

Shield Mages Tower

A One-Round Dungeons & Dragons[®] Living Greyhawk[™]
Shield Lands Regional Adventure
Version .9

by Ryan Blomquist

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Fresh from your last adventure and with your name in good standing across the Flanaess, you are summoned to serve the Shield Lands... at a party?. A one-round Shield Lands Regional adventure set in Critwall, Admundfort, and beyond for characters level 5-15 (APLs 8-16). This adventure is recommended for arcane spellcasters, specifically members of the Arcanists' Society and the Incandenti.

Resources for this adventure include Cityscape [C.A. Suleimann] Complete Adventurer [Jesse Decker], Complete Arcane [Richard Baker], Complete Complete Champion [Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford], Complete Divine [David Noonan], Complete Mage [Skip Williams, Penny Williams, Ari Marmell, Kolja Raven Liqueite], Lords of Madness [Richard Baker, James Jacobs, Steve Winter], Magic Item Compendium [Andy Collins], Manual of the Planes [James Grubb, Bruce R. Cordell, and David Noonan], Miniatures Handbook [Michael Donais, Skaff Elias, Rob Heinsoo, and Jonathan Tweet], Player's Handbook II [David Noonan] and Spell Compendium [Matthew Sernett, Jeff Grubb, and 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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For questions specific to this document, please e-mail your metaregional representative at metarep@iuzlg.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

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

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

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

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

ADVENTURE BACKGROUND

This is the sixth and final part of the Towers series of Shield Lands adventures. The first five parts of the series contain background information, but are not necessary to play the adventure.

In 583 CY, the Shield Lands was in dire peril. Iuz's armies were on the march and Lord Holmer and the Council of Lords were blinded by arrogance and paranoia. To those able to see more clearly, the end may very well have been upon the Holy Realm. This was the case with the Arcane Order of the Shield Mages.

The Elders of the Order called a High Moot at the Tower of the Shield Mages in Admundfort and all members of the Order were required to attend. Though some refused and sent proxies instead, almost all the Shield Mages gathered in

Admundfort to discuss the coming danger. Their concern was for the Shield Lands and its people, but also for something very few outside the Order knew about.

The greatest asset (and greatest secret) of the Shield Mages was the Spellpool, a repository of arcane energy. The Spellpool was locked in the largest of the three Towers that made up the Order's legendary home. From it, each Shield Mage could add or withdraw arcane energy to power a vast repertoire of spells. This afforded the Shield Mages considerable leeway to in the preparation of daily spells and the ability to easily adapt to new situations.

With the coming war against an overwhelming enemy (almost all the Shield Mages agreed that alone, the Shield Lands had no hope of defeating luz), the Spellpool was at risk. If it fell into luz's wicked hands, he might become all but unstoppable. If the Shield Mages offered their might to the Council of Lords, it would divide their power and leave the Towers (and the Spellpool) vulnerable. At the same time, they could not simply abandon the Shield Lands to luz and hide within their home. A compromise was developed.

The oldest and most powerful of the Order would remain in Admundfort to seal and protect the Towers when the end was nigh. Younger members would aid the Shield Lands in the fight against luz. Finally, the apprentices would scatter across the Flanaess and go into hiding. The hope was that as long as there were free and living Shield Mages to lend power to the Spellpool, the elders could continue to protect the Towers and keep the Spellpool from luz.

The plan worked for many years. The few Shield Mages who survived the war with luz followed their apprentices into hiding and added their arcane power to the Spellpool. The disappearance of the Shield Mages became a mystery that most still have no answer to.

As is often the case, rumors flew about the fate of the Shield Mages, ranging from stories Shield Mages dying heroically in the war, to dark rumors of betrayal and collusion with the Old One. Some rumors even suggested that the Shield Mages had never really been human and they returned to wherever they hailed from originally. In any case, their disappearance created a power vacuum that allowed many other groups to step in and attempt to take their place. None succeeded to any great extent.

The intervening decade was not kind to the Shield Mages. Those inside the Towers suffered from isolation from the outside world, the stress of being under constant siege by luz's forces, and a

lack of everyday resources. As time passes, the elders succumbed to old age, illness, and in one case madness, which in turn killed several other Shield Mages before the poor individual was brought down by his associates. By 594 CY, only one Shield Mage remained alive in the Towers.

The Shield Mages living outside the Towers fared little better. With most of their available spells devoted to the Spellpool, they lived secret lives with only a bare fraction of their normal power. Those who hunted them found this to their advantage. By 593 CY, only two Shield Mages survived, Alewyn and Yseron. Yseron's betrayal and the murder of Alewyn in Sunsebb, 593 CY and his own eventual death at the hands of Pathfinders in the service of the Shield Lands foretold the eventual fall of the Towers of luz when the Spellpool ran dry.

Before his death, Yseron sold the secret of the Spellpool to Ryszard, an agent of luz. The Pathfinders who eventually slew Yseron gave chase to Ryszard, but he escaped to Dorakaa and with proof that the Towers of the Shield Mages contained one of the greatest sources of power in the Flanaess and the key to claiming its power; Alewyn's Spellpool focus.

Members of the Greater Bonehart spent months studying the focus and came to the conclusion that without access to the Spellpool they could do nothing. On her trip to the Shield Lands, High Priestess Althea ordered Waquonis to break down the Tower while she dealt with Lady Katerina.

Following leads found in Eordsidh's tower, Pathfinders journeyed to Castle Mukos and the Great Effluvial Swamp in search of Eordsidh's missing apprentice. Orlenas, the apprentice, was sent with her companions in search of something Eordsidh felt important to stopping Waquonis. Orlenas never returned.

The Pathfinders discovered that Orlenas met his fate at the hands of a band of meenlocks but managed to recover the key to opening the Towers. In an encounter with the Hag of the Great Effluvial Swamp, the Pathfinders also acquired a hunk of obsidian.

Back in Admundfort, Waquonis was nearing the completion of his task. With the walls all but gone, several Pathfinders were summoned by a dream to Admundfort, to discover Eordsidh lived. Working together with her, they managed to destroy both the Spellpool and Waquonis. Before her death, Eordsidh delivered unto the PCs a small leather pouch, with instructions to deliver it to Lord Torkeep.

ADVENTURE SUMMARY

Introduction: The PCs (in flashback) have an invitation delivered to them by a Mayaheonian cleric.

Encounter 1: The PCs meet with Quatain the Cold and Andarion Kallor's simulacrum to receive their instructions for their mission to activate the seed of the new Spellpool.

Encounter 2a: The PCs navigate through the sewers and are ambushed by Hextorite priests sent to retrieve them.

Encounter 2b: The PCs choose to exit the city through the south gate expecting Kallor's agents to be waiting at the gate. Instead they find Kallor's agents have been killed and replaced by two Hextorite priests.

Encounter 2c: The PCs choose to use teleportation to travel to their meeting, and are ambushed by a mercenary hired by the Hextorites to kill them.

Encounter 3: The PCs travel to The Castoff's Rest, meet with a Spellpool expert, and enter the ruins of Admundfort.

Encounter 4: The PCs explore the grounds of the Shield Mages' Tower in the Plane of Mirrors.

Encounter 5: On the second floor, the PCs find a laboratory populated by undead and constructs.

Encounter 6: The PCs arrive in the bedroom of the Tower's occupant, only to find themselves confronted with Waquonis' reflection.

Encounter 7: the PCs find the Spellpool.

Conclusion: The PCs plant the new Spellpool, and are rewarded by an appropriate benefactor.

PREPARATION FOR PLAY

When running this adventure, it may be helpful to have the PCs roll several Spot, Listen, and Sense Motive checks before running the adventure, or else to have the PCs Spot, Listen, and Sense Motive modifiers written down (I prefer this method), as you will need to make several secret rolls for the PCs. This will help you keep the suspense in several encounters, especially Encounter 2b and Encounter 5.

In addition, while reading the adventure you will notice that boxed text has a tendency to be long. **READING THE BOXED TEXT VERBATIM IS NOT REQUIRED!** As the DM, you are encouraged to paraphrase - much of the boxed text is used to describe situations and scenes. If you are bad at vivid descriptions, take advantage of this text to help you. However, as author I encourage you to

Also, determine the following:

- Do any of the PCs have Oldria's Favor from SHL4-0? If the Towers Should Fall?
- Do any of the PCs have the pouch from SHL4-0? If the Towers Should Fall?
- Are any of the PCs members of the Council of Inquisition or the Arcanists' Society?

INTRODUCTION

Read or paraphrase the following:

Standing in the pouring rain, your clothes soaked through your rain cape, you stare down at the envelope in your hand and ponder the events that have led you to the gate of the magnificent former mansion of Lord Nathan Enerick, now renovated to serve as the home of Freud, Lord Lavan, and currently playing host to a lavish and, from the sound of it, lively party.

If the play environment permits, determine where the PCs were during their last adventure and tailor this encounter for them, either as individuals or in several groups. If playing at a convention, assume the PCs were together when they receive this encounter. In either case, you can either roleplay the encounter using the information presented, or read/paraphrase the following:

While sitting eating breakfast on a fine morning, your repast is interrupted by plated boots approaching your table. Turning, you see an unusually tall man of Flan descent standing next to your table. As you swallow the last of your food, he speaks, "I have come with a missive for you mi(lord/lady)." At this, he reaches beneath his cloak and produces a small, sealed envelope.

Almaric Telarn: male human Cleric 7/Hospitaller 6 (Bluff + 6, Sense Motive +1).

If/when the PCs take the envelope, give them Player's Handout 1 & 2. As soon as the letter is taken, the knight will immediately bow, and then hastily depart. A DC 15 Sense Motive check (rolled secretly) reveals that he is extremely distressed.

1: BACK ROOM DEALS

Returning to the present, the PCs find themselves outside the gates of the mansion that was formerly owned (and burned) by Lord Nathan Enerick. It

has since been renovated to provide housing for Lord Freud Lavan, and is currently playing host to a party for the "movers and shakers" of the Shield Lands. The PCs find themselves outside the gates in a downpour, their path barred by two guards.

When the PCs present their invitations to the guards they are admitted to the party. Here they will have the opportunity to interact with the wealthy and/or powerful. Many rumors can be gathered here, and if the PCs wish to gather information either here or later in the adventure, refer to DM's Aid 3. If the setting permits, allow them time to explore the party, roleplaying persons attending the party. If being played as part of a convention setting, simply read or paraphrase the following when you feel the party is ready to move on:

Standing in the hall of the revelry, surveying the celebrations surrounding you, it is remarkable that if luz were to strike right now, he could eliminate half of the council of lords, and perhaps a hundred career politicians, wealthy merchants, and one of the most respected adventurers in the Shield Lands. For his part, the host appears so out of his element as to be comical, wearing a noble's outfit and perhaps drinking too deeply from that glass of wine in his hand. Your reverie is broken by a hand on your shoulder. The hand belongs to the same knight that delivered the invitation! "Please, follow me." With that, he turns and walks as quickly as his armor allows through the crowd.

Almaric leads the PC through the crowd and into a secret passage (Search DC 22) off the kitchen - once he has collected all of the PCs, he will lead them down the passage and to a locked door (Open Lock DC 35). Inside are Quatain the Cold and Andarion Kallor (Knowledge: local (luz) DC 10). To recognize that Kallor is not himself requires a DC 25 Spot or DC 20 Sense Motive. To recognize him as a simulacrum (albeit not a normal one) requires a DC 22 Knowledge: Arcana check.

Quatain the Cold: male human Bard 4/Fighter 1/Ranger 9; hp 90 (Sense Motive +18)

Andarion Kallor: dark simulacrum Rogue 1/Ranger 1/Fighter 4/Dread Commando 5/Sorcerer 1/Unseen Seer 3; hp 128 (Sense Motive +13)

If/when roleplaying this encounter, Quatain and Almaric will do all the talking. None of the three

are aware that any Hextorites are aware of the spellpool, since none are of a high enough spellcasting level to discover it.

The shorter man speaks first. "Thank you for coming. My name is Quatain, sometimes called the Cold. Before we begin, I must have an assurance that you will not disclose the information I am about to share with you. It is vital to the success of this mission that you do not reveal what I am about to tell you to anyone outside this room. To ensure this, I will ask my friend here to place a magical Geas on you to ensure your silence. If you do not accept the Geas, I will have to ask you to leave, but no ill will shall be yours - I understand that some are unsuited to serve the Shield Lands in this capacity.

Almaric, the cleric who led the PCs to Quatain, will attempt to cast a scroll of Geas on each PC. Any PCs who decline the casting, or who attempt the will save to resist the Geas, will be escorted back to the party. See the troubleshooting section below.

"Thank you." Quatain reaches into his pocket, and produces a 1-inch diameter pouch. He hands the pouch to the nearest PC, then continues speaking. "This pouch is the seed of a new Spellpool. For those of you unaware, a Spellpool is a powerful reservoir of magical energy. I am not well versed in the actual function of a Spellpool, but I am told that the possession of one could help tip the scales of the war with luz in the favor of the Shield Lands, and that once the Shield Mages possessed such a powerful artifact. Therefore, your mission is to escort this Spellpool seed secretly to an expert on the creation, maintenance, and function of Spellpools. From there, follow his instructions in creating a new Spellpool."

The PCs may have questions regarding their mission. The following list attempts to answer any questions with knowledge Quatain possesses. Even if the players do not ask the exact question, give them appropriate information based on the following:

- Why does this mission require us? - Even though the Spellpool seed was a carefully guarded secret, it is not impossible that you will be attacked while you escort the seed to the

expert. From there, you should follow his instructions to create a new Spellpool.

- Where are we taking the seed? - You will leave tonight and take the seed to a "tavern" of sorts in Tent Town, and from there, will be directed by dead drop to the location of the "expert" you are meeting. One of Kallor's agents is escorting the expert, and will communicate to you where the meeting will take place.
- Who is the expert? - Neither Kallor nor Quatain has met the expert, but they know that he is a wizard from Ket. Any elves in the party are warned that his culture is rather discriminatory towards elves. Their wizard's guild possesses a Spellpool, and this expert has studied their function for his entire professional career.
- Where should we create the new Spellpool? - Kallor feels that it should be placed safely out of the reach of Simen Sharn - Admundfort or Torkeep. Quatain wants the Spellpool safely away from luz, in Critwall. Almaric thinks that it should be turned over to the Council of Inquisition and protected within the Hall of Truth, or given to a mage loyal to Heironeous.

When the PCs are ready, present them with two options:

- The PCs can take a secret route through the sewers to reach beyond the gate, and then travel to the tavern in Tent Town. This course of action is supported by Quatain, and leads to encounter 2a.
- Kallor claims to have ensured that one of the small gates leading outside the city will be without it's Inquisitor, and will be manned only by city guardsmen. A sufficient bribe will allow the PCs to pass through unmolested and unquestioned. This leads to encounter 2b.
- Alternatively, the PCs may use teleportation magic or another magical conveyance to make their exit, although none of their employers suggest this course of action. They may not teleport into the tavern, however - Almaric visited the tavern earlier in the day and placed a Dimensional Lock on the structure, to prevent any attack on the PCs while they are there. If the PCs express a desire to use teleportation magic, Almaric will make them aware of the Dimension Lock, but if they do not he will assume they plan to use either the gates or the sewers. This leads to encounter 2c.

Whatever route the PCs choose, proceed to the appropriate encounter.

TROUBLESHOOTING

If any of the PCs refuse to follow Almaric or refuse to accept the Geas, ask them to step away from the table while you complete instruction on the mission. Quatain will instruct the PCs not to divulge any unnecessary information to that PC, but to attempt to make as much use of them as possible. While the fellow party members may choose to share information with that PC, remember that such sharing will probably trigger the Geas placed on the PC by Almaric.

DEVELOPMENT

If the PCs choose to take the sewers, proceed to Encounter 2a. If the PCs choose to travel the streets, choose Encounter 2b. If the PCs use teleportation magic, proceed to encounter 2c.

2A: THE STINK OF EVIL

Read or paraphrase the following:

The cleric leads your party through a winding maze of corridors and to a large, wooden door. Producing a small metal key from a pouch, he unlocks the door and opens it. The smell of human waste and decomposing flesh wafts out into the corridor.

Almaric will allow the PCs to pass through, and will lock and bar the door behind them. He instructs them not to use this entrance again, and informs them that a guard will be posted to ensure that nobody passes back through the door under any circumstances.

The sewers are a hazardous place. Each minute spent in the sewers during normal travel, or each hour of exertion (such as combat) requires a Fortitude save DC 14, or the PCs will become nauseated for 1 round. This is not a poison, and is not overcome by Heroes' Feast. It is just a disgusting smell. Any PC who is wounded while walking through the sewers must make a DC 16 Fortitude save every round or contract the disease Blinding Sickness (DMG 293). The PCs will spend about 10 minutes (variable by party, not terribly important) travelling through the sewers before being ambushed by a patrol of Hextorites moving through the sewers, on their way to attack the gate out to Tent Town, where they heard the gate was to be used by servants of Heironeous to move something important out of the city.

APL 8 (EL 10)

Ordained Champion (2): hp 59 (each); see Appendix 1.

APL 10 (EL 12)

Ordained Champion (2): hp 77 (each); see Appendix 1.

APL 12 (EL 14)

Ordained Champion (2): hp 95 (each); see Appendix 1.

APL 14 (EL 16)

Ordained Champion (2): hp 109 (each); see Appendix 1.

APL 16 (EL 18)

Ordained Champion (2): hp 128 (each); see Appendix 1.

Tactics

The Ordained Champions will aggressively engage the PCs in melee, targeting Heironeans if any are present. If not, they will attack the PC that is the most immediate threat. At APL 10 and higher, they will use their Quickened domain casting to cast a spell from the War Domain every round. At all APLs, one champion will focus on melee combat, while the other provides ranged support, healing, and buffs. At all APLs, remember to use Dominate Person to even the odds against them.

Treasure:

APL 8: Loot 176 gp; Coin 2 gp; Magic 2,062 gp; potion of Cure Serious Wounds (62 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +2 (333 gp); Total 2240 gp.

APL 10: Loot 176 gp; Coin 2 gp; Magic 3,563 gp; potion of Cure Serious Wounds (62 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +2 (333 gp), ring of counterspells (4,000 gp), veil of allure (1,166 gp); Total 3,741 gp.

APL 12: Loot 0 gp; Coin 2 gp; Magic 6,238 gp; potion of Cure Serious Wounds (62 gp), +1 flail (192 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3000 gp), cloak of resistance +2 (333 gp), ring of counterspells (4,000 gp), veil of allure (1,166 gp); Total 6,240 gp.

APL 14: Loot 0 gp; Coin 2 gp; Magic 9,675 gp; potion of Cure Serious Wounds (62 gp), +1 unholy flail (692 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3,000 gp), cloak of resistance +4 (1,333 gp), ring of counterspells (333 gp), veil of allure (1,166 gp),

belt of battle (1,000 gp), boots of speed (1,000); Total 9,677 gp.

APL 16: Loot 0 gp; Coin 2 gp; Magic 17,384 gp; potion of Cure Serious Wounds (62 gp), +1 unholy, flaming, frost, shocking flail (6,025 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3,000 gp), cloak of resistance +5 (2,083 gp), ring of counterspells (333 gp), veil of allure (1,066 gp), belt of battle (1,000 gp), boots of speed (1,000), strand of prayer beads (karma only) (1,666); Total 17,386 gp.

Detect Magic Results: potion of Cure Serious Wounds (faint healing), +1 [unholy, flaming, frost, shock] flail (faint transmutation, moderate evocation [evil]), +1 death ward full plate (faint transmutation, moderate necromancy), +1 death ward heavy wooden shield (faint transmutation, moderate necromancy), gloves of dexterity +2 (faint transmutation), periapt of wisdom +4-+6 (moderate transmutation), cloak of resistance +1-+5 (moderate abjuration), ring of counterspells (moderate evocation), veil of allure (faint transmutation), belt of battle (moderate transmutation), boots of speed (moderate transmutation), strand of prayer beads (karma only) (moderate evocation)

TROUBLESHOOTING

If the PCs attempt to move back through the door at any time for any reason, they are confronted by a guard. The guard will step in the area of an alarm spell, triggering the house security to attempt to detain the PCs. Allow any PC who can to escape. Any who cannot escape the house by a route other than the sewers will be taken into custody, and will be considered Wanted by the Council. If the PC agrees to complete the quest, the Wanted! status will be removed.

DEVELOPMENT

If the PCs capture an Ordained Champion, and can make the required checks (Diplomacy, Bluff, Intimidate), they can discover that the Hextorite underground organization was tipped off to the presence of a "holy item" being sent out of the city by the Church of Heironeous. This information came from a mage wearing white robes, who concealed his face behind a raincape.

Proceed to Encounter 3.

2B: AT THE GATES

Read or paraphrase the following:

The party is led back up to the ground level of the structure. The cleric leads the party to a side door off the kitchens. Opening the door, he reaches into a side pouch and produces a small, rolled scroll

The scroll is a night pass allowing the PCs to travel safely at night through the city between the house of Lord Lavan and the west gate. PCs caught anywhere not on the fastest route between these two places will run afoul of the Inquisition. They are warned of this. If the PCs run afoul of the Inquisition, see troubleshooting.

The PCs are free to return to the party and to gather information or do anything else they wish. When they leave, they may leave by the front gate, but must travel to the outer gates by the fastest route. They are encouraged to leave before the party breaks up, so as not to have to share the road.

When the PCs reach the gate, they are met by two Hextorites. The Hextorites were tipped off that a magical item important to Heironeous would be passing through the gate sometime tonight, they have ambushed and murdered the guards, and are now posing as guards themselves. They have consumed potions of Glibness and have an effective Bluff of (30 + 1/2 APL). They will try to convince the PCs to come into the gatehouse so that they can more effectively ambush the PCs. At the first sign that the gig is up, they will attack

APL 8 (EL 10)

Ordained Champion (2): hp 59 (each); see Appendix 1.

APL 10 (EL 12)

Ordained Champion (2): hp 77 (each); see Appendix 1.

APL 12 (EL 14)

Ordained Champion (2): hp 95 (each); see Appendix 1.

APL 14 (EL 16)

Ordained Champion (2): hp 109 (each); see Appendix 1.

APL 16 (EL 18)

Ordained Champion (2): hp 128 (each); see Appendix 1.

Tactics

The Ordained Champions will aggressively engage the PCs in melee, targeting Heironeans if any are present. If not, they will attack the PC that is the most immediate threat. Because in this

encounter they can force the PCs to a choke point (the door to the towers, the stairs) unless the PCs possess flight, one will take command of the left tower first floor. Meanwhile, the other will fire enchantment (mind affecting; compulsion) spells from the bridge to try and even the numerical advantage the PCs possess. Remember that all the Ordained Champion class abilities require only a swift action to activate - make sure you use them every round. Also, at APL 10 and above, remember to activate Law Devotion every round for free bonuses. The champions will fight until dead.

Treasure:

See encounter 2a. treasure tables.

DEVELOPMENT

The PCs will find the bodies of the dead guards in the right guard tower. If the PCs capture an Ordained Champion, and can make the required checks (Diplomacy, Bluff, Intimidate), they can discover that the Hextorite underground organization was tipped off to the presence of a "holy item" being sent out of the city by the Church of Heironeous. This information came from a mage wearing white robes, who concealed his face behind a raincape.

Proceed to Encounter 3.

2C: AN OLD FRIEND

The PCs can trigger this encounter one of two ways:

- The PCs teleported directly to the tavern, and were caught inside the area of Johan's Anticipate Teleportation spell. While they are not surprised, Johan is effectively given a free action. After they materialize, have them roll initiative as normal.
- The PCs must have teleported outside the city, and then proceeded on foot. If they did this, Johan does not get a free round of gassing the PCs - instead they must make Spot checks (DC 42 + 1/2 APL) to notice him. The DC includes the +40 modifier because Johan has the spell Invisibility up. If they fail, they are surprised. They may spend cards such as Feign Surprise normally.

In either case, Johan's action in the surprise round or his action after Anticipate Teleportation triggers will lead to the following (adjust appropriately for your situation):

As you materialize/reach the street of The Castoff's Rest, the air around you suddenly becomes [APL 8-10] filled with sticky webs / [APL 12+] frozen. As your mind struggles to grasp this new development, one word races through your mind - TRAP!

APL 8 (EL 10)

Johan Kist: male human sorcerer 8; hp 41; Appendix 1.

APL 10 (EL 12)

Johan Kist: male human sorcerer 10; hp 50; Appendix 1.

APL 12 (EL 14)

Johan Kist: male human sorcerer 12; hp 59; Appendix 1.

APL 14 (EL 16)

Johan Kist: male human sorcerer 14; hp 68; Appendix 1.

APL 16 (EL 18)

Johan Kist: male human sorcerer 16; hp 77; Appendix 1.

Tactics

Having foreknowledge of the PCs location allows Johan to cast either Web (APL 8-10) or Freezing Fog (APL 10+) at the location where the party will materialize. After that, he will drop AOE spells into the party. He will reserve his highest level spell slots for single targets that emerge from the fog, hoping to drop them before they can respond to him. This fight is drastically different at APL 14 and 16, however. Here, he will cast Forcecage around as much of the Freezing Fog as he can. He is using Overland Flight to stay off the ground, and will need to move every round. Remember that at APL 14+ he can use either end of his two-bladed sword with Whirling Blade to produce different effects. He will be aggressive with the wounding end, and will use the spell-storing end to regain lost hit points if he is desperate and needs to escape. Also, he has a quiver of size Large arrows which he has cast Greater Magic Weapon upon, and his first volley at a PC who escapes his Freezing Fog should be to throw them at the PC with Telekinesis for 15d6+45.

Johan will flee from combat (at any APL) if he is reduced to 1/4 of his full normal hit points (including temporaries). He also will flee if the fight becomes clearly unwinnable, attempting to do as much damage as possible before fleeing.

Treasure:

APL 8: Loot 33 gp; Coin 20 gp; Magic 1,691 gp; cloak of charisma +4 (1,333 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp); Total 1,711 gp.

APL 10: Loot 0 gp; Coin 20 gp; Magic 3,725 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1/+1 two-bladed sword (400 gp); Total 3,745 gp.

APL 12: Loot 0 gp; Coin 20 gp; Magic 4,725 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1/+1 two-bladed sword (333 gp), belt of battle (1,000 gp); Total 4,745 gp.

APL 14: Loot 0 gp; Coin 20 gp; Magic 9,783 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1 spell-storing/+1 wounding two-bladed sword (2200 gp), belt of battle (1,000 gp), orange prism ioun stone (2,500 gp), 50 +1 spell storing arrows (691 gp); Total 9,803 gp.

APL 16: Loot 0 gp; Coin 20 gp; Magic 11,866 gp; cloak of charisma +6 (3,000 gp), vest of resistance +3 (750), potion of Cat's Grace (25 gp), +1 spell-storing/+1 wounding two-bladed sword (2200 gp), belt of battle (1,000 gp), orange prism ioun stone (2,500 gp), 50 +1 spell storing arrows (691 gp), strand of prayer beads (karma only) (1,666); Total 11,886 gp.

Detect Magic Results: cloak of charisma +4-+6, (moderate transmutation), vest of resistance +2-+3 (moderate abjuration), potion of Cat's Grace (faint transmutation), +1/+1 two-bladed sword (moderate transmutation),

TROUBLESHOOTING

Remember that buildings can be destroyed - Johan will use Lightning Bolt to destroy the buildings on the street rather than fight in close quarters. Remember that if Johan escapes, the PCs will get little or no treasure for this encounter - and he will do everything in his power to escape

DEVELOPMENT

If the PCs capture Johan, he will inform them that he is a mercenary hired by the Hextorites to assassinate the PCs, and then to signal his Hextorite employers to come and retrieve your possessions. He does not know why the Hextorites were fixated on the PCs possessions. Proceed to Encounter 3.

3: EXPERT OPINION

When the PCs enter The Castoff's Rest, they are greeted by an unusual sight for Tent Town. The PCs are surrounded by a lively tavern, complete

with a musician in the far corner, several patrons putting copper coins into a hat at the corner of the table that serves as his makeshift stage. If the PCs do not approach the publican, he will eventually approach them. His name is Evan Wavetouched, and he will direct the PCs to a "private room" where the Spellpool expert is waiting.

The "private room" is actually below the tavern, as are the kitchen, bath room, and sleeping quarters. The PCs will be shown into a room which contains an attractive woman in black leather armor and a fat, gaudily dressed wizard wearing an impossibly tall turban and a robe encrusted with gems. If the PCs make a successful Appraise check (DC 20) tells the PCs that the gems in the robe are worth nearly 5000 gold pieces. From here forward, the GM can either roleplay the encounter as time permits, or perform an information dump. The first two bullet points are the personalities of the two individuals to help roleplaying, the rest are all of the information the two individuals know.

- The half-elf in black leathers is named Azan Kale (Baard 2/Fighter 2/Ranger 6). She is a Greycloak that was hand-picked by the simulacrum Kallor to escort Samar to the Shield Lands, and then arrange for his safe passage back to his homeland. Azan is a grim, sarcastic, and generally unpleasant individual who is prone to belittling those she interacts with. She is especially contemptuous of Samar, who is completely useless in combat, and will take any opportunity to insult Samar that presents itself.
- Samar Mamir (human Diviner 7/Loremaster 3) is an expert on the creation, use, and history of Spellpools. He understands these magical devices better than any living being of any race. He is also a devout worshipper of Moquol and has turned his knowledge into a great personal fortune. He is the consummate gentleman to any non-elf in the party. However, he considers elves to be monsters, and will neither speak to one nor acknowledge their presence. If a party elf is too persistent, he will turn to the non-elf PC nearest to it and ask that they please control their property.
- Samar tells the party that the Spellpool seed they possess is in its dormant state. To use it to create a new Spellpool, they must expose it to a powerful magical reservoir, the most common being another Spellpool.
- Samar knows of no such magical reservoirs in the Shield Lands, but in passing one of his peers mentioned that he was researching a place called the Plane of Mirrors.

- After being hired for this quest by the Council of Lords, Samar researched the Plane of Mirrors for the PCs, and has compiled a small research paper of all that he was able to learn about the place (Player's Handout 3). This will also be useful for the DM.
- In brief summary, on the Plane of Mirrors a reflection exists of everything that is, was, or will be. Included in these reflections, Samar believes, will be a Spellpool.
- Since the Plane is coterminous to the Prime Material Plane, finding the Spellpool there should simply require the PCs to go to the location of the old Spellpool, travel to the Plane of Mirrors via Plane Shift or Gate, and then visit the reflection of the Spellpool.

He will give the PCs one scroll of Gate (procured, he will announce, at great personal cost). While the PCs are free to decline the offer, there is no repercussion for accepting.

From here the PCs must make their way to Admundfort. While on Admundfort, they will have a final opportunity to purchase supplies, at a 50% markup from prices listed in the DMG and PHB. Any item that is considered Open can be purchased here, but not items from previous ARs unless the PCs present a reasonable way in which they would acquire the item (such as having an intermediary ship it to Admundfort).

TROUBLESHOOTING

This encounter should be straightforward - it's fairly linear. If the PCs take an odd course of action, or the tavern is destroyed during combat, feel free to move Samar and Azan to Admundfort - Azan can leave a note with the publican about the change in rendezvous point, and meet the PCs in the Enclave there.

DEVELOPMENT

When the PCs are ready to proceed into the ruins, go to Encounter 4.

4: RUINS AND REFLECTIONS

The PCs will need to travel through the unreclaimed ruins of Admundfort to reach the site of the old Shield Mage's Tower where the Spellpool was located. Read or paraphrase the following:

Entering the ruins of old Admundfort, one would expect resistance. However, mysteriously, you have met naught but eerie

silence for the past hours. Finally, after almost three hours of weaving through the ruins and navigating around impassable paths, you reach the crater where the old tower once stood. Now nothing more than a gaping hole in the Oerth, it is a testament to the evils once committed by Waquonis in Admundfort.

The PCs should face little resistance when travelling through the ruins - try to play this as an eerie silence. The ruins are, by all accounts, teeming with aberrations, undead, and outsiders. The fact that they are absent should feel strange to any in-region PCs, and as a DM you should feel free to encourage them to roleplay as such (although you should not tell them how their characters are reacting!). When the PCs reach the ruins, they will have to somehow reach the Plane of Mirrors - likely with the scroll of Gate that Samar gave them. Since Gate does not require a planar fork the way that Plane Shift does, the only challenge is the fact that Gate requires a 17th level caster. Since it is impossible for one to be present, the PCs should roll a caster level check (DC 17) to determine if they successfully activate the scroll. Failure will require them to wait a day, but the scroll is not destroyed, so there should be no risk of total failure. When they succeed, read or paraphrase the following:

As the final syllable of the spell crosses the caster's lips, the air seems to tear before your eyes. Spinning open from a point in space is a gaping hole in the multiverse. The hole widens until it stands 10 feet in diameter, and on the other side you see a reflection of Admundfort - but not the ruined Admundfort in which you stand. You see the gates of an ancient tower standing before you, and you know that this is the famed tower of the Shield Mage Eordsidh.

If the PCs make a successful Wisdom check (DC 12), they realize that, beyond just seeing a large tower where a gaping hole in the earth should be, the reflection is totally wrong. The (non-ruined) buildings are reversed - everything is a reflection.

The PCs will probably have questions about the Plane of Mirrors. Reference Player's Handout 2 and DM Aid 2 for information about the Plane of Mirrors. When the PCs are ready to proceed into the tower, read or paraphrase the following:

The PCs find themselves in a circular hall, 30 feet high and 100 feet across. The massive hall is empty, and the party's footfalls echo

throughout the building. The magnificent beauty of the hall reminds all present of the power once wielded by those who lived here. Looking up, the space where the Spellpool once sat is clearly visible, but it is there no longer. Now, there is only a gaping void in the middle of the room. As your eyes leave the space where the Spellpool once sat, you see three doors on the far wall.

The three doors lead to different places. The closest one leads to an antechamber that probably served as a storage closet. The door furthest away lead to the second tower, but 10' beyond the door the hallway is collapsed and impassable. The door on the wall to the PCs right leads up to the second floor via a stairway that was once an interior stair. The wall was destroyed by Waquonis during the final battle for the tower, and has not been repaired.

TROUBLESHOOTING

The PCs cannot continue on to the second tower - it is not part of the adventure, and they have no way to get in. If they wish to investigate, they can enter from outside, but they will find the interior of the second tower in ruins. The third tower is conspicuously missing, with no trace of it to be found.

DEVELOPMENT

Proceed to Encounter 5.

5: THE SECOND FLOOR

When the PCs enter the second floor, they will reach a hallway. Much of this floor is excess, all of it is unoccupied except the central laboratory. As the PCs search the rooms other than the laboratory, describe the rooms in ruins. Several rooms appear to have been destroyed by shards of flying glass, while others seem completely untouched by the battles that raged in the tower. Unlike the original Eordsidh, her reflection was not given time to fortify the tower against Waquonis and his Nerra allies - her own allies were all summoned creatures, and later the reanimated corpses of fallen Nerra. The rooms were all used as barracks, and the final battles were fought literally room by room. Attempt to paint a picture straight from a World War II movie - ruined buildings, signs of battle long past, but eerily silent and devoid of combatants, living or dead.

The exception to this will be the main laboratory. A room 60' in diameter at the center of a maze of rooms, when the PCs reach the door

(give them a room or two first to set the atmosphere, and then proceed here when ready) read or paraphrase the following:

After wandering through a building devoid of life signs and destroyed by battle, the door before you is remarkably intact. The battle that ruined the rest of the structure apparently did not touch this place. A quick survey reveals that this should be the center of the tower, or very near to it, and it is hard not to wonder why a room that would typically hold something important would be left unmolested.

This door was actually left alone because the invaders knew that Eordsidh was not there. This was her laboratory, and at the end of the war she unleashed several extremely powerful undead. The invaders had no stomach for such a battle, and so they left the room alone. Now, without allies, mirror-Waquonis does not want to disturb the room for fear that whatever resides within is beyond his abilities. In reality, the contents of the room lay dormant, waiting for their master's orders. They will, however, defend themselves from the PCs. When the party opens the door, read or paraphrase the following:

The room appears to be a large laboratory, and it was apparently occupied by a rather nasty individual. About 60 feet across, the north wall is home to an impressive display of surgical tools, strewn about tables and lying on shelves. A few feet away are two large tables, currently occupied by inanimate corpses. On the south wall, a strange suit of armor is suspended 10 feet off the ground from large, black chains looped around its arms. Unlike the rounded north wall, the south wall of the room is flat, and a door is set about 40 feet away from where you stand.

TRAP

While not a "trap" per se, this encounter will only trigger if a PC examines either the Shadesteel Golem or either of the corpses on the operating slabs. As soon as a PC does, allow the party to make DC 20 Spot checks to avoid surprise (not Listen, because only the motion will allow the PCs to react in time to avoid surprise). Assign appropriate bonuses in intervals of 2 for PCs that were observing different parts of the room. The PC who actually triggers the encounter must make a Sense Motive in place of a Spot check, as their concentration is not on the room's contents but instead on the object in question..

APL 8 (EL 11)

Blaspheme; hp 147, Appendix 1
Greater Shadow; hp 58, MM 221
Shadow (2); hp 19, MM 221

APL 10 (EL 13)

Blaspheme; hp 147, Appendix 1
Greater Shadow; hp 58, MM 221
Shadesteel Golem; hp 119, Appendix 1
Shadow (2); hp 19, MM 221

APL 12 (EL 15)

Advanced Blaspheme; hp 207, Appendix 1
Dread Wraith; hp 104, MM 258
Shadesteel Golem; hp 119, Appendix 1
Shadow (4); hp 19, MM 221

APL 14 (EL 17)

Angel of Decay; hp 198, Appendix 1
Advanced Dread Wraith; hp 182, Appendix 1
Greater Shadesteel Golem; hp 119, Appendix 1
Shadow (4); hp 19, MM 221

APL 16 (EL 19)

Angel of Decay Marshal 2; hp 207, Appendix 1
Advanced Dread Wraith Shadowdancer 2; hp 189, Appendix 1
Advanced Greater Shadesteel Golem; hp 119, Appendix 1
Greater Shadow (4); hp 58, MM 221

Tactics

The corporeal undead should immediately engage the party in close range melee along with the golem, although it will require a move equivalent action for the blaspheme to stand (taken in the surprise round if one occurs). If the golem feels that it has a good chance to kill a party member, or if it sees that the undead are severely wounded, it will use its negative energy wave. The incorporeal undead should make every effort to strike from within walls or pillars in the room. Remember the ceiling is 30' high, so the golem and the flying shadows/wraiths can retreat out of reach and fight from outside the range of the party. Avoid sustained melee with the shadows. The greater shadow will try to pick a spellcaster target, favoring clerics over wizards, and the lesser shadows will split evenly between the target of the blaspheme and the greater shadow. When the Greater Shadow is replaced by the Dread Wraith, the Shadows instead split their attacks between the target of the Blaspheme/Angel of Decay and the golem.

At APL 16, the encounter becomes markedly more difficult. The Angel of Decay provides all of the combatants with +1 to melee attack rolls and +7 to fortitude saves, and the Dread Wraith shadowdancer and Greater Shadows all have spring attack. At this APL, the Greater Shadows will work in pairs, with one pair targeting the opponent of the Angel of Decay and the other targeting the opponent of the Shadesteel Golem. The Golem is willing to use negative energy waves to save the Greater Shadows at this APL.

Treasure: The PCs can gain the following treasure here:

The PCs can find many mundane tools here, mostly surgical tools, artisans' tools, and alchemical equipment. This encounter results in fully half of the treasure for the adventure, so make sure you give the PCs every opportunity to search the room. Upon searching, they will also find several diaries of Eordsidh. Give the PCs Player's Handout 3.

APL 8: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 12: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 14: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 16: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

Detect Magic Results: None

TROUBLESHOOTING

Although resting here is discouraged as anti-climactic, it is not prohibited. If the party chooses to rest, have them set watches and roll some dice to keep them on the edge of their seats.

DEVELOPMENT

After further wandering through the tower (which you can describe similarly to the wandering before the room), the PCs will eventually find the stairway leading to the third floor.

6: AN OLD ENEMY

The PCs will not be able to arrive on the third floor in a group - the most that can travel simultaneously is two. The party must step onto a teleportation circle in the room that once housed a stairwell. The command word is "activate", which the PCs will learn from the journal found on the second floor.

As your vision clears from materializing, you find yourself viewing a room that was once luxuriously appointed, with a large bed, rugs, armoire, a desk and several bookshelves. On the southeast wall there is a closed door. An instant after the image registers in your brain, the door opens, and through it steps a man clad in silver robes. Of average height and dusky complexion, with black hair and grey eyes, his weathered face harbors a look of utter shock at your appearance in his bed chambers.

The man the PCs have encountered is Waquonis. For any PC that has not met him, a DC 10 Knowledge: local (luz Border States) will impart this. He is currently surprised, and if the PCs take hostile actions, he will fight to the death, believing them to be allies of the now-deceased Eordsidh. If the PCs take a neutral action, but more PCs arrive from the lower floors, he will attack. If the PCs attempt to engage him in dialogue and take no threatening actions, he will divide the room via Wall of Force but be willing to hear what the PCs have to say. It is possible for the party to avoid combat with Waquonis, but if they take any hostile action, or if they continue to maneuver about the room as if trying to gain a strategic advantage over him, he will not hesitate to enter combat. Try to roleplay him as a man who believes he has been cornered by his enemy - if the PCs do not want to fight, they have an uphill battle ahead of them. And considering who they've encountered, it's likely that they aren't interested in talking.

APL 8 (EL 9)

Reflection of Waquonis: LG male human wizard 5/MotAO 4; hp 33; Appendix 1.

APL 10 (EL 11)

Reflection of Waquonis: LG male human wizard 5/MotAO 6; hp 41; Appendix 1.

APL 12 (EL 13)

Reflection of Waquonis: LG male human wizard 5/MotAO 8; hp 48; Appendix 1.

APL 14 (EL 15)

Reflection of Waquonis: LG male human wizard 5/MotAO 9/archmage 1; hp 55; Appendix 1.

APL 16 (EL 17)

Reflection of Waquonis: LG male human wizard 5/MotAO 9/archmage 3; hp 62; Appendix 1.

Tactics, APL 8-14

Waquonis is SURPRISED, and the PCs who arrive first in the room will automatically get a SURPRISE ROUND on Waquonis. If they take hostile actions, he will respond appropriately, but until the PCs take a hostile action against him, he does not attack them.

Waquonis will begin the encounter with an area effect spell (Evards at 8, Acid Fog at 10+) and then follow it by either Cloudkill at 8 or Wall of Force trapping the PCs in the Acid-filled room at APL 10+. Remember at APL 10+ he also has a Belt of Battle, which he may choose to use in the first round of combat. Then, he will retreat and ready to cast a lightning bolt into the doorway if the Wall of Force should be defeated. The brick of the walls will not stop sound, and he will dismiss the Acid Fog/Cloudkill if the PCs offer to surrender. If the PCs bypass the room and manage to engage him, he will target the PC who appears to be most wounded first, splitting his Scorching Rays if necessary to put down a PC without wasting precious damaging effects. Should a fighter engage him in melee, he will use the Dragon Breath spell to duplicate a Sleep effect, and then coup de grace them for subdual damage, hoping to knock them unconscious. If he defeats the PCs, he will attempt to stabilize them and at higher APLs will use a Limited Wish if it is available (potentially via Spellpool) to raise one and question them if all the PCs died. Remember that he is Lawful Good, and does not wish any harm to the PCs - only to protect himself from them.

Tactics, APL 16

Waquonis is SURPRISED, and the PCs who arrive first in the room will automatically get a SURPRISE ROUND on Waquonis. If they take hostile actions, he will respond appropriately, but until the PCs take a hostile action against him, he does not attack them.

Waquonis will begin combat by casting Time Stop. He will then, in order of importance, cast Dimension Lock, Acid Fog, and Prismatic Wall so that the entire bedroom area is dimensionally locked, filled with Acid Fog, and the path to Waquonis is barred by a Prismatic Wall. In subsequent rounds (or if the Time Stop is still active) he will cast Summon Golem and then ready to cast his Empowered Orb of Cold at any PC that passes through the wall. When the PCs manage to destroy the entire wall (likely after they disperse the Acid Fog) he will cast spells that target as many PCs as possible, such as Mass Suggestion, and Confusion. If necessary, he will

use his Belt of Battle to fill a spell slot he left open for his Spellpool ability with whatever spell he deems necessary. He will, as with earlier APLs, accept the PCs surrender at any time, and will attempt to stabilize and/or raise a fallen PC once the combat is over, if he is victorious. Remember that he is lawful good, and will not kill PCs once they are defeated - indeed, at these APLs he is fully capable of raising the entire party if the PC he captures/raises convinces him of their good intentions.

Treasure:

APL 8: Loot 0 gp; Coin 120 gp; Magic 5,728 gp; potion of fly (62 gp), headband of intellect +4 (1,333 gp), cloak of resistance +2 (333 gp), belt of battle (1,000 gp); Total 5,848 gp.

APL 10: Loot 0 gp; Coin 120 gp; Magic 5,665 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +2 (333 gp), belt of battle (1,000 gp), ring of protection +2 (666 gp), amulet of natural armor +2 (666 gp); Total 5,785 gp.

APL 12: Loot 0 gp; Coin 120 gp; Magic 7,812 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +3 (750 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), amulet of natural armor +2 (1,500 gp); Total 7,932 gp.

APL 14: Loot 0 gp; Coin 120 gp; Magic 16,227 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +3 (750 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), amulet of natural armor +3 (1,500 gp), orange prism ioun stone (2,500 gp), dusty rose prism ioun stone (416 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), rod of absorption (4,166 gp); Total 16,347 gp.

APL 8: Loot 0 gp; Coin 120 gp; Magic 23,475 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), orange prism ioun stone (2,500 gp), dusty rose prism ioun stone (416 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), rod of absorption (4,166 gp), white robe of the archmagi (6,250), hand of glory (666 gp), ring of arcane might (1,666), rod of silent spells (916 gp); Total 23,595 gp.

Detect Magic Results: potion of fly (faint transmutation), headband of intellect +6 (moderate transmutation), belt of battle (moderate transmutation), ring of protection +2-+3 (faint abjuration), amulet of natural armor +2-+3 (faint abjuration), hand of glory (faint necromancy), ring of arcane might (moderate no school), orange prism ioun stone (moderate varied), dusty rose

prism ioun stone (moderate varied), boots of speed (moderate transmutation), cloak of resistance +2-+3 (faint abjuration), ring of counterspells (moderate evocation), rod of absorption (strong abjuration), rod of silent spells (strong no school), robe of the archmagi (strong varied)

If the party wants to disengage with diplomacy, have them make rushed diplomacy checks, and use the DMG. Treat Waquonis as hostile. If the party captures him, they must make the same checks for him to be willing to talk with them. Sense Motive will reveal that Waquonis does not lie during any conversation with the PCs. Remember that he is Lawful Good, and repentant for his crimes against the Shield Lands - while it will be difficult to communicate with him (and the PCs may not want to), he will want to help the PCs if they can convince him that they are not his enemies.

The PCs may wish to return the mirror-Waquonis to the Shield Lands with them. If they avoid combat with him, he is certainly willing to return. He has been unable to do so

7: DOWN THE RABBIT HOLE

However the party chooses to resolve their differences with the mirror-Waquonis, one of three things will happen. The party will be shown the Spellpool by Waquonis, who has hidden it beneath his bed, the party will find the secret compartment under the bed, or they party will leave with nothing. Read or paraphrase the following if the party finds the Spellpool, adjusting to accommodate the presence or absence of Waquonis.

As the bed slides forward, beneath it is a small, round hatch. [pause to allow the PCs to check for traps] As the hatch swings up, you see a small, dark shaft descending down beyond sight. Magical darkness seems to block your vision.

When the PCs drop down (10 foot drop), they find themselves in a room filled with magical darkness. If the PCs illuminate the room in some way (such as a Daylight spell or having a Radiant Servant in the party), read or paraphrase the following:

The room you've landed in is roughly 10 feet tall, and perhaps 15 feet across. You find yourself standing on a 5' ledge, and looking over the edge, you view a terrible sight. A

swirling miasma of arcane energy, with dark violate runes whirling across its surface, writhes inches from your feet. This is it - this is the Spellpool.

DEVELOPMENT

After activating the seed, the party needs to determine where they plan to plant the new Spellpool. If they choose to plant it in Admundfort, Torkeep, or another place safely under the control of Lady Katerina or her allies, read Conclusion A. If they choose to plant the seed in Critwall, Southkeep, or somewhere else in the Shield Lands, read Conclusion B. If they turn the Spellpool seed over to the Council of the Inquisition, read Conclusion C. The GM may need to make a judgement call about which conclusion to read, but they will all lead to the same place. If the PCs return the mirror-Waquonis, then also include Conclusion D in addition to the appropriate conclusion from above (it's more fitting if you read Conclusion D before any other appropriate conclusion). Remember to record where the Spellpool seed is planted in the Critical Events Summary.

CONCLUSION A

If the party chooses to plant the seed somewhere controlled by allies of Lady Katerina, or to give the seed to the Lady or immediate allies, read or paraphrase the following:

As the new seed is planted in its receptacle, a sense of expectation fills the surrounding area. But there is no great howl, no massive noise. With nary a whisper, a swirl of runes emerges slowly from the pouch. Flowing out afterwards to fill a space not 5 feet in diameter is the same miasma of whirling magical power that, in the Plane of Mirrors, filled a well 15 feet deep and 10 feet across. Within only a few seconds, the excitement is over, and a new Spellpool is born.

A few days later, you awaken in your sleeping quarters, feeling watched. Rolling over, you discover a note had been set on your sleeping body. It reads, "Your service is noted, and arrangements have been made for payment. Bring this note to The Castoff's Rest. I've left several items with the publican for your perusal."

Award the PCs the Favor of Kallor AR item.

CONCLUSION B

If the PCs choose to give the seed to agents of the Council of Lords or to plant the seed in Critwall or another area not controlled by the Lady Katerina directly, read or paraphrase the following:

As the new seed is planted in its receptacle, a sense of expectation fills the surrounding area. But there is no great howl, no massive noise. With nary a whisper, a swirl of runes emerges slowly from the pouch. Flowing out afterwards to fill a space not 5 feet in diameter is the same miasma of whirling magical power that, in the Plane of Mirrors, filled a well 15 feet deep and 10 feet across. Within only a few seconds, the excitement is over, and a new Spellpool is born.

A few days later, you are met on the street by a man in the livery of the Standing Army. He waves for you to approach. "Greetings, my lord! I have been asked to inform you that my lord Simen Sharn wishes to reward you for your service to the Shield Lands. He has made available to you several items from his family vault." With that, and a salute, the man retreats into the crowded street.

Award the PCs the Favor of Simen Sharn AR item.

CONCLUSION C

If the party gives the seed over to the Council of Inquisition or its agents, read or paraphrase the following:

As the new seed is planted in its receptacle, a sense of expectation fills the surrounding area. But there is no great howl, no massive noise. With nary a whisper, a swirl of runes emerges slowly from the pouch. Flowing out afterwards to fill a space not 5 feet in diameter is the same miasma of whirling magical power that, in the Plane of Mirrors, filled a well 15 feet deep and 10 feet across. Within only a few seconds, the excitement is over, and a new Spellpool is born.

A few days later, you are summoned to Truth's Hold. Upon arrival, you are greeted by Almaric, the inquisitor who first delivered your invitation. He smiles as he greets you. "My thanks to you, loyal servants of the law. You have done a great deed, and the Inquisition rewards the faithful. We have decided to make

available to you several holy items from the armory, if you so wish them. Now, if you will excuse me, I have other business to which I must attend." And with that, he takes his leave. Award the PCs the Favor of the Inquisition AR item.

CONCLUSION D

If the PCs choose to return the mirror-Waquonis to the Prime Material Plane, read or paraphrase the following:

As you materialize on the Prime Material plane, the mirror-Waquonis looks around him. His shoulders slump and he seems to deflate as he sees the destruction around him. "Did... did I do this?" he asks no one in particular. "No, no it was not me. I am not him. But I will make amends. I thank you, adventurers. You have given me the chance to atone for what was done."

Award the PCs the "Gift of Waquonis" AR favor.

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(A, B, OR C):

Survived assassination:

APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP
APL 16	480 XP

5: THE SECOND FLOOR

Destroyed the occupants of the lab:

APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP
APL 16	510 XP

6: AN OLD ENEMY

Successfully bypassed Waquonis:

APL 8	210 XP
APL 10	270 XP
APL 12	330 XP
APL 14	390 XP
APL 16	450 XP

STORY AWARD

Found Spellpool:

APL 8	90 XP
APL 10	112 XP
APL 12	135 XP
APL 14	157 XP
APL 16	180 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 8	90 XP
APL 10	112 XP
APL 12	135 XP
APL 14	157 XP
APL 16	180 XP

TOTAL POSSIBLE EXPERIENCE:

APL 8	900 XP
APL 10	1125 XP
APL 12	1350 XP
APL 14	1575 XP
APL 16	1800 XP

TREASURE SUMMARY

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

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

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

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or

similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

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

2A & 2B: THE STINK OF EVIL OR ENEMY AT THE GATE

APL 8: Loot 176 gp; Coin 2 gp; Magic 2,062 gp; potion of Cure Serious Wounds (62 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +2 (333 gp); Total 2,240 gp.

APL 10: Loot 176 gp; Coin 2 gp; Magic 3,563 gp; potion of Cure Serious Wounds (62 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +4 (1,333 gp), cloak of resistance +2 (333 gp), ring of counterspells (4,000 gp), veil of allure (1,166 gp); Total 3,741 gp.

APL 12: Loot 0 gp; Coin 2 gp; Magic 6,238 gp; potion of Cure Serious Wounds (62 gp), +1 flail (192 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3,000 gp), cloak of resistance +2 (333 gp), ring of counterspells (333 gp), veil of allure (1,166 gp); Total 6,240 gp.

APL 14: Loot 0 gp; Coin 2 gp; Magic 9,675 gp; potion of Cure Serious Wounds (62 gp), +1 unholy flail (692 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3,000 gp), cloak of resistance +4 (1,333 gp), ring of counterspells (333 gp), veil of allure (1,166 gp), belt of battle (1,000 gp), boots of speed (1,000); Total 9,677 gp.

APL 16: Loot 0 gp; Coin 2 gp; Magic 17,384 gp; potion of Cure Serious Wounds (62 gp), +1 unholy, flaming, frost, shocking flail (6,025 gp), +1 death ward full plate (470 gp), +1 death ward heavy wooden shield (346 gp), gloves of dexterity +2 (333 gp), periapt of wisdom +6 (3,000 gp), cloak of resistance +5 (2,083 gp), ring of counterspells (333 gp), veil of allure (1,066 gp), belt of battle (1,000 gp), boots of speed (1,000),

strand of prayer beads (karma only) (1,666); Total 17,386 gp.

2C: AN OLD FRIEND

APL 8: Loot 0 gp; Coin 20 gp; Magic 1,691 gp; cloak of charisma +4 (1,333 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp); Total 1,711 gp.

APL 10: Loot 0 gp; Coin 20 gp; Magic 3,725 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1/+1 two-bladed sword (366 gp); Total 3,745 gp.

APL 12: Loot 0 gp; Coin 20 gp; Magic 4,725 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1/+1 two-bladed sword (366 gp), belt of battle (1,000 gp); Total 4,745 gp.

APL 14: Loot 0 gp; Coin 20 gp; Magic 9,783 gp; cloak of charisma +6 (3,000 gp), vest of resistance +2 (333), potion of Cat's Grace (25 gp), +1 spell-storing/+1 wounding two-bladed sword (2200 gp), belt of battle (1,000 gp), orange prism ioun stone (2,500 gp), 50 +1 spell storing arrows (691 gp); Total 9,803 gp.

APL 16: Loot 0 gp; Coin 20 gp; Magic 11,866 gp; cloak of charisma +6 (3,000 gp), vest of resistance +3 (750), potion of Cat's Grace (25 gp), +1 spell-storing/+1 wounding two-bladed sword (2200 gp), belt of battle (1,000 gp), orange prism ioun stone (2,500 gp), 50 +1 spell storing arrows (691 gp), strand of prayer beads (karma only) (1,666); Total 11,886 gp.

5: THE SECOND FLOOR

APL 8: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 10: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 12: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 14: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

APL 16: Loot 40 gp; Coin 0 gp; Magic 0 gp; Total 40 gp.

6: AN OLD ENEMY

APL 8: Loot 0 gp; Coin 120 gp; Magic 5,728 gp; potion of fly (62 gp), headband of intellect +4 (1,333 gp), cloak of resistance +2 (333 gp), belt of battle (1,000 gp); Total 5,848 gp.

APL 10: Loot 0 gp; Coin 120 gp; Magic 5,665 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +2 (333 gp), belt of battle (1,000 gp), ring of protection +2 (666 gp),

amulet of natural armor +2 (666 gp); Total 5,785 gp.

APL 12: Loot 0 gp; Coin 120 gp; Magic 7,812 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +3 (750 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), amulet of natural armor +2 (1,500 gp); Total 7,932 gp.

APL 14: Loot 0 gp; Coin 120 gp; Magic 12,060 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), cloak of resistance +3 (750 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), amulet of natural armor +3 (1,500 gp), orange prism ioun stone (2,500 gp), dusty rose prism ioun stone (416 gp), boots of speed (1,000 gp), ring of counterspells (333 gp); Total 12,180 gp.

APL 16: Loot 0 gp; Coin 120 gp; Magic 23,475 gp; potion of fly (62 gp), headband of intellect +6 (3,000 gp), belt of battle (1,000 gp), ring of protection +3 (1,500 gp), orange prism ioun stone (2,500 gp), dusty rose prism ioun stone (416 gp), boots of speed (1,000 gp), ring of counterspells (333 gp), rod of absorption (4,166 gp), white robe of the archmagi (6,250), hand of glory (666 gp), ring of arcane might (1,666), rod of silent spells (916 gp); Total 23,595 gp.

TOTAL POSSIBLE TREASURE

APL 8: Loot 206 gp; Coin 142 gp; Magic 9,841 gp; Total 10,189 gp.

APL 10: Loot 206 gp; Coin 142 gp; Magic 12,953 gp; Total 13,159 gp.

APL 12: Loot 0 gp; Coin 142 gp; Magic 18,775 gp; Total 18,917 gp.

APL 14: Loot 0 gp; Coin 142 gp; Magic 31,518 gp; Total 31,660 gp.

APL 16: Loot 0 gp; Coin 142 gp; Magic 52,725 gp; Total 52,867 gp.

ADVENTURE RECORD

Approval of Kallor/Simen Sharn/the Inquisition (circle one): For placing the Spellpool in a location that favored your patron's interest, they have made available to items marked with a + (Simen), - (Kallor), or = (Inquisition). This counts as Regional access.

Shield Mage: You have joined the Shield Mages. For more information, contact the Shield Lands Triad.

Recognition: Your abilities and mastery of the wizardly arcana are not unnoticed by the Shield Mages. If you choose to join the Shield Mages meta-organization, you may ignore the

requirements of the second tier. If you use this favor to enter the second tier of the organization, you meet the special requirement for the Mage of the Arcane Order prestige class.

Gift of Waquonis: for sparing mirror Waquonis, he has offered to repay you with a gift worthy of your deed. He will craft for the PCs (for full market value) one ioun stone or metamagic rod of their choice. Alternatively, he will offer to craft for the PCs one Wondrous Item from a previous Adventure Record to which they have access, or to which they had and lost access (for full market value).

ITEMS FOUND DURING THE ADVENTURE

APL 8-10:

- Cloak of the Bat (DMG) -
- Ring of Chameleon Power (DMG) -

- Horn of Blasting (DMG) +
- Daern's Instant Fortress (DMG) +
- Dimensional Shackles (DMG) =
- Mantle of Faith (DMG) =
- Ring of Counterspells (DMG)

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

- +1 unholy flail (DMG, 18,308 gp)
- Strand of Prayer Beads (karma only) (DMG, 20,000 gp)
- Orange Prism Ioun Stone

APL 16 (all of APLs 8-14 plus the following):

- +1 unholy flaming frost shock flail (DMG, 70,308 gp)
- +1 spell-storing/+1 wounding two-bladed sword (DMG, 26,400 gp)
- Hand of Glory (DMG)
- Ring of Arcane Might (MIC, 20,000 gp)

2A & 2B:

ORDAINED CHAMPION CR 9

Male human Cleric 5/Ordained Champion 3 of Hextor
 LE medium humanoid (human)
 Init +0; Senses Listen +5, Spot +5
 Aura Strong Evil, Strong Law
 Languages Common
 AC 25, touch 11, flat-footed 24
 (+1 Dex, +10 armor, +4 shield)
 hp 59 (8 HD)
 Fort +11, Ref +5, Will +14
 Speed 20 ft. in masterwork full plate (4 squares), base movement 30 ft.
 Melee masterwork flail (GMW +2) +11/+6 (1d8+3) or Spiked Gauntlet +8/+3 (1d4+2)
 Ranged touch +7
 Space 5 ft.; Reach 5 ft.
 Base Atk +6; Grp +8
 Atk Options Smite
 Special Actions Rebuke Undead, Divine Bulwark, Channel Spell
 Combat Gear Potion of Cure Serious Wounds
 Class Spells Prepared (CL 8th):
 4th— Dominate Person (D), Greater Magic Weapon $\frac{1}{2}$, Recitation
 3rd— Suggestion (D), Magic Vestment $\frac{1}{2}$, Magic Vestment $\frac{1}{2}$, Cure Serious Wounds
 2nd— Enthrall (D), Cure Moderate Wounds, Inflict Moderate Wounds, Calm Emotions, Hold Person
 1st— Command (D), Cure Light Wounds, Sanctuary, Inflict Light Wounds, Inflict Light Wounds, Divine Favor, Shield of Faith
 0— Create Water, Purify Food and Drink, Detect Poison, Detect Magic x3
 D: Domain spell. Deity: Hextor. Domains: War, Domination, Tyranny
 $\frac{1}{2}$ Already cast
 Currently Active Spells: Magic Vestment (2), Greater Magic Weapon
 Abilities Str 14, Dex 12, Con 14, Int 8, Wis 20, Cha 12
 Feats Diehard, Power Attack, Martial Weapon Proficiency (Flail), Power Attack, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (Flail), Practiced Spellcaster, Law Devotion
 Skills Concentration +13, Knowledge (religion) +6, Spellcraft +3
 Possessions combat gear plus masterwork heavy flail, masterwork heavy wooden shield, masterwork full plate, Gloves of Dexterity +2, Periapt of Wisdom +4, Cloak of Resistance +2

Spontaneous Casting: Can spontaneously cast Inflict spells by sacrificing a spell of the same level as the Inflict spell to be cast.

Restricted Spells: Cannot cast Chaotic or Good descriptor spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made at 1d20+3, rebuking damage is equal to 2d6+9 on a successful check.

Bonus Domain: Gains the War domain.

Combat Feats: Can permanently sacrifice 1 or 2 domain granted powers and take an equal number of fighter bonus feats. Cannot sacrifice the War domain power in this manner. This choice must be made at 1st level in Ordained Champion and cannot be changed.

Modified Spontaneous Casting (Ex): Loses the ability to spontaneously cast Inflict spells, and instead can spontaneously cast spells from the War domain by sacrificing a spell of equal or higher level.

Smite (Su): Spend 1 daily use of rebuke undead to turn the next melee attack made into a smite. Gain a bonus equal to Charisma modifier to attack rolls, and deal damage equal to total rebuking cleric level.

Channel Spell (Sp): Can channel any spell currently available into a held weapon as a move action. This uses the spell for the day. The next time a successful melee attack is made, the spell is discharged, and the subject of the attack suffers the effect of the spell, in addition to the effects of the attack. This ability will only affect the target of the attack, even if the spell is an area effect or a ray. Once the attack has successfully hit, the spell is discharged and the weapon can hold another spell. A channeled spell will last for 8 hours, and a weapon can only hold one channeled spell.

Divine Bulwark (Sp): Sacrificing a prepared spell or a spell slot, gain damage reduction equal to 1 + the level of the spell sacrificed. The DR is overcome by chaotically-aligned attacks.

Power-Up Suite (Status – Divine Power, Recitation, Divine Favor): hp 67 (8 HD)
 Melee masterwork flail (GMW +2) +21+16(1d8+9) or Spiked Gauntlet +18/+13 (1d4+2)
 Ranged touch +7
 Base Atk +8; Grp +13

2C: AN OLD FRIEND

JOHAN KIST CR 10

Male Human Sorcerer 8
LN Medium humanoid (human)
Init +11; Senses Listen -1, Spot -1
Languages Common, Draconic
AC 12, touch 13, flat-footed 11
(+2 Dex)
hp 33 (8 HD)
Fort +5, Ref +6, Will +7
Speed 30 ft. in traveler's outfit (6 squares), base movement 30 ft.,
Melee touch +3 or spiked gauntlet +3 (1d4-1)
Ranged touch +6
Space 5 ft.; Reach 5 ft.
Base Atk +4; Grp +3
Atk Options Short range (45 ft.), Medium range (180 ft.), Long range (720 ft.)
Combat Gear Potion of Cat's Grace
Sorcerer Spells Known (CL 8th, DC +5):
4th (4/day)—Greater Invisibility
3rd (6/day)—Fireball, Sleet Storm
2nd (7/day)—Invisibility, Scorching Ray, Whirling Blade
1st (7/day)—Master's Touch, Grease, Magic Missile, Combat Readiness, Ray of Enfeeblement
0 (6/day)—Arcane Mark, Dancing Lights, Detect Magic, Read Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation
Already cast
Abilities Str 8, Dex 14, Con 12, Int 13, Wis 8, Cha 22
Feats Improved Initiative, Empower Spell, Maximize Spell, Spell Focus (Conjuration)
Skills Concentration +13, Knowledge (arcana) +11, Profession (gambler) +4, Spellcraft +6, Use Magic Device +11
Possessions combat gear plus Cloak of Charisma +4, Vest of Resistance +2, Spell Component Pouch, Traveler's Outfit, masterwork two-bladed sword
Metamagic Specialist Johan does not increase the casting time of spells he modifies with metamagic feats. He is unable to gain a familiar.

5: THE SECOND FLOOR

BLASPHEME

CR 9

NE Medium undead
Init +1; Senses Listen +10, Spot +10
Languages common
AC 20, touch 11, flat-footed 19
(+1 Dex, +9 natural)
hp 147 (18 HD)

Immune undead immunities

Fort +6, Ref +7, Will +13

Speed 40 ft., base movement 40 ft.

Melee bite +18 (1d8+13 plus blasphemous contact)

Space 5 ft.; Reach 5 ft.

Base Atk +9; Grp +18

Atk Options erratic charge

Special Actions blasphemous contact

Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10

SQ Darkvision 60 ft., damage reduction 5/slash, immunity to cold, inescapable craving, undead traits

Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track

Skills Survival +7, Spot +10, Listen +10

Blasphemous Contact (Su) Each time a blaspheme bites a nonevil creature, that creature takes 1d6 points of strength damage and is dazed for 1 round. There is no save against this effect.

Erratic Charge (Ex) A blaspheme may make 1 turn of 90 degrees during a charge. All other restrictions of a charge apply.

Inescapable Craving A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

6: AN OLD ENEMY

MIRROR-WAQUONIS

CR 10

Male human Wizard 5/Mage of the Arcane Order 4

LG medium outsider (native)

Init +12; Senses Listen +9, Spot +9

Languages Abyssal Aquan Auran, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran.

AC 19, touch 19, flat-footed 16

(+3 Dex, +6 armor)

hp 55 (9 HD)

Fort +9, Ref +9, Will +13

Speed 30 ft. in Greater Mage Armor (6 squares), base movement 30 ft., fly 60 ft.

Melee touch +4 (special)

Ranged touch +7 (special)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +4

Combat Gear belt of battle (3 charges), potion of Fly

Class Spells Prepared (CL 9th):

5th— Cloudkill, Wall of Force, Telekinesis

4th— Evard's Black Tentacles, Dimension Door, Otiluke's Resilient Sphre [Open for Spellpool]

3rd— Greater Mage Armor ✖, Heroism ✖, Dispel Magic, Lightning Bolt, [open for Spellpool]

2nd— Web, See Invisibility, Glitterdust,, Gust of Wind, Scorching Ray, Scorching Ray, [open for Spellpool]

1st— Grease, Guided Shot (2), Magic Missile (2), Combat Readiness ✖, [open for Spellpool]

0— Acid Splash, Ghost Sound, Open/Close, Detect Magic, Read Magic

✖ Already cast

Currently Active Spells: Combat Readiness, Greater Mage Armor, Heroism

Abilities Str 10, Dex 16, Con 17, Int 22, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Improved Initiative, Combat Casting, Empower Spell, Cooperative Spell, Improved Familiar, Spell Focus (Conjuration)

Skills Concentration +13, Knowledge (arcana) +16, Listen +9, Spellcraft +18, Spot +9, Use Magic Device +6

Possessions combat gear plus headband of intellect +4, cloak of resistance +2, spell component pouch (2), a small rock on a chain (spellpool focus)

Spellbook spells prepared plus all Open spells

Familiar (Su) Waquonis has called a pseudodragon as a magical companion. He gains the benefit of the alertness feat when the familiar is within arms reach.

Conjurer Waquonis is specialized in the school of conjuration. He prepares one additional Conjuration spell per spell level. He gains a +2 bonus to spellcraft checks to identify spells of his specialist school. Necromancy and Enchantment are prohibited to him.

Spellpool (Su) Waquonis has access to a spellpool. He can only summon a spell of a level he could normally cast. He can call a number of spells equal to 1/2 his total caster level (4). When he fills the empty spell slot, he spends a full round action concentrating on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of the next turn and can be cast immediately or at any time thereafter. If he does not cast the spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell. He can summon spells of up to 6th level. The Spellpool can provide any

spell from the Player's Handbook, as well as any other open spell or any spell the user has access to and has added to his spellbook.

2A & 2B:**ORDAINED CHAMPION CR 11**

Male human Cleric 5/Ordained Champion 5 of Hextor

LE medium humanoid (human)

Init +0; Senses Listen +5, Spot +5

Aura Strong Evil, Strong Law

Languages Common

AC 25, touch 11, flat-footed 24

(+1 Dex, +10 armor, +4 shield)

hp 73 (10 HD)

Fort +12, Ref +5, Will +15

Speed 20 ft. in masterwork full plate (4 squares), base movement 30 ft.

Melee masterwork flail (GMW +2) +13/+8 (1d8+3) or Spiked Gauntlet +10/+5 (1d4+2)

Ranged touch +9

Space 5 ft.; Reach 5 ft.

Base Atk +8; Grp +10

Atk Options Smite

Special Actions Rebuke Undead, Divine Bulwark, Channel Spell,

Combat Gear Potion of Cure Serious Wounds, Ring of Counterspells (Dispel Magic)

Class Spells Prepared (CL 10th):

4th— Dominate Person (DC 23) (D), Greater Magic Weapon $\frac{1}{2}$, Recitation, Air Walk

3rd— Suggestion (DC 22) (D), Magic Vestment $\frac{1}{2}$, Magic Vestment $\frac{1}{2}$, Cure Serious Wounds

2nd— Enthrall (DC 21) (D), Cure Moderate Wounds, Inflict Moderate Wounds, Calm Emotions, Hold Person (DC 21)

1st— Command (DC 20) (D), Cure Light Wounds, Sanctuary, Inflict Light Wounds, Inflict Light Wounds, Divine Favor, Shield of Faith

0— Create Water, Purify Food and Drink, Detect Poison, Detect Magic x3

D: Domain spell. Deity: Hextor. Domains: War, Domination, Tyranny

$\frac{1}{2}$ Already cast

Currently Active Spells: Magic Vestment (2), Greater Magic Weapon

Abilities Str 14, Dex 12, Con 14, Int 8, Wis 20, Cha 12

Feats Diehard, Power Attack, Martial Weapon Proficiency (Flail), Power Attack, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (Flail), Practiced Spellcaster, Law Devotion, Quicken Spell

Skills Concentration +15, Knowledge (religion) +6, Spellcraft +5

Possessions combat gear plus masterwork heavy flail, masterwork heavy wooden shield, masterwork full plate, Gloves of Dexterity +2, Periapt of Wisdom +4, Cloak of Resistance +2, Veil of Allure

Spontaneous Casting: Can spontaneously cast Inflict spells by sacrificing a spell of the same level as the Inflict spell to be cast.

Restricted Spells: Cannot cast Chaotic or Good descriptor spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made at 1d20+3, rebuking damage is equal to 2d6+9 on a successful check.

Bonus Domain: Gains the War domain.

Combat Feats: Can permanently sacrifice 1 or 2 domain granted powers and take an equal number of fighter bonus feats. Cannot sacrifice the War domain power in this manner. This choice must be made at 1st level in Ordained Champion and cannot be changed.

Modified Spontaneous Casting (Ex): Loses the ability to spontaneously cast Inflict spells, and instead can spontaneously cast spells from the War domain by sacrificing a spell of equal or higher level.

Smite (Su): Spend 1 daily use of rebuke undead to turn the next melee attack made into a smite. Gain a bonus equal to Charisma modifier to attack rolls, and deal damage equal to total rebuking cleric level.

Channel Spell (Sp): Can channel any spell currently available into a held weapon as a move action. This uses the spell for the day. The next time a successful melee attack is made, the spell is discharged, and the subject of the attack suffers the effect of the spell, in addition to the effects of the attack. This ability will only affect the target of the attack, even if the spell is an area effect or a ray. Once the attack has successfully hit, the spell is discharged and the weapon can hold another spell. A channeled spell will last for 8 hours, and a weapon can only hold one channeled spell.

Divine Bulwark (Sp): Sacrificing a prepared spell or a spell slot, gain damage reduction equal to 1 + the level of the spell sacrificed. The DR is overcome by chaotically-aligned attacks.

Fist of the Gods (Sp): By sacrificing a prepared spell or spell slot as a swift action, Ordained Champions deal extra damage. This ability

grants a bonus equal to 1 + the level of the spell sacrificed to all damage rolls that round.
 Holy Warrior (Sp): By spending 1 daily use of the turn or rebuke undead ability, Ordained Champions bring their wisdom into play during combat. For 5 rounds after activating this ability, Ordained Champions use their wisdom modifier in place of their Strength modifier on attack rolls and damage rolls.
 War Caster (Ex): +2 bonus to CL when casting spells from the War Domain spell list.

Power-Up Suite (Status – Divine Power, Recitation, Divine Favor): hp 83 (10 HD)
 Melee masterwork flail (GMW +2) +23/+18 (1d8+9) or Spiked Gauntlet +16/+11 (1d4+2)
 Ranged touch +11
 Base Atk +10; Grp +15

2C: AN OLD FRIEND

JOHAN KIST CR 12

Male Human Sorcerer 10
 LN Medium humanoid (human)
 Init +9; Senses Listen -1, Spot -1
 Languages Common, Draconic
 AC 12, touch 13, flat-footed 11 (+2 Dex)
 hp 41 (10 HD)
 Fort +6, Ref +7, Will +8
 Speed 30 ft. in traveler's outfit (6 squares), base movement 30 ft.,
 Melee touch +4 or spiked gauntlet +4 (1d4-1)
 Ranged touch +7
 Space 5 ft.; Reach 5 ft.
 Base Atk +5; Grp +4
 Atk Options Short range (50 ft.), Medium range (200 ft.), Long range (800 ft.)
 Combat Gear Potion of Cat's Grace, quiver of 50 masterwork arrows
 Sorcerer Spells Known (CL 10th):
 5th (4/day)—Overland Flight
 4th (6/day)—Greater Invisibility, Orb of Cold
 3rd (7/day)—Fireball, Sleet Storm, Anticipate Teleportation
 2nd (8/day)—Glitterdust, Invisibility, Scorching Ray, Whirling Blade
 1st (8/day)—Master's Touch, Grease, Magic Missile, Combat Readiness \, Ray of Enfeeblement
 0 (6/day)—Arcane Mark, Dancing Lights, Detect Magic, Read Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation
 \ Already cast
 Abilities Str 8, Dex 14, Con 12, Int 13, Wis XX, Cha 24

Feats Improved Initiative, Empower Spell, Maximize Spell, Spell Focus (Conjuration), Metamagic School Focus (Conjuration)
 Skills Concentration +13, Knowledge (arcana) +11, Profession (gambler) +4, Spellcraft +6, Use Magic Device +13
 Possessions combat gear plus Cloak of Charisma +6, Vest of Resistance +2, Spell Component Pouch, Traveler's Outfit, +1/masterwork two-bladed sword
 Metamagic Specialist Johan does not increase the casting time of spells he modifies with metamagic feats. He is unable to gain a familiar.

5: THE SECOND FLOOR

BLASPHEME

CR 9

NE Medium undead
 Init +1; Senses Darkvision 60 ft., Listen +10, Spot +10
 Languages common
 AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
 hp 147 (18 HD) damage reduction 5/slash
 Fort +6, Ref +7, Will +13
 Speed 40 ft., base movement 40 ft.
 Melee bite +18 (1d8+13 plus blasphemous contact)
 Space 5 ft.; Reach 5 ft.
 Base Atk +9; Grp + 18
 Atk Options erratic charge
 Special Actions blasphemous contact
 Abilities Str 28, Dex 12, Con --, Int 5, Wis 15, Cha 10
 SQ immunity to cold, inescapable craving, undead traits
 Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track
 Skills Survival +7, Spot +10, Listen +10
 Blasphemous Contact (Su) Each time a blaspheme bites a nonevil creature, that creature takes 1d6 points of strength damage and is dazed for 1 round. There is no save against this effect.
 Erratic Charge (Ex) A blaspheme may make 1 turn of 90 degrees during a charge. All other restrictions of a charge apply.
 Inescapable Craving A blaspheme has an inescapable craving for Strength, which it satisfies by using it's blasphemous contact ability.

SHADESTEEL GOLEM CR 11

N Medium construct (extraplanar)

Init +3; Senses darkvision 60', low-light vision;
 Listen +0, Spot +0
 Languages --
 AC 33, touch 13, flat-footed 30
 (+3 Dex, +20 natural)
 hp 119 (18 HD); DR 10/adamantine and magic
 Immune magic
 Fort +6, Ref +9, Will +6
 Speed 30 ft. (6 squares), base movement 30 ft.,
 fly 30 ft. (perfect);
 Melee Slam +20 (2d6+7) or full attack 2 slams
 +20 (2d6+7)
 Space 5 ft.; Reach 5 ft.
 Base Atk +13; Grp +20
 Special Actions negative pulse wave
 Abilities Str 24, Dex 16, Con --, Int --, Wis 11,
 Cha 7
 SQ construct traits
 Feats --
 Skills Hide +15, Move Silently +19
 Negative Pulse Wave (Su) The shadesteel
 golem can radiate a burst of inky black
 negative energy as a free action every 1d4+1
 rounds. The pulse wave drains the life from all
 living creatures within 40 feet of the golem,
 dealing 12d6 points of negative energy
 damage. A DC 19 Fortitude save halves the
 damage; the save DC is Constitution-based.
 Undead creatures in the area are healed 12d6
 points of damage instead, and any turning
 effect they are under is broken. A death ward
 spell or similar effect protects a creature from
 a Shadesteel Golem's negative pulse wave.
 Immunity to Magic (Ex) A shadesteel golem is
 immune to any spell, supernatural ability, or
 spell-like ability that allows spell resistance. In
 addition, certain spells and effects function
 differently against the creature, as noted
 below. A magical effect that has the light
 descriptor (such as a Continual Flame)
 causes the golem to speed up as if affected
 by a haste spell for 2d4 rounds. The golem is
 also hasted whenever subject to a positive
 energy effect, such as the turning attempt of a
 cleric. This might happen if the cleric has
 mistakenly identified the creature as a
 nightwalker or other undead, or if the golem is
 standing near undead. If a shadesteel golem
 is targeted by or within the area of a spell with
 the darkness or shadow descriptor, it is
 healed 1 point of damage per level of the
 spell.

6: AN OLD ENEMY

MIRROR-WAQUONIS

CR 12

Male human Wizard 5/Mage of the Arcane Order
 6
 LG medium outsider (native)
 Init +12; Senses Listen +10, Spot +10
 Languages Abyssal Aquan Auran, Common,
 Draconic, Giant, Goblin, Ignan, Infernal, Orc,
 Terran.
 AC 23, touch 21, flat-footed 20
 (+3 Dex, +6 armor, +2 natural, +2 deflection)
 hp 67 (11 HD)
 Fort +10, Ref +10, Will +14
 Speed 30 ft. in Greater Mage Armor (6 squares),
 base movement 30 ft., fly 60 ft.
 Melee touch +5 (special)
 Ranged touch +8 (special)
 Space 5 ft.; Reach 5 ft.
 Base Atk +5; Grp +5
 Special Actions Contingency (Empowered Mirror
 Image on being targeted by a hostile attack or
 spell) (11 days remaining)
 Combat Gear belt of battle (3 charges), potion of
 Fly
 Class Spells Prepared (CL 11th):
 6th— Acid Fog, Disintegrate, Greater Dispel
 Magic
 5th— Arc of Lightning, Wall of Force,
 Telekinesis, [Open for Spellpool]
 4th— Dimension Door, Heart of Earth \ ,
 Otiluke's Resilient Sphere, Spell Enhancer,
 [open for Spellpool]
 3rd— Greater Mage Armor \ , Heroism \ ,
 Dispel Magic, Lightning Bolt, Battlemagic
 Perception \ , [open for Spellpool]
 2nd— Web, See Invisibility, Glitterdust,, Gust
 of Wind, Scorching Ray, Scorching Ray,
 [open for Spellpool]
 1st— Grease, Guided Shot (2), Magic Missile
 (2), Combat Readiness \ , [open for
 Spellpool]
 0— Acid Splash, Ghost Sound, Open/Close,
 Detect Magic, Read Magic
 \ Already cast
 Currently Active Spells: Combat Readiness,
 Greater Mage Armor, Heroism, Battlemagic
 Perception, Heart of Earth
 Abilities Str 10, Dex 16, Con 17, Int 24, Wis 12,
 Cha 10
 SQ Darkvision 60 ft.
 Feats Improved Initiative, Combat Casting,
 Empower Spell, Cooperative Spell, Improved
 Familiar, Spell Focus (Conjuration)
 Skills Concentration +11, Knowledge (arcana)
 +14, Listen +7, Spellcraft +16, Spot +7, Use
 Magic Device +4
 Possessions combat gear plus headband of
 intellect +6, cloak of resistance +2, Ring of

Protection +2, Amulet of Natural Armor +2, spell component pouch (2), a small rock on a chain (spellpool focus)

Spellbook spells prepared plus all Open spells,
1- Combat Readiness 2-Baleful Transposition
3-Battlemagic Perception 4-Spell Enhancer

Familiar (Su) Waquonis has called a pseudodragon as a magical companion. He gains the benefit of the alertness feat when the familiar is within arms reach.

Conjurer Waquonis is specialized in the school of conjuration. He prepares one additional Conjuration spell per spell level. He gains a +2 bonus to spellcraft checks to identify spells of his specialist school. Necromancy and Illusion are prohibited to him.

Spellpool (Su) Waquonis has access to a spellpool. He can only summon a spell of a level he could normally cast. He can call a number of spells equal to 1/2 his total caster level (5). When he fills the empty spell slot, he spends a full round action concentrating on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of the next turn and can be cast immediately or at any time thereafter. If he does not cast the spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell. He can summon spells of up to sixth level. The Spellpool can provide any spell from the Player's Handbook, as well as any other open spell or any spell the user has access to and has added to his spellbook.

2A & 2B:**ORDAINED CHAMPION CR 13**

Male human Cleric 7/Ordained Champion 5 of Hextor

LE medium humanoid (human)

Init +3; Senses Listen +6, Spot +6

Aura Strong Evil, Strong Law

Languages Common

AC 27, touch 11, flat-footed 26

(+1 Dex, +11 armor, +5 shield)

hp 87 (12 HD)

Fort +13, Ref +6, Will +17

Speed 20 ft. in +1 death ward full plate (4 squares), base movement 30 ft.

Melee +1 flail (GMW +3) +16/+11 (1d8+5) or Spiked Gauntlet +12/+7 (1d4+2)

Ranged touch +11

Space 5 ft.; Reach 5 ft.

Base Atk +10; Grp +12

Atk Options Smite

Special Actions Rebuke Undead (4/day), Divine Bulwark, Channel Spell,

Combat Gear Potion of Cure Serious Wounds, Ring of Counterspells (Dispel Magic), Boots of Speed (10 rounds), Belt of Battle (3 charges), Death Ward Armor (1/day) Death Ward Shield (1/day)

Class Spells Prepared (CL 12th):

5th— Greater Command (DC 26) (D), Righteous Might, Quicken Divine Favor, Stalwart Pact ✖

4th— Dominate Person (DC 25) (D), Greater Magic Weapon ✖, Recitation, Air Walk, Cure Critical Wounds

3rd— Suggestion (DC 24) (D), Magic Vestment ✖, Magic Vestment ✖, Invisibility Purge, Cure Serious Wounds

2nd— Enthrall (DC 23) (D), Cure Moderate Wounds, Cure Moderate Wounds, Calm Emotions, Hold Person (DC 23), Inflict Moderate Wounds, Inflict Moderate Wounds

1st— Command (DC 22) (D), Cure Light Wounds, Sanctuary, Inflict Light Wounds, Inflict Light Wounds, Divine Favor, Shield of Faith

0— Create Water, Purify Food and Drink, Detect Poison, Detect Magic x3

D: Domain spell. Deity: Hextor. Domains: War, Domination, Tyranny

✖ Already cast

Currently Active Spells: Magic Vestment (2), Greater Magic Weapon, Stalwart Pact

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

Feats Diehard, Power Attack, Martial Weapon Proficiency (Flail), Power Attack, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (Flail), Practiced Spellcaster, Law Devotion, Quicken Spell,

Skills Concentration +15, Knowledge (religion) +6, Spellcraft +7

Possessions combat gear plus +1 flail, +1 death ward heavy wooden shield, +1 death ward full plate, Gloves of Dexterity +2, Periapt of Wisdom +6, Cloak of Resistance +2, Veil of Allure,

Spontaneous Casting: Can spontaneously cast Inflict spells by sacrificing a spell of the same level as the Inflict spell to be cast.

Restricted Spells: Cannot cast Chaotic or Good descriptor spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made at 1d20+3, rebuking damage is equal to 2d6+9 on a successful check.

Bonus Domain: Gains the War domain.

Combat Feats: Can permanently sacrifice 1 or 2 domain granted powers and take an equal number of fighter bonus feats. Cannot sacrifice the War domain power in this manner. This choice must be made at 1st level in Ordained Champion and cannot be changed.

Modified Spontaneous Casting (Ex): Loses the ability to spontaneously cast Inflict spells, and instead can spontaneously cast spells from the War domain by sacrificing a spell of equal or higher level.

Smite (Su): Spend 1 daily use of rebuke undead to turn the next melee attack made into a smite. Gain a bonus equal to Charisma modifier to attack rolls, and deal damage equal to total rebuking cleric level.

Channel Spell (Sp): Can channel any spell currently available into a held weapon as a move action. This uses the spell for the day. The next time a successful melee attack is made, the spell is discharged, and the subject of the attack suffers the effect of the spell, in addition to the effects of the attack. This ability will only affect the target of the attack, even if the spell is an area effect or a ray. Once the attack has successfully hit, the spell is discharged and the weapon can hold

another spell. A channeled spell will last for 8 hours, and a weapon can only hold one channeled spell.

Divine Bulwark (Sp): Sacrificing a prepared spell or a spell slot, gain damage reduction equal to 1 + the level of the spell sacrificed. The DR is overcome by chaotically-aligned attacks.

Fist of the Gods (Sp): By sacrificing a prepared spell or spell slot as a swift action, Ordained Champions deal extra damage. This ability grants a bonus equal to 1 + the level of the spell sacrificed to all damage rolls that round.

Holy Warrior (Sp): By spending 1 daily use of the turn or rebuke undead ability, Ordained Champions bring their wisdom into play during combat. For 5 rounds after activating this ability, Ordained Champions use their wisdom modifier in place of their Strength modifier on attack rolls and damage rolls.

War Caster (Ex): +2 bonus to CL when casting spells from the War Domain spell list.

Power-Up Suite (Status – Divine Power, Recitation, Divine Favor, Righteous Might, Haste): hp 111 (12 HD)

Melee +1 flail (GMW +3) +26/+26/+21/+16 (2d6+13) or Spiked Gauntlet +22/+22/+17/+12 (1d6+10)

Ranged touch +16

Base Atk +12; Grp +23

2C: AN OLD FRIEND

JOHAN KIST CR 14

Male Human Sorcerer 10/Fatespinner 2

LN Medium humanoid (human)

Init +11; Senses Listen -1, Spot -1

Languages Common, Draconic

AC 12, touch 13, flat-footed 11

(+2 Dex)

hp (12 HD)

Fort +6, Ref +7, Will +11

Speed 30 ft. in traveler's outfit (6 squares), base movement 30 ft.,

Melee touch +4 or spiked gauntlet +4 (1d4-1)

Ranged touch +7

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +4

Atk Options Short range (50 ft.), Medium range (200 ft.), Long range (800 ft.)

Combat Gear Potion of Cat's Grace, Belt of Battle (3 charges), quiver of 50 +1 (GMW +3) large arrows

Sorcerer Spells Known (CL 12th):

6th (4/day)—Freezing Fog

5th (6/day)—Overland Flight, Telekinesis

4th (7/day)—Greater Invisibility, Orb of Cold, Dimension Door

3rd (8/day)—Fireball, Sleet Storm, Anticipate Teleportation, Greater Magic Weapon

2nd (6/day)—Glitterdust, Invisibility, Scorching Ray, Whirling Blade, Heroics

1st (8/day)—Master's Touch, Grease, Magic Missile, Combat Readiness, Ray of Enfeeblement

0 (6/day)—Arcane Mark, Dancing Lights, Detect Magic, Read Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation

Already cast

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

Feats Improved Initiative, Empower Spell, Maximize Spell, Spell Focus (Conjuration), Metamagic School Focus (Conjuration), Quicken Spell, Point Blank Shot (heroics), Precise Shot (heroics)

Skills Concentration +16, Knowledge (arcana) +11, Profession (gambler) +4, Spellcraft +10, Use Magic Device +14

Possessions combat gear plus Cloak of Charisma +6, Vest of Resistance +2, Spell Component Pouch, Traveler's Outfit, +1/masterwork two-bladed sword

Metamagic Specialist Johan does not increase the casting time of spells he modifies with metamagic feats. He is unable to gain a familiar.

5: THE SECOND FLOOR

BLASPHEME

CR 11

NE Medium undead

Init +1; Senses Darkvision 60 ft., Listen +10, Spot +10

Languages common

AC 20, touch 11, flat-footed 19

(+1 Dex, +9 natural)

hp 207 (26 HD) damage reduction 5/slash

Fort +8, Ref +9, Will +15

Speed 40 ft., base movement 40 ft.

Melee bite +24 (1d8+15 plus blasphemous contact)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +23

Atk Options erratic charge

Special Actions blasphemous contact

Abilities Str 30, Dex 12, Con --, Int 5, Wis 15, Cha 10

SQ immunity to cold, inescapable craving, undead traits

Feats Improved Natural Attack (bite), Improved Toughness, Toughness (4), Power Attack, Weapon Focus (bite), Track

Skills Survival +7, Spot +18, Listen +18

Blasphemous Contact (Su) Each time a blaspheme bites a nonevil creature, that creature takes 1d6 points of strength damage and is dazed for 1 round. There is no save against this effect.

Erratic Charge (Ex) A blaspheme may make 1 turn of 90 degrees during a charge. All other restrictions of a charge apply.

Inescapable Craving A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

SHADESTEEL GOLEM CR 11

N Medium construct (extraplanar)

Init +3; Senses darkvision 60', low-light vision; Listen +0, Spot +0

Languages --

AC 33, touch 13, flat-footed 30

(+3 Dex, +20 natural)

hp 119 (18 HD); DR 10/adamantine and magic

Immune magic

Fort +6, Ref +9, Will +6

Speed 30 ft. (6 squares), base movement 30 ft., fly 30 ft. (perfect);

Melee Slam +20 (2d6+7) or full attack 2 slams +20 (2d6+7)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +20

Special Actions negative pulse wave

Abilities Str 24, Dex 16, Con --, Int --, Wis 11, Cha 7

SQ construct traits

Feats --

Skills Hide +15, Move Silently +19

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains the life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 19 Fortitude save halves the damage; the save DC is Constitution-based. Undead creatures in the area are healed 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a Shadesteel Golem's negative pulse wave.

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function

differently against the creature, as noted below. A magical effect that has the light descriptor (such as a Continual Flame) causes the golem to speed up as if affected by a haste spell for 2d4 rounds. The golem is also hasted whenever subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, it is healed 1 point of damage per level of the spell.

6: AN OLD ENEMY

MIRROR-WAQUONIS

CR 14

Male human Wizard 5/Mage of the Arcane Order 8

LG medium outsider (native)

Init +12; Senses Listen +13, Spot +13

Languages Abyssal Auran, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran.

AC 26, touch 23, flat-footed 22

(+3 Dex, +6 armor, +3 natural, +3 deflection, +1 dodge)

hp 79 (13 HD)

Fort +12, Ref +13, Will +17

Speed 60 ft. in Greater Mage Armor (6 squares), base movement 30 ft., fly 90 ft.

Melee touch +7 (special)

Ranged touch +10 (special)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +6

Special Actions Contingency (Acid Sheath on being targeted by a hostile melee attack or spell) (13 days remaining)

Combat Gear belt of battle (3 charges), potion of Fly

Class Spells Prepared (CL 13th):

7th— Stun Ray, Forcecage, Limited Wish

6th— Acid Fog, Disintegrate, Greater Dispel Magic, [Open for Spellpool]

5th— Arc of Lightning, Wall of Force, Telekinesis, Baleful Polymorph, Hold Monster

4th— Dimension Door, Heart of Earth \ , Orb of Cold, Dragon Breath, Spell Enhancer, [open for Spellpool]

3rd— Greater Mage Armor \ , Heroism \ , Dispel Magic, Lightning Bolt, Greater Magic Weapon \ , Battlemagic Perception \ , [open for Spellpool]

2nd— Web, See Invisibility, Glitterdust,, Gust of Wind, Scorching Ray, Scorching Ray, [open for Spellpool]

1st— Grease, Guided Shot (2), Magic Missile (2), Combat Readiness \, [open for Spellpool]

0— Acid Splash, Ghost Sound, Open/Close, Detect Magic, Read Magic

\ Already cast

Currently Active Spells: Combat Readiness, Greater Mage Armor, Heroism, Greater Magic Weapon, Battlemagic Perception, Heart of Earth

Abilities Str 10, Dex 16, Con 17, Int 25, Wis 12, Cha 10

SQ Darkvision 60 ft.

Feats Improved Initiative, Combat Casting, Empower Spell, Cooperative Spell, Improved Familiar, Spell Focus (Conjuration)

Skills Concentration +21, Decipher Script +15, Knowledge (arcana) +25, Listen +13, Spellcraft +25, Spot +13, Use Magic Device +10

Possessions combat gear plus headband of intellect +6, cloak of resistance +3, ring of protection +3, amulet of natural armor +3, spell component pouch (2), a small rock on a chain (spellpool focus)

Spellbook spells prepared plus all Open spells,
1- Combat Readiness 2-Baleful Transposition
3-Battlemagic Perception 4-Spell Enhancer

Familiar (Su) Waquonis has called a pseudodragon as a magical companion. He gains the benefit of the alertness feat when the familiar is within arms' reach.

Conjurer Waquonis is specialized in the school of conjuration. He prepares one additional Conjuration spell per spell level. He gains a +2 bonus to spellcraft checks to identify spells of his specialist school. Necromancy and Illusion are prohibited to him.

Spellpool (Su) Waquonis has access to a spellpool. He can only summon a spell of a level he could normally cast. He can call a number of spells equal to 1/2 his total caster level (6). When he fills the empty spell slot, he spends a full round action concentrating on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of the next turn and can be cast immediately or at any time thereafter. If he does not cast the spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell. He can summon spells of up to ninth level. The Spellpool can provide any spell from the Player's Handbook, as well as any other open spell or any spell the user has access to and has added to his spellbook.

2A & 2B:**ORDAINED CHAMPION CR 15**

Male human Cleric 8/Ordained Champion
 5/Contemplative 1 of Hextor
 LE medium humanoid (human)
 Init +3; Senses Listen +6, Spot +6
 Aura Strong Evil, Strong Law
 Languages Common
 AC 25, touch 11, flat-footed 24
 (+1 Dex, +10 armor, +4 shield)
 hp 100 (14 HD)
 Immune fear, poison
 Fort +16, Ref +8, Will +22
 Speed 20 ft. in masterwork full plate (4 squares),
 base movement 30 ft.
 Melee +1 unholy flail (GMW +3) +17/+12/+7
 (1d8+5) or Spiked Gauntlet +13/+8/+3
 (1d4+2)
 Ranged touch +12
 Space 5 ft.; Reach 5 ft.
 Base Atk +11; Grp +13
 Atk Options Smite
 Special Actions Rebuke Undead (4/day), Divine
 Bulwark, Channel Spell
 Combat Gear Potion of Cure Serious Wounds,
 Belt of Battle (3 charges), Ring of
 Counterspells (Greater Dispel Magic), Death
 Ward Armor (1/day) Death Ward Shield
 (1/day), Boots of Speed (10 rounds)
 Class Spells Prepared (CL 14th):
 6th— Hold Monster (D) (DC 27), Heal, Harm,
 Heroes' Feast
 5th— Greater Command (DC 26) (D),
 Righteous Might, Quickened Divine Favor,
 Stalwart Pact $\frac{1}{2}$, Slay Living
 4th— Dominate Person (DC 25) (D), Greater
 Magic Weapon $\frac{1}{2}$, Recitation, Air Walk, Cure
 Critical Wounds
 3rd— Suggestion (DC 24) (D), Magic
 Vestment (2) $\frac{1}{2}$, Invisibility Purge, Cure
 Serious Wounds, Inflict Serious Wounds
 2nd— Enthrall (DC 23) (D), Cure Moderate
 Wounds (2), Calm Emotions, Hold Person
 (DC 23), Inflict Moderate Wounds (2)
 1st— Command (DC 22) (D), Cure Light
 Wounds (2), Sanctuary, Inflict Light Wounds
 (2), Divine Favor, Shield of Faith
 0— Create Water, Purify Food and Drink,
 Detect Poison, Detect Magic x3
 D: Domain spell. Deity: Hextor. Domains: War,
 Domination, Tyranny, Law
 $\frac{1}{2}$ Already cast

Currently Active Spells: Magic Vestment (2),
 Greater Magic Weapon, Stalwart Pact
 Abilities Str 14, Dex 12, Con 14, Int 8, Wis 23,
 Cha 12

Feats Diehard, Power Attack, Martial Weapon
 Proficiency (Flail), Power Attack, Spell Focus
 (Enchantment), Greater Spell Focus
 (Enchantment), Weapon Focus (Flail),
 Practiced Spellcaster, Law Devotion, Quicken
 Spell, Clap of Thunder

Skills Concentration +19, Knowledge (religion)
 +6, Spellcraft +9

Possessions combat gear plus +1 unholy flail,
 +1 death ward heavy wooden shield, +1 death
 ward full plate, Gloves of Dexterity +2, Periapt
 of Wisdom +4, Cloak of Resistance +4,

Spontaneous Casting: Can spontaneously cast
 Inflict spells by sacrificing a spell of the same
 level as the Inflict spell to be cast.

Restricted Spells: Cannot cast Chaotic or Good
 descriptor spells.

Rebuke Undead (Su): Can rebuke undead 4
 times per day. A rebuking check is made at
 1d20+3, rebuking damage is equal to 2d6+9
 on a successful check.

Bonus Domain: Gains the War domain.

Combat Feats: Can permanently sacrifice 1 or 2
 domain granted powers and take an equal
 number of fighter bonus feats. Cannot
 sacrifice the War domain power in this
 manner. This choice must be made at 1st
 level in Ordained Champion and cannot be
 changed.

Modified Spontaneous Casting (Ex): Loses the
 ability to spontaneously cast Inflict spells, and
 instead can spontaneously cast spells from
 the War domain by sacrificing a spell of equal
 or higher level.

Smite (Su): Spend 1 daily use of rebuke undead
 to turn the next melee attack made into a
 smite. Gain a bonus equal to Charisma
 modifier to attack rolls, and deal damage
 equal to total rebuking cleric level.

Channel Spell (Sp): Can channel any spell
 currently available into a held weapon as a
 move action. This uses the spell for the day.
 The next time a successful melee attack is
 made, the spell is discharged, and the subject
 of the attack suffers the effect of the spell, in
 addition to the effects of the attack. This
 ability will only affect the target of the attack,
 even if the spell is an area effect or a ray.
 Once the attack has successfully hit, the spell

is discharged and the weapon can hold another spell. A channeled spell will last for 8 hours, and a weapon can only hold one channeled spell.

Divine Bulwark (Sp): Sacrificing a prepared spell or a spell slot, gain damage reduction equal to 1 + the level of the spell sacrificed. The DR is overcome by chaotically-aligned attacks.

Fist of the Gods (Sp): By sacrificing a prepared spell or spell slot as a swift action, Ordained Champions deal extra damage. This ability grants a bonus equal to 1 + the level of the spell sacrificed to all damage rolls that round.

Holy Warrior (Sp): By spending 1 daily use of the turn or rebuke undead ability, Ordained Champions bring their wisdom into play during combat. For 5 rounds after activating this ability, Ordained Champions use their wisdom modifier in place of their Strength modifier on attack rolls and damage rolls.

War Caster (Ex): +2 bonus to CL when casting spells from the War Domain spell list.

Power-Up Suite (Status – Divine Power, Recitation, Divine Favor, Righteous Might, Haste): hp 139 (14 HD)

Melee +1 unholy flail (GMW +3)
+29/+29/+24/+19 (2d6+13) or Spiked Gauntlet +25/+25/+20/+15 (1d6+10)

Ranged touch +19

Base Atk +14; Grp +25

Fort +20, Ref +10, Will +26

2C: AN OLD FRIEND

JOHAN KIST CR 16

Male Human Sorcerer 10/Fatespinner 4

NE Medium humanoid (human)

Init +12; Senses Listen -1, Spot -1

Languages Common, Draconic

AC 14, touch 13, flat-footed 11

(+2 Dex, +1 deflection, +1 natural)

hp 57 (12 HD)

Fort +8, Ref +9, Will +13

Speed 30 ft. in traveler's outfit (6 squares), base movement 30 ft.,

Melee touch +6 or two-bladed sword

Ranged touch +9

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +4

Atk Options Short range (50 ft.), Medium range (200 ft.), Long range (800 ft.), whirling blade +13 (+17)

Special Actions Contingency (Greater Mirror Image on being targeted by a hostile spell or attack)

Combat Gear Potion of Cat's Grace, Belt of Battle (3 charges), quiver of 50 +1 (GMW +3) large arrows, +1 (GMW +3) spell-storing (vampiric touch)/+1 (GMW +3) wounding two-bladed sword

Sorcerer Spells Known (CL 15th):

7th (4/day)—Radiant Assault

6th (5/day)—Freezing Fog, Contingency

5th (7/day)—Overland Flight, Telekinesis,

4th (6/day)—Greater Invisibility, Orb of Cold, Dimension Door, Greater Mirror Image

3rd (6/day)—Vampiric Touch, Sleet Storm, Anticipate Teleportation, Greater Magic Weapon

2nd (6/day)—Glitterdust, Invisibility, Scorching Ray, Whirling Blade, Heroics

1st (8/day)—Master's Touch, Grease, Magic Missile, Combat Readiness, Ray of Enfeeblement

0 (6/day)—Arcane Mark, Dancing Lights, Detect Magic, Read Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation

Already cast

Abilities Str 8, Dex 14, Con 12, Int 13, Wis 8, Cha 25

Feats Improved Initiative, Empower Spell, Maximize Spell, Spell Focus (Conjuration), Metamagic School Focus (Conjuration), Quicken Spell, Point Blank Shot (heroics) Precise Shot (heroics)

Skills Concentration +18, Knowledge (arcana) +14, Profession (gambler) +4, Spellcraft +17, Use Magic Device +15

Possessions combat gear plus Cloak of Charisma +6, Vest of Resistance +3, Spell Component Pouch, Traveler's Outfit, +1 spell-storing/+1 wounding two-bladed sword, Orange Prism Ioun Stone

Metamagic Specialist Johan does not increase the casting time of spells he modifies with metamagic feats. He is unable to gain a familiar.

5: THE SECOND FLOOR

ANGEL OF DECAY CR 14

CE large undead

Init +6; Senses darkvision 60 ft., Listen +29, Spot +29

Languages Abyssal, Common

AC 28, touch 15, flat-footed 26

(-1 size, +2 Dex, +13 natural, +4 deflection)

hp 198 (26 HD); DR 10/adamantine and magic SR 24

Fort +14, Ref +18, Will +26

Speed 30 ft. (6 squares), fly 50 ft. (poor);

Melee claw +26 (2d6+13) or full attack 2 claws +26 (2d6+13) plus 2 wing slams +21 melee (1d6+6) plus rotting touch

Space 10 ft.; Reach 10 ft.

Base Atk +13; Grp +35

Special Actions Rotting Aura, Rotting Touch

Abilities Str 37, Dex 14, Con --, Int 20, Wis 20, Cha 18

SQ undead traits, unholy grace

Feats Cleave, Combat Reflexes, Great Fortitude, Improved Toughness, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Toughness

Skills Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently +26, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)

Rotting Aura (Su) When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 reflex save each round or take 5d6 points of damage (save for half) as it's flesh begins to succumb to decay. This creature must also succeed on a subsequent DC 24 will save (regardless of its first save) or be nauseated for one round. In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.

Rotting Touch (Su) An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay 5 points of damage.

Unholy Grace (Su) An angel of decay automatically adds its charisma modifier as a bonus on all saves and as a deflection bonus to its armor class (the statistics blocks already reflects these bonuses).

GREATER SHADESTEEL GOLEM CR 14

N large construct (extraplanar)

Init +2; Senses darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages --

AC 33, touch 11, flat-footed 31

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

Miss Chance

hp 178 (27 HD); DR 15/adamantine and magic

Immune magic

Fort +11, Ref 13, Will +11

Speed xx ft. in armor type (xx squares), base movement xx ft., other movement mode XX ft.;

Melee slam +31 (2d10+12) or full attack 2 slams +31 (2d10+12)

Space 10 ft.; Reach 10 ft.

Base Atk +20; Grp +36

Special Actions negative pulse wave

Abilities Str 34, Dex 14, Con --, Int --, Wis 11, Cha /

SQ construct traits

Feats --

Skills hide +10, move silently +18

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains the life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fortitude save halves the damage; the save DC is Constitution-based. Undead creatures in the area are healed 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a Shadesteel Golem's negative pulse wave.

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as a Continual Flame) causes the golem to speed up as if affected by a haste spell for 2d4 rounds. The golem is also hasted whenever subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, it is healed 1 point of damage per level of the spell.

ADVANCED DREAD WRAITH CR 14

LE large undead

Init +13; Senses darkvision 60 ft., lifesense 80 ft., Listen +37, Spot +37

Aura unnatural aura

Languages Common, Infernal

AC 26, touch 26, flat-footed 17

(-1 size, +9 dex, +8 deflection)

Miss Chance 50% incorporeal

hp 182 (28 HD)
 Fort +9, Ref +18, Will +20
 Speed fly 60 ft. (12 squares)
 Melee incorporeal touch +22 (2d6 +1d8 constitution drain)
 Space 10 ft.; Reach 10 ft.
 Base Atk +14; Grp +18
 Atk Options Blind-fight, Combat Reflexes, Whirlwind Attack
 Special Actions constitution drain, create spawn
 Abilities Str --, Dex 28, Con --, Int 18, Wis 18, Cha 26
 SQ daylight powerlessness, incorporeal traits, undead traits
 Feats Ability Focus (constitution drain), Alertness, Blind-fight, Bounding Assault, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack
 Skills Diplomacy +10, Hide +36, Intimidate +39, Knowledge (religion) +35, Listen +37, Search +35, Sense Motive +35, Spot +37, Survival +4 (+6 following tracks)
 Lifesense (Su) A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses automatically the strength of their life force, as if under the effect of a deathwatch spell.
 Constitution Drain (Su) Living creatures hit by a dread wraiths' incorporeal touch attack must succeed on a DC 28 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the dread wraith gains 5 temporary hit points.
 Create Spawn (Su) Any humanoid slain by a dread wraith rises as wraith in 1d4 rounds. It's body remains intact and inanimate, but it's spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

6: AN OLD ENEMY

MIRROR-WAQUONIS

CR 16

Male human Wizard 5/MotAO 9/Archmage 1
 LG medium outsider (native)
 Init +14; Senses Listen +, Spot +9
 Languages Abyssal Aquan Auran, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran.
 AC 25, touch 19, flat-footed 22
 (+3 Dex, +6 armor, +3 deflection, +3 natural)

hp 55 (9 HD)
 Fort +8, Ref +8, Will +12
 Speed 30 ft. in Greater Mage Armor (6 squares), base movement 30 ft., fly 60 ft.
 Melee Rod of Absorption +2/-3 (1d6) or touch +6 (special)
 Ranged touch +9 (special)
 Space 5 ft.; Reach 5 ft.
 Base Atk +6; Grp +6
 Special Actions Contingency (Acid Sheath on being targeted by a hostile melee attack or spell) (15 days remaining)
 Combat Gear belt of battle (3 charges), potion of Fly, boots of speed (10 rounds), Ring of Counterspells (Greater Dispel Magic), quiver of 50 +1 (GMW +4) arrows, Rod of Absorption (absorb spell, 50 spell levels remaining), Rod of Absorption (cast using spell energy, 0 levels available)
 Class Spells Prepared (CL 18th):
 8th— Maze, Dimensional Lock
 7th— Stun Ray, Limited Wish, Forcecage, [Open for Spellpool]
 6th— Acid Fog, Greater Dispel Magic, Disintegrate, Mass Suggestion, [open for Spellpool]
 5th— Arc of Lightning, Wall of Force, Telekinesis, Baleful Polymorph, [open for Spellpool]
 4th— Orb of Cold, Dragon Breath, Heart of Earth \, Spell Enhancer, Greater Mirror Image, [open for Spellpool]
 3rd— Greater Mage Armor \, Heroism \, Dispel Magic, Lightning Bolt, Greater Magic Weapon \, Battlemagic Perception \, [open for Spellpool]
 2nd— Web, See Invisibility, Glitterdust, Gust of Wind, Scorching Ray (2), [open for Spellpool]
 1st— Grease, Master's Touch, Guided Shot (2), Magic Missile (2), Combat Readiness \
 0— Acid Splash, Ghost Sound, Open/Close, Detect Magic, Read Magic

\ Already cast

Currently Active Spells: Combat Readiness, Greater Mage Armor, Heroism, Greater Magic Weapon, Battlemagic Perception, Heart of Earth
 Abilities Str 10, Dex 16, Con 17, Int 25, Wis 12, Cha 10
 SQ Darkvision 60 ft.
 Feats Improved Initiative, Combat Casting, Empower Spell, Cooperative Spell, Improved Familiar, Spell Focus (Conjuration), Spell Focus (Evocation), Quicken Spell, Great Fortitude, Skill Focus (Spellcraft)

Skills Concentration +13, Knowledge (arcana) +16, Listen +9, Spellcraft +18, Spot +9, Use Magic Device +6

Possessions combat gear plus headband of intellect +6, Ring of Protection +3, Amulet of Natural Armor +3, cloak of resistance +4, orange prism ioun stone, Rod of Absorption, spell component pouch (2), a small rock on a chain (spellpool focus)

Spellbook spells prepared plus all Open spells
Familiar (Su) Waquonis has called a pseudodragon as a magical companion. He gains the benefit of the alertness feat when the familiar is within arms reach.

Conjurer Waquonis is specialized in the school of conjuration. He prepares one additional Conjuration spell per spell level. He gains a +2 bonus to spellcraft checks to identify spells of his specialist school. Necromancy and Enchantment are prohibited to him.

2A & 2B:

ORDAINED CHAMPION CR 17

Male human Cleric 10/Ordained Champion

5/Contemplative 1 of Hextor

LE medium humanoid (human)

Init +3; Senses Listen +7, Spot +7

Aura Strong Evil, Strong Law

Languages Common

AC 31, touch 11, flat-footed 30

(+1 Dex, +13 armor, +7 shield)

hp 114 (16 HD)

Fort +18, Ref +10, Will +25

Speed 20 ft. in +1 death ward full plate (4 squares), base movement 30 ft.

Melee +1 flaming frost shock unholy flail (GMW +5) +20/+15/+10 (1d8+7+1d6 fire+1d6 frost+1d6 electricity) or Spiked Gauntlet +14/+9/+4 (1d4+2)

Ranged touch +13

Space 5 ft.; Reach 5 ft.

Base Atk +12; Grp +14

Atk Options Smite

Special Actions Rebuke Undead (4/day), Divine Bulwark, Channel Spell

Combat Gear Potion of Cure Serious Wounds, Boots of Speed (10 rounds), Belt of Battle (3 charges), Death Ward armor (1/day) Death Ward shield (1/day)

Class Spells Prepared (CL 16th):

7th— Dictum (D)/Mass Suggestion (DC 29) (D), Slime Wave, Ethereal Jaunt, Quickened Cure Serious Wounds

6th— Hold Monster (D) (DC 28), Heal, Harm, Heroes' Feast, Antilife Shell

High Arcana (Spell Power) Waquonis' effective caster level has been increased by 1.

Spellpool (Su) Waquonis has access to a spellpool. He can only summon a spell of a level he could normally cast. He can call a number of spells equal to 1/2 his total caster level (8). When he fills the empty spell slot, he spends a full round action concentrating on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of the next turn and can be cast immediately or at any time thereafter. If he does not cast the spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell. He can summon spells of up to 9th level. The Spellpool can provide any spell from the Player's Handbook, as well as any other open spell or any spell the user has access to and has added to his spellbook.

APL 16

5th— Greater Command (DC 27) (D), Righteous Might, Quickened Divine Favor, Stalwart Pact \ , Slay Living

4th— Dominate Person (DC 26) (D), Greater Magic Weapon \ , Recitation, Air Walk, Cure Critical Wounds, Inflict Critical Wounds

3rd— Suggestion (DC 25) (D), Magic Vestment (2) \ , Invisibility Purge, Cure Serious Wounds, Inflict Serious Wounds

2nd— Enthrall (DC 24) (D), Cure Moderate Wounds (2), Calm Emotions, Hold Person (DC 24), Inflict Moderate Wounds (2)

1st— Command (DC 23) (D), Cure Light Wounds (2), Sanctuary, Inflict Light Wounds (2), Divine Favor, Shield of Faith

0— Create Water, Purify Food and Drink, Detect Poison, Detect Magic x3

D: Domain spell. Deity: Hextor. Domains: War, Domination, Tyranny, Law

\ Already cast

Currently Active Spells: Magic Vestment (2), Greater Magic Weapon, Stalwart Pact

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

Feats Diehard, Power Attack, Martial Weapon Proficiency (Flail), Power Attack, Spell Focus (Enchantment), Greater Spell Focus (Enchantment), Weapon Focus (Flail), Practiced Spellcaster, Law Devotion, Quickened Spell, Clap of Thunder, Domain Focus (Law)

Skills Concentration +21, Knowledge (religion) +6, Spellcraft +11

Possessions combat gear plus +1 unholy flaming frost shocking flail, +1 death ward

heavy wooden shield, +1 death ward full plate, Gloves of Dexterity +2, Periapt of Wisdom +6, Cloak of Resistance +5, Veil of Allure, strand of prayer beads (karma only) (already used)

Spontaneous Casting: Can spontaneously cast Inflict spells by sacrificing a spell of the same level as the Inflict spell to be cast.

Restricted Spells: Cannot cast Chaotic or Good descriptor spells.

Rebuke Undead (Su): Can rebuke undead 4 times per day. A rebuking check is made at 1d20+3, rebuking damage is equal to 2d6+9 on a successful check.

Bonus Domain: Gains the War domain.

Combat Feats: Can permanently sacrifice 1 or 2 domain granted powers and take an equal number of fighter bonus feats. Cannot sacrifice the War domain power in this manner. This choice must be made at 1st level in Ordained Champion and cannot be changed.

Modified Spontaneous Casting (Ex): Loses the ability to spontaneously cast Inflict spells, and instead can spontaneously cast spells from the War domain by sacrificing a spell of equal or higher level.

Smite (Su): Spend 1 daily use of rebuke undead to turn the next melee attack made into a smite. Gain a bonus equal to Charisma modifier to attack rolls, and deal damage equal to total rebuking cleric level.

Channel Spell (Sp): Can channel any spell currently available into a held weapon as a move action. This uses the spell for the day. The next time a successful melee attack is made, the spell is discharged, and the subject of the attack suffers the effect of the spell, in addition to the effects of the attack. This ability will only affect the target of the attack, even if the spell is an area effect or a ray. Once the attack has successfully hit, the spell is discharged and the weapon can hold another spell. A channeled spell will last for 8 hours, and a weapon can only hold one channeled spell.

Divine Bulwark (Sp): Sacrificing a prepared spell or a spell slot, gain damage reduction equal to 1 + the level of the spell sacrificed. The DR is overcome by chaotically-aligned attacks.

Fist of the Gods (Sp): By sacrificing a prepared spell or spell slot as a swift action, Ordained Champions deal extra damage. This ability grants a bonus equal to 1 + the level of the spell sacrificed to all damage rolls that round.

Holy Warrior (Sp): By spending 1 daily use of the turn or rebuke undead ability, Ordained Champions bring their wisdom into play during combat. For 5 rounds after activating this ability, Ordained Champions use their wisdom modifier in place of their Strength modifier on attack rolls and damage rolls.

War Caster (Ex): +2 bonus to CL when casting spells from the War Domain spell list.

Power-Up Suite (Status – Divine Power, Recitation, Divine Favor, Righteous Might, Haste): hp 158 (16 HD)

Melee +1 flaming frost shocking unholy flail (GMW +5) +33/+33/+28/+23/+18(2d6+15) or Spiked Gauntlet +18/+13 (1d4+2)

Ranged touch +7

Base Atk +8; Grp +13

2C: AN OLD FRIEND

JOHAN KIST CR 18

Male Human Sorcerer 12/Fatespinner 4

NE Medium humanoid (human)

Init +14; Senses Listen -1, Spot -1

Languages Common, Draconic

AC 12, touch 13, flat-footed 11

(+2 Dex)

hp 57 (12 HD)

Fort +8, Ref +9, Will +13

Speed 30 ft. in traveler's outfit (6 squares), base movement 30 ft.,

Melee touch +6 or spiked gauntlet +4 (1d4-1)

Ranged touch +9

Space 5 ft.; Reach 5 ft.

Base Atk +5; Grp +4

Atk Options Short range (50 ft.), Medium range (200 ft.), Long range (800 ft.)

Special Actions Contingency (Greater Mirror Image on being targeted by a hostile spell or attack)

Combat Gear Potion of Cat's Grace, Belt of Battle (3 charges), quiver of 50 +1 (GMW +3) large arrows, Strand of Prayer Beads (karma expended)

Sorcerer Spells Known (CL 17th):

8th (3/day)—Polar Ray

7th (6/day)—Radiant Assault, Forcecage

6th (6/day)—Freezing Fog, Contingency, Mass Suggestion

5th (7/day)—Overland Flight, Telekinesis, Greater Mirror Image, Cone of Cold

4th (7/day)—Greater Invisibility, Orb of Cold, Dimension Door, Spell Enhancer

3rd (8/day)—Vampiric Touch, Sleet Storm, Anticipate Teleportation, Greater Magic Weapon

2nd (6/day)—Glitterdust, Invisibility, Scorching Ray, Whirling Blade, Heroics
 1st (8/day)—Master's Touch, Grease, Magic Missile, Combat Readiness \, Ray of Enfeeblement
 0 (6/day)—Arcane Mark, Dancing Lights, Detect Magic, Read Magic, Ghost Sound, Mage Hand, Open/Close, Prestidigitation
 \ Already cast
 Abilities Str 8, Dex 14, Con 12, Int 13, Wis 8, Cha 25
 Feats Improved Initiative, Empower Spell, Maximize Spell, Spell Focus (Conjuration), Metamagic School Focus (Conjuration), Quicken Spell, Fell Drain, Point Blank Shot (heroics) Precise Shot (heroics)
 Skills Concentration +20, Knowledge (arcana) +14, Profession (gambler) +4, Spellcraft +21, Use Magic Device +15
 Possessions combat gear plus Cloak of Charisma +6, Vest of Resistance +3, Spell Component Pouch, Traveler's Outfit, +1 spell-storing/+1 wounding two-bladed sword, Orange Prism Ioun Stone
 Metamagic Specialist Johan does not increase the casting time of spells he modifies with metamagic feats. He is unable to gain a familiar.

5: THE SECOND FLOOR

ANGEL OF DECAY CR 16

angel of decay marshal 2
 CE large undead
 Init +6; Senses darkvision 60 ft., Listen +29, Spot +29
 Languages Abyssal, Common
 AC 32, touch 18, flat-footed 29
 (-1 size, +2 Dex, +13 natural, +7 deflection)
 hp 207 (28 HD); DR 10/adamantine and magic
 SR 24
 Fort +27, Ref +19, Will +30
 Speed 30 ft. (6 squares), fly 50 ft. (poor);
 Melee claw +30 (2d6+13) or full attack 2 claws +30 (3d6+13) plus 2 wing slams +25 melee (1d6+6) plus rotting touch
 Space 10 ft.; Reach 10 ft.
 Base Atk +14; Grp +38
 Special Actions Rotting Aura, Rotting Touch
 Abilities Str 40, Dex 16, Con --, Int 20, Wis 22, Cha 24
 SQ undead traits, unholy grace
 Feats Cleave, Combat Reflexes, Great Fortitude, Improved Toughness, Improved Initiative, Iron Will, Lightning Reflexes, Power

Attack, Toughness, Skill Focus (Diplomacy), Improved Natural Attack (claw)
 Skills Concentration +29, Diplomacy +6, Hide +18, Knowledge (arcana) +29, Listen +29, Move Silently +26, Spellcraft +31, Spot +29, Survival +5 (+7 following tracks)
 Rotting Aura (Su) When the creature is not flying, rivulets of vile corruption stream from an angel of decay's body, constantly regenerating and renewing a pool of odiferous rot all around the creature. An angel of decay's pool of rot is a 15-foot radius spread. Any corporeal creature standing on the ground within that area must make a DC 24 reflex save each round or take 5d6 points of damage (save for half) as it's flesh begins to succumb to decay. This creature must also succeed on a subsequent DC 24 will save (regardless of its first save) or be nauseated for one round. In each round that a creature takes damage from an angel of decay's rotting aura, the angel of decay heals 5 points of damage per victim.
 Rotting Touch (Su) An angel of decay that hits a single foe with more than one attack in a round rots its opponent's flesh. This effect automatically deals an extra 1d6+6 points of damage and heals the angel of decay 5 points of damage.
 Unholy Grace (Su) An angel of decay automatically adds it's charisma modifier as a bonus on all saves and as a deflection bonus to its armor class (the statistics blocks already reflects these bonuses).
 Auras (Ex) The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at a time. Projecting an aura is a swift action. The aura remains in effect until the marshal dismisses it (a free action) or activates another aura of the same kind. A marshal can have an aura active continually; thus, an aura can be in effect at the start of a combat encounter even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain and then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60', including it who can hear the marshal. An ally must have an intelligence score of 3 or higher and be able to understand the marshal's language to gain

the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or would otherwise be unable to be heard and understood by his allies.

Minor Aura (Ex) A minor aura lets a marshal's allies add its Charisma modifier to certain rolls.

Demand Fortitude: Bonus on all Fortitude saves (factored into the Marshal's stat block)

Major Aura (Ex) A major aura lets allies add +1 to certain rolls.

Motivate Attack: Bonus on all melee attack rolls. (factored into the Marshal's stat block)

ADVANCED GREATER SHADESTEEL GOLEM CR 16

N large construct (extraplanar)

Init +2; Senses darkvision 60 ft., low-light vision, Listen +0, Spot +0

Languages --

AC 33, touch 11, flat-footed 31

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

Hp 222 (35 HD); DR 15/adamantine and magic
Immune magic

Fort +11, Ref 13, Will +11

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

Melee slam +38 (2d10+12) or full attack 2 slams
+38 (2d10+12)

Space 10 ft.; Reach 10 ft.

Base Atk +26; Grp +43

Special Actions negative pulse wave

Abilities Str 36, Dex 14, Con --, Int --, Wis 11,
Cha /

SQ construct traits

Feats --

Skills hide +10, move silently +18

Negative Pulse Wave (Su) The shadesteel golem can radiate a burst of inky black negative energy as a free action every 1d4+1 rounds. The pulse wave drains the life from all living creatures within 40 feet of the golem, dealing 12d6 points of negative energy damage. A DC 23 Fortitude save halves the damage; the save DC is Constitution-based. Undead creatures in the area are healed 12d6 points of damage instead, and any turning effect they are under is broken. A death ward spell or similar effect protects a creature from a Shadesteel Golem's negative pulse wave.

Immunity to Magic (Ex) A shadesteel golem is immune to any spell, supernatural ability, or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical effect that has the light descriptor (such as a Continual Flame)

causes the golem to speed up as if affected by a haste spell for 2d4 rounds. The golem is also hasted whenever subject to a positive energy effect, such as the turning attempt of a cleric. This might happen if the cleric has mistakenly identified the creature as a nightwalker or other undead, or if the golem is standing near undead. If a shadesteel golem is targeted by or within the area of a spell with the darkness or shadow descriptor, it is healed 1 point of damage per level of the spell.

ADVANCED DREAD WRAITH CR 16

Dread Wraith Shadowdancer 2

LE large undead

Init +14; Senses darkvision 60 ft., lifesense 60 ft., Listen +45, Spot +45

Aura unnatural aura

Languages Common, Infernal

AC 30, touch 30, flat-footed 30

(-1 size, +10 dex, +11 deflection)

Miss Chance 50% incorporeal
hp 214 (34 HD)

Fort +10, Ref +23, Will +24

Speed fly 60 ft. (12 squares), Spring Attack

Melee incorporeal touch +26 (2d6 +1d8
constitution drain)

Space 10 ft.; Reach 10 ft.

Base Atk +17; Grp +21

Atk Options Blind-fight, Combat Reflexes,
Whirlwind Attack

Special Actions constitution drain, create spawn

Abilities Str --, Dex 30, Con --, Int 20, Wis 22,
Cha 32

SQ daylight powerlessness, incorporeal traits,
undead traits

Feats Ability Focus (constitution drain),
Alertness, Blind-fight, Bounding Assault,
Combat Reflexes, Dodge, Improved Initiative,
Improved Natural Attack (incorporeal touch),
Mobility, Spring Attack, Whirlwind Attack,
Darkstalker

Skills Diplomacy +13, Hide +43, Intimidate +46,
Knowledge (religion) +40, Listen +47, Search
+42, Sense Motive +41, Spot +47, Survival +4
(+6 following tracks)

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

Constitution Drain (Su) Living creatures hit by a dread wraiths' incorporeal touch attack must succeed on a DC 31 Fortitude save or take

1d8 points of Constitution drain. The save DC is Charisma-based. On each successful attack, the dread wraith gains 5 temporary hit points.

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

Hide in Plain Sight (Su) A shadowdancer can use the hide skill even while being observed. As long as she is within 10' of some sort of shadow, she can hide herself from view in the open without actually having anything to hide behind. She cannot, however, hide in her own shadow.

Uncanny Dodge (Ex) A shadowdancer has the ability to react to danger before her senses would normally allow her to be aware of it. She retains her Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible assailant (she still loses her Dexterity bonus to AC if immobilized).

6: AN OLD ENEMY

MIRROR-WAQUONIS CR 18

Male human (flan) Wizard 5/MotAO 9/Archmage 3

LG medium outsider (native)

Init +17; Senses Listen +15, Spot +15

Languages Abyssal Aquan Auran, Common, Draconic, Giant, Goblin, Ignan, Infernal, Orc, Terran.

AC 27, touch 20, flat-footed 23

(+5 Dex, +5 armor, +2 shield, +1 insight, +3 natural, +1 dodge)

Miss Chance

hp 137 (18 HD); regeneration/fast healing; DR

Resist Acid 30; SR 18

Fort +16, Ref +17, Will +22

Speed 60 ft. in white robe of the archmagi (12 squares), base movement 30 ft., fly 90 ft.;

Melee Rod of Absorption +8/+8/+3 (1d6+2) or melee touch +12 (special)

Ranged touch +15 (special)

Space 5 ft.; Reach 5 ft.

Base Atk +7; Grp +7

Special Actions Contingency (Empowered Acid Sheath on being targeted by a hostile melee attack or spell) (20 days remaining), Rod of Absorption (absorb spell, 50 spell levels

remaining), Rod of Absorption (cast using spell energy, 0 levels available)

Combat Gear belt of battle (3 charges), potion of Fly, quiver of 50 +1 (GMW +5) large bolts, lesser rod of empower spell (3 uses), lesser rod of extend spell (0 uses), rod of silent spell (3 uses) boots of speed (10 rounds), Ring of Counterspells (Greater Dispel Magic), Rod of Absorption (50 charges),

Class Spells Prepared (CL 20th):

9th— Summon Golem, Time Stop

8th— Maze, Dimensional Lock, Prismatic Wall, [open for Spellpool]

7th— Stun Ray, Forcecage, Power Word Blind, [open for Spellpool]

6th— Acid Fog, Greater Dispel Magic, Disintegrate, Mass Suggestion, Antimagic Field, Empowered Orb of Cold, [open for Spellpool]

5th— Arc of Lightning, Baleful Polymorph, Hold Monster, Telekinesis, Reciprocal Gyre

4th— Dimension Door, Heart of Earth \, Dragon Breath, Confusion, Greater Mirror Image, Spell Enhancer, [open for Spellpool]

3rd— Greater Mage Armor \, Lightning Bolt, Dispel Magic, Battlemagic Perception \, Greater Magic Weapon \, Heroism \, [open for Spellpool]

2nd— Glitterdust, Web, See Invisibility \, Resist Energy \, Scorching Ray (2), [open for Spellpool]

1st— Grease, Guided Shot (2), Magic Missile (2), Combat Readiness \, [open for Spellpool]

0— Read Magic, Detect Magic, Open/Close, Light, Acid Splash

\ Already cast

Currently Active Spells: Combat Readiness, See Invisibility, Resist Energy, Greater Mage Armor, Battlemagic Perception, Greater Magic Weapon, Heroism, Heart of Earth

Spell-Like Abilities (CL 17th):

9th— Wish (2/day)

Abilities Str 14, Dex 20, Con 21, Int 30, Wis 16, Cha 14

SQ Darkvision 60 ft.

Feats Combat Casting, Improved Initiative, Empower Spell, Cooperative Spell, Improved Familiar, Quicken Spell, Spell Focus (Conjuration), Spell Focus (Evocation), Skill Focus (Spellcraft), Enduring Life

Skills Concentration +27, Decipher Script +18, Knowledge (arcana) +32, Knowledge (dungeoneering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (nature) +13, Knowledge (religion)

+13, Knowledge (the planes) +13, Listen +17, Spellcraft +37, Spot +17, Use Magic Device +14

Possessions combat gear plus headband of intellect +6, white robe of the archmagi, spell component pouch (2), orange prism ioun stone, dusty rose prism ioun stone, ring of protection +3, hand of glory, ring of arcane might, small stone on a necklace (spellpool focus),

Spellbook spells prepared plus all Open spells

Familiar (Su) Waquonis has called a pseudodragon as a magical companion. He gains the benefit of the alertness feat when the familiar is within arms reach.

Conjurer Waquonis is specialized in the school of conjuration. He prepares one additional Conjuration spell per spell level. He gains a +2 bonus to spellcraft checks to identify spells of his specialist school. Necromancy and Enchantment are prohibited to him.

High Arcana (Spell Power) Waquonis' effective caster level has been increased by 1. He has permanently sacrificed a 5th level spell slot.

High Arcana (Spell-like Ability) Waquonis has permanently sacrificed a 5th level spell slot and a 9th level spell slot. He can now cast Wish as a spell-like ability two times per day.

High Arcana (Mastery of Counterspelling) Waquonis has permanently sacrificed a 7th level spell. In return, whenever he counters a spell, it is affected as though by a spell turning spell.

Spellpool (Su) Waquonis has access to a spellpool. He can only summon a spell of a level he could normally cast. He can call a number of spells equal to 1/2 his total caster level (8). When he fills the empty spell slot, he spends a full round action concentrating on his focus (which provokes attacks of opportunity). The spell appears in the caster's mind at the beginning of the next turn and can be cast immediately or at any time thereafter. If he does not cast the spell within a number of minutes equal to his caster level, it fades from his mind as though cast. A wizard cannot learn a called spell. He can summon spells of up to 9th level. The Spellpool can provide any spell from the Player's Handbook, as well as any other open spell or any spell the user has access to and has added to his spellbook.

APPENDIX 2: NEW RULES ITEMS

FEATS

BOUNDING ASSAULT

You can move and attack with superior speed and power.

Prerequisite: Base attack bonus +12, Dex 13, Dodge, Mobility, Spring Attack

Benefit: When you use the Spring Attack feat, you designate two foes rather than one. Your movement does not provoke attacks of opportunity from either of these foes. While using an attack action with the Spring Attack feat, you can make a second attack with a -5 penalty. You can use both attacks against one of the opponents targeted with this feat, or split your attacks between them.

Source: Player's Handbook II 75

CLAP OF THUNDER [RESERVE]

You can deliver a thunderous roar with a touch.

Prerequisite: Ability to cast 3rd-level spells.

Benefit: As long as you have a sonic spell of 3rd level or higher available to cast, you can deliver a melee touch attack as a standard action. This attack deals 1d6 points of sonic damage per level of the highest-level sonic spell you have available to cast. Additionally, the subject must succeed on a Fortitude save or be deafened for 1 round.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting sonic spells.

Source: Complete Mage 40

COOPERATIVE SPELL [METAMAGIC]

You can cast spells to greater effect in conjunction with the same spell cast by another individual.

Prerequisites: Any metamagic feat.

Benefit: While the two of you are adjacent, you and another spellcaster with the Cooperative Spell feat can simultaneously cast the same spell at the same time in the round. Add +2 to the save DC and +1 to the caster level checks to beat spell resistance (if any), using the higher base save DC and level check of either in any case.

A cooperative spell uses up a spell slot of the same level as the actual spell.

Special: For each individual caster with this feat casting the spell simultaneously, the spell's save DC and bonus on the caster level check increase by 1. When more than two spellcasters cooperatively cast a spell, each must be adjacent to at least two other casters involved in

the casting. For example, two wizards and two sorcerers standing in a circle all have Cooperative Spell. The first three in the initiative order all ready to cast fireball, casting the spell when the fourth does. The base DC of the spell's save is equal to the highest save DC among the cooperative casters (as determined by relevant ability scores, other feats, special abilities, or items) +4 (+2 for the first cooperative caster, +1 for each of the other two). As well, whoever has the highest caster level determines the base caster level check, which gains +3 (+1 for each cooperative caster).

Source: Complete Arcane 76

DOMAIN FOCUS

You have mastered the subtle intricacies of the divine power you have devoted yourself to.

Prerequisites: Access to relevant domain

Benefit: You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list

Source: Complete Divine 80

DARKSTALKER

You have learned how to stalk and surprise creatures with senses 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

ENDURING LIFE

You can ignore the effect of negative levels for a short time

Benefit: Whenever you gain a negative level, you can ignore the penalties and other negative effects of that negative level for a number of

minutes equal to your Constitution bonus (if any). For example, if Tordek (Con 15) is struck by a wight and gains 1 negative level. However, he can ignore the -1 penalty on attack rolls, saves, ability checks, and skill checks associated with the negative level for 2 minutes, since his constitution bonus is +2 (if Tordek were a spellcaster, he would also avoid losing a spell slot for 2 minutes).

You also gain a +4 bonus to fortitude saves to remove negative levels.

Source: Libris Mortis 26

FELL DRAIN [METAMAGIC]

Living foes damaged by your spell also gain a negative level.

Benefit: You can alter a spell that deals damage to foes so that any living creature that is dealt damage also gains a negative level. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative level disappears (without requiring a Fortitude save) after a number of hours equal to your caster level (maximum 15). A fell draining spell uses up a spell slot 2 levels higher than normal.

Source: Libris Mortis 27

IMPROVED TOUGHNESS

You are significantly tougher than normal

Prerequisite: Base Fortitude save +2

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die, you gain an additional hit point. If you lose a Hit Die, you lose 1 hit point permanently.

Source: Libris Mortis 27

LAW DEVOTION [DOMAIN]

The power of law assists you in combat.

Benefit: Once per day as a swift action, you can summon the power of law to aid you. Upon activating this ability, you immediately gain a +3 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls or to your AC until your next action. At the beginning of your next action, you can reallocate the bonus if desired. This effect lasts for one minute.

The bonus increases to +5 when you attain 10th level, and to +7 when you attain 15th level.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily

use of this feat for each three daily turn or rebuke uses you expend.

Source: Complete Champion 61.

METAMAGIC SCHOOL FOCUS

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

Prerequisites: Spell Focus (chosen school) or specialist wizard in chosen school

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

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

Source: Complete Mage 45

PRACTICED SPELLCASTER

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

Prerequisites: Spellcraft 4 ranks

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

For example, a human 5th-level sorcerer/3d-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice).

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

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

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

as an 8th-level caster and wizard spells at a 9th-level caster.

Source: Complete Arcane 82

ITEMS

BELT OF BATTLE

A belt of battle helps you avoid being caught off-guard in combat and allows occasional bursts of extra activity. While worn, it grants you a +2 competence bonus on initiative checks. This is a continuous effect that requires no activation.

In addition, a belt of battle has 3 charges which are renewed each day at dawn. Each time you activate the belt, one of the black pearls set into its buckle turns white. The pearls return to normal when the ring's charges renew. Spending 1 or more charges grants you an extra action, which must be taken immediately (before you take any other action).

1 charge: 1 move action

2 charges: 1 standard action

3 charges: 1 full-round action

Prerequisites: Craft Wondrous Items, haste

Cost: 12,000 gp

Weight: -

Source: Magic Item Compendium 73

DEATH WARD

Armor and Shields that have this property are favored by those dedicated to fighting the foul art of necromancy. While wearing or using death ward armor or a death ward shield, you can activate the armor to ignore any death effect (including death spells, magical death effects, and energy drain) or negative energy effect (such as inflict spells or chill touch).

Prerequisites: Craft Magic Arms and Armor, death ward

Cost: +1 bonus

Weight: -

Aura: Moderate; (DC 18) necromancy

Source: Magic Item Compendium 10

VEIL OF ALLURE

A veil of allure increases the save DC of your enchantment spells or spell-like abilities, as well as Charisma-based save DCs of your supernatural or extraordinary abilities, by 2.

Prerequisites: Craft Wondrous Items, eagle's splendor

Cost: 14,000 gp

Weight: -

Aura: Faint; (DC 17) transmutation

Source: Magic Item Compendium 145

VEST OF RESISTANCE

A vest of resistance offers magical protection in the form of a +1 to +5 resistance bonus to saving throws.

Prerequisites: Craft Wondrous Items, resistance

Cost: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5)

Weight: 1 lb.

Aura: Moderate; (DC 20) abjuration

Source: Magic Item Compendium 147

SPELLS

ACID SHEATH

Conjuration (Creation) [Acid]

Level: Sorcerer/Wizard 5

Components: V, S, M, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

You crush the fire ants between your fingers and rub the smashed mixture over your exposed flesh. The smashed ants liquefy, and the liquid covers your body in a thick, translucent sheath.

You enclose yourself in a fluid sheath of acid that does not harm you. You can breathe normally and cast spells while the acid sheath is present. Any creature striking you deals normal damage, but at the same time takes 2 points of acid damage per caster level (maximum 30 points). Reach weapons, such as longswords, do not endanger their users in this way. The acid sheath does not protect you against other attack forms, such as fire.

If you are in a grapple, other creatures in the grapple take acid damage once per round at the beginning of your turn.

Any spell you cast with the acid descriptor while the sheath surrounds you deals an extra one point of damage per die.

Arcane Material Component: A handful of fire ants (dead or alive).

Focus: A glass sculpture of a humanoid (worth 50 gp).

Source: Spell Compendium 7.

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 this spell is surrounded with an invisible aura that anticipates and delays the teleportation of any creature in the spell's area. Any teleportation magic or effect (including all spells with the teleportation descriptor) can be anticipated, making the spell's recipient aware of the exact location where the teleporting creature will arrive (subject to the restrictions below), the creature's size and how many others (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 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 teleports 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.

ARC OF LIGHTNING

Conjuration (Creation) [Electricity]

Level: Sorcerer/Wizard 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 1/2

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 anything in the line between them.

Both creatures must be in range, and you must be able to target 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.

BATTLEMAGIC PERCEPTION

Abjuration

Level: Cleric 3, Sorcerer/Wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 minutes/level

You gain the perception of the forces of magic and can sense when magic is being manipulated by a spellcaster. You gain a +5 competence bonus on Spellcraft checks made to identify a spell as it is being cast.

If you have at least 5 ranks in Spellcraft, you are also able to sense the use of any spell or spell-like ability within 100 feet, so long as you have line of effect to the caster. With a Spellcraft check (DC 15 + spell level) you can even ascertain the spell being cast.

This determination happens quickly enough that you can attempt to counter the spell as a free action. Counterspell attempts are otherwise handled normally, and you can counter the spell even if you do not have line of sight to the spellcaster. If you counter a spell in this manner, the battlemagic perception spell ends immediately.

Source: Heroes of Battle 125

COMBAT READINESS

Divination

Level: Assassin 1, Bard 1, Sorcerer/Wizard 1

Components: V
Casting Time: 1 standard action
Range: Touch
Area: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The touched creature gains a +1 insight bonus on initiative checks for every three caster levels you have (minimum +1, maximum +6).

In addition, if the target is flanked, its opponents gain no bonus on attack rolls (but still gain any other benefits derived from flanking, such as extra sneak attack damage).

Source: Drow of the Underdark 61

DRAGON BREATH

Evocation [Good or Evil]
Level: Cleric 5, Sorcerer/Wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Using magic to mimic a dragon's breath, you spew forth a gout of energy.

You gain the ability to breathe a gout of energy as a standard action that mimics a dragon's breath. Once you've used the breath attack, you must wait 1d4 rounds before doing so again.

When you cast Dragon Breath, you choose one true dragon whose breath you're emulating. If you choose a chromatic dragon, then the spell gains the evil descriptor. If you choose a metallic dragon, then the spell gains the good descriptor. Particulars for the breath weapons of each of the true dragons are provided below.

Chromatic Dragons:

Black: 30-ft. line of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Blue: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Green: 15-ft. cone of acid, 1d8/2 caster levels (maximum 10d8); Reflex half.

Red: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

White: 15-ft. cone of cold, 1d8/2 caster levels (maximum 10d8); Reflex half.

Metallic Dragons:

Brass: 15-ft. cone of sleep, lasts 1d6 rounds; Will negates.

Bronze: 30-ft. line of electricity, 1d8/2 caster levels (maximum 10d8); Reflex half.

Copper: 15-ft. cone of slow, lasts 1d6 rounds; Will negates.

Gold: 15-ft. cone of fire, 1d8/2 caster levels (maximum 10d8); Reflex half.

Silver: 15-ft. cone of paralysis, lasts 1d6 rounds; Fort negates.

Arcane Material Component: A dragonscale of the appropriate color.

Source: Spell Compendium 73.

FREEZING FOG

Conjuration (Creation) [Cold]
Level: Sorcerer/Wizard 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Fog spreads in a 20-ft. radius, 20 ft. high
Duration: 1 minute/level
Saving Throw: Reflex partial; see text
Spell Resistance: No

A cool mist rises from the area you indicate. The thick mist blocks your ability to see within it, but the ground at its edge has turned white with frost.

A bank of freezing mist billows out from the point you designate, obscuring all sight (including darkvision) beyond 5 feet. A creature within 5 feet has concealment, while creatures farther away have total concealment.

Each round on your turn, the frigid mist deals 1d6 points of cold damage to each creature and object within it. The fog is so thick that any creature attempting to move through it progresses at a maximum of 5 feet (regardless of its normal speed) and takes a -2 penalty on melee attack rolls and a -6 penalty on ranged weapon attack rolls (but not ranged spell attack rolls). A creature or object that falls into the fog from above is slowed, so that each 10 feet of mist it passes through effectively reduces its overall falling damage by 1d6.

Freezing fog also coats all solid surfaces in the area with a slick, icy rime, and on your turn each round, each creature in the area of the fog must make a successful Reflex save or fall prone. A creature that manages to stand must make a DC 10 Balance check in order to move, falling prone if it fails its save by five or more. Creatures in the fog can't take a 5-foot step.

A severe wind disperses the fog in 1 round. The spell does not function under water.

Source: Spell Compendium 100.

GUIDED SHOT

Divination

Level: Ranger 1, Sorcerer/Wizard 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a guttural utterance made with unmoving lips, you magically focus your attention on a distant foe. Upon aiming your weapon, you note how clearly defined your intended target is.

While this spell is in effect, your ranged attacks do not take a penalty due to distance. In addition, your ranged attacks ignore the AC bonus granted by anything less than total cover, and also ignore miss chance granted to targets by anything less than total concealment.

This spell does not provide any ability to exceed the maximum range of the weapon with which you are attacking, nor does it confer any ability to sneak attack targets protected by total cover.

Source: Spell Compendium 108.

HEART OF EARTH

Transmutation [Earth]

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level (D) or until expended

You feel your flesh strengthen with the power of stone.

This spell converts part of your body into elemental earth, which toughens you considerably. You gain a +8 bonus on checks to resist a bull rush, overrun, or trip attack. You also gain temporary hit points equal to twice your caster level (up to 30 hp).

Furthermore, while this spell is active, you can activate a stoneskin effect (as the spell) on yourself as a swift action. This benefit lasts for 1 round per level (or until the stoneskin's total protection is consumed), at the end of which time the spell's entire effect ends.

If heart of earth is active on you at the same time as heart of air, heart of fire, or heart of water, you gain light fortification. If all four of

these spells are active on you at the same time, you become immune to extra damage from critical hits and sneak attacks.

Source: Complete Mage 107.

HEROICS

Transmutation

Level: Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature Touched

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: Yes

Your heart swells with martial vigor and you feel like marching off to war. Upon touching your intended subject the desire to do battle wanes, but you see a hint of the lust for glory in the subject's eyes.

The heroics spell temporarily grants the subject a feat from the fighter's bonus feat list. For the duration of the heroics spell, the subject can use the feat as if it were one of those the creature had selected. All prerequisites for the feat must be met by the target of this spell.

Material Component: A bit of weapon or armor that has been used in combat by a fighter of at least 15th level.

Source: Spell Compendium 113.

MAGE ARMOR, GREATER

Conjuration

Level: Sorcerer/Wizard 3

Components: V, S

An invisible sheen of armor-shaped force surrounds you.

This spell functions like mage armor (PH 249), except that it requires no material component and its tangible field of force provides a +6 armor bonus to Armor Class

Source: Spell Compendium 136.

MIRROR IMAGE, GREATER

Illusion (Figment)

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 immediate action

Range: Personal, see text for mirror image (PH 254)

Target: You

Duration: 1 minutes/level

This spell functions like mirror image, except that an additional image is created in each round after the first, up to a maximum of eight concurrent images. If all the images are destroyed, the spell ends.

This spell also differs from mirror image in that you can cast it even when it is not your turn.

Source: Player's Handbook II 120.

ORB OF ACID

Conjuration (creation) [Acid]

Level: Sorcerer/Wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial, see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: Spell Compendium 150.

ORB OF COLD

Conjuration (creation) [Cold]

Level: Sorcerer/Wizard 4

Effect: One orb of cold

This spell functions like orb of acid, except that it deals cold damage. In addition, a creature struck by orb of cold must make a Fortitude save or be blinded for 1 round instead of being sickened.

Source: Spell Compendium 151.

RADIANT ASSAULT

Evocation [Light]

Level: Cleric 7, Sorcerer/Wizard 7

Components: V, S, F

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will partial

Spell Resistance: Yes

With an outstretched hand, you gesture toward the area where the spell will come into effect. An instant later a blast of multicolored light fills the area.

This spell releases energy in the form of a multitude of rainbow-colored beams that erupt in every direction within the area designated by you. This kaleidoscopic burst of energy deals 1d6 points of damage per caster level (maximum 15d6), and all creatures in the burst are dazed for 1d6 rounds. Those that succeed on a Will save take only half normal damage and are dazed instead of dazed for 1d6 rounds instead.

Sightless creatures are unaffected by this spell.

Focus: An eye from any outsider that has 4 or more Hit Dice.

Source: Spell Compendium 164.

RECIPROCAL GYRE

Abjuration

Level: Sorcerer/Wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then Fortitude negates, see text

Spell Resistance: No

You finger the tiny loop of wire in your hands as you complete the spell. You manipulate the magical aura of the target, creating a damaging feedback reaction, and the target explodes with white sparks.

The subject takes 1d12 points per functioning spell or spell-like ability currently affecting it (maximum 25d12). In addition, any creature so affected that fails its Will save must then succeed on a Fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area can't be used to deal damage to creatures within the area. Likewise, persistent or continuous effects from magical items can't be used to deal reciprocal damage, but targeted spell effects can be.

Source: Spell Compendium 170.

SLIME WAVE

Conjuration (summoning)
Level: Cleric 7, Druid 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 15-ft.-radius spread
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

You finish the spell, and a horrendous wave of green slime explodes outward from the spot where you point.

You create a wave of green slime (DMG 76) that begins at the point of origin and you choose and violently spreads to the limit of the area. The wave splashes and splatters as it passes; some slime clings to any wall or ceiling the wave touches. Green slime devours flesh and organic materials on contact, and even dissolves metal. Each creature in the area is covered with one patch of green slime. Unlike normal green slime, the slime created by this spell gradually evaporates, disappearing by the end of the duration.

Material Component: A few drops of stagnant pond water.

Source: Spell Compendium 192.

SPELL ENHANCER

Transmutation
Level: Sorcerer/Wizard 4
Components: V
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round

You utter an ancient word tied to the fundamental principles of magic and immediately begin casting another spell.

This spell enhances the next spell you cast, making it more difficult for targets to resist. The next spell you cast this round is at +2 caster level, and its save DC increases by 1.

Source: Spell Compendium 150.

STALWART PACT

Evocation
Level: Cleric 5, Pact 5
Components: V, S, M, DF
Casting Time: 10 minutes
Range: Touch

Target: Living willing creature touched
Duration: Permanent until triggered, then 1 round/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You touch your ally and empower him with a spell that will later take effect in dire need.

Once the spell is cast, it remains dormant until the subject is reduced to half or less of its full normal hit points. Once the subject has taken enough damage to reduce it to half or lower hit points, it immediately gains 5 temporary hit points per two caster levels (maximum 35 hit points at 14th level), damage reduction 5/magic, and a +2 luck bonus to saving throws. The hit point bonus, damage reduction, and saving throw bonus disappear when the spell ends.

Material Component: Incense worth 250 gp.

Source: Spell Compendium 204.

STUN RAY

Conjuration (creation) [Electricity]
Level: Sorcerer/Wizard 7
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: 1d4+1 rounds; see text
Saving Throw: Fortitude partial, see text
Spell Resistance: Yes

A quick jolt of electricity darts from your raised hand. The slight smell of ozone lingers afterwards.

You blast the target with a scintillating ray of electricity. You must succeed on a ranged touch attack with the ray to strike a target. The target is stunned for 1d4+1 rounds by the ray of electricity. If the subject makes a successful Fortitude save, it is stunned for only 1 round. Creatures that have immunity to electricity are not affected by the spell.

Material Component: A coiled copper wire.

Source: Spell Compendium 211.

SUMMON GOLEM

Conjuration (summoning)
Level: Sorcerer/Wizard 9
Components: V, S, F
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned golem
Duration: 1 minute/level

Saving Throw: None
Spell Resistance: No

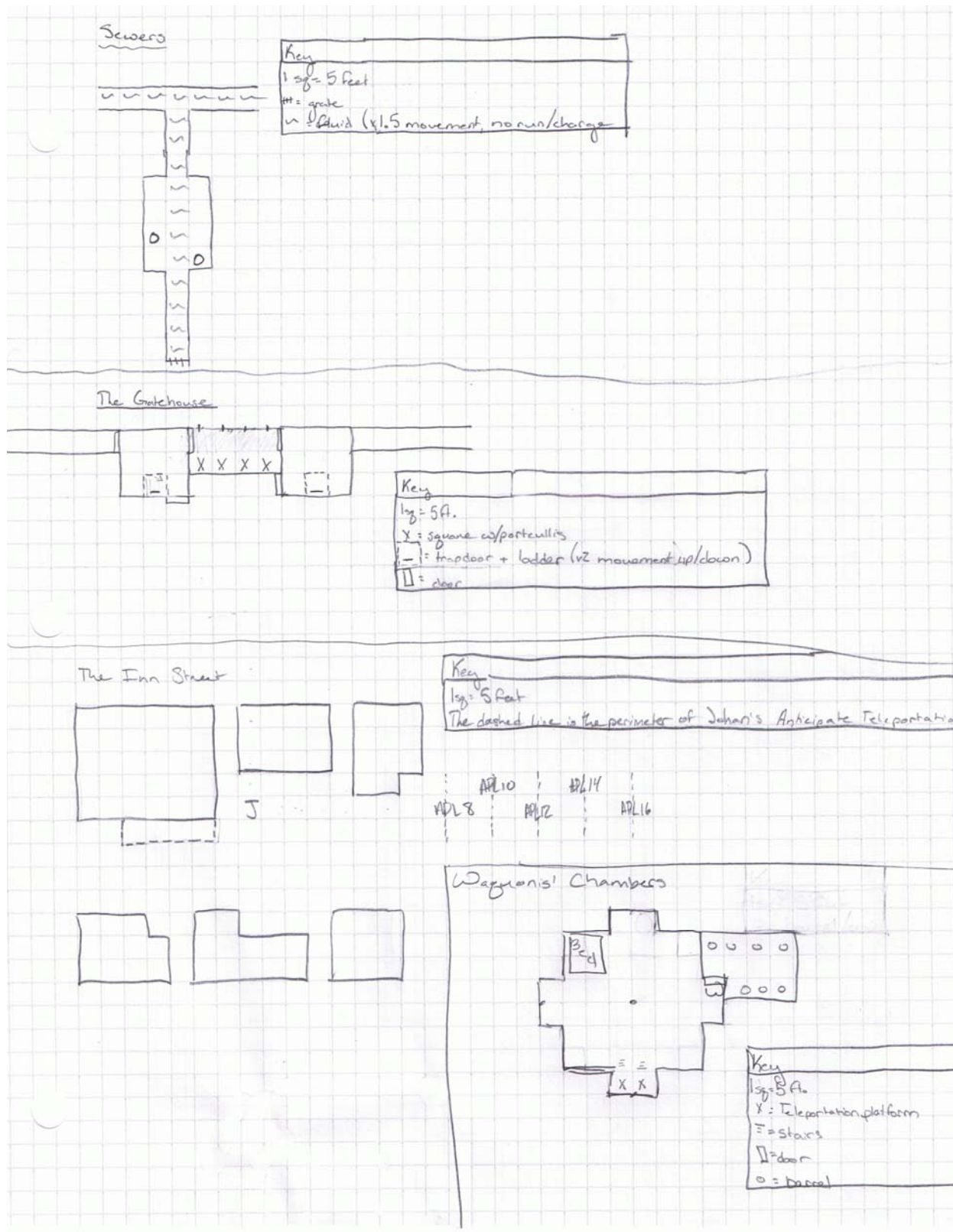
You wave your hand over a lump of flesh, clay, stone, or iron while chanting a lengthy incantation. Moments later, a golem of similar substance appears in a flash of light to serve you.

You summon a golem of flesh, clay, stone, or iron. The golem begins acting at the start of your next turn and follows your simple commands.

The golem disappears when it is destroyed or when the spell's duration expires.

Focus: A small lump of flesh, clay, unworked stone, or iron ore.

Source: Player's Handbook II 126.



DM's AID 2: GATHERING INFORMATION

General Information

- DC 5: The Council of Inquisition has been very successful, having exposed evil cults and groups in the past year and punishing them harshly for their despicable acts.
- DC 10: Former Lord Natan Enerick remains in prison, and by all reports is still insane, even though there have been attempts to heal him so any others of his group could be rooted out and captured by the Inquisition.
- DC 15: The Council of Lords has been dealing with matters under Lord Sharn's guiding hand, as Lady Katarina has been ignoring her responsibilities dealing with the remnants of the luzian forces on Walworth Isle, along with trying to limit the influence of the Dyverian merchants that have taken root there.
- DC 20: More weapons and armor bearing the mark of the various armories in the Shield Lands have been found in the hands of Hextorites. Hopefully their supplies are nearly exhausted since that traitor Kruptan is no longer available to give our weapons to our enemies.
- DC 25: Fortunately, the justice passed upon those caught breaking the Acts of Protection by the Inquisition is not going light on any who are threaten the Shield Lands. Those who cause such acts of evil should not get mercy for their unlawful acts.
- DC 30: Haven't you heard? Whispers from the Church of Holy Shielding claim that Heironeous has blessed Lord Sharn! They claim that if Lord Sharn falls, so does the Shield Lands!

Lord Simen Sharn

- DC 5: Thank Heironeous that Lord Sharn was returned to us. Without his guidance, I'm sure the Shield Lands would have fallen to one of the numerous evils that wish us destroyed.
- DC 10: Lord Sharn has been making sure that the Council of Lords has remained vigilant in monitoring and supporting Law's Crusade, even recommending that Lord Torkeep be appointed as the Council's representative in making sure the Standing Army can continue the crusade.
- DC 15: Lord Sharn has been questioning several of the commanders in the Standing Army for failures in Law's Crusade, wondering if they should be replaced with other more capable candidates.
- DC 20: The Hextorites seem to see the strength of Lord Sharn's leadership, as the Council of Inquisition discovered several Hextorites that managed to get hired as guards in Lord Sharn's service, likely to strike out at him. The Council of Inquisition has investigated the matter, and no evidence of any other Hextorites has been found, as Lord Sharn allowed the Inquisition to search all his estates and question all of his hired help.
- DC 25: Rumor is that Lord Sharn has been working with some merchants from Dyvers in acquiring a large amount of raw materials and worked goods to support Law's Crusade.
- DC 30: Rumor is that even though Lord Bladehome and Lord Torkeep wanted to suggest a Crusade, neither of them could manage to do so. Lord Sharn's leadership is far better than the other Lords, as he made their empty words reality.

Council of Inquisition, the Acts of Protection

- DC 5: Thank the good churches they accepted the responsibility of forming the Council of Inquisition, because since it has been formed, the evil that infiltrated the lands has been turned away!
- DC 10: The Council of Inquisition has been granted the power to order Knights and soldiers of the Standing Army to enforce the law, which has proved a great move. Until the recent trouble, most threats that have been lying in wait have been discovered by the Inquisition and arrested either Knights or soldiers before they could cause harm.
- DC 15: Rumored is that Lord Sharn suggested the reduction of the individual private armies of all the Lords in order to increase the available troops in the Standing Army to serve as guards in the cities, and thus working for the Inquisition in enforcing the Acts of Protection.

- DC 20: The Council of Inquisition has begun to provide trials to those it captures in violation of the Acts of Protection. The Council of Lords approved the motion as necessary to the Inquisition and its activities.
- DC 25: Rumor is that Lord Sharn first suggested the formation of a Council of Inquisition when things started looking bad with all of the chaos that was happening. Why couldn't someone else suggest such a successful plan?
- DC 30: The Council of Inquisition was able to root out Hextorites that were posing as foreign mercenaries recently. Luckily, they were discovered before they could arm their target, Lord Sharn, as they were working as part of his house guard.

Followers of Trithereon (Includes the Brothers of Liberty and the Harbingers of Retribution)

- DC 5: A group has been formed by a group of followers of Trithereon called the Brothers of Liberty. They are protesting the Acts of Protection as being too oppressive. Don't they realize those Acts are what are protecting us?
- DC 10: The Council of Inquisition is watching followers of Trithereon closely, as they have been outspoken opponents of the Acts of Protection.
- DC 15: A few weeks ago a new priest of Trithereon arrived in Critwall, and has been causing tension with the Brothers of Liberty for some reason. Maybe it has to do with a bunch of local followers being missing now?
- DC 20: Rumor is that many of the Brothers of Liberty have left that group for another, claiming that the methods of the Brothers are not getting results in changing the Acts of Protection.
- DC 25: Whispers say that a new group opposed to the changes in the Shield Lands has formed called the Harbingers of Retribution. They best not cause any trouble, as everything has been better with the changes of late.
- DC 30: Rumor is a short, mustached Rhennee follower of Trithereon has been frequently some of the taverns that the local followers gather at, and those who talk to him go missing after speaking with him.

DM's Aid 3: THE PLANE OF MIRRORS EXPLAINED

This summary is a compilation by Samar Mamir on the Plane of Mirrors:

The Plane of Mirrors possesses normal gravity, and a normal time flow.

The Plane of Mirrors is believed to be finite, although its finiteness defies conventional wisdom.

The plane is not considered to have any elemental traits, and it is mildly neutral-aligned (PCs whose alignments do not contain a neutral component will suffer the penalties described in the DMG).

Magic functions normally on the Plane of Mirrors.

The Plane of Mirrors is coterminous to the Prime Material Plane, and they are connected anywhere that two mirrors overlap. These mirrors are connected by "constellations" of mirrors ranging from 5 to 20 mirrors. These mirrors can be used to travel between planes, but it is nearly impossible to tell from the Prime Material Plane which mirrors are connected and which are not. The sound of one of the connected mirrors breaking will echo throughout the plane, warning any travelers that a portal has been forever closed.

The only known natives to this world, other than reflections of the Prime Material Plane, are the Nerra, a race of strange mirror-people who occasionally come into contact with astral travelers. All research shows that they are hostile but intelligent. Communication is possible, although it is extremely difficult, and travelers are advised to offer gold or trade to ensure the goodwill of these Nerra. They are known to produce powerful spellcasters, and such trade may be extremely profitable.

DM only portion: The Plane of Mirrors does not actually produce a reflection of all things that are, were, or will be as the Ketites believe. It only creates a duplicate of things that enter via a mirror. The Shield Mages tower actually contained an entire constellation of mirrors, and frequently traded with the Nerra, who are naturally magically inclined. When the Spellpool detonated, the magical backlash cast much of the contents of the tower through the mirror constellation, including the towers themselves. Eordisdh and Waquonis both passed through the portal, and though they died upon arrival both created reflections that would continue their battles for three years, ensnaring the local Nerra. Finally, during CY 597, mirror-Waquonis and his Nerra allies successfully defeated and slew the mirror-Eordisdh and her undead and demonic allies, taking the tower. The Nerra would leave for a nearby enclave of their people shortly thereafter, but mirror-Waquonis remained with the tower, pouring through the vast lore stored within and attuning himself to the Spellpool. He is eternally tormented by the deeds his original self committed, and constantly seeks a way to return to the Prime and make amends. He currently does not possess a fork for the Prime Material plane, nor does he have access to the costly material components required for Gate. Since the war he led on mirror-Eordisdh ended, he has had little common cause with the neutral Nerra, and relations have soured.

The PCs can learn of some of this (the history of the war between Waquonis and Eordisdh) from the tomes in the laboratory section of the tower. They can learn additional information from mirror-Waquonis if they choose not to engage him in combat.

PLAYER HANDOUT 1: THE ACTS OF PROTECTION

As you are entering the gates of the city, a soldier hands you the following piece of parchment, written in a practiced hand:

As passed by the vote of the Council of Lords, as motioned for by the Lords, herein are the Acts of Protection, laws that are to be enacted immediately and their enforcement carried out by the Knights of Holy Shielding and the soldiers of the Standing Army, led by the Council of Inquisition, as dictated and granted by the Council of Lords.

All weapons are to be stowed or peacebonded within the borders of all cities of the Shield Lands, were as weapons that are free will be confiscated by the law and held until a fine is paid, being equal to twice the standard price of the weapon taken, or half the value of a weapon that is empowered by magic. Weapons confiscated twice within a tenday are seized permanently and are given to the Standing Army for use.

Any persons of interest must surrender themselves without question to the forces of the Council of Inquisition when asked to. Forces of the Council Inquisition include those in the Knights and Standing Army that include a member that carries rank and a badge of revelation, proving their authority. Failure to surrender to the forces of the Inquisition carries the charge of high treason, as the Council of Inquisition has been vested its power by the Council of Lords, and thus disobeying any request of a member of the Inquisition thus is disobeying an order of the Council of Lords.

Unsanctioned interference into any matters of the Council of Inquisition carries the charge of treason, if proven. Any activities that fall dictum to the Council of Inquisition are to be reported immediately to a representative or agent of the Inquisition.

Any member of the Council of Inquisition carries the authority as if a high-ranking member of the Standing Army, their orders carrying greater rank than a Knight or Lieutenant. In order to carry out the Acts of Protection, the Council of Inquisition is granted the access to recruit and utilize members of the Knights of Holy Shielding and the Standing Army in their investigations.

The possession of any object bearing the symbol of an evil power or nation is illegal, and may carry the weight of high treason or espionage against the Shield Lands. Those who voluntarily deliver such objects immediately to the Council of Inquisition, with explanations of their possession by the party turning them in, are allowed a pardon after verification of their confessions.

The worship of an evil power within the borders of the Shield Lands carries a sentence of death.

Employment by a foreign power that is a possible threat to the Shield Lands carries a sentence of treason.

Likewise, the Council of Lords has recognized the need for fast action in these troubled times, and thus has allowed the passing of further acts on short notice, allowing such measures to be reviewed for possible changes at a later date, when a full council is assembled, if passed without all members present.

PLAYERS' HANDOUT 2

Esteemed Adventurer,

We have heard of your exemplary abilities, noble deeds, or your service to the Shield Lands, her patrons, and/or her vassal states. Therefore, this missive reaches you as an offer of employment. If you wish to accept our offer, please attend the Lord Freud Lavan at his estate in Critwall on the night of _____. When you arrive, present the enclosed trinket to the gatekeeper. Payment will be discussed upon completion of the required task.

[Fastened to the bottom right corner is a small, stylized holy symbol]

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PLAYERS' HANDOUT 4

These journals mostly contain assessments of various experiments conducted to create more powerful undead, but several passages contain interesting information, although still no clue to the author or his enemy.

Day 59:

The Nerra spellcasters destroyed the third tower last night. The Angel I left to command the force in that tower was an utter failure. No matter, I have collected more than enough bodies - the fools decided to stand too close, and I was able to send some of my constructs out to collect the cadavers. Useful devices. I shall have to hurry, though. This success shall embolden their cursed master.

Day 198:

A duel with that cursed wretch destroyed my stairwell today. I've had to place a teleportation circle to travel safely from my sleeping quarters down to the laboratory level. Luckily, they don't have the password. After the attack on my mind by the Nerra enchanter, I have recorded the password (activate) both here and on the upper floor. Can't have myself forgetting and setting off the wards on the circle.

Day 449:

The defenses are failing, and soon they will be able to enter the tower. Losing the second tower to them was an insult to my pride, but nothing of value was there. The last of the cadaver collectors was destroyed this afternoon, though, so I will have to stretch my materials as far as I can. I am considering summoning aid from the lower planes, but even now I balk at the price.

Day 450:

My defenses are breached, and they claim the ground level. I have completed a bargain with a marilith for demonic assistance, in return for a significant portion of my research into the fortifying of reanimated undead and a sizeable amount of coin when the second tower is recovered. Hopefully, the demons and my undead and constructs will be sufficient to defeat the enemy. If not, I must hasten to complete my escape route.

There are no entries after Day 450.