spells ability as if it were adjacent to you.

The spell ends if the *familiar pocket* is placed within or taken into another extradimensional space (such as a *portable hole*). If your familiar is within the pocket when the spell duration expires or if the spell ends abnormally (as above), the familiar appears in your space unharmed.

Material Component: A tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

Source: *Spell Compendium*, p. 88

Fangs of the Vampire King

Transmutation [Evil]

Level: Assassin 3, blackguard 3, Deathbound 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Targets: You

Duration: 1 minute/level

You grow vampire-like fangs that allow you to make bite attacks as a natural attack. Your bite attack deals 1d6 points of damage + your Str modifier, and 1 point of Constitution damage. If you make a full attack with other weapons, you can make a bite attack as a secondary attack (-5 penalty on the attack roll).

Source: Spell Compendium, p. 88

Freezing Fog

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft + 10 ft./level)

Effect: Fog spreads in a 20-ft. radius, 20 ft. high

Duration: 1 minute/level

Saving Throw: Reflex partial; see text.

Spell Resistance: No

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5 feet. A creature within 5 feet has concealment, while creatures further away have total concealment.

Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it. The fog is so thick that any creature attempting to move through it progresses at a maximum speed of 5 feet (regardless of its normal speed) and takes a -2 penalty on melee attack and damage rolls and a -6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls). A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces overall falling damage by 1d6.

Freezing fog also coats all solid surfaces in its area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must make a successful Reflex save or fall prone. A creature that manages to stand must make a DC 10 Balance check in order to move, falling prone if it fails the check by 5 or more. Creatures in the fog can't take a 5-foot step.

A severe wind disperses the cloud in 1 round. The spell does not function underwater.

Source: Spell Compendium, p. 100

Guided Shot

Divination

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and also ignore the miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to attack targets protected by total cover.

Source: Spell Compendium, p. 108

Harmonize

Transmutation

Level: Bard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level

You blend magic and music seamlessly. While this spell is in effect, starting a bardic music effect requires only a move action. Concentrating on a bardic music effect that requires concentration still requires a standard action.

Source: Races of Stone, p. 162

MAGE ARMOR, GREATER

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S

This spell functions like *mage armor* (PHB P. 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, p. 151

ORB OF ELECTRICITY

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of electricity

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of electricity about 3 inches across shoots from your palm at its target, dealing 1d6 points of force damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature wearing metal armor that is struck by the orb must make Fortitude save or be entangled for 1 round.

Source: *Spell Compendium*, p. 151

ORB OF FIRE

Conjuration (Creation) [fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of fire

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of electricity about 3 inches across shoots from your palm at its target, dealing 1d6 points of force damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target. In addition, a creature struck by an *orb of fire* must make Fortitude save or be dazed for 1 round.

Source: *Spell Compendium*, p. 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

An orb of force about 3 inches across shoots from your palm at its target, dealing 1d6 points of force damage per caster level (maximum 10d6). You must succeed on a ranged touch attack to hit your target.

Source: *Spell Compendium*, p. 151

RECIPROCAL GYRE

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates; see text

Spell Resistance: No

The subject takes 1d12 points of damage per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

Material Component. A tiny closed loop of copper wire.

Source: *Spell Compendium*, p. 100

Resistance, Superior

Abjuration

Level: Bard 6, cleric 6, druid 6, sorcerer/wizard 6

Duration: 24 hours

This spell functions like *resistance* (PHB 272), except as noted here. You grant the subject a +3 resistance bonus on saves.

Source: *Spell Compendium*, p. 174

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)

Targets: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever an affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for that 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 effects of *unluck*.

Material Component: A piece of a broken mirror

Source: *Spell Compendium*, p. 228

Whirling Blade

Transmutation

Level: Bard 2, sorcerer/wizard 2

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Effect: 60 ft. line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls & damage rolls. Even if your base attack would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage as if you had swung it in melee, including any bonuses you may have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

Focus: A slashing melee weapon that you hurl.

Source: *Spell Compendium*, p. 238

ARTIFACTS

SWORD OF ANSWERING (MINOR ARTIFACT)

Nine powerful magic bastard swords were created by Kelanen to represent the nine sacred styles of swordplay, each of which corresponds to one of the nine alignments. Each of the swords has a different-colored 10,000 gp gem set in its pommel.

All of the *swords of answering* have a unique alignment. A character whose alignment matches neither of a *sword of answering's* alignment components takes 1d6 points of damage per round the sword is wielded, and must make a DC 25 Fortitude save each round or be stunned for 1d10 rounds. A character whose alignment matches one of a *sword of answering's* alignment components takes only 1d3 points of damage per round and must make a DC 25 Fortitude saving throw each round or become nauseated.

A character whose alignment matches the *sword's* can wield it without worry. A *sword of answering* is a +3 *keen bastard sword*. On a successful critical hit, the *sword's* enhancement bonus increases to +4, and it deals an additional 2d6 points of damage.

The wielder of a *sword of answering* can make an attack of opportunity against any creature that successfully damages him with a weapon, as long as the target is in reach and the attack of opportunity is made with the *sword of answering*. This ability does not increase the number of attacks of opportunity a character can make in a round.

The names, alignments, and last known locations of the *swords of answering* are as follows:

- *Answerer* (LG, location unknown)
- *Back-talker* (NG, lost in the depths of White Plume Mountain)
- *Concluder* (CG, wielded by Fasstal Dothmar, Royal Consort of Queen Yolande). This sword was recently found in the Empire of Iuz and gifted to Queen Jelleneth of Furyondy on the day of her wedding to King Belvor IV earlier this year.
- *Last-quip* (LN, lost near Irongate at the Battle of a Thousand Banners)
- *Rebutter* (N, wielded by Lord Eraj, servant of Mordankainen)
- *Replier* (CN, lost in the Bandit Kingdoms during the Greyhawk Wars)
- *Retorter* (LE, trapped in the treasure ward of the Overking's Palace in Rauxes)
- *Scather* (NE, in the possession of Dantalion Vance, a minor noble in the Hold of the Sea Princes)
- *Squelcher* (CE, location unknown).

Source: *Dungeon* 106 53.

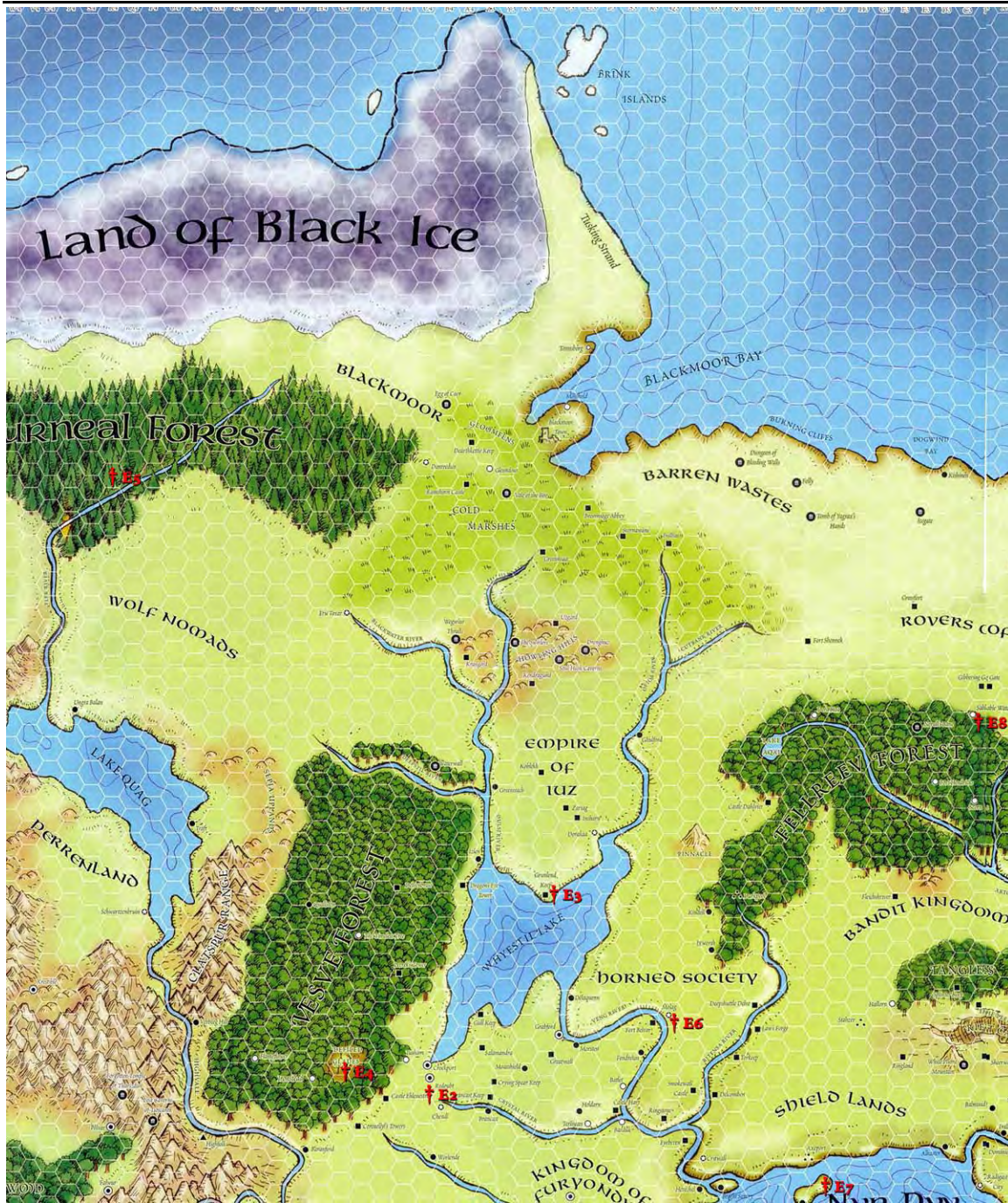
DM AID 1: SWORDS AND LOCATIONS

If the PCs have two swords that share an alignment component, they may locate the swords of the opposite alignment. Once the PCs have all the Neutral swords, they can locate *Rebutter*.

<i>Answerer</i> , LG, Defiled Glades, Highfolk, Encounter 4	<i>Last-Quip</i> , LN, Old Kerk's Grove, Perrenland, Encounter 5	<i>Retorter</i> , LE, does not appear
<i>Back-Talker</i> , NG, Defiled Glades, Highfolk, Encounter 4	<i>Rebutter</i> , N, Admunfort, Shield Lands, Encounter 7	<i>Scather</i> , NE, Molag, Encounter 6
<i>Concluder</i> , CG, Redoubt, Furyondy, Encounter 2	<i>Replier</i> , CN, Sable Watch, Fellreev Forest, Bandit Kingdoms, Encounter 8	<i>Squelcher</i> , CE, Grumlend Keep (north of Whyestil Lake), Encounter 3

The map on the next page shows the locations of the swords in relation to one another.

DM Aid 2: MAP OF THE METAREGION



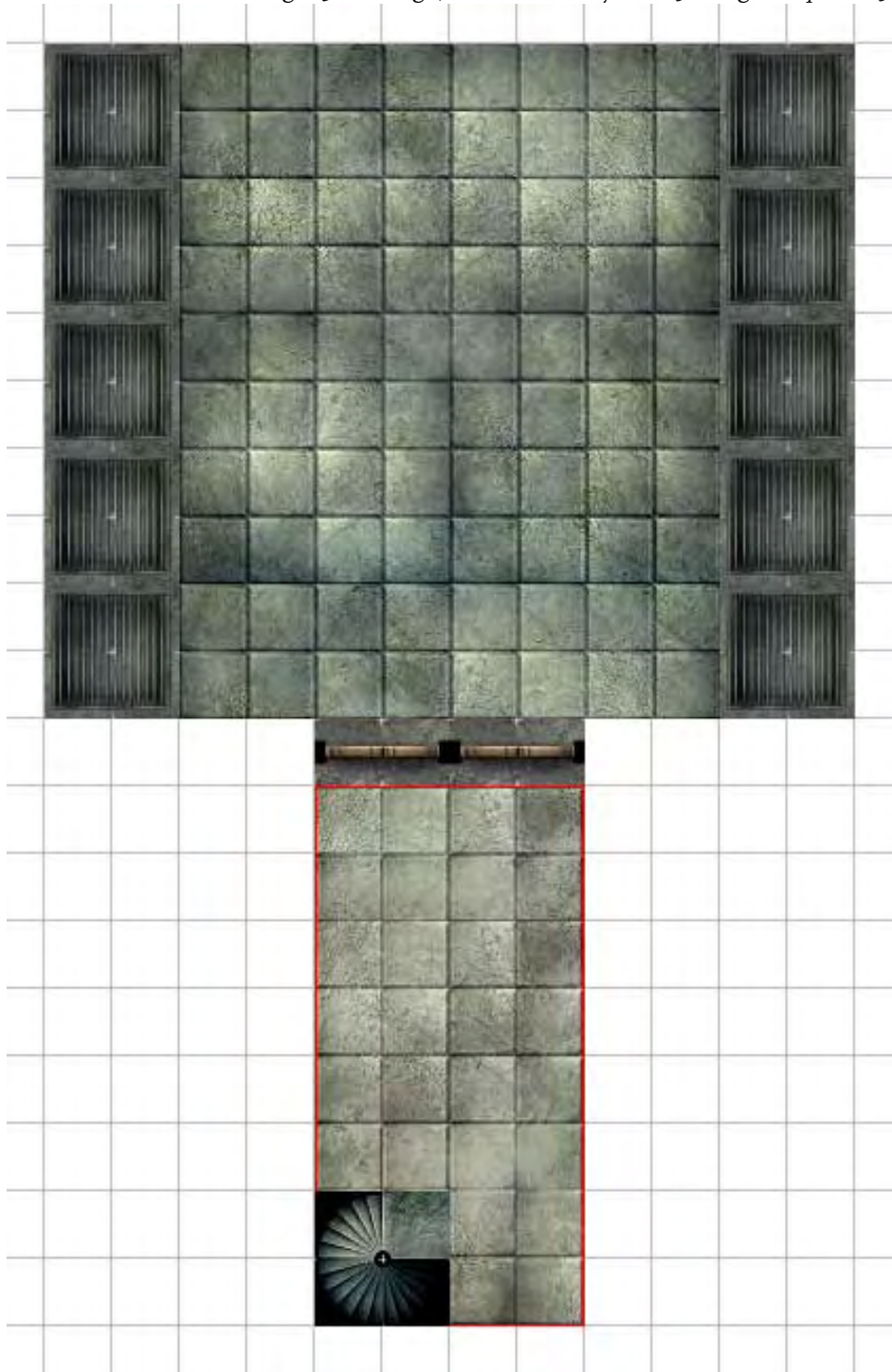
DM MAP, ENCOUNTER 1

The Aspect appears in the center of the circle, and the PCs begin just outside the stones. The stone circle can be walked under except where the stones are black; this is where the pillars holding the stones up are located. Nallek is inside the circle, but it not attacked. 1 square = 5 feet.



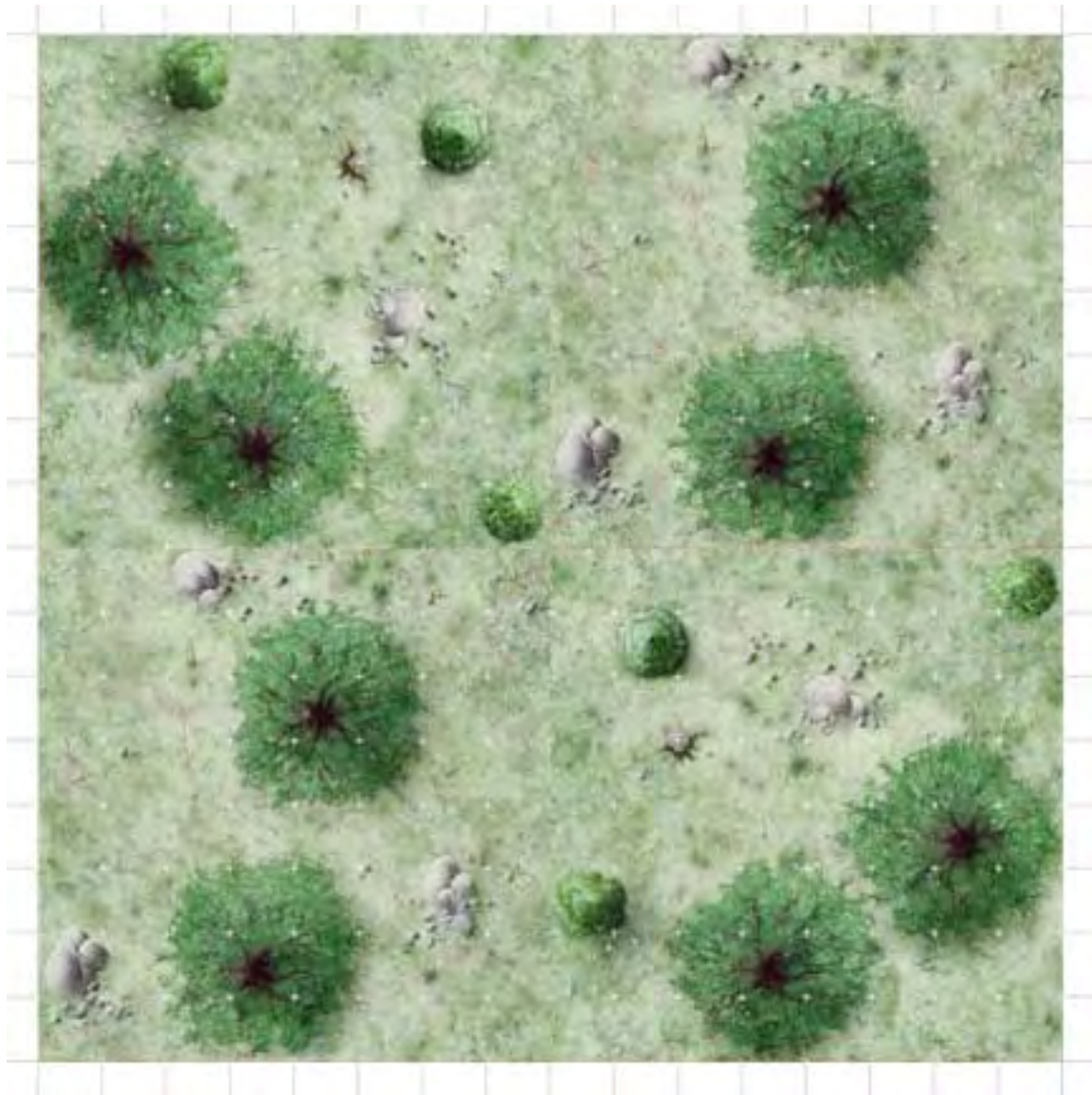
DM MAP, ENCOUNTER 3

Each double door tile is a single 10-foot door. The lillend is in the middle cell on the west. The goristros attack through the double doors. The ceiling is 30 feet high, and the doorways are 15 ft. high. 1 square = 5 ft.



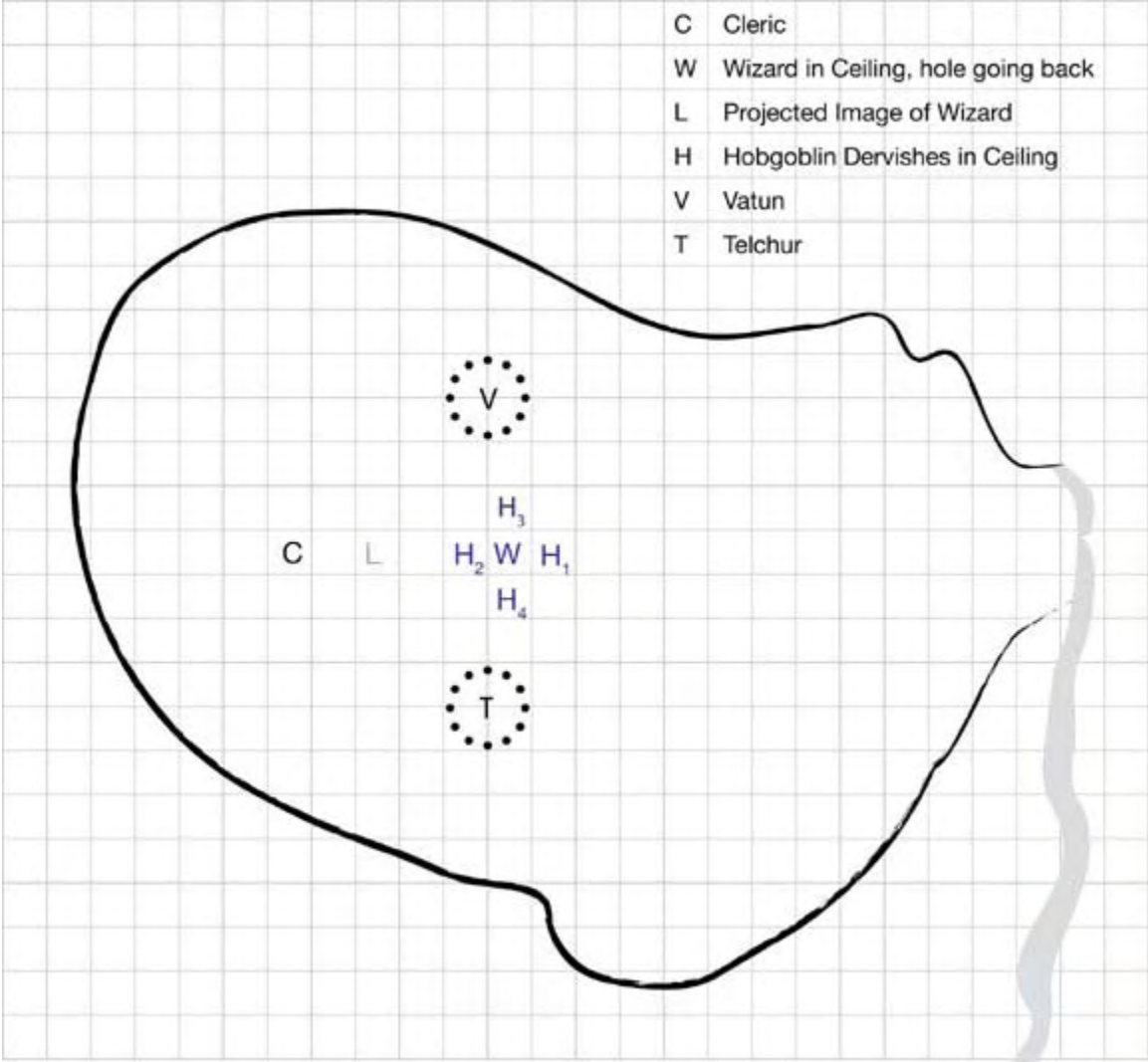
DM MAP, ENCOUNTER 4

The two trees nearest the center are the treants. Sunifarel is behind one of the trees with *superior invisibility* active. 1 square = 5 feet.



DM MAP, ENCOUNTER 9

1 square = 5 feet.



PLAYERS' HANDOUT 1: SWORDS OF ANSWERING

SWORD OF ANSWERING (MINOR ARTIFACT):

+3 *keen bastard sword* with the following additional properties:

- On a successful critical hit, this weapon deals an additional 2d6 damage, and its enhancement bonus increases to +4.
- The wielder may make an attack of opportunity against any creature that successfully damages him with a weapon. This does not increase the number of attacks of opportunity a character may make in a round, nor does it allow attacks of opportunity against foes who the character could not normally reach.
- A character who wields a sword that matches only one alignment component of the PC takes 1d3 damage per round the sword is wielded and make a DC 25 Fortitude save each round or become nauseated for 1 round.
- A character who wields a sword that matches neither alignment component of the PC takes 1d6 damage per round and must make a DC 25 Fortitude save each round or be stunned for 1d10 rounds.

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