

PERSM8-03

# Tail's End

## A Two-Round Dungeons & Dragons® Living Greyhawk™ Perrenland Special Adventure

Version 1.0

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Reviewed by Andrew Cowan

With thanks to Joshua B. Grace, Thomas "TJ" Stann, Dale McConachie and Gordon Smith.

The new traditional land owner of Laufgen, Berrund Lutgere, has used his authority over the last year to make some significant improvements to the town, not the least of which is repairing and restocking the town armory. Swords! For everybody! But there seems to be a rat in his plans – one with black wings, of the arcane persuasion. Perhaps you can help? A challenging two-round Living Greyhawk special mission set in Perrenland for characters level 10-14 (APL 12).

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, Penny Williams, Ari Marmell, Kolja Raven Lique], *Complete Scoundrel* [Mike McArtor, F. Wesley Schneider], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *Draconomicon* [Andy Collins, Skip Williams, James Wyatt], *Dragon Magic* [Owen K. C. Stephens, Rodney Thompson], *Heroes of Battle* [David Noonan, Will McDermott, Stephen Schubert], *Libris Mortis* [Andy Collins, Bruce R. Cordell], *Lords of Madness* [Richard Baker, James Jacobs, Steve Winter], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Grank Brunner, Owen K. C. Stephens, John Snead], *PERI4-04 Cooper versus Cobbler* [Joseph Ireland], *PERI5-04 An Evening in Laufgen* [Joseph Ireland], *Player's Handbook II* [David Noonan], *Races of Destiny* [David Noonan, Eric Cagle, Aaron Rosenberg], *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *Races of the Dragon* [Gwendolyn F. M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Lique], *Races of the Wild* [Skip Williams], and *Spell Compendium* [Matthew Sernett, Jeff Grubb, Mike McArtor].

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

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

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### PLAYERS READ NO FARTHER

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

### PREPARING FOR PLAY

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

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

Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts), use the table below to determine the number of levels you add to the sum of step one. Animals with different CRs are determined separately using the chart below; then, take the highest CR animal (or animals), and add 2 (drop fractions). A single PC may only bring four or fewer animals of this type.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	5	6	7
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

## TIME UNITS AND UPKEEP

This is a special two-round Perrenland adventure, set in Laufgen and the Quagfludt. Characters from Perrenland pay 1 Time Unit per round, while characters from other regions pay 2 Time Units per round.

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

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

More information about lifestyle and upkeep can be found in the Lifestyle and Upkeep section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

## ADVENTURE BACKGROUND

More than a thousand years ago, Ancalagon was a great black dragon in his prime. Either due to his intelligence or his laziness, he managed to evade death and last into his old age. Now, he is a great wyrm, and moving onto the next age category for dragons – death from old age. He's gone rather senile recently, but realizes that his end draws near. Ancalagon's current lair is particularly well hidden in the mountains that border between Perrenland and Highfolk, and no adventurer has ever set foot inside it.

Ancalagon recently (as far as he's concerned) fathered a son by the name of Xedranicus. Xedranicus has taken a lair about 50 miles West of Laufgen, and has been fostering a tribe of kobolds under his tyrannical claw.

Even more recently, Ancalagon fathered a half-fiendish half-dragon dire mouse, which set out in the world. A kindly druid awakened the dire mouse, which took for itself the name Eugene Raticus Maximus, and has devoted his life to taking over the world. The druid, after realizing what he had brought into the world, committed suicide. (He was, however, later reincarnated as a gnome).

Owing to his incipient dementia, Ancalagon finds Raticus' plans for world domination amusing, and so keeps him around for his entertainment. However, Raticus is prone to dying, and so Ancalagon has created many, many clones of him. There are so many clones, that sometimes multiple clones wake up upon Raticus' death.

As Ancalagon's favored son, Raticus has taken it upon himself to oversee Xedranicus, who keeps a stock of Raticus' clones. Xedranicus hates Raticus, but fearing the wrath of Ancalagon, cowers in line before Eugene Raticus Maximus' commands.

As the first step to achieving world domination, Raticus has declared himself the ruler of the local town of Laufgen. The adventures PERIS4-04 Cooper vs Cobbler and PERIS5-04 An Evening in Laufgen visit his introduction and some of his exploits within Laufgen. Realising that he wasn't powerful enough to force the town of Laufgen to submit beneath his iron paw, Raticus has intensified his studies under Ancalagon's kobolds to become a more formidable wizard, and now he is back in

town to take his seat as rightful ruler. Unfortunately, this has simply lead to a large number of dead clones.

Meanwhile, Ancalagon's kobolds, realizing that the ancient dragon's wealth was being slowly drained under the weight of so many clones, have started using kobold ninjas to track down what is happening to Raticus, and if possible, help him achieve world domination. For nothing would please Ancalagon more, truly.

Recently, Raticus has been preaching to Xedranicus' kobolds about the virtues of the deemo-crazy that he will instate when he rules the world. Elections will be called, with Raticus as the sole contender. Xedranicus' kobolds have been thinking, and one particularly charismatic kobold has convinced the rest that they should form a deemo-crazy with him as the leader, and thus the kobolds should rebel against Xedranicus. At the present time, there is a stand-off between the kobolds and Xedranicus, as the kobolds have taken Raticus' clones hostage, and Xedranicus is wary of crushing the rebellion for fear of having the clones destroyed and incurring Ancalagon's wrath.

## ADVENTURE SUMMARY

**Introduction:** The PCs hear rumors of problems in Laufgen, problems that sound like a job for adventurers! They travel to Laufgen.

**Encounter 1 - An Evening in Laufgen:** Arriving in Laufgen, the PCs settle themselves in an inn. However, their peace is soon disturbed by Eugene Raticus Maximus, who is insulting enough that the PCs will eventually deal with him. Witnessing the PCs deal with Raticus, the town's landowner asks them to help deal with the town's problems with Raticus.

**Encounter 2 - One Rat Too Many:** While discussing payments with the landowner, another Raticus flies into the bar, spots his counterpart, and rushes out again. The PCs give chase, but are lured into a kobold ambush. The kobolds leave a clue on how to find the source of the Raticus clones.

**Encounter 3 - I Dream of Raticus:** After dealing with the kobolds, the PCs may gather information around Laufgen and make a number of knowledge checks. They may also use divination spells to find out more information.

**Encounter 4 - Wild Goose Chase:** In this encounter, PCs travel to the swamp of Xedranicus. This encounter figures out how quickly the PCs reach Xedranicus' swamp lair. If the PCs are too slow, the next encounter may be more difficult.

**Encounter 5 - Hell's Gloom:** While traveling to the swamp lair, the PCs run into a vrock and a vampire, who are also looking for Xedranicus' lair.

**Encounter 6 - The Hollows Unveiled:** The PCs finally arrive at the swamp lair. This encounter describes the PC's approach to the lair, where they may find some more information.

**Encounter 7 - A Dark God's Laughter:** The PCs enter Xedranicus' lair. Perhaps surprisingly, he will talk to them, telling them of his kobold problems. He asks the PCs to go and deal with his kobold problems in exchange for a concession regarding Raticus.

**Encounter 8 - A Nation Mocked:** The PCs delve deep into Xedranicus' lair, and find a kobold colony. They may either fight the kobolds, or talk to them. The kobolds express their desire to have Xedranicus removed so that they can form their own government, and promise to destroy the Raticus clones if the PCs can kill Xedranicus. After all, they don't want Raticus to be the leader of their deemo-crazy.

**Encounter 9 - Regicide:** The PCs return to Xedranicus, either to fight him, or with proof that the kobold posse has been dispatched.

**Conclusion:** The PCs return to Laufgen, hopefully successful in their mission. However, they may have lingering doubts as to whether they were able to solve Laufgen's problems completely.

## PREPARATION FOR PLAY

Note if any PCs have played PERIS4-04 Cooper vs Cobbler or PERIS5-04 An Evening in Laufgen. PCs who have played these modules may receive bonuses to gather information checks in Laufgen in Encounter 3.

Determine which PC will receive the information in the introduction. Preferably choose a PC with some interest in dragons.

## NEW RULE ITEMS

This adventure uses a number of new rules items. All new magic items, feats and spells are presented in Appendix 2 at the end of the module. Prestige classes have been summarized in the stat blocks. Please make sure that you are familiar with the Scout class as well as the Dervish and Warweaver prestige classes in particular.

## INTRODUCTION

The adventure begins with PCs starting in Krestible, Perrenland. If the PCs wish to begin elsewhere in Perrenland, modify the following text as necessary.

*It's been a long, hot day, and you are enjoying relaxing in an inn in Krestible. There are a few other adventurers also relaxing about here. For once, adventure doesn't*

***seem to be coming your way. Perhaps you'll have to find it yourselves this time?***

One of the PCs has obtained some information about problems in Laufgen. Give that PC *Player's Handout 1*. That PC must now persuade the other PCs to join him or her in traveling to Laufgen and investigating what's happening there.

## **1: AN EVENING IN LAUFGEN**

***You arrive in Laufgen in the evening. It's a sorry little town with little activity at this time. At least the streets aren't covered in so much mud as they used to be. Rustic has certainly still given way to "run down", but you're uncertain if quaint has still given way to "corrupted". One thing you do notice is that everybody is carrying a sword.***

PCs may head for the local inn, the Adventurer's Rest tavern.

***The Adventurer's Rest Tavern is the local inn. The smell of slow roasting meat permeates the air, and a warm fire glows in the hearth. It is moderately busy tonight. A bunch of dwarves are drinking noisily off in one corner, while a variety of humans are scattered throughout the establishment. Drinks are cheap and watery, and tongues seem more than happy to wag.***

Pixie Cooper, who PCs may remember from Cooper vs Cobbler, is here. She has recently turned 19, and is now interested in finding a handsome young man, should one waltz into her life. There is also Pekpek the half-orc, who works as an unofficial bouncer at the unofficial brothel that unofficially resides in Laufgen. He grins toothily, showing off his gold tooth, and will buy drinks for PCs who have his favor from An Evening in Laufgen.

PCs may gather information here. There are a number of rumours (some fact and some fiction) about town which they may hear. PCs who have the Favor of Family Hondvoet from Cooper vs Cobbler receive a +2 circumstance bonus on their gather information checks. PCs who have the Favor of Pekpek or the Favor of Spangles Spectacles from An Evening in Laufgen receive a cumulative +2 circumstance bonus on their gather information checks for each favor that they have (so a PC will all three favors gets a +6 bonus on their gather information checks).

### **Gather Information**

- **DC 5** Welcome to Laufgen!
- **DC 8** Due to newly uncovered evidence, Berrund Lutgere, a local dwarven blacksmith, has established his family tree within Laufgen, and been declared the traditional landowner of Laufgen.
- **DC 10** There's rumors that Brar the Crusader, undefeated pit wrestler from Bissel is coming to Laufgen to challenge the locals!
- **DC 12** The crops are growing nicely now that they're getting some sun again. Everybody is glad that the volcano has stopped spouting that infernal ash.
- **DC 14** Berrund Lutgere is really cleaning up this place. He's making sure that everybody here has a sword. The town armory has never been so busy!
- **DC 16** That awful rat who captured Pixie Cooper keeps on coming back! He thinks he owns the place! Maybe he's the landgraf in disguise! (Chorus of laughter)
- **DC 18** Apparently, Conan the Barbarian is coming to Laufgen to challenge Brar the Crusader to a wrestling match!
- **DC 20** The dwarves over there? Berrund removed the entry tax on dwarven gem miners. The Khund are flooding in to open new mines.
- **DC 25** Have you heard? Doomgrinder is about to stop! It's the end of Oerth! Repent while you still can!
- **DC 30** I've heard that the Voorman has considered putting a bounty on Mordenkainen's head for treason!

While the PCs are settling in, Eugene Raticus Maximus enters, acting like he owns the place.

***While you relax in the tavern, a bizarre creature flies through the doors. He is batlike, with black wings, small horns, and little glowing red eyes, but he has distinctly mouse-like features too. He wears a little cloak and boots, and carries a tiny rapier. Flying around clumsily, he flaps to the centre of the room and demands in a high pitched squeal, "Barkeep! Your best, on the house, now! Move it, you lazy buffoon!"***

PCs may make a knowledge check of some variety to recognize Eugene Raticus Maximus, the awakened half-black dragon half-fiend dire mouse wizard. He is intelligent, proud, and thoroughly obnoxious. He considers himself the racial superior of every other intelligent species,

and cannot end a sentence without a derogative comment about someone.

Raticus will proceed to insult everybody in the bar, including all the PCs. The locals have mostly learnt to ignore him, but this time he's going to get violent. He starts by poking patrons, and eventually begins casting fireballs in the tavern (make sure to read up on his "Ridiculously Small" weakness). Once things get violent, the barkeep yells "There will be no fights in my inn!" but it doesn't stop Raticus. Eventually, provoke the PCs sufficiently that they have no choice but to step in and evict him. However, Raticus doesn't stop there – he will keep on fighting the PCs until they subdue or kill him. He's tired of being thrown out of the tavern; after all, he does own it (in his mind).

### **All APLs (EL 3ish)**

**Eugene Raticus Maximus:** male awakened half black dragon half fiend dire mouse wizard 6; hp 24; Appendix 1.

After dealing with Raticus, the PCs are welcome to return to the tavern. If they don't know who that just was, the locals will explain that that's Eugene Raticus Maximus, who thinks he owns the place, and keeps on coming back, no matter what the townsfolk do. Recently, he's been getting more and more violent. Shortly after returning to the bar, the PCs are approached by Berrund Lutgere, the local town owner.

***Shortly after taking your seats again, one of the dwarves from the corner comes over to greet you, bringing his ale with him. "Berrund Lutgere at yer service," he slurs. "Och, I saw ye dealin' wid Raticus there \*hic\*. An' I was mighty impressed. I was wonderin', would yer be able to do an old dwarf a favor? Yer see, he's been underminin' my authority 'ere, and I need him sorted out, once an' fer all! Somethin' about a bunch o'clones, yer reckon you can sort it out fer me?"***

Berrund has been having great difficulties dealing with Raticus, who seems to be stymieing his plans and undermining his vision for the town of Laufgen. In fact, Berrund will blame Raticus for all of the town's problems, even though they may have more to do with his own general ineptness.

The PCs will likely have a number of questions for Berrund, who will answer them as best he can. However, he really doesn't know all that much about Raticus, and assumes that he's hiring adventurers capable of figuring things out using their own devices.

How much will we be paid for our troubles?

***"The town o' Laufgen will pay yer 100 marks fer every head o' Raticus yer can bring us. There's bound to be more than one o' dem out there."***

How does Raticus keep coming back?

***"I've no idea, that's fer you ter figure out fer us."***

How long has this been going on for?

***"Boot four years, but 'ees only recently become so annoyin'."***

Where can we find out more information?

***"I dunno... mebbe yer can ask around, some others have seen more o' Raticus than old Berrund. We got a library too, if yer think it would help."***

While the PCs are finishing up talking to Berrund, proceed to the next encounter.

## **2: ONE RAT TOO MANY**

Unbeknownst to the PCs, Raticus was being tailed by an elite squad of bodyguards, the kobold ninjas. Sjach, a shadowdancer, observed the PCs deal with Raticus, using his hide in plain sight and darkstalker abilities to remain undetected. After Raticus was disposed of or captured, Sjach slunk back outside to relay information to the other kobold ninjas, who decide to set an ambush for the PCs.

Next, Vorastrix and Sunathaer cast a number of buff spells on the group (included in the stat blocks), and hid an enveloping pit. Sunathaer then casts Invisibility on Vorastrix, who sneaks around to the tavern where the PCs are talking to Berrund. Sunathaer, Sjach and Finteerunt then hide.

Vorastrix casts *major image* off a scroll, and creates an illusion of Raticus which flies into the tavern, realizes that he's going to get killed if he stays there, and quickly flies out again, hoping to draw the PCs out in pursuit. Read or paraphrase the following boxed text.

***"Well, I'll leave it in yer capable hands," Berrund says as he takes a big drink of his ale and stumbles up.***

***While he does so, however, another strange creature flies through the door, looking like he owns the place. Hang on, isn't that the same creature you dealt with before?***

***"Barkeep! Your best, on the house, and move..." he begins, before he is cut off.***

***"Get him!" Berrund shouts, throwing his ale mug at the newly arrived Raticus, who ducks. "Two hundred marks for its head!"***

***Raticus lets out an involuntary squeal, and flies out of the tavern as fast as he can.***

Vorastrix leads the image of Raticus down the street, before having him careen into the alleyway where the kobolds are waiting in ambush. Vorastrix joins his kobold compatriots, and has the illusion seem to squirm as it finds itself stuck in a dead end. Read the following boxed text as the PCs chase Raticus.

***Chasing Raticus outside the tavern, it appears that he is a good hundred feet down the street already, and you just manage to catch a glimpse of him as he ducks down an alleyway.***

Hopefully, PCs will chase Raticus down the alleyway. Read the following text as they round the corner and can see down the alleyway.

***The alleyway that this new Raticus has fled down is fairly dark, but you quickly notice that it is a dead end. Raticus seems to be at the end of the alleyway, squirming in his predicament. Noticing you, he quickly hides behind a pile of garbage.***

PCs can now chase Raticus down the alleyway. Allow cautious PCs to make a spot check to notice anything odd in the alleyway. PCs beating DC 30 will notice that there appears to be a piece of void lying amongst some garbage (the Enveloping Pit). Take ten for the hide rolls of the kobolds. When PCs approach the dead end, allow the PCs to make a spot check against the kobolds. If they are successful, allow them to react and enter initiative normally. Otherwise, the kobolds wait until the first PC has stepped foot on the enveloping pit before acting. Read the following boxed text, or modify it as appropriate.

***Following down the alleyway, you get about twenty feet along, when you hear spellcasting, and a creature wrapped in black cloth leaps out in front of you. Suddenly, beneath [the lead PC's] feet, a gaping void opens up in the street!***

#### **APL 12 (EL 15)**

**Vorastrix:** female kobold rogue 2/bard 1/sorcerer 6/druid 1/fochluacan lyrist 1; hp 52; Appendix 1.

**Sunathaer:** male kobold monk 2/cleric 6/sacred fist 2; hp 63; Appendix 1.

**Finteerunt:** male kobold monk 2/fighter 4/ranger 2/dervish 2; hp 89; Appendix 1.

**Sjach:** male kobold scout 4/monk 2/ranger 1/fighter 2/shadow dancer 1/swashbuckler 1; hp 61; Appendix 1.

Describe the kobolds as very shadowy and unarmed. They are all dressed in tight black

cloth that that leaves very little of their bodies exposed.

**Environment:** See DM's Map 1 for a layout of this encounter. It is about 7 pm, and the town is dark. The alleyway and the street have only shadowy illumination (but the kobolds can see through this regardless, thanks to their darkvision). The buildings on either side of the alleyway are approximately 25 feet tall. The EL of this encounter has been increased to account for the preparations of the kobolds and the favorable conditions.

**Tactics:** Allow PCs to feign surprise if they so desire (and have the card). In the surprise round, Vorastrix casts *haste* on all of the kobolds, while Sunathaer casts *recitation* and uses his swift action to open the pit trap beneath the feet of the person in front of the party. Finteerunt walks out in front of the pit, silently inviting the PCs to come and get him. Sjach hides and flies upwards, preparing himself to start his assault the next round.

The kobolds know that they are fairly fragile, and are susceptible to getting grappled. They attempt to avoid spells such as *Evards black tentacles* by flying above the ground, and use their anklet of translocation (for the kobolds that have them) to get unstuck if necessary. They use tumble to avoid taking full attacks. When communicating to each other, they use drow sign language, or draconic if they cannot see each other.

Vorastrix is the weakest of the ninjas. After hasting in the surprise round, she uses inspire courage, playing both the lute and singing. She also uses the Badge of Valor to increase the potency of her inspire courage. On subsequent rounds, she flies around the party, sweeping for invisible creatures with her blindsense, which she can either *glitterdust* or *faerie fire*. If the opportunity presents itself, she can use her Draconic Breath feat, or any offensive spells that may help. She uses *magic missile* to get rid of any *mirror images* that the PCs may cast.

Finteerunt is the main damage dealer for the ninjas, and he knows it. In round one, he enters a dervish dance (dancing to Vorastrix's song), picks a PC to concentrate fire on (preferably a gnome), and full attacks them, using his Fiery Fists feat until it's used up. He has an extraordinary maneuverability thanks to the *fly* and *haste* spells, and can take ten on his Tumble checks, so he should always be able to full attack. He makes sure to stay outside the range of a return full attack.

Sunathaer is the team's cleric. After casting *recitation* in the surprise round, he takes stock of the situation on the second round. If he doesn't need to start healing immediately, he casts

divine power, and prepares to enter melee, using his stunning fists ability as much as possible. Otherwise, he uses healing spells to ensure that Finteerunt is healthy, and uses *dispel magic* spells to attempt to dispel annoying spells that the PCs may throw at the ninjas. If Sunathaer manages to capture somebody in his Enveloping Pit, he is so excited that he forgets to close it for a round, giving the PC a chance to escape (but he remembers to close it the next round!). Note that PCs can open the pit after it has been closed, as a standard action. Also, for the purpose of this adventure, taking a Bag of Holding, Quiver of Ehlonna, Heward's Handy Haversack or similar items into the pit will not explode as per a Portable Hole.

Sjach is a melee sniper. He uses his hide in plain sight ability to make attacks at PCs and then bound out of the way. He uses his skirmisher ability as often as possible, and can utilize his skirmisher boots to make two attacks on a spring attack (but he can only do this twice). Sjach has a vendetta against gnomes, and will target gnome PCs above all others. His first four attacks he utilizes his stunning fist ability, which also carries a pain touch. Make sure you are familiar with the melee sniping rules, presented on page 42 of the FAQ. Sjach should still be difficult to spot even if he is glitterdusted. Note that Sjach's favored enemy bonuses apply to his hide rolls against such creatures. Remember to apply bonuses for attacking from invisible. Sjach knows that he has no ways to escape grapples or other such impediments, and makes sure to end up well out of the way of any stray effects after his spring attacks.

The kobolds have no reason to fight to the death, and if two ninjas fall without appreciable casualties on the other side, the remaining kobolds will attempt to withdraw from combat.

**Treasure:** The PCs can gain the following treasure here:

**APL 12:** Loot 12 gp; Coin 11 gp; Magic 7054 gp; +1 *Mobility Thistledown Padded Armor* (367 gp), *Anklet of Translocation* x2 (232 gp, 116 gp each), *Armbands of Might* (342 gp), *Badge of Valor* (117 gp), *Cloak of Charisma* +2 (333 gp), *Enemy Spirit Pouch (Humanoid (Gnome))* (175 gp), *Enveloping Pit* (300 gp), *Ki Straps* x2 (832 gp, 416 gp each), *Pearl of Power (4<sup>th</sup> Level)* (1333 gp), *Periapt of Wisdom* +2 (333 gp), *Potion of Lesser Restoration* x4 (100 gp, 25 gp each), *Potion of Remove Blindness* x4 (100 gp, 25 gp each), *Ring of Chameleon Power* (1058 gp), *Ring of Counterspells* (333 gp), *Skirmisher Boots* (267 gp), *Vest of Resistance* +1 x2 (166 gp, 83 gp each), *Vest of Resistance* +2 x2 (666 gp, 333 gp each); Total 7077 gp.

**Development:** Vorastrix is carrying a letter written in draconic which gives the kobold ninjas instructions with regards to Raticus. There is sufficient information contained in it to give the PCs an idea of where they can find Raticus' clones, or at least some of them, although they will need to gather some more information first. Give the players *Player's Handout 2* for the draconic version of the letter, or *Player's Handout 3* if they can read (and translate) from draconic. A DC 20 Knowledge (arcana) check reveals that "Vorastrix" roughly translates as "Kobold Sorcerer", and "Lexithurkear" roughly translates to "Speaker of the Night".

If the PCs capture a ninja, they remain silent and refuse to speak, no matter what the PCs do to them short of magical coercion. However, Vorastrix can be intimidated; his ideals are a little looser than the others. The kobolds have come from Ancalagon's lair in the mountains, and were tasked with keeping an eye on Raticus, and determining why he was dying so repeatedly. They know of the existence of Xedranicus, but not of his relation to Raticus. They know that there are clones stored at Xedranicus' lair, but they don't know where it is exactly, only that it is somewhere out in the Quagfludt. They know that Xedranicus is a huge black dragon and that Ancalagon is a very ancient black dragon. They cannot give the PCs information on how to find Ancalagon's lair – ninja secrets stop them from being able to pass on that information, regardless of what the PCs do. They can tell the PCs that Ancalagon maintains clones of Raticus for his amusement. Can the PCs please stop torturing the poor kobolds now?

### 3: I DREAM OF RATICUS

The following day, the PCs may go about trying to track down where Raticus' clones are located. This encounter provides for methods of information gathering that PCs may have. Knowledge checks, gather information, and divination spells are all covered. If the PCs only subdued Raticus rather than killing him in the first encounter, they may be able to question him too. If the PCs seek out a library or ask for specific knowledge checks (as opposed to "can I make a general knowledge check", e.g., asking about swamps in the Quagfludt), feel free to give them circumstance bonuses as applicable. Note that Laufgen only has a small, watershod, run-down library (+1 maximum bonus), but if PCs teleport to a larger city in Perrenland, they may receive up to a +5 bonus.

Laufgen is an out-of-the-way hamlet of about 500 souls, and is still in a run-down state. The highest level spellcaster is a third level cleric of Pelor, who stays out of the goodness of his



heart. There are no arcane casters in the village (except perhaps Raticus). PCs may purchase PHB items up to the cost of 250 gp, at a 10% premium. PCs may purchase magic items they have access to up to a maximum cost of 250 gp. If PCs go looking for a knowledgeable person, they find that anybody with half a brain has already moved out of Laufgen, but most people respect the innkeeper's knowledge (allow the PCs to make gather information checks as in Encounter 1).

### **Knowledge Checks**

#### **Knowledge (Nature)**

- **DC 10** That's a talking rat.
- **DC 15** He's probably been awakened.

#### **Knowledge (The Planes)**

- **DC 12** Raticus seems to have a fiendish taint to him.
- **DC 15** Raticus is a half-fiend. He is likely resistant to fire and acid, and has a small spell resistance. You may need magical weapons to hurt him.

#### **Knowledge (Arcana) on Raticus**

- **DC 14** Those are black dragon wings.
- **DC 18** Raticus is a half-black dragon. He must have a black dragon parent, or something relatively similar. He can fly clumsily, and probably can breathe a line of acid every now and again.
- **DC 22** If Raticus keeps on returning, regardless of his repeated deaths, he probably has a number of clones.

#### **Knowledge (Arcana) on Black Dragons**

- **DC 14** Baby black dragons, wyrmlings, start out tiny. They are immune to acid damage, and can fly.
- **DC 17** Black dragons are particularly cruel and untrustworthy. They are also sneakier than most other dragons.
- **DC 20** Black dragons usually live in stagnating swamps – they can breathe underwater indefinitely.
- **DC 23** Juvenile black dragons have a darkness ability. Like most dragons, they have excellent senses of perception.
- **DC 26** A young adult black dragon grows large, and this is when they first develop their magical armor, their spell resistance, their sorcerer powers, and their frightful presence.
- **DC 29** Adult black dragons have the ability to corrupt water, turning it into a foul smelling liquid.
- **DC 32** Mature adult black dragons are huge.

- **DC 35** Old black dragons have the ability to warp plants to their vile ways.
- **DC 41** Ancient black dragons can summon plagues of insects to aid their vile purposes.
- **DC 44** Black wyrms are gargantuan in size, and are truly fearsome beasts to behold.

#### **Knowledge (Geography) or Knowledge (Local (Luz Border States))**

- **DC 15** If Raticus' father lives in the Quagfludt, then there aren't many swamps around.
- **DC 25** (*Geography only*) The closest swamp to Laufgen is about 50 miles out to the West.

#### **Bardic Knowledge – Raticus**

- **DC 15** Stories of Raticus abound in this region; Laufgen is the laughing stock of nearby towns.

#### **Bardic Knowledge – Xedranicus**

- **DC 20** There's tales of a black dragon, Xedranicus, who lives in his swamp lair, but is fearful of coming out for some reason.
- **DC 24** The ballad of the cowardly dragon sings about how a black dragon of Perrenland is picked on by his half-brother.
- **DC 26** Obscure draconic tales speak of Xedranicus' father, an ancient wyrm by the name of Ancalagon. However, a number of stories from the same source have proven to be just that – stories.
- **DC 30** Ancalagon truly existed, his prime dating back to the time of the Ur-Flan, before even Iggvurz reigned in Perrenland. He hasn't been seen or heard from in living memory, however.

### **Gather Information**

Gathering Information on Raticus within Laufgen yields the following results. If PCs wish to gather information generally, refer to Encounter 1. PCs who have the Favor of Family Hondvoet from Cooper vs Cobbler receive a +2 circumstance bonus on their gather information checks. PCs who have the Favor of Pekpek or the Favor of Spangles Spectacles from An Evening in Laufgen receive a cumulative +2 circumstance bonus on their gather information checks for each favor that they have (so a PC will all three favors gets a +6 bonus on their gather information checks).

### Gather Information: Raticus

- **DC 5** Raticus? Isn't that the rat who thinks he owns this place?
- **DC 10** Raticus is bad news for this town. He thinks he owns the place, and he keeps on coming back – no matter what we do to him.
- **DC 12** Raticus captured Pixie Cooper a few years ago – she was traumatized by his awful plans for her death!
- **DC 14** Kobold ninjas? Hah! You're funny!
- **DC 16** You can kill Raticus and he'll be back within a few hours. Perhaps there's a Raticus machine nearby!
- **DC 18** We must have killed Raticus dozens of times.
- **DC 20** When he approaches, he always seems to come from the West.
- **DC 22** Sometimes there's more than one Raticus flying around at once! Now that's really weird.
- **DC 25** (or PCs specifically talk to Pixie Cooper) I was kidnapped by Raticus, but rescued by some brave adventurers! In his insane ramblings, he was complaining about a bad swampy smell.

### Divination Spells

Divination spells function normally. Responses to the following spells are provided for convenience. Note that *scrying* and *discern location* yield strange results.

**Augury:** To hunt down Raticus in Xedranicus' lair or similar tasks yields "*Weal and Woe*".

**Commune:** This spell functions normally. Note that deities do not know complete details about Raticus' cloning procedures. They do however know about Ancalagon and Xedranicus.

**Commune With Nature:** This spell will not function within Laufgen, but PCs may cast the spell just on the outskirts of the town. There is no repository of Raticus clones within 30 miles of Laufgen. If PCs cast this spell while closer to Xedranicus' lair, they may gain more information there. See the next encounter for details.

**Contact Other Plane:** Functions normally. See *Commune*.

**Discern Location:** This spell only picks up static, as there are too many Raticus clones about.

**Divination:** General divinations about Raticus and Xedranicus receive the following verse:

*"Raticus lives life by his clones,  
They're stored amongst some many homes;  
The Quagfludt's swamp is where you'll see  
Xedranicus, who'll talk with thee."*

**Find the Path:** When used correctly, a *find the path* spell can help to find Xedranicus' lair. However, note the stringent restrictions on what the spell can be used to find. The only subject that the path can be found towards, based on the PC's information, is "a swamp in the Quagfludt". Lucky for the PCs, there aren't many swampy areas in the Quagfludt, and this spell will help take them straight towards it. This spell provides a large bonus to find Xedranicus' lair. See the next encounter for details on how this helps. Tell the players that their *find the path* sense tingles towards the West.

**Legend Lore:** On Raticus, there is only the local urban legend in Laufgen: "*One haunts the streets at night - a rat, he has many more lives than a cat.*"

On Xedranicus, PCs hear the legend of "*A dragon, brother to a mouse, picked on worse than by a spouse, desperately wanting to move house.*"

Legends abound about Ancalagon, but the PC's knowledge of Ancalagon is insufficient to grant them much information. "*This mighty black dragon of yore, his life has been long and won't last much more, he mostly sleeps and laughs a bit - at a small talking rat of fiendish wit.*"

**Locate Creature:** This spell will fail, unless Raticus was captured alive (and is still alive), as there are no more Raticus clones within range of the spell. Until PCs arrive at the swamp, there is always running water blocking this spell.

**Omen of Peril:** PCs receive "Safety" for usual tasks about Laufgen (use your judgment). If they are within an hour of the swamp, they may receive "Peril" or "Great Danger", as you feel appropriate.

**Scrying/Greater Scrying:** These spells automatically succeed (Raticus doesn't get a will save). However, the vision goes into channel-surfing mode, changing four or five times a round as it cycles through numerous Raticus clones.

**Sending:** PCs have not encountered Xedranicus or Ancalagon before, and so cannot contact them. If they send to Raticus, they receive the following message: "*Laufgen is mine, fools! Mine! Mwahahahaha! Eh? You're still listening? Mine, I say, mine! I will be Emperor Raticus the First! Hmm, more words to...*" as Raticus runs out of words to send.

**Vision:** If the PCs ask for a vision of Raticus, they get a bug-eyed view of hundreds of Raticus clones, located all over the place, but always in a dark place, in their own little receptacles. Numerous are stored together.

If the PCs ask for a vision of Xedranicus' swamp lair, they receive a bird's eye vision of a swampy part within the Quagfludt, which is the area within which Xedranicus has been using his

Plant Growth capability. This provides a bonus in the next encounter.

If the PCs ask for a vision of Xedranicus, they get a foggy picture of an old black dragon in a dark cavern, sitting on a pile of platinum, gold and silver coins.

If the PCs ask for a vision on Ancalagon, they get a very foggy picture of a great wyrm black dragon.

### **Intimidate**

If Raticus was captured alive (for example, by having subdual damage dealt to him), he may be captured. He's a stubborn and arrogant little rat, but he may be intimidated into speaking (a bit).

Raticus is a tough nut to crack, hence the high intimidate DCs listed here. Remember, however, that the PCs will get a bonus to their intimidate check based on the difference in size category between them and Raticus (and Raticus is fine sized).

- **DC 25 or below** I'm not talking to you, fool! You are my slave! Grovel on the ground before the mighty iron paw of Eugene Raticus Maximus!
- **DC 25** Ooh, big threat! I'll tell you on Xedranicus, and he'll eat you for dinner! Uh, oops, Eugene wasn't meant to say that.
- **DC 30** I'll be back with a vengeance! There'll be another clone waking up with Xedranicus now! I'll be back tomorrow for your heads!
- **DC 35** Eek! Okies, Raticus talking! Mighty Ancalagon in the mountains somewhere. But Raticus comes from the swamps of Xedranicus. No, of course I don't know how to get there, stupid! That's just where the clones wake up! Grr, now, give me my rapier back and fight like a mouse!

Raticus may be further prodded and poked; if the PCs beat DC 35, feel free to answer some more of their questions. However, remember that Raticus doesn't know locations – only that the clones wake up in Xedranicus' swamp, somewhere to the West. If the PCs ask about the kobold ninjas, he has no idea what they're talking about. He's never seen them before.

### **Other spells**

*Speak with Dead:* If Raticus was killed, the PCs can use Speak with Dead to try and find out information from him. Use the information from the intimidation section for details. Raticus doesn't really know much about the location of Ancalagon or Xedranicus, but he can impart the details contained in the intimidate section, and

he also knows about the power hierarchy of the three, as detailed in the adventure background.

*Discern Bloodline:* This spell reveals that Raticus is an *Awakened Half-Black Dragon Half-Fiendish Dire Mouse*.

*Detect Thoughts:* Raticus is fairly single-minded. His thoughts are bent completely on his domination of Laufgen and the destruction of the PCs. Convey to the caster a comic-based sense of the PC's death in pictures. If Raticus has been successfully intimidated, then they may obtain some more information from *detect thoughts*, namely, snippets of pictures of Xedranicus, Ancalagon, and the swamp lair.

*Probe Thoughts:* Remember that Raticus is not omniscient, and cannot give directions to the swamp lair. Use the details as given under "Speak with Dead" for what Raticus knows.

**Developments:** When PCs are armed with sufficient knowledge and preparation, they may travel into the Quagfludt, seeking Xedranicus' lair.

## **4: WILD GOOSE CHASE**

Armed with as much information as they think they need or they're going to get, the PCs march off into the wilderness of the Quagfludt. They may leave either the same day as they gathered the information, or over the next few days – it doesn't particularly matter.

Their goal is the lair of the black dragon Xedranicus. As the crow flies, the lair is only about 50 miles away from Laufgen, but PCs are unlikely to know exactly where it is located. This encounter represents the PCs searching about the Quagfludt, based on the knowledge that they have acquired. A map of the region, indicating the location of Laufgen and the location of Xedranicus' lair is provided in DM's Map 2.

A scoring mechanism is introduced to represent the PCs searching for Xedranicus' lair. The party starts with a score of zero, and each day adds to their score, based on how well they perform. When they reach a score of 30 or more, they find the swamp.

Each day, have the party make a survival check. Use the table below to determine how much to add to their score from their survival check:

Survival DC	Score
9 or less	-2
10	-1
15	0
20	+1
25	+2
30	+3
35	+4
40+	+5

Next, add a bonus to the score by how much knowledge the PCs have of where they are going. Add this bonus for each day of travel.

Knowledge	Modifier
Somewhere in the Quagfludt	-1
A swamp in the Quagfludt	+1
A swamp West of Laufgen in the Quagfludt	+2
A swamp West of Laufgen in the Quagfludt, about 50 miles out	+4
Exact knowledge of location (from Knowledge Geography)	+6
PCs use <i>Find the Path</i>	+7

Finally, modify the score by the following circumstances (use all that apply). Again, apply this each day.

Circumstance	Modifier
PCs move at 20'	-2
PCs move at 30'	0
PCs move at 40'	+1
PCs move at 60'+	+2
PCs have a vision of the swamp (from <i>vision</i> )	+2
PCs are flying	+2
Party makes a DC 20 Knowledge (Nature) check (allow assists if PCs are trained)	+2
Other beneficial actions (use your judgment)	+2
PCs are traveling at night	-4

Combine the party's scores from each day. When the PC's score reaches 30, they have found the swamp, and Xedranicus' lair. They arrive in the early afternoon.

If the party takes more than three days to arrive at the lair, they become bogged down in heavy rains on days four and five (-2 penalty to their score for those days). Use your imagination to describe the party becoming wet and muddy, with mosquitoes and leeches sapping at their strength.

If PCs use *commune with nature* after already achieving a score of 15, then they are close enough to catch Xedranicus' lair within the radius of the spell. Give them the benefits listed under *find the path* in this situation.

Make sure to run the following encounter, Hell's Gloom, before the PCs arrive at the swamp. It occurs at night. The scoring is such that PCs should not be able to arrive at the swamp within one day; if they look like they may well make it in two, run Encounter 5 on the first night. Otherwise, try to put in Encounter 5 as close as you can to their final night.

**Troubleshooting:** PCs may want to *teleport/greater teleport/wind walk/phantom steed*. So let them. Note that *wind walk* and *phantom steed* bonuses are already accounted for in the scoring mechanism. If they players complain that they're not getting big enough bonuses, tell them that they're trying to fly around the Quagfludt looking for a small swamp; that takes time, and the faster you go, the more you miss. If PCs want to teleport, so be it. Note that only a PC who has used a *vision* spell knows of the destination (*detect thoughts* isn't good enough for a location). Anybody else arrives off target at another swamp in Perrenland, and does not find Xedranicus' lair there. Only PCs with the combination of (*greater*) *teleport* and *vision* should be able to arrive at Xedranicus' lair without trudging about the Quagfludt first.

## 5: HELL'S GLOOM

As the PCs search for Xedranicus' lair, in the middle of a night, they encounter a vampire and a vrock. They have been tasked by Drelzna to seek out Xedranicus and persuade him to join their cause. However, they have as yet been unsuccessful, and will not return until their mission is complete. They do not know about recent events in Perrenland.

The vampire, Klaus, is Lawful Evil, and has been put in charge of the operation. As such, he has the vrock carrying his coffin, and attempts to pull rank as much as he can. The vrock Vladimir, on the other hand, is Chaotic Evil, and complains repeatedly about the end of Hell's Gloom, which means that Klaus can only travel at night. He is very bitter about having to carry the coffin. The two converse in common, as it's the only language that they have in common, and Vladimir refuses to use his telepathic abilities on Klaus, who he resents being under. They have been searching fruitlessly for Xedranicus' lair for a number of weeks now, and are thoroughly sick of each other. Vladimir is currently complaining that they haven't heard from their masters in weeks, while Klaus is complaining that Vladimir should just shut up because he doesn't know how to follow orders.

The preparations that Vladimir and Klaus make depend on how well the party performs in the previous encounter. If this combat is taking place on the 3<sup>rd</sup> night or later, Vladimir has spotted the party's tracks, and they are being cautious. Otherwise, they are just walking along, arguing.

Determine a time in which the PCs encounter this unlikely duo randomly. If the PCs have a light source and didn't take steps to

conceal it, Vladimir spots it from a distance away, and both he and Klaus sneak up to attack the PCs. Roll spot/listen/hide/move silently checks as normal, remembering that PC's range of vision will likely be limited by their light source or their darkvision, and enter initiative normally, after determining if there is a surprise round. Use the following boxed text in this situation.

***Settling down for your watch for the night, you gaze around the dark, cloudy night. Time passes uneventfully, and the drone of insects seems to be lulling your senses. Tonight's mead gently picks at your brain, until you suddenly notice two creatures upon you, racing out of the darkness!***

If the PCs do not have a light source, allow PCs a listen check, remembering that sleeping PCs suffer a -10 penalty. If it is before the fourth night, PCs who beat DC 20 hear Klaus and Vladimir starting up a new argument, about 100 feet away. Otherwise, the DC is 30 as Klaus and Vladimir are being quiet. Read the following boxed text for PCs who make this check. Feel free to improvise on an argument if the pair are arguing.

***Settling down for your watch for the night, you gaze around the dark, cloudy night. Suddenly, you hear an unnatural rustling sound off in the distance. Perhaps it's just a large animal, but the hairs on your neck have sprung up.***

If they haven't noticed the party, Klaus and Vladimir are unwittingly making a beeline straight for the party, and will stumble on top of them within 3 rounds, likely spotting them once they come in the range of darkvision. If the party is quiet and stealthy however, they may get the drop on the pair. Determine the PC's actions, and enter initiative as appropriate.

When the PCs see Klaus and Vladimir, read the following description.

***The creatures are an unlikely pair; a somewhat degraded human in breastplate wielding a bastard sword, and a large vulture-like demonic creature with many images.***

If Vladimir is still carrying Klaus' coffin when the party sees him, add the following:

***The vulture-like creature seems to be carrying a large wooden box on his back.***

## **APL 12 (EL 13)**

**Klaus:** male vampire fighter 6/warrior 5/exotic weapon master 1; hp 89; Appendix 1.

**Vladimir:** 14 HD advanced vrock, hp 163; Appendix 1.

**Tactics:** Vladimir always has *mirror image* active. If they spot the party at 100 feet or more and have time to prepare, they hide the coffin and Vladimir activates his *heroism* spell-like ability. Klaus then runs in, while Vladimir teleports into the middle of sleeping PCs, hoping for an easy kill.

If they spot the party at 60 feet or less, or the party gets the drop on the pair, Vladimir does not have *heroism* active, although he still has *mirror image* running. He will still be carrying the coffin in this situation. His first action is to use *telekinesis* on the coffin to hurl it at a PC. If it hits, the coffin deals 3d6 damage. Klaus simply attacks.

The pair do not coordinate attacks well at all, but they won't pass up the opportunity for a flank or to make use of a situation that the other has created (e.g., stunned or tripped opponents).

Klaus uses his boots of speed on all attacks. He power attacks lightly, preferring for his attacks to all hit. He tries to full attack as much as possible, but if he has to move, will provoke an attack of opportunity in order to make use of his elusive target feat. Note that he has improved turn resistance, so he should be difficult to turn.

Vladimir uses his spores attack with reckless abandon, not caring if he gets Klaus in the blast. He mostly attempts to make full attacks, but if Klaus enters a target rich environment, will use his stunning screech. Being quite arrogant, he will not attempt to use his summon ability. If reduced to 15 hp or less, he will flee using his *greater teleport* ability.

Feel free to continue to have Klaus and the vampire argue throughout the combat. For example, if spored or screeched (even though he's immune to the screech), Klaus will yell at the vrock. If Klaus seems has a particularly useless round, Vladimir will taunt him in return. You may like to use the following:

"Argh, you useless infernal overgrown vulture!"

"Who are you calling infernal, you lump of rotting human?"

**Treasure:** The PCs can gain the following treasure here:

**APL 12:** Loot 28 gp; Coin 0 gp; Magic 4392 gp; *Belt of Giant Strength* +4 (1333 gp), *Boots of Speed* (1000 gp), +1 *Mithril Breastplate* (433 gp), +1 *Shocking Bastard Sword* (694 gp), +1 *Mighty Composite Longbow* (+8 Str) (266 gp),

*Gauntlets of Ogre Power* (333 gp), *Vest of Resistance +2* (333 gp); Total 4392 gp.

**Development:** The PCs should be able to follow Klaus back to his coffin, wherever it has ended up. They have now defeated a pair of enemies that any Perrender should be good at fighting by now. The next day, the PCs find their way to Xedranicus' lair.

## 6: THE HOLLOWS UNVEILED

The PCs finally find the swamp beneath which the dragon's lair is hidden. Some tidbits of information are available here, and it provides an opportunity for the party to prepare if they want to. Read or modify the following description as appropriate.

***After trudging through the Quagfludt for days, you finally come across a small swampy area. There is a veritable jungle here, as overgrown foliage vies to block your way.***

Xedranicus has been using his *plant growth* ability to make entrance to his lair difficult. However, PCs are not stopped from flying above or cutting their way through the thicket. PCs who succeed on a DC 23 spellcraft check realize that this may be the results of a *plant growth* spell. After the PCs fly over or cut their way through the jungle to the centre of the swamp, read the following text.

***In the centre of the jungle lies a small swamp, a bog, with foul-smelling stagnant brackish water. It doesn't look like this water could sustain any life. This doesn't look like a likely place for a bunch of clones to be kept.***

Allow the PCs to search around, using either the search or survival skill. They can find the following.

- **DC 15** There is a large cave opening shrouded by the jungle near the swamp.
- **DC 20** There are claw marks on the ground near the cave opening.
- **DC 25** Those look like dragon claws on the ground there!
- **DC 30** There are a whole lot of smaller tracks coming in and out of the cave, too, about the size of small humanoids. (If this was made on a survival check, give that these tracks look like kobold tracks).

When the PCs are ready to move in, move onto the next encounter.

## 7: A DARK GOD'S LAUGHTER

Xedranicus is an old black dragon. He is arrogant and ruthless, and should come across to the PCs as such. He keeps himself cooped up near his lair, as the thing he fears most in life is Ancalagon, his father. Ancalagon has sent Eugene Raticus Maximus to keep an eye on Xedranicus, along with a large batch of Raticus' clones. Xedranicus, however, will not admit that he is kept in line by his half-brother, Eugene Raticus Maximus, of all creatures.

Recently, however, he ran into a small problem. His kobolds, who live further down the tunnel, have gone into rebellion. Led by a bunch of three, including a dragonwrought kobold, they have demanded that they wish to become a democracy, sick of life under the tyrant, and are holding the clones of Raticus hostage. However, they are fearful to come out openly and attack Xedranicus, because they know that they'll all be killed. On the other hand, Xedranicus is fearful to quash this pathetic rebellion, because after all, they are holding the clones of Raticus hostage, and he fears Ancalagon would kill him if the clones were to all be destroyed.

As such, rather than crushing the PCs ruthlessly for their rude intrusion, he is willing to cut a deal with them. They get rid of his kobold rebellion, he'll see what he can do about their Raticus problem... If the PCs wish to simply fight Xedranicus, they can, and he will delight in eating them all for afternoon tea. Move to Encounter 9 for tactics.

See DM's Map 3 for the layout of this encounter. Xedranicus vigilantly puts up *alarm* spells on both the entrance to his lair and the entrance to the kobold tunnel, and so he is likely to be warned of the intrusion. If he is warned, Xedranicus slips into his pond, casts *mage armor*, *protection from good*, *shield* and *scintillating scales*, and waits for the PCs, with his head just sticking out of the water, hiding. Otherwise, he is sitting covetously on his hoard of coins, purring to them. Chances are that he will notice as soon as PCs enter his cavern, regardless of their stealth abilities.

If he is watching from the water, he will greet the PCs with a *major image* of himself. Otherwise, he will hiss at the PCs, and snarl menacingly. Read or adjust the following boxed text as appropriate. It assumes that Xedranicus is aware of the PCs.

***The tunnel is dank, damp, and dark. It has an uneven floor, and doesn't seem to***

***widen out for a while. It seems to go on beyond what your eyes can see, at least, gently sloping downwards.***

The tunnel stretches for 300 feet before it opens up in the cavern which Xedranicus calls home. When the PCs continue, read the following.

***The tunnel slopes downwards for about 300 feet before it curves around and opens up into a large cavern. It reeks in here, and the source is obvious. There is a large, stagnated pond in here, the water a filthy black colour. What must be bloated rotting sheep carcasses are all that break the waterline. Around the other side of the pond lies a large pile of gleaming coins: gold, silver, and platinum.***

At this point, ask for spot checks against Xedranicus' hide check. Assuming they don't see him, continue, or adjust as appropriate. Xedranicus uses his Major Image spell next, but starts with only sound and no image.

***"Fools!" a voice bellows, bouncing around the room. "Have you come to pay homage to the great Xedranicus!?"***

Allow the PCs to respond. They may like to try spot checks again. Regardless of the outcome, PCs see the following.

***The form of a great black dragon emerges from the pond, water dripping off him. He flaps his wings a bit, shaking the water from them, before lumbering his way clumsily over to his hoard and resting on top of it. The black scales on the dragon are dull, mottled and grey, with a tinge of green to them. A pair of horns on his head point in roughly the same direction as his snout, which is gaunt, giving his head a skull-like appeal.***

It is obvious that this is a huge black dragon. Anybody making a DC 35 Knowledge (arcana) check recognizes Xedranicus as an old black dragon. Feel free to provide PCs with knowledge of Xedranicus in the usual manner, assuming they beat DC 35. Otherwise, you may give them the information on black dragons contained under Knowledge (arcana) in Encounter 3.

At this point, feel free to roleplay with the PCs a bit. Ask the PCs why Xedranicus shouldn't eat them on the spot, and muse on this issue for a while. If somebody points out that they're talking to an illusion and his real form is in the lake, he will attempt to remain hidden from

the rest of the PCs, and continues talking through the illusion.

***"You take me for a fool? There are precautions to be made when annoying flies such as yourselves enter my abode unannounced."***

Eventually, after the PCs have pleaded their case, Xedranicus says

***"Hmmm... Well, it is in my... generous nature not to eat you today as you deserve. Perhaps we can work out a deal. I have, you see, a little problem. My kobolds are rebelling, and I need that rebellion put down. I daren't do it myself, for they're holding the clones of Raticus hostage. Go down yonder tunnel, and bring me the heads of Kiritsi, Polcinski and Schwarzi. Then we shall discuss young Eugene." With an annoyed flick of his tail, Xedranicus points to the entrance to a tunnel system, further round the pond.***

If the PCs have further questions to ask, they may try, but Xedranicus quickly tires of them and loses patience.

***"I lose patience with you, little gnats. Begone from my presence, and don't be back without those heads!" Xedranicus hisses.***

If the PCs choose to hang around and annoy him further, roll initiative, using the tactics in Encounter 9.

**Development:** Xedranicus, wary of the PCs, will maintain concentration on the *major image* (assuming he cast it), talking to a female black dragon of his fantasies to while away the time.

## **8: A NATION MOCKED**

The PCs may venture down the tunnel indicated by Xedranicus. As noted on the map, unless they take pains to bypass them, the PCs will pass through two *alarm* spells on the way. The first is Xedranicus' *alarm* spell, which he relies on to warn him that the kobolds are coming. The second is that of the kobolds, who keep it running to make sure that they have warning for if Xedranicus attempts to attack them. If the PCs try to dispel the *alarm* spells, see DM's Map 3 for the caster levels on the various spells.

The kobolds' hovels are about a quarter of a mile down the tunnel from Xedranicus' lair, into DM's Map 4. As the PCs approach the pathetic village, read the following boxed text, or modify it as appropriate for the PCs.

***You travel for about a quarter of a mile down the tunnel. As you delve deeper, you begin to notice smaller tunnels, fit only for a halfling to pass through, branching off. Eventually, you see what you were looking for – a kobold, hitting at rocks with a hammer. Its complexion is dark, black to your eyes, and as he notices you in turn, he stops hitting the rock, holding his hammer, and just stares at you.***

Allow PCs to react as they desire, but this kobold will not talk to them, merely point further down.

***As you continue, more kobold miners come into view, and eventually, you see what can only be mothers clutching their frightened children to them. All stop what they're doing as you walk past, obviously fearful. The only interaction you can get out of them is a scared pointing further onwards; otherwise, they don't even meet your gaze.***

If the PCs attack the kobolds on sight, warn them that the slaughter of such innocents is an evil act. If they attack regardless, the kobolds flee into their warrens. If the PCs continue, read the following text.

***Eventually, three kobolds dare to stride out towards your group. They are led by a striking kobold covered in shining black scales carrying a shining shortspear and a mithril buckler. Behind him, to his left, stands perhaps the most muscularly built kobold you've ever seen. On his right side stands a much smaller kobold who has somehow gathered some black feathers which decorate his body. These are the first kobolds to meet your gaze, and they stare at you defiantly.***

***The leader speaks. "Why comes you to the kobolds of Xedranicus? You speaks, or wees kills you!"***

The kobolds begin with an attitude of unfriendly. The PCs can either choose to fight, or to try to talk to the rebellion leaders. If they choose to fight, use the encounter and tactics detailed below. If they choose to speak first, they must shift the kobolds' attitudes to friendly before the kobolds will speak to them. Allow the PCs to do this in stages. If at any time the kobolds' attitude is shifted to hostile, they attack. Similarly, if after two or more attempts at diplomacy, the kobolds are still (or return to) unfriendly, they attack. The following situations modify the diplomacy check:

- There is a (visible) gnome in the party: -4
- A gnome is making the diplomacy check: further -2
- There is a kobold in the party: +2
- Kobold is making the diplomacy check: further +2

If PCs can present Xedranicus' head, the kobolds will immediately shift to helpful. If the PCs convince the kobolds not to attack, then the kobolds will explain their situation and ask for the PCs' help.

The three kobolds are Kiritsi, Polcinski and Schwarzi. Kiritsi is the de-facto leader of the kobolds (the dragonwrought bard). The kobolds have been charged to maintain Raticus' clones at the behest of Xedranicus, and do so out of fear rather than out of any binding ties to him. However, they have been listening to some of Raticus' rantings, and in particular, Kiritsi is interested in the power structure that Raticus thinks he holds over Laufgen. Raticus called it a deemo-crazy, where he rules with an iron paw, and everybody votes for him. Kiritsi has managed to convince the rest of the kobolds that the tyranny of Xedranicus is suppressing them, and it is time for the koboldtariat to rise up and make a stand! Down with Xedranicus! Up with deemo-crazy! If asked, Kiritsi can tell the PCs that they have plans for holding deemo-cratic elections, but only Kiritsi's name shall be on the ticket.

To further their ends, the kobolds are holding the clones of Raticus hostage. However, they dare not kill them, for then Xedranicus would have no qualms about killing them all. At the same time, the kobolds know that they are completely outmatched and cannot possibly hope to defeat Xedranicus.

Of course, this is where the PCs come in. Perhaps they could kill Xedranicus for them? Kiritsi is more than willing to dispatch of Raticus' clones once Xedranicus is dead, providing the heads of the clones to the PCs. The kobolds have no love of Raticus.

If the PCs ask where the clones come from, the kobolds only know that they arrive here in shipments of 50 every now and again.

The kobolds can provide the PCs with some spells in assistance of fighting Xedranicus. Each PC will be offered a *resist energy (acid)* spell (CL 12) and a *good hope* spell (CL 11) to aid them in their mighty battle.

If the PCs attack, the commonfolk vanish into their hideyholes, while Kiritsi, Polcinski and Schwarzi defend their kobold honour. See DM's Map 4 for a layout of the encounter. Should the PCs wish to exterminate all the kobolds, including the non-combatant ones, there is not much stopping them, but do remind the players



that the wanton destruction of innocents will be marked as an evil act.

#### APL 12 (EL 15)

**Kiritsi:** male kobold bard 7/warweaver 5; hp 57; Appendix 1.

**Polcinski:** female kobold sorcerer 8/fatespinner 4; hp 49; Appendix 1.

**Schwarzi:** male kobold barbarian 2/fighter 10; hp 91; Appendix 1.

**Tactics:** Before coming out to meet the PCs, assuming that the *alarm* spell was triggered or the PCs strode in visibly, the three kobolds received warning of their approach, and cast some preparatory spells. These are detailed at the end of their stat blocks. If PCs managed to avoid the *alarm* spell and sneak up to the kobolds without being noticed, then the kobolds have less time to cast spells, and as such are less prepared for the combat. Appendix 1 contains these details.

Schwarzi's job is straightforward – he rages and charges into combat, aiming for a more vulnerable PC if possible. Remember to use his fleet of foot and elusive target abilities. He fully expects to be backed up by the two spellcasters.

On his first turn, Kiritsi releases his quiescent weave as a move action, loads a *cure critical wounds* spell into the quiescent weave as a standard action, and uses *ironskin* chant with his swift action (on Schwarzi). Note that his inspire courage ability will not stack with the precast *good hope* spell, and so he does not use this ability. On subsequent rounds, he uses *ironskin* chant and maintains the *harmonic chorus* spell on Polcinski using his extraordinary concentration feat. He can either *dispel magic* if needed, or use a move action to release the quiescent weave again if the kobolds need desperate healing. Otherwise, he casts buff spells on the three kobolds simultaneously, using his warweaver abilities.

Polcinski is the sorcerer of the group. She makes liberal use of her empower and quicken spell feats. Note that she has practical metamagic (quicken and empower). She begins with battlefield control, such as quickened *gnome blight* and *solid fog*, and on subsequent rounds uses empowered and quickened damaging spells. She takes care to avoid hitting Schwarzi with her area of effect spells, and will place the *solid fog* so as to leave some targets for the kobolds to work on. Because of Kiritsi's *harmonic chorus* spell, she should be casting at increased caster level and spell DCs. She uses her spin fate ability to throw one spell with a very large DC (such as an empowered *arc of lightning*), and if endangered, uses her *wings of cover* spell.

**Treasure:** The PCs can gain the following treasure here:

**APL 12:** Loot 51 gp; Coin 182 gp; Magic 6663 gp; +1 *Mithril Buckler* (167 gp), +1 *Small Shortspear* (191 gp), *Amulet of Natural Armour* +1 (166 gp), *Anklet of Translocation* (116 gp), *Bear Helm* (125 gp), *Belt of Giant Strength* +4 (1333 gp), *Cloak of Charisma* +2 (333 gp), *Cloak of Charisma* +4 (1333 gp), *Cloak of Resistance* +2 (333 gp), *Potion of Lesser Restoration* x3 (75 gp, 25 gp each), *Potion of Remove Blindness* x3 (75 gp, 25 gp each), *Ring of Protection* +1 x3 (500 gp, 166 gp each), *Third Eye Concentration* (833 gp), *Vest of Resistance* +2 (333 gp), *Vest of Resistance* +3 (750 gp); Total 6896 gp.

**Development:** The PCs have either slaughtered the kobolds as Xedranicus desired, and may return to him triumphant, or have negotiated with the kobolds, and are now on a mission to kill Xedranicus.

## 9: REGICIDE

The PCs return to Xedranicus, who is expecting them to have the heads of the kobold posse. Then again, he doesn't trust them, and is ready for a fight should the PCs turn against him. His *alarm* spell and his senses should let him know when the PCs return, and he takes the opportunity to slip into the water and position the major image on his hoard of coins, waiting for their arrival.

If the PCs honour their agreement and bring the heads of the three kobolds, Xedranicus will look somewhat surprised, but will accept their task as done. He knows exactly what the heads should look like, and has very keen eyes, and so should be able to spot any tricks that the PCs may come up with (although let them try if they wish to). If the PCs have come back with the kobold's heads, read the following text.

**Returning to Xedranicus' cavern, you find him sitting upon his hoard of coins. "You have returned with the heads, I see. Very well. What was it again that you wanted?"**

Allow the PCs to explain their desires to him, and roleplay with them for a while. The biggest concession that Xedranicus will make, however, is that he will try to intimidate Raticus into staying away from Laufgen, saying that he'll eat him otherwise; Ancalagon has given him permission (all a bluff, of course). After extracting such a concession out of Xedranicus, he becomes annoyed, and insists they leave.

**"Fine. Now, I've had enough of looking at you," Xedranicus hisses in your direction. "Get out of my sight."**

The PCs should take their cue to flee about now. If they insist on staying and taunting him, remember that PCs are crunchy and taste great when dipped in chocolate.

If, on the other hand, the PCs come back empty handed or attempt to fool Xedranicus (unsuccessfully), he spends a couple of rounds buffing himself underwater, casting *shield*, *scintillating scales*, and *protection from good* in the three rounds that the *major image* persists after he ceases concentrating on it (*mage armour* should still be running from previously). While casting, the *major image* will talk to the PCs, asking them for the proof of their deeds and musing to cover up Xedranicus' spellcasting. Once done, he rears up out of the water in anger and roars at the PCs as the *major image* winks out. Roll initiative.

#### APL 12 (EL 15)

**Xedranicus:** huge male old black dragon; hp 287; Appendix 1.

The EL on this encounter has been reduced by one because the PCs have had the opportunity to prepare for this encounter, and further have had the opportunity to gain assistance from the kobolds. Regardless, it should still be a very challenging fight.

**Tactics:** Xedranicus isn't stupid, and realizes that if the PCs have come from the kobolds, they're likely to be prepared for and effectively immune to his breath weapon. He prefers to toy with the PCs in melee, making good use of his Large and In Charge feat, as well as his Improved Snatch feat. He particularly enjoys taking characters in full plate and dropping them into the far end of his pond. He doesn't show off that he has manoeuvrability until he has to, preferably to full attack a flying PC. In particular, he can improved snatch a flying PC, drop them as a free action on his next turn, stay in the one spot using his manoeuvrability, and full attack them. After toying with his food for a couple of rounds, Xedranicus will go for the kill. He targets anybody who casts healing spells or seems particularly capable of damaging him with a vengeance.

Xedranicus has a few useful items. He will use his circlet of rapidcasting to recast any buffs that get dispelled, or put *dispel magic* back into his ring of counterspells. He will also use it for *resist energy* or *glitterdust* as necessary, or on *magic missiles* against *mirror images*. If PCs begin using teleportation magics, he activates his ring of silent spells, and uses it in conjunction with his Large and In Charge feat to keep the PCs locked down for full attacks. He also has an amulet of fortune prevailing, in case he fails a

critical saving throw. Xedranicus reserves his anklet of translocation for spell effects that would otherwise incapacitate him or severely slow him down, such as forcecage or solid fog. Note that he cannot activate the anklet of translocation once the ring of silent spells has been activated, and so is careful about using the ring.

Xedranicus has already used his *corrupt water* and *plant growth* abilities for the day.

**Environment:** The pond is as marked on the map. Its depth is also marked on the map. Visibility in the water is limited to 10 feet, with concealment at 10 feet, and total concealment beyond 10 feet. Xedranicus is quite happy to fight PCs one on one underwater if he feels particularly threatened above water. Anybody touching the water comes out with a vile smell, but no other effects. The cavern itself is 60' high in the centre, and is roughly dome-shaped.

**Treasure:** Xedranicus has a large hoard of coins, as well as his possessions. The PCs can gain the following treasure here:

**APL 12:** Loot 0 gp; Coin 2803 gp; Magic 3697 gp; *Amulet of Fortune Prevailing* (416 gp), *Anklet of Translocation* (116 gp), *Circlet of Rapidcasting* (1250 gp), *Pale Blue Rhomboid Ioun Stone* (666 gp), *Ring of Counterspells* (333 gp), *Ring of Silent Spells* (166 gp), *Vest of Resistance +3* (750 gp); Total 6500 gp.

**Development:** The PCs have either extracted a concession from Xedranicus with regards to Raticus, and may return to Lafugen successful. Otherwise, they have a dragon head to take back to the kobolds, who will be most grateful and promise to destroy the Raticus clones, as well as their assistance at a later time. If the PCs remember to collect the heads of the Raticus clones, there are 23 of them left here. Once again, the PCs may return to Laufgen, their mission successfully completed.

**Troubleshooting:** If the players insist, they may fight the kobolds as well as Xedranicus. Don't force the PCs to commit to a path of action – let them choose what they want to do. However, do remind the players that if everybody is dead, then there's nobody left to offer them thanks...

## CONCLUSION

There are three possible conclusions for this module. Feel free to modify them as necessary to describe the PCs actions. Otherwise, read or paraphrase the one closest to the PCs' actions.

**Conclusion A: PCs negotiated with Xedranicus**

*Having dealt with the kobold rebellion and extracted a concession from Xedranicus with regards to Raticus, you return to Laufgen with the news of your success. Berrund Lutgere isn't convinced that you can really trust an old black dragon, but seems happy enough that you didn't actually recover any Raticus heads, and thus he doesn't have to pay you. While Laufgen may be safe from Raticus for now, you can't help but feel that you may see the annoying rat again sometime in the future.*

**Conclusion B: PCs negotiated with the kobolds**

*Having overthrown the tyrant Xedranicus and helped his kobolds set up their fledgling deemo-crazy, you return to Laufgen with the news of your success. Berrund Lutgere looks very embarrassed when he goes to pay you, having found that the coffers of Laufgen are completely empty. "Huh... I wonder where it all went," he says. "It was there when I looked last year..."*

*The kobold clan has invited you to visit as often as you like, and have even offered to teach you some forbidden kobold lore. Yet while you have dealt with Raticus' clones and Laufgen may be safe for the moment, you wonder if perhaps one day you will see that annoying rat again.*

**Conclusion C: PCs killed the dragon and the kobolds**

*Having laid waste to the lair of kobold and dragon alike, you return to Laufgen with the news of your success. Berrund Lutgere looks very embarrassed when he goes to pay you, having found that the coffers of Laufgen are completely empty. "Huh... I wonder where it all went," he says. "It was there when I looked last year..."*

*Yet while you have dealt with Raticus' clones and Laufgen may be safe for the moment, you wonder if perhaps one day you will see that annoying rat again.*

If the PCs killed Xedranicus, then they receive the AR entry "*Standing up for the Little Folk*". If they killed the leaders of the kobold rebellion, they instead get "*Ruling with an Iron Fist*". If, however, they killed both the kobolds and the dragon, then there is nobody left to give them a favour, and they receive neither of these.

All PCs who entered the swamp receive the AR entry "*Swamp Touched*".

Given that Berrund Lutgere cannot (or will not) pay the PCs for their actions, the PCs may

wish to keep the heads of Raticus as trophies. Such PCs (assuming that there are enough heads to go around) receive the "*The Head of Raticus*" AR entry.

Finally, if the PCs are successful in their mission, they all receive "*The Gratitude of Laufgen*" AR entry.

## **CAMPAIGN CONSEQUENCES**

If the PCs were successful in either negotiating with the kobolds or Xedranicus, they have dealt with the Raticus problem plaguing Laufgen. Or have they? Only time will tell.

## 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.

### 2: One Rat Too Many

Defeat the kobold ninjas  
APL 12 450 XP

### 5: Hell's Gloom

Defeat the vampire and the vrock  
APL 12 390 XP

### 8: A Nation Mocked

Defeat the kobold posse  
APL 12 450 XP

### 9: Regicide

Defeat Xedranicus  
APL 12 450 XP

### Story Award

Negotiate the destruction of the Raticus clones  
APL 12 135 XP

### Discretionary Roleplay Award

APL 12 150 XP

### Total Possible Experience

APL 12 1575 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, Jewellery, and other valuables; Magic = Magic Items.

### 2: One Rat Too Many

**APL 12:** Loot 12 gp; Coin 11 gp; Magic 7054 gp; +1 *Mobility Thistledown Padded Armour* (367 gp), *Anklet of Translocation* x2 (232 gp, 116 gp each), *Armbands of Might* (342 gp), *Badge of Valor* (117 gp), *Cloak of Charisma* +2 (333 gp), *Enemy Spirit Pouch (Humanoid (Gnome))* (175 gp), *Enveloping Pit* (300 gp), *Ki Straps* x2 (832 gp, 416 gp each), *Pearl of Power (4<sup>th</sup> Level)* (1333 gp), *Periapt of Wisdom* +2 (333 gp), *Potion of Lesser Restoration* x4 (100 gp, 25 gp each), *Potion of Remove Blindness* x4 (100 gp, 25 gp each), *Ring of Chameleon Power* (1058 gp), *Ring of Counterspells* (333 gp), *Skirmisher Boots* (267 gp), *Vest of Resistance* +1 x2 (166 gp, 83 gp each), *Vest of Resistance* +2 x2 (666 gp, 333 gp each); Total 7077 gp.

### 5: Hell's Gloom

**APL 12:** Loot 28 gp; Magic 4392 gp; *Belt of Giant Strength* +4 (1333 gp), *Boots of Speed* (1000 gp), +1 *Mithril Breastplate* (433 gp), +1 *Shocking Bastard Sword* (694 gp), +1 *Mighty Composite Longbow* (+8 Str) (266 gp), *Gauntlets of Ogre Power* (333 gp), *Vest of Resistance* +2 (333 gp); Total 4392 gp.

### 8: A Nation Mocked

**APL 12:** Loot 51 gp; Coin 182 gp; Magic 6663 gp; +1 *Mithril Buckler* (167 gp), +1 *Small Shortspear* (191 gp), *Amulet of Natural Armour* +1 (166 gp), *Anklet of Translocation* (116 gp), *Bear Helm* (125 gp), *Belt of Giant Strength* +4

(1333 gp), Cloak of Charisma +2 (333 gp), Cloak of Charisma +4 (1333 gp), Cloak of Resistance +2 (333 gp), Potion of Lesser Restoration x3 (75 gp, 25 gp each), Potion of Remove Blindness x3 (75 gp, 25 gp each), Ring of Protection +1 x3 (500 gp, 166 gp each), Third Eye Concentration (833 gp), Vest of Resistance +2 (333 gp), Vest of Resistance +3 (750 gp); Total 6896 gp.

## 9: Regicide

**APL 12:** Coin 2803 gp; Magic 3697 gp; Amulet of Fortune Prevailing (416 gp), Anklet of Translocation (116 gp), Circlet of Rapidcasting (1250 gp), Pale Blue Rhomboid Ioun Stone (666 gp), Ring of Counterspells (333 gp), Ring of Silent Spells (166 gp), Vest of Resistance +3 (750 gp); Total 6500 gp.

## Treasure Cap

**APL 12:** 3300 gp

## Total Possible Treasure

**APL 12:** 24865 gp

# ADVENTURE RECORD ITEMS

**Ruling with an Iron Fist:** For crushing his kobold rebellion, Xedranicus has surprisingly lived up to his word and not eaten you. You receive a +2 circumstance bonus to charisma based checks with evil aligned dragons, and a -2 circumstance penalty to charisma based checks with kobolds and good aligned dragons. If you are willing to brave the swamp again, Xedranicus will force his kobolds to teach you some of their forbidden kobold lore. They offer to teach you the following: Practical Metamagic (RotD), Darkstalker (LoM), Assay Spell Resistance (SpC), Wings of Cover (RotD) and Ruin Delver's Fortune (SpC). You must spend 2 TU's for each of these that you wish to learn.

**Standing up for the Little Folk:** For relieving the black kobolds of the tyrant Xedranicus and helping them to start their fledgling deemo-crazy, they have named you an honorary kobold. You receive a +2 circumstance bonus to charisma based checks with kobolds and good aligned dragons, and a -2 circumstance penalty to charisma based checks with evil aligned dragons. Furthermore, if you spend some time with the kobolds, Kiritsi, Polcinski and Schwarzi will share some of their forbidden kobold lore. They offer to teach you the following: Practical Metamagic (RotD), Darkstalker (LoM), Assay Spell Resistance (SpC), Wings of Cover (RotD) and Ruin Delver's Fortune (SpC). You must spend 2 TU's for each of these that you wish to learn.

**Swamp Touched:** You ventured into the swamp lair of the black dragon Xedranicus, and the smell seems to have clung to you, regardless of everything you've tried. For the next three adventures, you receive a -2 circumstance penalty to all diplomacy checks (except with creatures that have their own stench, such as troglodytes, with whom you receive a +2 circumstance bonus to diplomacy checks). Smelling like that has its benefits though; your immune system seems a bit stronger for the experience, and you gain a +2 bonus on all saving throws made against stench effects (such as troglodyte and ghastr stench).

**The Head of Raticus:** You have claimed one of Raticus' heads as a symbol of your victory over his clones. Perhaps you've seen the last of him now?

**The Gratitude of Laufgen:** For delving to the root of their problems and finding a solution, the townsfolk of Laufgen are grateful. From here on, you receive free standard upkeep in Laufgen, as well a +2 circumstance bonus on gather information checks made in Laufgen.

## ITEM ACCESS

(none)

## APPENDIX 1: APL 12

### 1: AN EVENING IN LAUFGEN

#### EUGENE RATICUS MAXIMUS CR 3ISH

Male awakened half black dragon half fiend mouse wizard 6

NE Fine outsider (native)

**Init** +2; **Senses** darkvision 60 ft., scent; Listen +1, Spot +1

**Languages** Common, Draconic, Elven, Gnome, Orc

**AC** 34, touch 28, flat-footed 32  
(+16 size, +2 Dex, +6 natural)

**hp** 24 (6 HD); **DR** 5/magic

**Immune** acid, paralysis, poison, polymorph

**Resist** cold 10, electricity 10, fire 10; **SR** 11

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

**Weakness** ridiculously small

**Speed** 10 ft. (2 squares), climb 10 ft., fly 20 ft. (average)

**Melee** claw +15 (1d1-4) or

**Melee** bite +10 (1d1-4) and 2 claws each +15 (1d1-4) or

**Ranged** ranged touch spells +21 (by spell)

**Space** 0.5 ft.; **Reach** 0 ft.

**Base Atk** +3; **Grp** -24

**Special Actions** acid breath (DC 15), smite good

**Wizard Spells Prepared** (CL 6<sup>th</sup>, DC = 14 + spell level +1 necromancy):

3rd— *dispel magic*, *fireball*, *vampiric touch*

2nd— *blindness/deafness*, *detect thoughts*, *false life*, *hypnotic pattern*

1st— *cause fear* x2, *charm person*, *ray of enfeeblement*

0— *daze* x6

**Spell-Like Abilities** (CL 6th):

3/day— *darkness*

1/day— *unholy blight* (DC 11), *desecrate*

**Abilities** Str 2, Dex 15, Con 14, Int 19, Wis 12, Cha 5

**SQ** summon familiar

**Feats** Enlarge Spell, Scribe Scroll, Skill Focus (intimidate), Skill Focus (profession evil genius), Spell Focus (necromancy)

**Skills** Concentration +11, Intimidate +3, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (the planes) +13, Profession (evil genius) +7, Spellcraft +13

**Possessions** boots (black), mwk cloak (for intimidate), fine sized rapier

**Spellbook** Spells prepared. PCs must have a spyglass to be able to read the spellbook, as it is fine sized.

**Acid Breath (Su)** Once a day Raticus can breathe a line of acid (up to 60 inches – 5 feet) for 6d8 hp damage (divided by 10).

**Ridiculously Small (Ex)** Raticus measures all his spells, breath weapon and spell effects as inches, not feet. Also, all spells do 1/10th the damage at this size. His 'fireball' is likely to only scorch a single character (20 inch radius for 6d6 / 10 damage = 3hp maybe...) His smite attack still does normal damage, however.

**Smite Good (Su)** Once per day, Raticus can make a normal melee attack to deal extra damage equal to +6 against a good-aligned foe.

### 2: ONE RAT TOO MANY

#### SJACH

CR 11

Male kobold scout 4/monk 2/ranger 1/fighter 2/shadow dancer 1/swashbuckler 1

\* Scout from Complete Adventurer (p 10), Swashbuckler from Complete Warrior (p 11), using kobold ranger racial substitution level 1 from Races of the Dragon (p 109)

LE Small humanoid (reptilian, dragonblood)

**Init** +6; **Senses** darkvision 60 ft.; Listen +11, Spot +19

**Languages** Common, Draconic, Drow Sign Language, Gnome, Undercommon

**AC** 21, touch 16, flat-footed 15; Expeditious Dodge, Mobility, skirmish, uncanny dodge  
(+1 size, +5 Dex, +4 armor, +1 natural)

**hp** 61 (11 HD)

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

**Resist** evasion

**Weakness** light sensitivity

**Speed** 40 ft. (8 squares), fly 60 ft. (good); Spring Attack

**Melee** unarmed strike +16/+11 (1d4+2 (plus skirmish))

**Base Atk** +8; **Grp** +4

**Atk Options** Combat Reflexes, Pain Touch, Power Attack, Stunning Fist (4/day, DC 24, 25 vs humans, 28 vs gnomes), favored enemy, skirmish

**Special Actions** hide in plain sight

**Combat Gear** Potion of Lesser Restoration, Potion of Remove Blindness, Skirmisher Boots

**Abilities** Str 10, Dex 20, Con 10, Int 10, Wis 20, Cha 8

**SQ** battle fortitude, fast movement, kobold traits, trackless step, trapfinding, wild empathy

**Feats** Ability Focus (stunning fist), Ascetic Hunter, Combat Reflexes, Darkstalker, Expeditious Dodge, Improved Unarmed Strike, Mobility, Pain Touch, Spring Attack, Stunning Fist, Swift Hunter, Track, Weapon Finesse

**Skills** Balance +12, Hide +45\*, Jump +14, Listen +11, Move Silently +19, Perform (dance) +4, Speak Language (4), Spot +19, Tumble +21, Search +2

\*See description of Hide below

**Possessions** combat gear plus +1 Mobility Thistledown Padded Armour, dragonhead pin (focus for insignia of healing), Enemy Spirit Pouch (humanoid (gnome)), Ki Straps, Ring of Chameleon Power, Vest of Resistance +1

**Favored Enemy (Ex):** Due to his extensive study, Sjach gains a +8 bonus on Hide, Move Silently, Listen, Spot and Survival checks made against gnomes. He gains a +2 bonus on the same checks made against humans. Likewise, he gains a +8 bonus on weapon damage rolls made against gnomes, and a +2 bonus on weapon

damage rolls made against humans. Note that Sjach has an Enemy Spirit Pouch (humanoid (gnome)), which gives him a +1 competence bonus to attack rolls made against gnomes. The other benefits of the Enemy Spirit Pouch have already been included in this stat block.

**Hide in Plain Sight (Su):** Sjach can use the Hide skill even while being observed. As long as he is within 10 feet of some sort of shadow, he can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

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

**Skirmish (Ex):** Sjach deals an extra 2d6+2 damage on all attacks she makes during any round in which he moves at least 10 feet. This damage does not apply to creatures which are immune to extra damage from critical hits, but always applies against gnomes and humans. Sjach also gains a +1 competence bonus to AC in any round in which he moves at least 10 feet. He loses this bonus if he is carrying a medium or heavy load.

**Skills** Hide: Sjach is extremely good at hide checks. His modifier is composed of the following bonuses: 5 (dex) +4 (small) +14 (ranks) + 10 (ring of chameleon power) +10 (camouflage, mass) +2 (thistledown padded armour, in darkness or shadowy illumination), for a total of +45. Against gnomes, he has an additional +8 bonus on hide checks. Against humans, he has an additional +2 bonus on hide checks. Note that Sjach also has the Darkstalker feat, which means that creatures relying on scent, blindsense or blindsight still need to make Spot or Listen checks to notice him. Sjach will be using hit and run tactics, involving hide in plain sight and Spring Attack, attempting to remain hidden at all times. See the FAQ, p41 for an explanation of how this works.

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**Power-Up Suite:** The following active spells are reflected in Sjach's stat block: *cat's grace* (CL 11), *fly* (CL 11), *mage armour* (CL 11), *owl's wisdom* (CL 10), *greater magic weapon* (+2) (CL 10), *camouflage (mass)* (CL 3).

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## FINTEERUNT CR 10

Male kobold monk 2/fighter 4/ranger 2/dervish 2

\* Dervish from Complete Warrior (p 25), using kobold ranger racial substitution level 1 from Races of the Dragon (p 109)

LE Small humanoid (reptilian, dragonblood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +3, Spot +5

**Languages** Common, Draconic, Drow Sign Language

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**AC** 26, touch 21, flat-footed 23; Combat Expertise, Expeditious Dodge, Mobility (+1 size, +3 Dex, +1 dervish, +4 armor, +3 deflection, +3 Wis, +1 natural)

**hp** 89 (10 HD)

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

**Resist** evasion

**Weakness** light sensitivity

---

**Speed** 35 ft. (7 squares), fly 60 ft. (good); dervish dance

**Melee** unarmed strike +19/+14 (1d4+10) or

**Melee** unarmed strike +16/+16/+11 (1d4+11) and unarmed strike +16 (1d4+9) with dervish dance, Two Weapon Fighting and flurry of blows

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

**Atk Options** Combat Expertise, Fiery Fists, Power Attack, Stunning Fist (5/day, DC 18), Two Weapon Fighting, Versatile Unarmed Strike (Slashing), dervish dance, favoured enemy (humanoid (gnomes)) (+3 damage), flurry of blows

**Combat Gear** Armbands of Might, Potion of Lesser Restoration, Potion of Remove Blindness

---

**Abilities** Str 18, Dex 16, Con 16, Int 13, Wis 16, Cha 8

**SQ** AC bonus (monk, dervish), dervish dance, fast movement, favoured enemy, flurry of blows, kobold traits, movement mastery, wild empathy

**Feats** Combat Expertise, Expeditious Dodge, Fiery Fists, Improved Unarmed Strike, Melee Weapon Mastery (slashing), Mobility, Power Attack, Stunning Fist, Track, Two Weapon Fighting, Versatile Unarmed Strike, Weapon focus (unarmed strike), Weapon Specialisation (unarmed strike)

**Skills** Balance +10, Hide +29, Jump +12, Move Silently +7, Perform (dance) +11, Search +3, Speak Language (1), Spot +5, Tumble +18

**Possessions** combat gear plus dragonhead pin (focus for insignia of healing), Ring of Counterspells (*dispel magic*), Vest of Resistance +2

---

**Dervish Dance (Ex):** Finteerunt can make a full attack action and move up to his speed while in a dervish dance, which he can make once per day. He must move a minimum of 5 feet between each attack when using this ability, and he cannot return to a square he just exited (though she may return to that square later during her full attack). He is subject to attacks of opportunity while dancing, but may tumble normally as part of his move. Finteerunt gains a +1 bonus to attack and damage rolls while in a dervish dance. Finteerunt's dervish dance lasts for 6 rounds, at the end of which he becomes fatigued for the duration of the encounter.

**Favored Enemy (Ex):** Due to his extensive study, Finteerunt gains a +3 bonus on Hide, Move Silently, Listen, Spot and Survival checks made against gnomes. Likewise, he gains a +3 bonus on weapon damage rolls made against gnomes.

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

**Movement Mastery (Ex):** Finteerunt is so certain of his movements that he is unaffected by adverse conditions. When making a Jump, Perform (dance) or Tumble check, he may take 10 even if stress and distraction would normally prevent him from doing so.

---

**Power-Up Suite:** The following active spells are reflected in Finteerunt's stat block: *cat's grace* (CL 11), *fly* (CL 11), *mage armour* (CL 11), *owl's wisdom* (CL 10), *greater magic weapon* (+2) (CL

10), *freedom of movement* (CL 10), *shield of faith* (+3) (CL 10), *bear's endurance* (CL10), *bull's strength* (CL 10) and *camouflage (mass)* (CL 3).

## VORASTRIX CR 11

Female kobold bard 1/sorcerer 6/rogue 2/druid 1/  
fochlucan lyrist 1

\* Fochlucan Lyrist from Complete Adventurer (p 47),  
using dragonblood sorcerer racial substitution  
level 1 from Races of the Dragon (p 107)

NE Small humanoid (reptilian, dragonblood)

**Init** +3; **Senses** blindsense 20 ft., darkvision 60 ft.,  
lowlight vision; Listen +5, Spot +5

**Languages** Common, Draconic, Drow Sign  
Language, Druidic, Undercommon

---

**AC** 19, touch 14, flat-footed 16

(+1 size, +3 Dex, +4 armor, +1 natural)

**hp** 52 (11 HD)

**Fort** +6, **Ref** +13, **Will** +13; +4 vs acid, paralysis or  
sleep effects

**Resist** acid 12, evasion

**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares), fly 60 ft. (good)

**Ranged** ranged touch spell +9 (various)

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

**Atk Options** sneak attack (+1d6)

**Special Actions** Draconic Breath, bardic music  
(2/day, countersong, fascinate, inspire courage)

**Combat Gear** Anklet of Translocation, Badge of  
Valor, MW Lute, Potion of Lesser Restoration,  
Potion of Remove Blindness

**Druid Spells Prepared** (CL 2<sup>nd</sup>, DC = 11 + spell  
level):

1st— *cure light wounds*, *faerie fire* x2

0— *create water*, *cure minor wounds*, *detect  
magic*, *mending*

**Bard Spells Known** (CL 1<sup>st</sup>, DC = 14 + spell level):

0 (2/day)— *light*, *mage hand*, *open/close*,  
*prestidigitation*

**Sorcerer Spells Known** (CL 11<sup>th</sup>, DC = 14 + spell  
level):

3rd (5/day)— *fly*, *haste* † † † †

2nd (7/day)— *cat's grace*, *glitterdust*, *gnome  
blight* † † † †

1st (7/day)— *disguise self*, *distract assailant*,  
*mage armour*, *magic missile*, *ray of  
enfeeblement* † † † †

0 (6/day)— *acid splash*, *amanuensis*, *dancing  
lights*, *ghost sound*, *message*, *silent portal*

† Already cast

---

**Abilities** Str 4, Dex 16, Con 12, Int 14, Wis 12, Cha  
18

**SQ** bardic knowledge, kobold traits, trapfinding, wild  
empathy

**Feats** Draconic Breath, Draconic Heritage, Draconic  
Resistance, Draconic Senses, Practised  
Spellcaster (sorcerer)

**Skills** Decipher Script +9, Diplomacy +11, Gather  
Information +11, Hide +30, Knowledge (nature)  
+11, Move Silently +10, Perform (string  
instruments) +22, Search +4, Sleight of Hand  
+10, Speak Language (1), Spellcraft +14,  
Survival +3, Tumble +7

**Possessions** combat gear plus Cloak of Charisma  
+2, dragonhead pin (focus for insignia of

healing), ~~Scroll of Major Image~~, ~~Scroll of Mass  
Camouflage~~, 2x spell component pouches, Vest  
of Resistance +1

---

**Bardic Knowledge (Ex)** Vorastrix has a knack of  
gathering stray knowledge. He may make a  
special bardic knowledge check to see whether  
he knows some relevant information about local  
notable people, legendary items, or noteworthy  
places. His modifier on this check is +4.

**Bardic Music (Su, Sp)** Kiritsi has the ability to use  
his songs to produce magical effects on those  
around him. See page 29 of the PHB for details  
on these effects: Countersong, Fascinate, Inspire  
Courage (+1). Vorastrix is considered an 3<sup>rd</sup> level  
bard for the purpose of bardic music effects while  
using her masterwork lute. She also has a badge  
of valor, which she uses to boost her Inspire  
Courage up to +2.

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

---

**Power-Up Suite:** The following active spells are  
reflected in Vorastrix's stat block: *cat's grace* (CL  
11), *fly* (CL 11), *mage armour* (CL 11), *invisibility*  
(CL 10) and *camouflage (mass)* (CL 3).

## SUNATHAER CR 10

Male kobold monk 2/cleric 6/sacred fist 2

\* Sacred Fist from Complete Divine (p 59)

LE Small humanoid (reptilian, dragonblood)

**Init** +3; **Senses** darkvision 60 ft.; Listen +4, Spot +4

**Languages** Common, Draconic, Drow Sign  
Language

---

**AC** 27, touch 22, flat-footed 24

(+1 size, +3 Dex, +1 class, +4 Wis, +4 armor, +3  
deflection, +1 natural)

**hp** 63 (10 HD)

**Fort** +14, **Ref** +13, **Will** +14

**Resist** evasion, true believer

**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares), fly 60 ft. (good)

**Melee** unarmed strike +7/+2 (1d8) or

**Melee** unarmed strike +5/+5/+0 (1d8) with flurry of  
blows

**Base Atk** +7; **Grp** +3

**Atk Options** Combat Reflexes, Stunning Fist  
(4/day, DC 21)

**Special Actions** rebuke undead (2/day)

**Combat Gear** Anklet of Translocation, Potion of  
Lesser Restoration, Potion of Remove Blindness

**Cleric Spells Prepared** (CL 10th):

4th— *divine power*<sup>P</sup>, *freedom of movement*,  
~~*greater magic weapon*~~, *recitation*

3rd— *cure serious wounds*, *dispel magic*, *dispel  
magic*, *insignia of healing*, *invisibility*<sup>P</sup>

2nd— ~~*bear's endurance*~~, ~~*bull's strength*~~,  
*invisibility*<sup>P</sup>, ~~*owl's wisdom*~~, ~~*owl's wisdom*~~

1st— *disguise self*<sup>P</sup>, *obscuring mist*, *remove fear*,  
*resurgence*, ~~*shield of faith*~~, ~~*shield of faith*~~

0— *create water*, *cure minor wounds*, *cure minor  
wounds*, *detect magic*, *detect magic*, *detect  
poison*

**D:** Domain spell. Deity: Kurtulmak. Domains:  
Trickery, War



**Abilities** Str 10, Dex 16, Con 12, Int 12, Wis 18, Cha 8  
**SQ** AC bonus (monk, sacred fist), kobold traits  
**Feats** Combat Casting, Combat Reflexes, Craft Wondrous Item, Improved Unarmed Strike, Practised Spellcaster (cleric), Stunning Fist, True Believer (Kurtulmak), Weapon Focus (spear)  
**Skills** Balance +5, Concentration +14 (+18 to cast defensively), Hide +30, Jump +7, Knowledge (religion) +9, Move Silently +5, Search +3, Speak Language 1, Spellcraft +5, Tumble +10  
**Possessions** combat gear plus dragonhead pin (focus for insignia of healing), Enveloping Pit, healer's kit, Ki Straps, Pearl of Power (4<sup>th</sup> level, used), Periapt of Wisdom +2, silver holy symbol of Kurtulmak, Vest of Resistance +2, wooden holy symbol of Kurtulmak  
**Light Sensitivity (Ex):** Sunathaer is dazzled in bright sunlight or the radius of a *daylight* spell.

**Power-Up Suite:** The following active spells are reflected in Sunathaer's stat block: *cat's grace* (CL 11), *fly* (CL 11), *mage armour* (CL 11), *shield of faith* (+3) (CL 10), *camouflage (mass)* (CL 3).

## 5: HELL'S GLOOM

### VLADIMIR

CR 11

Advanced 14 HD vrock  
 CE Large outsider (chaotic, extraplanar, evil, tanar'ri)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +28, Spot +28  
**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.  
**AC** 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural)  
**Miss Chance** *mirror image* (1d4+4 images)  
**hp** 163 (14 HD); **DR** 10/good  
**Immune** electricity, poison  
**Resist** acid 10, cold 10, fire 10; **SR** 17  
**Fort** +16, **Ref** +11, **Will** +12  
**Speed** 30 ft. (6 squares), fly 50 ft. (average)  
**Melee** 2 claws each +22 (2d6+9) and bite +20 (1d8+4) and 2 talons each +20 (1d6+4)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +14; **Grp** +27  
**Atk Options** Blindfight, Cleave, Combat Reflexes, Power Attack  
**Special Actions** dance of ruin, spores, stunning screech (DC 24), summon tanar'ri  
**Spell-Like Abilities** (CL 12th):  
 At Will— *mirror image* †, *telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only)  
 1/day— *heroism*  
 † Already cast  
**Abilities** Str 28, Dex 15, Con 25, Int 14, Wis 16, Cha 16  
**SQ** tanar'ri traits  
**Feats** Blindfight, Cleave, Combat Reflexes, Multiattack, Power Attack

**Skills** Balance +7, Concentration +24, Diplomacy +5, Hide +11, Intimidate +20, Knowledge (local (Iuz's border states)) +15, Listen +28, Move Silently +19, Search +17, Sense Motive +20, Spellcraft +19, Spot +28, Survival +3 (+5 following tracks)

**Possessions** Belt of Giant Strength +4

**Dance of Ruin (Su)** To use this ability, a group of at least three vocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 20 half). Stunning, paralyzing, or slaying one of the vocks stops the dance. The save DC is Charisma-based.

**Spores (Ex)** A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless*, *neutralize poison*, or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

**Stunning Screech (Su)** Once per hour, Vladimir can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 24 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

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

### KLAUS

CR 12

Male human vampire fighter 6/warrior 5/exotic weapon master 1  
 \* Exotic Weapon Master from Complete Warrior (p 30)  
 LE Medium undead (augmented humanoid)  
**Init** +8; **Senses** darkvision 60 ft.; Listen +12, Spot +19  
**Languages** Common, Undercommon  
**AC** 26, touch 14, flat-footed 22; Dodge, Mobility, Elusive Target (+4 Dex, +6 armor, +6 natural)  
**hp** 89 (12 HD); fast healing 5; **DR** 10/silver and magic  
**Immune** undead immunities  
**Resist** cold 10, electricity 10, +8 turn resistance  
**Fort** +13, **Ref** +11, **Will** +9  
**Weakness** vampire weaknesses (see MM 253)  
**Speed** 30 ft. (6 squares)  
**Melee** +1 shocking bastard sword +24/+19/+14 (1d10+21+1d6 electricity/17-20) or  
**Melee** slam +20 (1d6+12+energy drain) or  
**Ranged** +1 mighty composite longbow (+8 STR) +16/+11/+6 (1d8+9/x3)  
**Base Atk** +12; **Grp** +20  
**Atk Options** Combat Reflexes, Power Attack, energy drain

**Special Actions** blood drain, children of the night, dominate (DC 17)

**Combat Gear** +1 Mighty Composite Longbow (+8 Str), +1 Mithril Breastplate, +1 Shocking Bastard Sword, Boots of Speed, MW Bastard Sword, 2 quivers of 20 arrows

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**Abilities** Str 26, Dex 18, Con -, Int 15, Wis 14, Cha 14

**SQ** alternate form, create spawn, gaseous form, spider climb, uncanny blow

**Feats** Alertness, Combat Reflexes, Dodge, Elusive Target, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Initiative, Improved Turn Resistance, Iron Will, Lightning Reflexes, Melee Weapon Mastery (slashing), Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialisation (bastard sword)

**Skills** Balance +10, Bluff +10, Craft (weaponsmithing) +5, Hide +11, Intimidate +17, Jump +24, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +19, Tumble +12

**Possessions** combat gear plus Gauntlets of Ogre Power, Vest of Resistance +2

---

**Alternate Form (Su)** See MM 252.

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

**Children of the Night (Su)** See MM 252.

**Create Spawn (Su)** A humanoid or monstrous humanoid slain by Klaus' energy drain rises as a vampire spawn 1d4 days after burial. If Klaus instead drains the victim's constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. See MM 252.

**Dominate (Su)** Klaus can crush an opponent's will just by looking into their eyes. This is similar to a gaze attack, except that he must use a standard action, and those merely looking at him are not effected.

**Energy Drain (Su)** Living creatures hit by Klaus' slam attack gain two negative levels. For each negative level bestowed, Klaus gains 5 temporary hitpoints. Klaus can use his energy drain ability once per round.

**Fast Healing (Ex)** Klaus heals 5 points of damage each round, so long as he has at least one hit point. If reduced to 0 hit points, in combat, he automatically assumes gaseous form and attempts to escape. He must reach his coffin within two hours or be utterly destroyed. Any additional damage dealt while in the gaseous form has no effect. Once at rest in his coffin, Klaus is helpless. He regains 1 hit point after one hour, and then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su)** As a standard action, Klaus can assume a gaseous form at will as per the spell (caster level 5<sup>th</sup>), but he can remain

gaseous indefinitely and has a fly speed of 20 ft. with perfect maneuverability.

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

**Uncanny Blow (Ex)** When wielding a bastard sword in two hands, Klaus can focus the power of his attack so that he deals extra damage equal to his Strength bonus x2 rather than his Strength bonus x 1-1/2.

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

## 8: A NATION MOCKED

### KIRITSI

CR 12

Male kobold bard 7/warweaver 5

\* Warweaver from Heroes of Battle (p 112)

NE Small dragon (black, reptilian)

**Init** +3; **Senses** darkvision 60 ft., lowlight vision; Listen +2, Spot +0

**Languages** Common, Draconic, Gnome

---

**AC** 24, touch 15, flat-footed 21

(+1 size, +3 Dex, +6 greater mage armor, +2 shield, +1 deflection, +1 natural)

**hp** 57 (12 HD)

**Fort** +5, **Ref** +11, **Will** +11

**Immune** paralysis, sleep

**Weakness** light sensitivity

---

**Speed** 30 ft. (6 squares)

**Melee** +1 shortspear +6/+1 (1d4-2)

**Base Atk** +7; **Grp** +0

**Special Actions** Ironskin Chant, bardic music (7/day, countersong, fascinate, inspire courage, inspire competence, suggestion)

**Combat Gear** +1 Shortspear, Potion of Lesser Restoration, Potion of Remove Blindness

**Bard Spells Known** (CL 11<sup>th</sup>, DC = 14 + spell level):

4th (2/day)— *cure critical wounds*, *dimension door*, *freedom of Movement* †

3rd (4/day)— *dispel magic*, *good hope*, *haste*, *see invisibility* †

2nd (4/day)— *blur*, *cat's grace*, *glitterdust*, *harmonic chorus* †

1st (4/day)— *alarm*, *joyful noise*, *remove fear*, *Tasha's hideous laughter* †

0 (3/day)— *detect magic*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*

† Already cast

---

**Abilities** Str 4, Dex 17, Con 10, Int 14, Wis 10, Cha 18

**SQ** bardic knowledge, eldritch tapestry, enlarged tapestry, kobold traits, quiescent weaving

**Feats** Dragonwrought, Enlarge Spell, Extraordinary Concentration, Ironskin Chant, Steady Concentration

**Skills** Balance +2, Bluff +14, Concentration +25, Craft (weaving) +8, Diplomacy +19, Hide +9, Intimidate +6, Jump +4, Knowledge (arcana) +8, Listen +2, Perform (sing: draconic throat singing) +14, Search +4, Sense Motive +10, Spellcraft +19, Tumble +15

**Possessions** combat gear plus Cloak of Charisma +2, +1 Mithril Buckler, Ring of Protection +1, 2x

spell component pouches, Third Eye  
Concentrate, Vest of Resistance +2

**Bardic Knowledge (Ex)** Kiritsi has a knack of gathering stray knowledge. He may make a special bardic knowledge check to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. His modifier on this check is +7.

**Bardic Music (Su, Sp)** Kiritsi has the ability to use his songs to produce magical effects on those around him. See page 29 of the PHB for details on these effects: Countersong, Fascinate, Inspire Courage (+1), Inspire Competence, Suggestion.

**Eldritch Tapestry (Su)** Kiritsi can thread together unseen strands of life force to connect his allies in an eldritch tapestry. When he casts a spell, he can have it affect every creature in his eldritch tapestry as if the group were a single creature. Only spells with the "harmless" designation in their saving throw entry or ones requiring willing targets can be cast into an eldritch tapestry. In addition, spells with a range of personal cannot be cast through an eldritch tapestry. An eldritch tapestry doesn't change the range of a spell. Kiritsi can touch as many willing targets as he can reach as part of the casting, but all targets must be touched in the same round he finishes casting the spell. If the spell requires decision-making on his part, he must make the same decision for everyone the spell is meant to affect. Kiritsi, Polcinski and Schwarzi have been woven into Kiritsi's eldritch tapestry.

**Enlarged Tapestry (Su)** Kiritsi can stretch his magic across his eldritch tapestry beyond normal distances. Spells he casts through an eldritch tapestry have their range category increased: touch spells become close range, close-range spells become medium range, and medium-range spells become long range. Long-range spells and spells with fixed ranges are unaffected.

**Light Sensitivity (Ex)** Kiritsi is dazzled in bright sunlight or the radius of a *daylight* spell.

**Quiescent Weaving (Su)** Kiritsi can store four spells in his eldritch tapestry for later use. To make a quiescent weave, he must designate the eldritch tapestry as the target for the spell as he casts it. The spell is now woven into the eldritch tapestry in a dormant state; it doesn't use up its duration or affect targets in any way. As a move action, Kiritsi can release all the spells in his quiescent weaving. They immediately and instantaneously take effect in the order they were cast. The same restrictions apply to a quiescent weaving that apply to any other spell woven into an eldritch tapestry. The quiescent spells affect only legal targets at the time Kiritsi releases them. For example, if he has bull's strength in your eldritch tapestry as a quiescent weaving, he still has to touch his allies during the move action to target them with the spells.

**Power-Up Suite:** Kiritsi always has the following spell active: *greater mage armour* (CL 12). This is included in the above stat block. His quiescent weaving originally contains *cat's grace* (CL 11),

*freedom of movement* (CL 11) and *good hope* (CL 11).

If the alarm is raised, Kiritsi releases his weave on himself, Polcinski and Schwarzi, and casts a number of buff spells. The following spells are then also active on him: *bear's endurance* (CL 12), *mass fly* (CL 12), *protection from good* (CL 12), *resist energy (fire)* (CL 12), *cat's grace* (CL 11), *freedom of movement* (CL 11), *good hope* (CL 11) and *see invisibility* (CL 11). Kiritsi's weave then contains the following spells: *blur* (CL 11), *harmonic chorus* (CL 11) and *haste* (CL 11). Such spellcasting uses a further two second level spells, and two third level spells. These apply the following changes to his stat block:

**Init** +7; **Senses** darkvision 60 ft., lowlight vision, *see invisibility*; **Listen** +4, **Spot** +2

**AC** 26, touch 17, flat-footed 21

(+1 size, +5 Dex, +6 greater mage armor, +2 shield, +1 deflection (+2 vs good aligned creatures), +1 natural)

**hp** 81 (12 HD)

**Fort** +9, **Ref** +15, **Will** +13

**Resist** fire 30

**Speed** 30 ft. (6 squares), 60 ft. fly (good)

**Melee** +1 shortspear +8/+3 (1d4)

**Abilities** Dex 21, Con 14

**Skills** Balance +6, Bluff +16, Concentration +29, Craft (weaving) +10, Diplomacy +21, Hide +13, Intimidate +8, Jump +6, Knowledge (arcana) +10, Listen +4, Perform (sing: draconic throat singing) +16, Search +6, Sense Motive +12, Spellcraft +21, Tumble +19

## POLCINSKI

CR 12

Female kobold sorcerer 8/fatespinner\* 4

\* Fatespinner from Complete Arcane (p 37)

NE Small humanoid (reptilian, dragonblood)

**Init** +2; **Senses** darkvision 60 ft.; **Listen** +1, **Spot** +1

**Languages** Common, Draconic

**AC** 21, touch 14, flat-footed 19

(+1 size, +2 Dex, +6 greater mage armor, +1 deflection, +1 natural)

**hp** 49 (12 HD)

**Fort** +7, **Ref** +10, **Will** +12

**Weakness** light sensitivity

**Speed** 30 ft. (6 squares)

**Ranged** ranged touch spell +9 (various)

**Base Atk** +6; **Grp** +0

**Special Actions** Empower Spell, Quicken Spell, fickle finger of fate

**Combat Gear** Anklet of Translocation, Potion of Lesser Restoration, Potion of Remove Blindness

**Sorcerer Spells Known** (CL 12th, DC = 16 + spell level):

6th (4/day)— *greater anticipate teleportation* †

5th (6/day)— *arc of lightning*, *mass fly*

4th (7/day)— *aerial alacrity*, *defenestrating sphere*, *solid fog*

3rd (7/day)— *dispel magic*, *fireball*, *greater mage armour*, *greater magic weapon* † † † † †

2nd (8/day)— *bear's endurance*, *gnome blight*, *resist energy*, *scorching ray*, *wings of cover*

1st (8/day)— *familiar pocket*, *grease*, *protection from good*, *ray of enfeeblement*, *shield* ‡  
0 (6/day)— *arcane mark*, *dancing lights*, *daze*,  
*detect magic*, *detect poison*, *ghost sound*,  
*mage hand*, *message*, *prestidigitation*

‡ Already cast

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**Abilities** Str 6, Dex 14, Con 13, Int 12, Wis 8, Cha 22

**SQ** deny fate, kobold traits, resist fate, spin destiny, spin fate, summon familiar

**Feats** Alertness, Empower Spell, Practical Metamagic (empower spell), Practical Metamagic (quicken spell), Quicken Spell, Rapid Metamagic

**Skills** Concentration +16, Hide +6, Knowledge (arcana) +11, Profession (gambler) +4, Search +3, Spellcraft +18

**Possessions** combat gear plus Cloak of Charisma +4, focus for Defenestrating Sphere, focus for Greater Anticipate Teleportation, Ring of Protection +1, 2x spell component pouches, Vest of Resistance +3, Weasel Familiar (in *familiar pocket*)

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**Deny Fate (Ex)** Once per day, on the first occasion when Polcinski must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

**Fickle Finger of Fate (Ex)** Polcinski has the ability to affect the luck of others. Once per day as an immediate action, she can force any other creature to reroll a roll that it has just made. Polcinski must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it is higher or lower than the original roll.

**Light Sensitivity (Ex)** Polcinski is dazzled in bright sunlight or the radius of a *daylight* spell.

**Resist Fate (Ex)** Once per day, Polcinski can reroll one roll that she has just made. She must abide by the result of the reroll, even if it's worse than the original roll.

**Spin Destiny (Ex)** Polcinski can add spin to any skill check, attack roll, or saving throw that she attempts, in the same manner as she uses spin to Spin Fate. She must apply the bonus before making the roll.

**Spin Fate (Ex)** Polcinski has 4 points of "spin" to use each day. As a free action, she can use her stored spin to boost the save DC of a spell she casts, adding some or all of her spin to the DC, on a point-for-point basis. Once she uses up her spin for the day, her ability to tinker with probability in this fashion is exhausted for the day.

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**Power-Up Suite:** Polcinski always has the following spells active: *familiar pocket* (CL 12), *greater anticipate teleportation* (CL 12) and *greater mage armour* (CL 12). These are included in the above stat block.

If the alarm is raised, Polcinski casts a number of buff spells. The following spells are then also active on him: *aerial alacrity* (CL 12), *bear's endurance* (CL 12), *mass fly* (CL 12, also on familiar), *protection from good* (CL 12), *resist*

*energy (fire)* (CL 12), *shield* (CL 12), *cat's grace* (CL 11), *freedom of movement* (CL 11) and *good hope* (CL 11). Such spellcasting uses four first level spells, six second level spells, one fourth level spell, and one fifth level spell. These apply the following changes to his stat block:

**Init** +6; **Senses** darkvision 60 ft.; Listen +3, Spot +3

**AC** 28, touch 17, flat-footed 23

(+1 size, +4 Dex, +6 greater mage armor, +4 shield, +1 deflection (+2 vs good aligned creatures), +1 natural, +1 dodge)

**hp** 73 (12 HD)

**Fort** +11, **Ref** +15, **Will** +14

**Resist** fire 30

**Speed** 30 ft., 90 ft. fly (perfect)

**Ranged** ranged touch spell +13 (various)

**Abilities** Dex 18, Con 17

**Skills** Concentration +20, Hide +10, Knowledge (arcana) +13, Profession (gambler) +6, Search +5, Spellcraft +20

## SCHWARZI

CR 12

Male kobold barbarian 2/fighter 10

\* Using kobold fighter racial substitution levels 1 & 4 from Races of the Dragon (p 108)

NE Small humanoid (reptilian, dragonblood)

**Init** +2; **Senses** darkvision 60 ft.; Listen +6, Spot +1

**Languages** Draconic

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**AC** 22, touch 14, flat-footed 20; Uncanny Dodge, Dodge, Mobility, Elusive Target  
(+1 size, +2 Dex, +6 greater mage armor, +1 deflection, +2 natural)

**hp** 91 (12 HD)

**Fort** +13, **Ref** +7, **Will** +6

**Weakness** light sensitivity

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**Speed** 40 ft. (8 squares); Fleet of Foot, Run

**Melee** +3 spear +23/+18/+13 (1d6+13/x3)

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

**Atk Options** Cleave, Great Cleave, Power Attack

**Special Actions** rage (1/day)

**Combat Gear** Bear Helm, 2x MW Spears (with +3 greater magic weapon, CL 14), Potion of Lesser Restoration, Potion of Remove Blindness

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**Abilities** Str 18, Dex 15, Con 12, Int 10, Wis 12, Cha 8

**SQ** fast movement, kobold traits

**Feats** Cleave, Dodge, Elusive Target, Fleet of Foot, Great Cleave, Melee Weapon Mastery (piercing), Mobility, Power Attack, Run, Weapon Focus (spear), Weapon Specialisation (spear)

**Skills** Balance +7, Hide +6, Intimidate +9, Jump +23, Listen +6, Search +2

**Possessions** combat gear plus Amulet of Natural Armour +1, Belt of Giant Strength +4, Cloak of Resistance +2, Ring of Protection +1

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**Light Sensitivity (Ex)** Schwarzi is dazzled in bright sunlight or the radius of a *daylight* spell.

**Rage (Ex)** Once per day, Schwarzi can rage, which increases his strength by 4 (+2 to hit, +3 to damage), increases his constitution by 4 (+24 hitpoints), increases his will save by 2, and decreases his armour class by 2. His rage lasts for 3 + new constitution modifier rounds.

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**Power-Up Suite:** Schwarzi always has the following spells active: *greater mage armour* (CL 12) and *greater magic weapon* x2 (CL 12). These are included in the above stat block.

If the alarm is raised, Schwarzi receives a number of buff spells. The following spells are then also active on him: *bear's endurance* (CL 12), *mass fly* (CL 12), *protection from good* (CL 12), *resist energy* (Fire) (CL 12), *cat's grace* (CL 11), *freedom of movement* (CL 11) and *good hope* (CL 11). While raging (lasts 8 rounds), apply the following changes to his stat block:

**Init** +6; **Senses** darkvision 60 ft., Listen +8, Spot +3

**AC** 22, touch 14, flat-footed 18; Uncanny Dodge, Dodge, Mobility, Elusive Target (+1 size, +4 Dex, +6 greater mage armor, +1 deflection (+2 vs good aligned creatures), +2 natural, -2 rage)

**hp** 139 (12 HD)

**Fort** +19, **Ref** +11, **Will** +10

**Resist** fire 30

**Speed** 40 ft., 60 ft. fly (good); Run, Fleet of Foot

**Melee** +3 spear +27/+22/+17 (1d6+18/x3)

**Abilities** Str 22, Dex 19, Con 20

**Skills** Balance +11, Hide +10, Intimidate +11, Jump +27, Listen +8, Search +4

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## 9: REGICIDE

### XEDRANICUS

CR 16

Male old black dragon

CE Huge dragon (water)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., superior lowlight vision; Listen +30, Spot +30

**Languages** Common, Draconic

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**AC** 32, touch 8, flat-footed 32

(-2 size, +24 natural)

**hp** 287 (25 HD); **DR** 10/magic

**Immune** acid, paralysis, *sleep*

**SR** 22

**Fort** +22, **Ref** +17, **Will** +19

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**Speed** 60 ft. (12 squares), fly 150 ft. (good), swim 60 ft.; Flyby Attack

**Melee** bite +33 (2d8+10) and

2 claws each +31 (2d6+5) and

2 wings each +31 (1d8+5) and

tail slap +31 (2d6+15)

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

**Base Atk** +25; **Grp** +42

**Atk Options** Flyby Attack, Improved Snatch, Power Attack, Snatch, frightful presence (DC 25)

**Special Actions** breath weapon (DC 28), crush

**Combat Gear** Anklet of Translocation, Circlet of Rapidcasting, Ring of Silent Spells

**Sorcerer Spells Known** (CL 7<sup>th</sup>, DC = 12 + Spell Level):

3rd (4/day)— *dispel magic*, *major image*

2nd (7/day)— *glitterdust*, *resist energy*, *scintillating scales*

1st (7/day)— *alarm*, *mage armor*, *magic missile*, *protection from good*, *shield* † † †

0 (6/day)— *arcane mark*, *detect magic*, *light*, *mending*, *open/close*, *prestidigitation*, *silent portal*

† Already cast

**Spell-Like Abilities** (CL 8th):

3/day— *darkness*

1/day— *plant growth* †, *corrupt water* †

† Already cast

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**Abilities** Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14

**SQ** dragon traits, water breathing

**Feats** Flyby Attack, Improved Flight, Improved Maneuverability, Improved Snatch, Large and In Charge, Multiattack, Power Attack, Snatch, Wingover

**Skills** Balance +2, Bluff +12, Diplomacy +4, Jump +24, Move Silently +18, Listen +30, Spot +30, Spellcraft +18, Knowledge (arcana) +7, Hide +20, Concentration +33, Intimidate +12, Tumble +14, Swim +15

**Possessions** combat gear plus Amulet of Fortune Prevailing, Pale Blue Rhomboid Ioun Stone, Ring of Counterspells (*dispel magic*), Ring of Silent Spells, 2x spell component pouch (phosphorescent moss, ground mica, powdered silver), spell foci (brass key, leather band, bell, silver wire, scrap of fleece), Vest of Resistance +3

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**Breath Weapon (Su)** Xedranicus has a line of acid breath weapon. It does 16d4 acid damage, with a DC 27 reflex save for half damage. The line is 100 ft. long. Once he uses his breath weapon, Xedranicus can't breathe again until 1d4 rounds later.

**Corrupt Water (Sp)** Once per day, Xedranicus can stagnate 10 cubic feet of water, making it become still, foul and unable to support animal life.

**Crush (Ex)** Xedranicus can land on opponents as a standard action, using his whole body to crush them. This is only effective against opponents of size small or smaller. A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a reflex save (DC 27) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If Xedranicus chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8+13 damage.

**Frightful Presence (Su)** Creatures within 240 feet are affected by Xedranicus' frightful presence whenever he attacks, charges or flies overhead. Creatures may make a DC 24 will save to resist the effect, and anybody who saves is immune to his frightful presence for the next 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds, and those with 5 or more HD become shaken for 4d6 rounds.

**Water Breathing (Ex)** Xedranicus can breathe underwater indefinitely and can freely use his breath weapon, spells and other abilities while submerged.

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

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Ascetic Hunter

You have gone beyond the bounds of your monastic training to incorporate new modes of bringing the unlawful to justice. Although many of your fellow monks frown on your methods, none can doubt that your diverse training has added to your ability to strike precisely and bring down your foes quickly.

**Prerequisite:** Improved Unarmed Strike, favored enemy

**Benefit:** When you use an unarmed strike to deliver a stunning attack against a favored enemy, you can add one-half your favored enemy bonus on damage rolls to the DC of your stunning attempt.

If you have levels in ranger and monk, those levels stack for the purpose of determining your unarmed strike damage. For example, a human 7<sup>th</sup>-level ranger/1<sup>st</sup>-level monk would deal 1d10 points of damage with her unarmed strike.

In addition, you can multiclass freely between the monk and ranger classes. You must still remain lawful in order to retain your monk abilities and take monk levels. You still face the normal XP penalties for having multiple classes more than one level apart.

**Source:** *Complete Adventurer* 105

#### Darkstalker

You have learned how to stalk and surprise creatures whose senses are very different from those of a humanoid.

**Benefit:** When you hide, creatures with blindsense, blindsight, scent, or tremorsense must make a Listen check or a Spot check (whichever DC is higher) to notice you, just as sighted creatures would make Spot checks to detect you. You cannot hide in plain sight unless you have that ability as a class feature. In addition, you can flank creatures that have the all-around vision special quality.

**Normal:** Creatures with these senses do not need to make Spot or Listen checks to notice other creatures within range. Creatures with all-around vision can't be flanked.

**Source:** *Lords of Madness* 179

#### Draconic Breath

You can convert your arcane spells into a breath weapon.

**Prerequisite:** Draconic Heritage

**Benefit:** As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or

cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your charisma modifier) for half damage. This is a supernatural ability.

**Source:** *Complete Arcane* 77

#### Draconic Heritage

You have greater connection with your distant draconic bloodline.

**Prerequisite:** Sorcerer level 1<sup>st</sup>.

**Benefit:** Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have. (Vorastrix's Draconic Heritage is Black, so she gains an Acid breath weapon, and Hide as a class skill).

**Source:** *Complete Arcane* 77

#### Draconic Resistance

Your bloodline hardens your body against effects related to the nature of your progenitor.

**Prerequisites:** Draconic Heritage, sorcerer level 1<sup>st</sup>.

**Benefit:** You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

**Special:** This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

**Source:** *Races of the Dragon* 105

#### Draconic Senses

Your draconic blood grants you great sensory powers.

**Prerequisite:** Cha 11, dragonblood subtype.

**Benefit:** You gain low-light vision and a bonus on Listen, Search, and Spot checks equal to the number of draconic feats you have.

If you have three or more draconic feats, you also gain darkvision out to 60 feet.

If you have four or more draconic feats, you also gain blindsense out to 20 feet.

**Source:** *Dragon Magic* 17

### Dragonwrought

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

**Prerequisite:** Kobold, 1st level only.

**Benefit:** You are a dragon wrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103 (for Kiritsi, this is Hide).

**Special:** Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

**Source:** *Races of the Dragon* 100

### Elusive Target

Trying to land a blow against you can be a maddening experience.

**Prerequisites:** Dodge, Mobility, base attack bonus +6.

**Benefit:** The Elusive Target feat enables the use of three tactical maneuvers.

**Negate Power Attack:** To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

**Diverting Defense:** To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flatfooted. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

**Cause Overreach:** To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

**Source:** *Complete Warrior* 110

### Expeditious Dodge

You're good at avoiding attacks while moving quickly.

**Prerequisite:** Dex 13.

**Benefit:** When you move 40 feet or more in a single turn, you gain a +2 dodge bonus to your Armor Class until the beginning of your next turn.

**Special:** Expeditious Dodge can be used in place of the Dodge feat to qualify for a feat, prestige class, or other special ability.

A fighter may select Expeditious Dodge as one of his fighter bonus feats.

**Source:** *Races of the Wild* 150

### Extraordinary Concentration

Your mind is so focused that you can cast spells even while concentrating on another spell.

**Prerequisite:** Concentration 15 ranks.

**Benefit:** When concentrating to maintain a spell, you can make a Concentration check (DC 25 + spell level) to maintain concentration with just a move action. If you beat the DC by 10 or more, you can maintain concentration on the spell as a swift action. Using this ability is a free action, but if you fail the Concentration check, you lose concentration on the maintained spell and its effect ends. This feat does not give you the ability to maintain concentration on more than one spell at a time.

**Normal:** Concentrating on a spell is a standard action.

**Source:** *Complete Adventurer* 109

### Fiery Fist

By channeling your *ki* energy, you sheathe your limbs in magical fire. Your unarmed strikes deal extra fire damage.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, Stunning Fist, base attack bonus +8.

**Benefit:** As a swift action, you can expend one of your uses of the Stunning Fist feat to surround your fists and feet in flame. For the rest of your turn, you gain an extra 1d6 points of fire damage on your unarmed strikes.

When you select this feat, you gain an additional daily use of Stunning Fist.

**Special:** A fighter can select Fiery Fist as one of his fighter bonus feats. A monk with the Stunning Fist feat can select Fiery Fist as her bonus feat at 2<sup>nd</sup> level, even if she does not meet the other prerequisites.

**Source:** *PHB II* 79

### Fleet of Foot

You run nimbly, able to turn corners without losing momentum.

**Prerequisites:** Dex 15, Run.



**Benefit:** When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat in medium or heavy armor, or if you're carrying a medium or heavier load. If you are charging, you must move in a straight line for 10 feet (2 squares) after the turn to maintain the charge.

**Normal:** Without this feat you can run or charge only in a straight line.

**Source:** *Complete Warrior* 99

### Improved Flight

You have gained greater maneuverability when flying than you would normally have.

**Prerequisite:** Natural fly speed.

**Benefit:** Your maneuverability while flying improves by one category (see page 312 of the *Monster Manual*). For example, if your normal maneuverability is poor, it becomes average.

**Source:** *Races of the Wild* 151

### Improved Maneuverability

Your maneuverability in flight improves.

**Prerequisite:** Fly speed 150 feet, Hover or Wingover.

**Benefit:** Your maneuverability improves by one category, from clumsy to poor, poor to average, or average to good (see Tactical Aerial Movement, page 20 of the *Dungeon Master's Guide*).

**Special:** You can take this feat multiple times. Each time you take the feat, your maneuverability improves by one category (but never becomes better than good).

**Source:** *Draconomicon* 70

### Improved Snatch

You can make snatch attacks against bigger opponents than other creatures can.

**Prerequisite:** Snatch

**Benefit:** As the Snatch feat (see page 304 of the *Monster Manual*), except that you can grab a creature two size categories smaller than you with your bite or claw attack.

**Source:** *Draconomicon* 71

### Improved Turn Resistance

You have a better than normal chance to resist turning.

**Prerequisite:** Undead type.

**Benefit:** You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, page 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command, and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purpose of

turn, rebuke, command, and bolster attempts, even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4 with this feat, for a total of +8.

**Source:** *Libris Mortis* 27

### Ironskin Chant

You can channel the power of your bardic music to enable yourself to ignore minor injuries.

**Prerequisites:** Bardic music, Concentration 12 ranks, Perform 12 ranks.

**Benefit:** As a swift action that does not provoke attacks of opportunity, you can expend one daily use of your bardic music ability to provide damage reduction of 5/- to yourself or to one ally within 30 feet who can hear you until the start of your next turn.

This feat does not function in an area of magical *silence*.

**Source:** *Complete Adventurer* 113

### Large and In Charge

You can prevent opponents from closing inside your reach.

**Prerequisite:** Natural reach of 10 feet or more, size Large or larger.

**Benefit:** When you make a successful attack of opportunity against an opponent that is moving inside your threatened area, you can force the opponent back to the 5-foot space it was in before it provoked the attack of opportunity. After you hit with your attack of opportunity, make an opposed Strength check against your opponent. You gain a +4 bonus for each size category larger than your opponent you are, and an additional +1 bonus for every 5 points of damage you dealt with your attack of opportunity. If you win the opposed check, your opponent is pushed back 5 feet into the space it just left. An opponent you push cannot move any farther in this round.

**Source:** *Draconomicon* 71

### Melee Weapon Mastery

You have mastered a wide range of weapons. Your training with one specific weapon now extends to other weapons of a similar sort.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, Weapon Specialization with selected weapon, base attack bonus +8.

**Benefit:** When you select this feat, choose bludgeoning, piercing, or slashing. You must have Weapon Focus and Weapon Specialization with the melee weapon that deals this type of damage. When using any melee weapon that has the damage type you selected, you gain a +2 bonus on attack rolls and a +2 bonus on damage rolls.

**Special:** You can select this feat more than once. Each time, you can select a new damage type.

A fighter can choose Melee Weapon Mastery as one of his fighter bonus feats.

**Source:** *PHB II* 81

### Pain Touch

You cause intense pain in an opponent with a successful stunning attack.

**Prerequisites:** Wis 15, Stunning Fist, base attack bonus +2.

**Benefit:** Victims of a successful stunning attack are subject to such debilitating pain that they are nauseated for 1 round following the round they are stunned. Creatures that are immune to stunning attacks are also immune to the effect of this feat, as are any creatures that are more than one size category larger than the feat user.

**Source:** *Complete Warrior* 103

### Practical Metamagic

You can apply a selected metamagic feat to your spells more easily.

**Prerequisites:** Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

**Benefit:** Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

**Special:** You can gain Practical Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

**Source:** *Races of the Dragon* 101

### Practised Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

For example, a human 5<sup>th</sup>-level sorcerer/3<sup>rd</sup>-level fighter who selects this feat would increase his sorcerer caster level from 5<sup>th</sup> to 8<sup>th</sup> (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the

remainder of the bonus and his sorcerer caster level would become 9<sup>th</sup> (since he now has 9 Hit Dice).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4<sup>th</sup>-level cleric/5<sup>th</sup>-level wizard who had selected this feat twice would cast cleric spells as an 8<sup>th</sup>-level caster and wizard spells as a 9<sup>th</sup>-level caster.

**Source:** *Complete Arcane* 82

### Rapid Metamagic

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

**Prerequisite:** Spellcraft 12 ranks, ability to spontaneously cast spells.

**Benefit:** When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

**Normal:** Spontaneous casters applying metamagic must either take a full-round action (if the spell normally requires a standard action or less) or add a full-round action to the casting time (if the spell takes 1 full round or longer to cast).

**Source:** *Complete Mage* 46

### Steady Concentration

You are an expert at avoiding distractions and focusing your mind, and you can concentrate clearly even in the most stressful conditions.

**Prerequisite:** Concentration 8 ranks.

**Benefit:** You can always take 10 on Concentration checks, even when conditions would not normally allow you to do so.

**Normal:** A character cannot take 10 on any skill check is distracted or threatened, such as during combat.

**Source:** *Races of Stone* 144

### Swift Hunter

You have applied the hit-and-run tactics learned from scouting to your strong hunting abilities.

**Prerequisites:** Favored enemy, skirmish +1d6/+1 AC.

**Benefit:** Your ranger and scout levels stack for the purpose of determining the extra damage and bonus to Armor Class granted when skirmishing. For example, a 4<sup>th</sup>-level scout/1<sup>st</sup>-level ranger would deal an extra 2d6

points of damage and gain a +1 competence bonus to AC when skirmishing, as if she were a 5<sup>th</sup>-level scout.

Your ranger and scout levels also stack for the purpose of determining when you select additional favored enemies, as well as the total bonus granted against your favored enemies. For example, a 4<sup>th</sup>-level scout/1<sup>st</sup>-level ranger would have two favored enemies and could allocate an extra +2 bonus against one of those favored enemies, as if she were a 5<sup>th</sup>-level ranger.

In addition, your skirmish extra damage applies against any creature you have selected as a favored enemy, even if it is normally immune to extra damage from critical hits or skirmish attacks.

**Special:** A scout can select Swift Hunter as one of her scout bonus feats (*Complete Adventurer* 13).

**Source:** *Complete Scoundrel* 81

### True Believer

Your deity rewards your unquestioning faith and dedication.

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

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

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

**Source:** *Complete Divine* 86

### Versatile Unarmed Strike

You employ a variety of unarmed fighting styles, allowing you to alter the type of damage your attacks deal.

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** As a swift action, you can opt for your unarmed strikes to deal your choice of bludgeoning, piercing, or slashing damage. Once you make this choice, your unarmed strikes continue to deal the chosen damage type until you use another swift action to change it.

**Special:** A fighter can select Versatile Unarmed Strike as one of his fighter bonus feats.

**Source:** *PHB II* 85

## MAGIC ITEMS

### Amulet of Fortune Prevailing

**Price:** 5,000 gp

**Body Slot:** Throat

**Caster Level:** 9<sup>th</sup>

**Aura:** Moderate; (DC 19) abjuration

**Activation:** Immediate (command)

**Weight:** 1 lb.

*This delicate gold amulet is suspended from a fine gold chain and set with three aventurines.*

You can activate an *amulet of fortune prevailing* to reroll a saving throw. You must activate this ability before the success or failure of the saving throw has been determined, and you must use the second result, even if it's lower. You can't use this ability if you have already rerolled the save for any reason.

An *amulet of fortune prevailing* functions once per day.

**Prerequisites:** Craft Wondrous Item, *break enchantment*.

**Cost to Create:** 2,500 gp, 200 XP, 5 days.

**Source:** *Magic Item Compendium* 69

### Anklet of Translocation

**Price:** 1,400 gp

**Body Slot:** Feet

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate; (DC 18) conjuration

**Activation:** Swift (command)

**Weight:** -

*A pewter chime hangs from this simple leather ankle-band.*

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature, nor can you teleport into a solid object; if you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't bring another creature with you.

An *anklet of translocation* functions two times per day.

**Prerequisites:** Craft Wondrous Item, *dimension door*.

**Cost to Create:** 700 gp, 56 XP, 2 days.

**Source:** *Magic Item Compendium* 71

### Armbands of Might

**Benefit:** These bronze armbands grant their wearer a +2 bonus on Strength checks and Strength-based skill checks. If the wearer has the Power Attack feat, he gains a +2 bonus on melee damage rolls on any attack on which he uses the Power Attack feat and takes a penalty of at least -2 on his attack roll.

Armbands occupy the same space on the body as a pair of bracers or bracelets.

Faint transmutation; CL 3<sup>rd</sup>; Craft Wondrous Item, *bull's strength*; Price 4,100 gp.

**Source:** *Complete Adventurer* 132

### **Badge of Valor**

**Price:** 1,400 gp

**Body Slot:** Throat

**Caster Level:** 5<sup>th</sup>

**Aura:** Moderate; (DC 17) abjuration

**Activation:** Immediate (mental)

**Weight:** -

*This badge is stamped with the image of an impenetrable fortress over which shines a golden sun.*

When you activate a *badge of valor*, you and all allies within 60 feet gain a +2 bonus on the next save you or they make against a charm or fear effect before the start of your next turn.

If you have the bardic music ability to inspire courage, you can activate a *badge of valor* to increase the bonus granted by that ability by 1 for the duration of its effect.

A *badge of valor* functions three times per day.

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

**Cost to Create:** 700 gp, 56 XP, 2 days.

**Source:** *Magic Item Compendium* 208

### **Bear Helm**

**Price:** 1,500 gp

**Body Slot:** Head

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate; (DC 18) abjuration

**Activation:** Immediate (mental)

**Weight:** -

*This large helmet is wrapped in the hide of a bear's head, with metal teeth worked into its visor.*

While raging, you can halve the damage dealt by a single sneak attack or critical hit scored against you. You can activate this item after the damage from the attack has been determined.

A *bear helm* functions once per day.

**Prerequisites:** Craft Wondrous Item, *stoneskin*.

**Cost to Create:** 750 gp, 60 XP, 2 days.

**Source:** *Magic Item Compendium* 72

### **Circlet of Rapidcasting**

**Price:** 15,000 gp

**Body Slot:** Head

**Caster Level:** 11<sup>th</sup>

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Swift (command)

**Weight:** -

*This golden circlet is engraved with dozens of different symbols and runes.*

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell

as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 *charge*: Cast a single spell of up to 2<sup>nd</sup> level.

2 *charges*: Cast a single spell of up to 3<sup>rd</sup> level.

3 *charges*: Cast a single spell of up to 4<sup>th</sup> level.

**Prerequisites:** Craft Wondrous Item, *Quicken Spell*.

**Cost to Create:** 7,500 gp, 600 XP, 15 days.

**Source:** *Magic Item Compendium* 86

### **Enemy Spirit Pouch**

**Price:** 2,100 gp

**Body Slot:** Throat

**Caster Level:** 3<sup>rd</sup>

**Aura:** Faint; (DC 16) divination

**Activation:** -

**Weight:** 1 lb.

*A small collection of teeth, small scales, knots of hair, and strange bits of jerky fills this pouch. The worn leather bag's strings are long enough to allow the pouch to be worn as a necklace.*

This item is keyed to a single type of creature (aberration, animal, magical beast, and so on). A pouch keyed to humanoids or outsiders must be keyed to a subtype as described in the ranger's favored enemy ability (PHB 47). While wearing an *enemy spirit pouch*, you gain a +1 competence bonus on attack rolls against creatures of this type.

If you are a ranger, the pouch increases your favored enemy bonus against creatures of its type by 2. If you don't have the favored enemy ability, the pouch grants you a +2 bonus on damage rolls and certain skill checks as if that type of creature were your favored enemy. If a creature of the type keyed to the pouch wears that pouch, it receives one negative level. The negative level remains for as long as the pouch is worn and disappears when it is no longer carried. The negative level ever results in actual level loss, but cannot be overcome in any way (including *restoration* spells) while the pouch is worn.

**Prerequisites:** Craft Wondrous Item, *detect animals or plants*, ranger with favored enemy type/subtype matching that of the pouch.

**Cost to Create:** 1,050 gp, 84 XP, 3 days.

**Source:** *Magic Item Compendium* 97

### **Enveloping Pit [Relic]**

**Price:** 3,600 gp

**Body Slot:** -

**Caster Level:** 20<sup>th</sup>

**Aura:** Strong; (DC 25) conjuration

**Activation:** Swift (command)

**Weight:** -

*This flat black square looks like a piece of silken cloth, folded many times upon itself. Fleeting images of creatures and objects flit across the surface of the fabric.*

Kobolds are among the finest trapmakers in the world, but this portable pit trap exceeds even their expertise. If you are lawful evil, lawful neutral, or neutral evil, an *enveloping pit* functions like a *portable hole*, except that it is 50 feet deep.

An *enveloping pit* covers a 10-foot square when opened fully, but the opening can be as small as 1 foot in diameter if it is laid upon the ground while still folded. The pit opens fully only if it has enough flat space to do so; it stops opening when an edge hits a wall or an obstruction of similar size.

**Relic Power:** If you have established the proper divine connection, you can open or close an *enveloping pit* with a command word from anywhere within 60 feet.

A favorite kobold tactic is to lie in wait until foes are standing close to a concealed *enveloping pit*, then give the command word to open it. Any creature that suddenly finds an *enveloping pit* beneath it falls in. A successful DC 22 Reflex save allows the creature to move to an adjacent safe square, if one exists. To use the relic power, you must worship Kurtulmak and either sacrifice a 5th level divine spell slot or have the True Believer feat and at least 9 HD.

**Lore:** Centuries ago, Kurtulmak gave his high priests a half-dozen of these portable pit traps to aid them in acquiring new lands and wealth (Knowledge [religion] DC 20).

**Prerequisites:** Craft Wondrous Item, Sanctify Relic, *plane shift*.

**Cost to Create:** 1,800 gp, 144 XP, 4 days.

**Source:** *Magic Item Compendium* 159

### Ki Straps

**Price:** 5,000 gp

**Body Slot:** Hands

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate; (DC 18) transmutation

**Activation:** -

**Weight:** -

*These two leather straps seem worn and frayed at the edges.*

When wrapped around both hands, these straps grant a +2 enhancement bonus to the Dc of your Stunning Fist attack (or any other effect gained by expending daily uses of that feat).

**Prerequisites:** Craft Wondrous Item, Stunning Fist, *magic weapon*.

**Cost to Create:** 2,500 gp, 200 XP, 5 days.

**Source:** *Magic Item Compendium* 113

### Mobility (Armor Enhancement)

**Price:** +1 bonus

**Property:** Light armor

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint; (DC 17) transmutation

**Activation:** -

*This suit of light armor seems exceptionally slick and supple. An abstract tracery in a silvery metal decorates the limbs and torso.*

While wearing a suit of light armor that has this property, you gain the benefit of the Mobility feat, even if you do not meet its prerequisite.

**Prerequisites:** Craft Magic Arms and Armor, *cat's grace*.

**Cost to Create:** Varies.

**Source:** *Magic Item Compendium* 13

### Ring of Silent Spells

**Price:** 2,000 gp

**Body Slot:** Ring

**Caster Level:** 5<sup>th</sup>

**Aura:** Faint; (DC 17) illusion

**Activation:** Swift (command)

**Weight:** -

*Sculpted teeth surround the soft silk padding of this copper band, like a mouth biting down on a gag.*

When you activate a *ring of silent spells*, it creates a *silence* effect, centered on you. While this effect lasts, you can cast up to three spells of 3<sup>rd</sup> level or lower without verbal components (as though using the Silent Spell feat, except that the spells do not require a higher level spell slot or increased casting time).

This ability functions once per day.

**Prerequisites:** Forge Ring, Silent Spell, *silence*.

**Cost to Create:** 1,000 gp, 80 XP, 2 days.

**Source:** *Magic Item Compendium* 127

### Skirmisher Boots

**Price:** 3,200 gp

**Body Slot:** Feet

**Caster Level:** 5<sup>th</sup>

**Aura:** Moderate; (DC 17) transmutation

**Activation:** - and swift (command)

**Weight:** 1 lb.

*These comfortable boots are made from soft doeskin.*

Scouts (Cad 10) prize *skirmisher boots*, but any character can use them to increase combat prowess in a mobile battle. You gain a +2 bonus on damage rolls when you make a skirmish attack. This is a continuous effect and requires no activation. A character without the skirmish class feature does not gain this benefit.

In addition, you can activate *skirmisher boots* to make a single extra melee or ranged attack using your full base attack bonus. You can only activate this ability if you have already moved at least 10 feet from the space where you started your turn. Movement while mounted does not allow you to activate the boots. This benefit does not require the skirmish class feature and can be activated two times per day.

**Prerequisites:** Craft Wondrous Item, *haste*.

**Cost to Create:** 1,600 gp, 128 XP, 4 days.

**Source:** *Magic Item Compendium* 136

### Third Eye Concentrate

*This small hemispherical crystal has a wide, flat facet on one side and a multifaceted dome shape on the other. It sparkles with an inner gleam.*

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 disengage). Some third eyes function continuously when worn, while others require activation.

**Price:** 10,000 gp

**Body Slot:** Face

**Caster Level:** 7<sup>th</sup>

**Aura:** Moderate; (DC 18) transmutation

**Activation:** -

**Weight:** -

*Glowing with a faint magenta light, this crystal draws your eyes into its limitless depths.*

This crystal grants you a +10 competence bonus on Concentration checks.

**Prerequisites:** Craft Wondrous Item, Concentration 10 ranks.

**Cost to Create:** 5,000 gp, 400 XP, 10 days.

**Source:** *Magic Item Compendium* 141

## MUNDANE EQUIPMENT

### Masterwork Lute

This ancestor of the guitar has a pear-shaped bowl and a distinctive bent neck with frets for fingering. Between four and eight strings stretch between the base of the bowl and the top of the neck. Lutes vary between 30 and 36 inches in length, with the bowl taking up some two-thirds of that total. The musician either strums or plucks the strings to produce music.

A highly versatile instrument because of its wide range of notes and inflection, the lute is accessible to the beginner but capable of great subtlety in the hands of a master. The deep bowl gives it a rich, full sound unlike that of any other stringed instrument. It is by far the most popular instrument with bards, especially half-elf and human ones.

**Benefit:** A bard playing a lute is treated as one level higher for the purpose of adjudicating the power of his bardic music effects. For example, a 3<sup>rd</sup>-level bard using a lute could *fascinate* two creatures instead of one, a 6<sup>th</sup>-level bard using a lute to make a suggestion would calculate the save DC as if he were 7<sup>th</sup> level, and a 7<sup>th</sup>-level bard using a lute to inspire courage would grant a +2 morale bonus on the appropriate rolls.

A bard who uses a lute for bardic music can cast spells while performing, but only if those spells have no somatic, material or focus components.

Price 100 gp.

**Source:** *Complete Adventurer* 126

### Thistledown Padded Armor

**Cost:** 405 gp

**Armor Bonus:** +1

**Maximum Dex Bonus:** +10

**Armor Check Penalty:** 0

**Arcane Spell Failure Chance:** 0%

**Speed (30 ft.):** 30 ft.

**Speed (20 ft.):** 20 ft.

**Weight:** 5 lb.

Thistledown padded armor weighs only half as much as normal padded armor. It grants its wearer a +2 circumstance bonus on Hide checks in areas of darkness or shadowy illumination, as it blends in with the dim background. It is treated as masterwork armor (the masterwork cost is included in the armor's given cost).

**Source:** *Races of the Wild* 168

## SPELLS

### Aerial Alacrity

Transmutation

**Level:** Sky 4, sorcerer/wizard 4

**Components:** V

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

You become quicker and more maneuverable while airborne. Your fly speed increases by 30 feet, and your maneuverability when flying improves by one category, to a maximum of perfect (see page 20 of the *Dungeon Master's Guide*). While airborne, you gain a +1 dodge bonus to Armor Class and on Reflex Saves.

**Source:** *Races of the Wild* 174

### Amanuensis

Transmutation

**Level:** Cleric 0, sorcerer/wizard 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** Object or objects with writing  
**Duration:** 10 minutes/level  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** Yes (object)

*You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.*

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a sepia snake sigil). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

**Source:** *Spell Compendium* 9

### **Anticipate Teleportation**

Abjuration

**Level:** Sorcerer/wizard 3

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** One willing creature touched

**Area:** 5-ft./level radius emanation from touched creature

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** No

*The arcane words that activate this spell linger in the air for a moment. As they fade from your hearing, you become more aware of both your surroundings and the possibility of intrusion.*

The subject of the spell is surrounded with an invisible aura that anticipates and delays

the teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient instantly aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size, and how many other creatures (and their sizes) are arriving with the teleporting creature. The spell also delays the arrival of the teleporting creature by 1 round (so that it arrives on its initiative count immediately before its next turn), generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready actions. The teleporting creature does not perceive this delay.

Since a teleporting creature doesn't necessarily arrive at the precise location it intends, the spell also functions against a creature that arrives in range even though its intended destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival.

The spell has no effect on creatures attempting to teleport away from the spell's area, although if their destination is within the area, the spell will affect their reentry as normal.

**Focus:** A tiny hourglass of platinum and crystal costing at least 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

**Source:** *Spell Compendium* 13

### **Anticipate Teleportation, Greater**

Abjuration

**Level:** Sorcerer/wizard 6

This spell functions like anticipate teleportation, except that greater anticipate teleportation identifies the type of the arriving creature (and any companions accompanying it) and creates a delay of 3 rounds, providing the recipient with even more warning and preparation time.

**Focus:** A tiny hourglass of platinum and crystal filled with diamond dust, costing at least 1,000 gp. The hourglass must be carried or worn by the spell's recipient while the spell is in effect. **Source:** *Spell Compendium* 13

### **Arc of Lightning**

Conjuration (Creation) [Electricity]

**Level:** Druid 4, sorcerer/wizard 5, Windstorm 5

**Components:** V, S, M/DF

**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** A line between two creatures  
**Duration:** Instantaneous  
**Saving Throw:** Reflex half  
**Spell Resistance:** No

*Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.*

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

**Arcane Material Component:** Two small iron rods.

**Source:** *Spell Compendium* 15

### Assay Spell Resistance

Divination

**Level:** Cleric 4, sorcerer/wizard 4

**Components:** V, S

**Casting Time:** 1 swift action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

*Finishing the spell, your eyes glow with a pale blue radiance, and you understand how to overcome your foe's resistance to your magic.*

This spell gives you a +10 bonus on caster level checks to overcome the spell resistance of a specific creature. Assay resistance is effective against only one specific creature per casting, and you must be able to see the creature when you cast the spell.

**Source:** *Spell Compendium* 17

### Camouflage

Transmutation

**Level:** Druid 1, ranger 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

*Upon finishing the spell, your skin and clothing change colour, warping tint and hue to match your surroundings.*

Throughout the duration of the spell, your coloration changes instantly to match the background of any new environment you enter, with no effort on your part. This effect

grants you a +10 circumstance bonus on Hide checks.

**Source:** *Spell Compendium* 43

### Camouflage, Mass

Transmutation

**Level:** Druid 2, ranger 2

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** Any number of creatures, no two of which are more than 60 ft. apart

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*Reaching out to your environment, you wrap your allies in the patterns and shifting colors of their surroundings, concealing them from prying eyes.*

This spell functions like camouflage, except the effect is mobile with the group. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. (If only two individuals are affected, the one moving away from the other one loses its camouflage. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet.)

**Source:** *Spell Compendium* 43

### Defenestrating Sphere

Evocation [Air]

**Level:** Sorcerer/wizard 4

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** 2-ft.-radius sphere

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude partial; see text

**Spell Resistance:** Yes

*From the pearl you hold between your thumb and ring finger erupts a cloudy gray sphere of whirling air and howling wind that flies to attack your enemies.*

When you cast this spell, you create a violently swirling sphere of air. As a move action, you can make the sphere travel up to 30 feet per round and strike a creature or object you indicate as a ranged touch attack. Any creature struck by the sphere takes 3d6 points of damage from the force of its winds. In addition, Medium or smaller creatures must succeed on a Fortitude save or be knocked prone. Creatures that fall prone must then succeed on a second Fortitude save or be swept up by the sphere and driven 1d8x10 feet into the air, dropping 1d6 squares from their original position in a random direction and taking falling damage as normal. If a window is within range, the subject is automatically thrown in that direction.

If some obstacle prevents the subject creature from reaching its expelled height, it takes 1d6 points of damage for every 10 feet of movement it was unable to complete, so



that a creature hurled 50 feet up in a room with a 20-foot ceiling would take 3d6 points of damage from the impact, then take 2d6 points of damage when it falls back to the ground.

The sphere can affect a maximum of one creature or object per round, and winks out if it exceeds the spell's range.

*Focus:* A gray pearl worth at least 100 gp.

*Source:* *Spell Compendium* 62

### **Distract Assailant**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Assassin 1, sorcerer/wizard 1

**Components:** V, S, M

**Casting Time:** 1 swift action

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

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Buzzing under your breath like a fly, you swat at the sky and toss the fly's wing in your hand into the air. The target of your spell becomes distracted, starting at shadows and looking about for unseen assailants.*

A creature affected by this spell is flat-footed until the beginning of its next turn.

*Material Component:* The dried wing of a fly. *Source:* *Spell Compendium* 69

### **Fly, Mass**

Transmutation

**Level:** Sorcerer/wizard 5

**Components:** V, S

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

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

*As your gestures point out which creatures receive the benefits of your spell, they seem lighter on their feet.*

This spell functions like fly (PHB 232), except as noted here. This spell confers the power of flight upon all targeted creatures. Each recipient of the spell must remain within 30 feet of at least one other recipient, or the spell ends for the creature that is separated from the others. If only two individuals are affected, the spell ends for both if the distance between them exceeds 30 feet.

*Source:* *Spell Compendium* 96

### **Gnome Blight**

Conjuration (Creation)

**Level:** Sorcerer/wizard 2

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Cloud spreads in 20-ft. radius, 20 ft. high

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** Yes

*You blow a mixture of pollen and ground mandrake root from your palm toward the targeted area. The granules are carried by a directed wind and explode into a cloud of yellow dust and seed.*

*Gnome blight* creates a thick cloud of agonizingly itchy pollen similar to that created by *fog cloud*, except that the pollen is sickening. Living creatures in the cloud become sickened. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each sickened individual.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Creatures with sensitive olfactory senses (such as gnomes or creatures with the scent ability) take a –4 penalty on their saving throws.

*Material Component:* Flower pollen and ground mandrake root.

*Source:* *Races of the Dragon* 113

### **Harmonic Chorus**

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Bard 2

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** Concentration, up to 1 round/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

*Sweeping your arm as if presenting a gift to someone, you call out to the intended subject of your spell. A mantle of sweet tones settles about your subject, whose face is now twisted in concentration.*

Harmonic chorus lets you improve the spellcasting ability of another spellcaster. For the duration of the spell, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells it casts.

*Focus:* A tuning fork.

*Source:* *Spell Compendium* 110

### **Insignia of Alarm**

Abjuration

**Level:** Bard 2, cleric 2, paladin 2

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 400 ft. + 40 ft./level spread, centered on you.

**Target:** All wearers of special insignia within range.

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (harmless)

This spell alerts all wearers of a specific insignia (see below) within range. Such creatures hear a single mental “ping” (as the *alarm* spell, page 197 of the *Player’s Handbook*) when this spell is cast.

This spell requires significant preparation. Before using this spell, you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest or symbol. Each insignia costs 10 gp. Militias, guilds or churches within a city use this spell to call all its members together.

*Focus:* A specially prepared insignia (see above).

**Source:** *Races of Destiny* 166

### Insignia of Healing

Conjuration (Healing)

**Level:** Bard 3, cleric 3

**Components:** V, S, F

**Casting Time:** 1 standard action

**Duration:** Instantaneous

**Saving Throw:** Will half (harmless); see text

**Spell Resistance:** Yes (harmless); see text

This spell works just like *insignia of alarm* except the insignia wearers are instead healed by positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10) to all wearers of the insignia.

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

**Source:** *Races of Destiny* 166

### Joyful Noise

Abjuration

**Level:** Bard 1

**Components:** S

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

**Duration:** Concentration; see text

**Saving Throw:** None

**Spell Resistance:** No

*You stomp your foot on the ground, creating a ripple of noise that unleashes suppressed sounds behind it.*

You create sonic vibrations that negate any magical silence effect in the area. This zone of negation moves with you and lasts as long as you continue to concentrate.

The silence effect is not dispelled but simply held in abeyance; it remains in effect outside the area of the joyful noise effect.

**Source:** *Spell Compendium* 127

### Mage Armour, Greater

Conjuration (Creation) [Force]

**Level:** Sorcerer/wizard 3

**Components:** V, S

*An invisible sheen of armour-shaped force surrounds you.*

This spell functions like mage armour (PHB 249), except that it requires no material component and its tangible field of force provides a +6 armour bonus to Armour Class.

**Source:** *Spell Compendium* 136

### Recitation

Conjuration (Creation)

**Level:** Cleric 4, Purification 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centred on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

*By reciting a sacred passage or declaration, you invoke your deity’s blessing upon yourself and your allies.*

The spell affects all allies within the spell’s area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

*Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

**Source:** *Spell Compendium* 170

### Resurgence

Abjuration

**Level:** Blackguard 1, cleric 1, paladin 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*By laying hands on your ally and saying a brief prayer, you convince a higher power to grant him a second chance.*

The subject of a resurgence spell can make a second attempt to save against an ongoing spell, spell-like ability, or supernatural ability, such as dominate person. If the subject of resurgence is affected by more than one ongoing magical effect, the subject chooses one of them to retry the save against. If the subject succeeds on the saving throw on the second attempt, the effect ends immediately. Resurgence never restores hit points or ability score damage, but it does eliminate any conditions such as shaken, fatigued, or

nauseated that were caused by a spell, spell-like ability, or supernatural ability.

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

**Source:** *Spell Compendium* 174

### Ruin Delver's Fortune

Transmutation

**Level:** Bard 4, sorcerer/wizard 4

**Components:** V

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** 1d4 rounds

*In desperate need, you cry out a word imbued with power, granting you a bit of extra luck when you need it most.*

When the spell is cast, choose from one of the following effects.

- Gain a luck bonus on Fortitude saving throws equal to your Charisma modifier, and immunity to poison.
- Gain a luck bonus on Reflex saving throws equal to your Charisma modifier, and the evasion ability.
- Gain a luck bonus on Will saving throws equal to your Charisma modifier, and immunity to fear effects.
- Gain temporary hit points equal to 4d8 + your Cha modifier. These hit points vanish at the end of the spell's duration.

You can cast this spell multiple times. Each time you do, choose a different benefit.

**Source:** *Spell Compendium* 178

### Scintillating Scales

Abjuration

**Level:** Sorcerer/wizard 2

**Components:** V

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

*You invoke the words of this spell, and your skin glistens and shimmers with a silvery protective aura that makes you shine.*

This spell transforms your natural armour bonus to Armour Class into a deflection bonus to your Armour Class. While your overall Armour Class might not change, the deflection bonus applies to melee touch attacks and ranged touch attacks, including incorporeal touch attacks. If you have no natural armour bonus, this spell has no effect.

**Source:** *Spell Compendium* 181

### Silent Portal

Illusion (Glamer)

**Level:** Assassin 1, sorcerer/wizard 0

**Components:** S

**Casting Time:** 1 standard action

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

**Target:** One portal

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

*The door squeaks slightly as you force it. You pause and wave your finger in a pattern along the opening and it silences.*

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like). Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not (since this is the normal way a door would be opened). Portals composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster's ability modifier + other modifiers as appropriate) apply.

**Source:** *Spell Compendium* 190

### Wings of Cover

Evocation [Force]

**Level:** Sorcerer 2

**Components:** V, S

**Casting Time:** 1 immediate action

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

*Immense, partially translucent wings unfurl from behind you and completely shield you from the sight of your enemies for a single heartbeat.*

Your evoked wings grant cover against a specific attack. If your foe is about to attack you with a melee, ranged, spell, or psionic attack, you can cast this spell immediately, creating a hemispherical barrier (or a spherical barrier if you are not standing on solid ground) of force shaped like dragon wings. The wings of force last just long enough to disrupt your foe's line of effect to you, providing you total cover against a single attack with a weapon, spell, or psionic power. Your foe's first attack in this round cannot be made and is wasted against you, though he could decide to take any other action, including choosing to attack one of your allies instead, or take a full attack action that grants him additional melee attacks against you in this round (if your foe is of high enough level to have additional attacks). The wings unfurl and then dissipate an instant later.

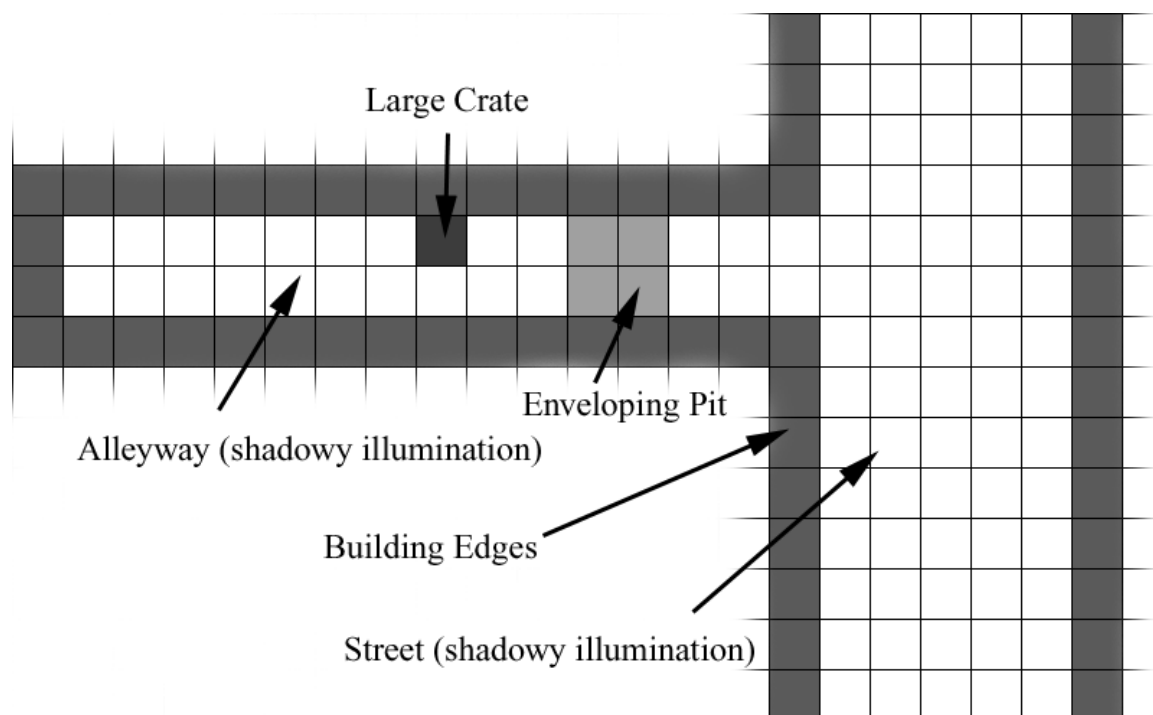
Your foe could choose to attack the area in which you have taken cover with an area attack (such as a fireball spell). In this case, you gain a +8 bonus to AC (if applicable) and a +4 bonus on Reflex saves.

*Special:* A dragonblooded character, or a character with the dragon type, can provide cover for one additional adjacent ally for every three caster levels.

**Source:** *Races of the Dragon* 119

## DM MAP 1

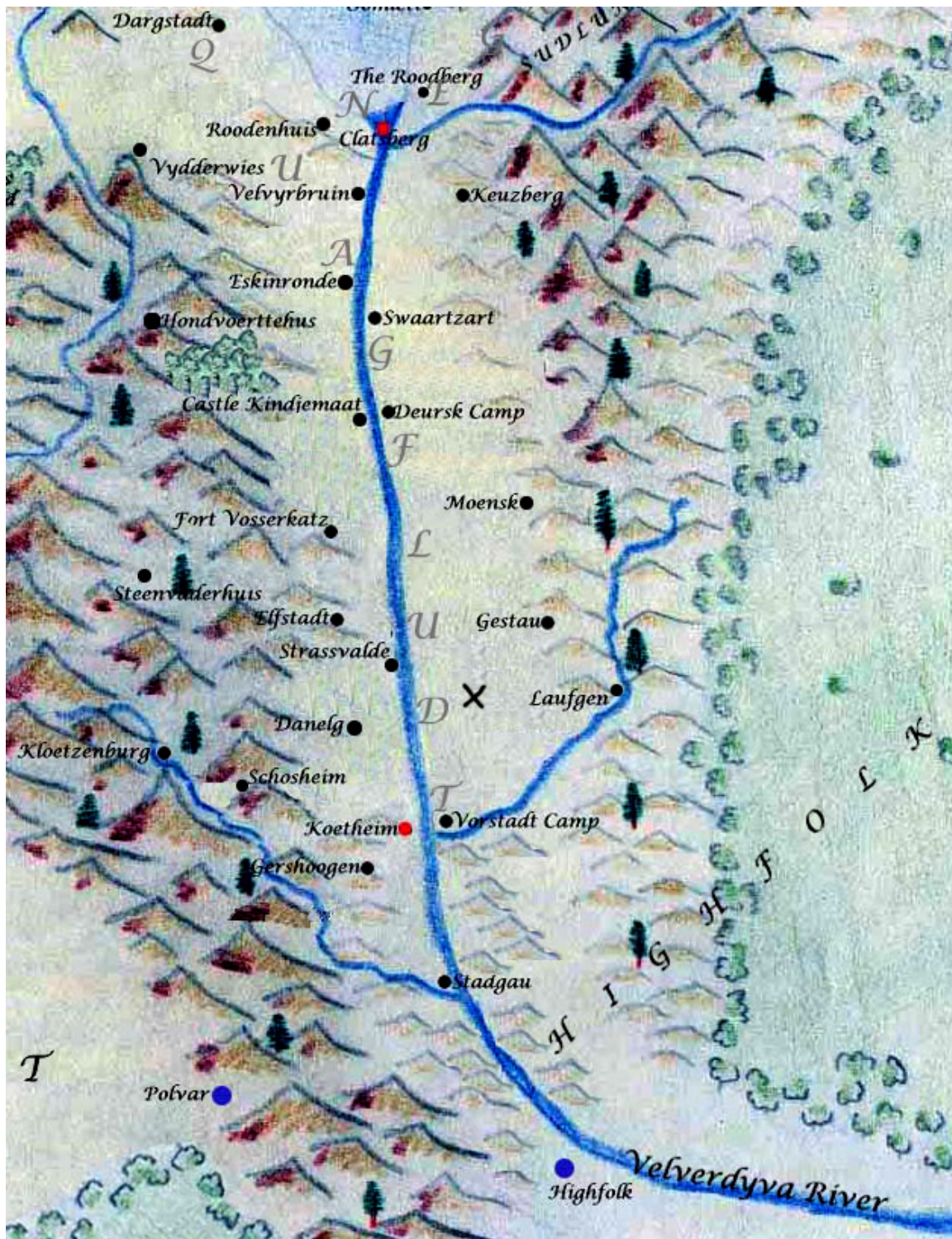
This is a map of the alleyway in which encounter 2 occurs. The buildings are 25 feet high. Sunathaer and Finteerunt start by hiding behind the large crate, while Vorastrix is flying, hiding and invisible above the crate. Sjach is hiding next to Vorastrix initially also. The illusion of Raticus is clumsily flying about the end of the alleyway, struggling to gain altitude. The combat begins once a PC steps on the enveloping pit.





## DM MAP 2

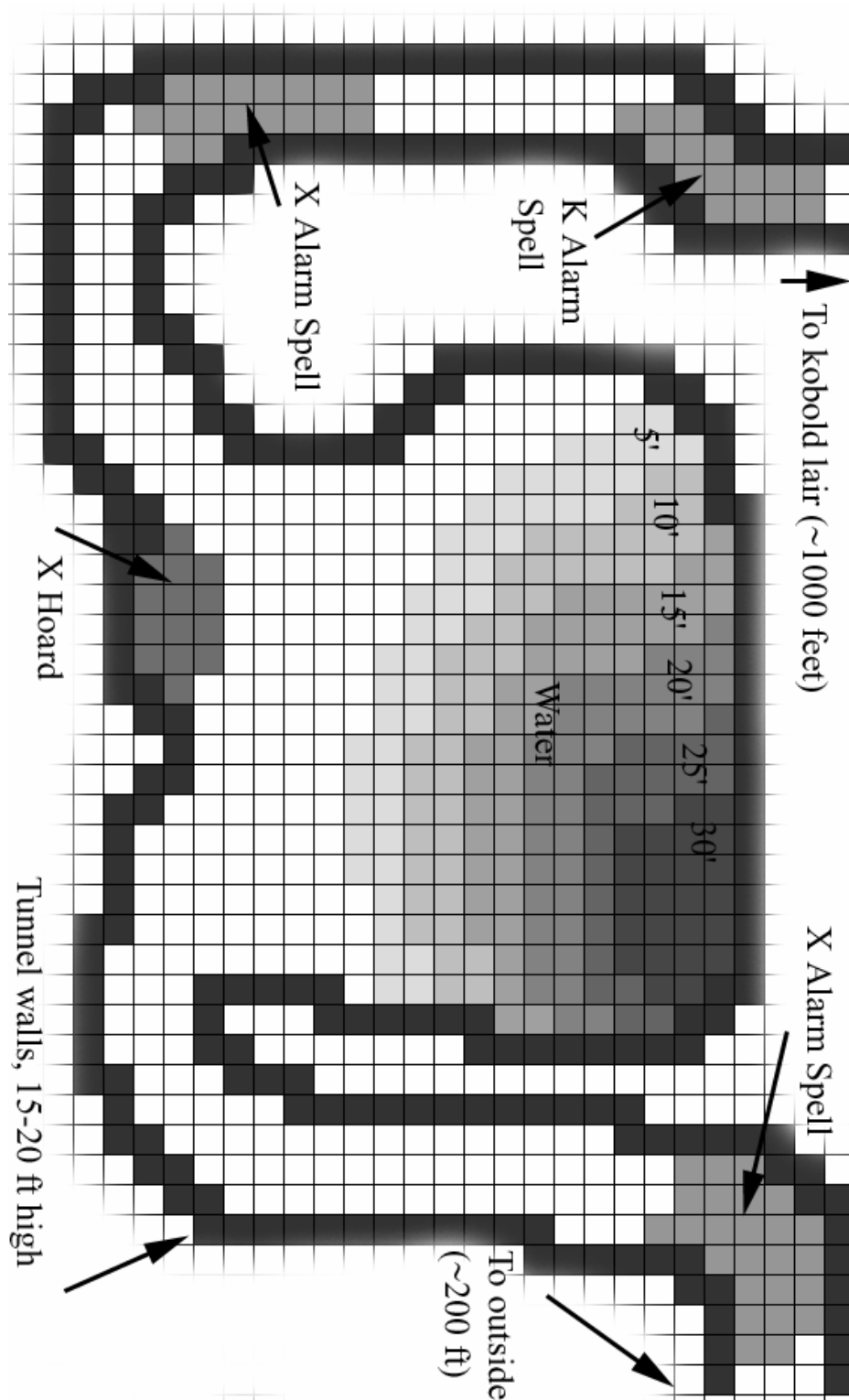
The region of the Quagfludt, south of Lake Quag. Laufgen is to the South East of the map, and Xedranicus' lair is marked with an X, a bit to the West of Laufgen. North is upwards.



(Image taken from <http://perrenland.rpga-apac.com/images/Perrenlandse.jpg>)

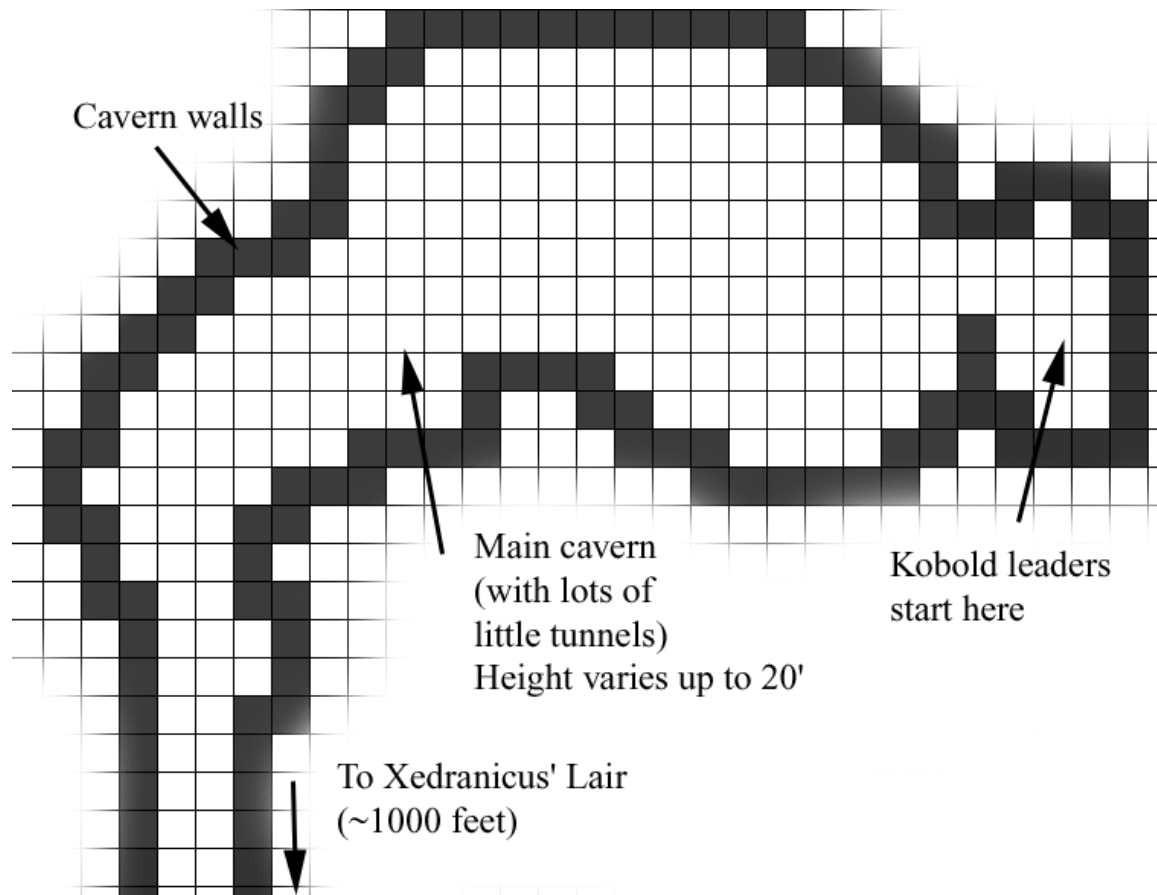
## DM MAP 3

This is a map of Xedranicus' lair, covering encounters 7 and 9. "X Alarm Spell" refers to Xedranicus' alarm spell, at CL 7. "K Alarm Spell" refers to Kiritsi's alarm spell, at CL 11. "X Hoard" refers to Xedranicus' hoard. The cavern is approximately 60 ft. high in the middle, and dome shaped. The depth of the swamp in various parts of the cavern is given.



## DM MAP 4

This is a map of the kobold's lair, covering encounter 8. Multiple small tunnels veer off from the main cavern, which is what is illustrated below. The kobold leaders Kiritsi, Polcinski and Schwarzi begin in a smaller cave at the back of the cavern, which is where they hide while they cast buff spells before moving out to confront the PCs. If the PCs have excellent stealth capabilities, they may find the kobold leaders here, discussing plans.





## PLAYER HANDOUT 1

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You've heard rumours coming from out of Laufgen, in Perrenland's South. Apparently, there is something of a problem there with an infestation of draconic flying rats. Sounds like a job for adventurers. Perhaps you can round up a few more to help you, and go see if there's some pay to be had!

## PLAYER HANDOUT 2

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A letter, written in draconic, is found on one of the kobolds. It scrawls as follows.

Vorastrix,

Gex ethepetisse ekess gethrisj Raticus. Ir Raticus darastrixethe  
Arixedranicus waere vargach Laufgen leirith. Vor irlym Ariraticus vur  
gixustrat vur valignat arytiss.

\*Ermaekrix\* A renthisj,

Lexithurkear

## PLAYER HANDOUT 3

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The draconic letter translates into common as follows.

Vorastrix,

Take your quad and tail Raticus. His most recent incarnation from Xedranicus' lair should be arriving in Laufgen shortly. Identify all threats to his rattiness and eliminate them.

As A commands,

Lexithurkear