

FURi6-04

# Arcane Elements

## A One-Round D&D LIVING GREYHAWK<sup>®</sup> Furyondy Regional Interactive

Version 1

### Round 1

by Michelle Sharp, Lee Sharp, Pete Cooney

There has been a shield of darkness and desecration over the city of Chendl for some time. Recently, adventurers were sent on a mission to obtain assistance in countering this spell. A second call has gone out for assistance from the Mage Council and Churches of Furyondy as preparations for the countering ritual draw to a close. This Furyondy regional interactive is the sequel to FURi6-03 We're Going Where? and is designed for PC levels 1 to 14 (APLs 2 to 12). It is recommended for members of the Mage Council, Churches of Furyondy and Twilight Hunters.

Based on the original DUNGEONS & DRAGONS<sup>®</sup> 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. This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20). This is an official RPGA<sup>®</sup> play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, LIVING GREYHAWK, D&D REWARDS, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc, in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2006 Wizards of the Coast, Inc and the adventure author or authors. Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com)

For questions specific to this document and your region, please e-mail your triad point of contact (POC) at [poc@furyondy.com](mailto:poc@furyondy.com); for LIVING GREYHAWK campaign questions email [rpgahq@wizards.com](mailto:rpgahq@wizards.com).

## RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at [www.rpga.com](http://www.rpga.com).

## PLAYERS READ NO FARTHER

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

## PREPARING FOR PLAY

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

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

## LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

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

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

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

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

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-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 one-round regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round; all others pay two Time Units per round.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until

the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

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

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

## Adventure Background

In 593 CY, the Chamber of Four attempted to place a shield over the city of Chendl. The intent of this shield was to protect the city from extradimensional assault by minions of luz. The spell to place the shield in effect, however, went horribly wrong. Although the shield does bar extradimensional movement as intended, it also desecrated the city and placed it in perpetual darkness. The sun has not shone on Chendl for three years as the churches and Council labored to discover what went wrong and how to correct it. Coincidentally – or some say NOT coincidentally – the likely answer was not uncovered until after the disappearance of the most powerful of the Chamber, Karzalin the Fire Elementalist. As progress was made in uncovering a way to reverse the shield, the Chamber of Four and their sage consultant Geklon realized that alone they would not have sufficient power to complete the spell needed. The original incantation used life force from elementals as well creatures of the land (good fey), but the elementalists have realized the amount of power possible from such creatures is increased immensely when they willingly participate. In addition, they have realized that by using elementals of only some of the elements, the ritual was not adequately balanced and this may have caused some of the problems later experienced.

The Chamber concluded that in order for the shield to be reversed, the city requires the voluntary cooperation of at least one elemental of

each type: earth, air, fire and water. In FURi6-03 *We're Going Where?* the Chamber of Four, with the assistance of the Mage Council, solicited assistance from adventurers in the city to serve as diplomats to various elementals in order to obtain their help in countering the shield. Although not all groups were successful, PCs obtained agreement of assistance from a total of eight elementals. Each group took a crafted token to be given to the elemental who agrees to help. These tokens provide a beacon to the elemental, helping them focus on the exact location in the Prime where they are to come at the appropriate time. The tokens are attuned to another token the PCs brought back. They have been placed just outside the edge of the shield, in various locations surrounding the city. It was felt safest to not have a single location of arrival in case enemies learned of the Chamber's plan as one group of adventurers in their report suggested that the undead seemed aware of their assigned mission.

The Chamber of Four, Mage Council and Churches continued their research following the PCs' return and now believe themselves ready to begin the countering rituals. Geklon has declared the stars properly aligned and all the necessary components are in their possession. As such, they have sent out another call to those PCs who assisted them before (and are therefore known to the elementals) as well as others to assist in this large project. The adventurers have been sent out in groups to meet the elementals at their arrival point and escort them into the briefing inside Chendl proper. As such, when the interactive begins, the PCs are waiting at the designated arrival point and the tokens have been activated.

## Adventure Summary

Introduction: Players are brought up to date on activities relating to the pre-quel as well as the interlude since the end of that interactive.

Encounter One: PCs meet the elemental they will be escorting and there is opportunity for role play before the party sets off for Chendl.

Encounter Two: On their journey into the city toward the meeting point, PCs are assaulted by agents of Thrommel disguised as luzian forces. They must protect the elemental and assure safe arrival.

Encounter Three: PCs and the elemental arrive in Chendl for a briefing with the Chamber of Four, Mage Council and representatives of various churches. This is a social mix, role play encounter.

There is an opportunity to learn more about the shield itself, the initial spell and the plans to dismantle it.

Interlude: Representatives of various churches perform blessings in the area.

Encounter Four: PCs are faced with the choice of their ultimate role in dissolving the shield. Several options of assistance are available.

Conclusion: An announcement is made declaring the result of the efforts of dismantling the spell.

## Preparation for Play

Each of the players is expected to complete Players Handout One regarding their PC prior to beginning the interactive. The Mage Council attempts to match PCs to those elementals they've all ready met whenever possible. Thus, it is particularly important to have information on who has played FURi6-03 *We're Going Where?* as this may influence which elemental they meet and protect in the first encounter. Elementals are assigned by the interactive coordinator (Michelle) after players are seated and have turned in their handouts to their GM.

In addition, other adventures played may influence information PCs have access to share and NPCs they can identify or have previously interacted with during the information gathering portion of the interactive. PCs receive a +2 circumstance bonus on Charisma related checks with the NPCs they have met previously.

The respective regional adventures and significant NPCs are noted below.

- FUR1-01 Deep Pearl (Dramaynen)
- FUR2-01 Common Defense (Lady Pisenten)
- FUR3-04 Lost Code of Akanadel (Geklon)
- FUR3-05 Reflections (Gorn Gydresol)
- FUR3-06 Eclipse [or associated interactive] (Karzalin, Lady Pisenten, Gorn, Dramaynen, Kalin Trennell)
- FURi6-03 We're Going Where (Karzalin, Lady Pisenten, Gorn, Dramaynen, Kalin Trennell).

PCs who are members of various meta-organizations may receive special assignments during this interactive, so verifying meta-organization membership is also important and should be reviewed on the Players Handouts. In particular, check PC membership in the Mage Council, any church of Furyondy and the Twilight

Hunters. Those members of the Twilight Hunters as well as clergy in most of the involved churches (Mayaheine, Heironeous, St. Cuthbert, Pelor [FAST-C but worshippers of Pelor only], Trithereon, Rao and the Old Faith) receive Players Handout 2 prior to beginning play.

## Introduction

The PCs' mission is to greet the elemental to whom they have been assigned and escort them into Chendl, providing any protection needed along the way. The elementals are discouraged from weakening their spell casting by using any spells at all during the trip. The PCs thus begin at the location where the token was planted and are informed that as it has been activated all ready, they should expect the elemental to arrive at any time. The ritual itself is to occur in the city but the elementals cannot arrive there due to the effects of the shield. In addition, the arrival locations have been spread in a wide radius around the city to minimize the ease of targeting the area with a devastating spell and eliminating all of the assistance. It was felt the elementals could be easier protected if escorted in individually. This was all explained to the PCs prior to their departure so any player questions about the above information can be given freely.

Once assuring that any questions about the above have been answered, that all spell lists have been completed, PC introductions have been made and the PCs are prepared to begin the mission, continue with Encounter One.

## Encounter One: Visitors

During this encounter, PCs meet the elemental they escort into the city and are allowed opportunity for some interaction with them. Prior to beginning the encounter, make sure you have checked with the interactive coordinator (Michelle or Lee) for the identity of the elemental at your table. This is important so there are not multiple tables with the same elemental.

***It was mid-morning when you started your journey through the streets of Chendl, not that one could tell through the pervasive gloom in the city. The darkness in the air was a stark contrast to the soaring beauty of the sculpture and architecture of the jewel of Furyondy and the "diadem" of the Flanaess. Such a place certainly deserves to be rescued from perpetual darkness.***

***Some miles outside the city, just outside the area of darkness, you reach the appointed rendezvous spot: a green, thickly bordered glade. The ground here has been clearly marked with arcane symbols--the focus for the spells to transport the elementals to this plane. It seems your contact arrived some time before you; he/she is awaiting you, looking about the area in interest. <insert descriptive text from below here> Spotting you, he/she states: "Well, I am here. What is it you need me to do?"***

### Creatures:

Give a description of the individual the PCs are to escort:

***Hwen: (Sor12; see Appendix Seven). He is a dark-complected man who stands eleven feet tall, hovering just above the ground, rather than standing upon it. Hwen is an affable and friendly fellow who enjoys social gatherings.***

***Ayana: (see Appendix Seven). This being is a ghostly, translucent figure of humanoid female, composed of shifting vapors; the lower half of her body is, in fact, naught but wisps of swirling mist. Her eyes, though, are a deep blue, and her long hair appears windblown. Ayana is an air weird. She is somewhat of a dreamer as well as an idealist.***

***Fly in Amber: (Spirit Shaman 12; see Appendix Seven). This bizarre creature has a wide, strong body made of pebbly, stonelike material. It has a large, powerful mouth on top of its head, with three long, taloned arms symmetrically positioned around it. Between the arms are large, surprisingly intelligent stone-lidded eyes, underneath which are three thick, short legs. For those familiar with his species, it regards you with unusual calm and intelligence for one of its kind. Fly in Amber is a male average xorn. He is very curious about other creatures, cultures and lands, which is the primary reason he agreed to assist in this task.***

***Even: (see Appendix Seven). He appears to be an attractive human man, but apparently made of earth with eyes of sparkling, multicolored gemstones and straight hair the color of earth, streaked with veins of gold and silver. Where the lower body should be is a shifting column of stone and dirt that connects to the earth. Even is an earth weird. He is quick to anger and easily offended. His main course of study in magic is destruction and protection.***

**Renni:** (Wiz 14; see *Appendix Seven*). ***This creature resembles a robed dwarf with hair of fire and a beard of flames. He has brass-colored skin and a defiant expression on his face, with a metal symbol of an erupting volcano on a burnished gold chain about his neck.*** Renni is a male azer, a follower of Joramy who thus has a strong tendency towards belligerence and argumentativeness. Although he lives on the elemental plane of fire, he happens to know Gnorr (FUR3-06 *Eclipse*) and if he hears of how his comrade was treated is likely to need extra persuasion to stay and provide assistance.

**Aris:** (see *Appendix Seven*). ***The upper half of this being appears to be a beautiful humanoid composed of flickering flame and wreathed with smoke. The lower half of her body snakes away in a fiery trail.*** Aris is a fire weird. She is a seer and oracle. The curse of seeing many possible outcomes causes her to isolate herself from others.

**Mushaki:** (Wiz13; see *Appendix Seven*). ***He has the head, arms and torso of a human but is distinguished by his legs--scaly, supple, with fins where feet would be. In his hands he carries a trident.*** Mushaki studied on the material plane and does not mind visiting occasionally. He agreed to help in this process because of an honest concern for the good folk in the land.

**Nyami:** (see *Appendix Seven*). ***This appears to be a translucent, blue humanoid woman composed of a clear liquid. Her feet remain touching water at all times, even on previously dry land.*** Nyami is a water weird. She considers the search of knowledge and the future to be her primary concern and is primarily interested in others only for how they can further this knowledge. As such, she tends to be reclusive with little interest in social activities.

The elementals' reaction depends in part on whether they have met any of the characters before. If any of the PCs have the Elemental Diplomat marked from FURi6-03 *We're Going Where?*, they receive a +2 circumstance bonus on Diplomacy or Gather Information checks with the elemental. Otherwise, use the information above to accurately portray the elemental the PCs are to escort. Keep in mind that each of the elementals is arriving around the perimeter of the city in a different location, so only the elemental the PCs are to escort is present. The elemental is focused on the task for which they were brought here and it attempts, in general, to steer conversation around to that. They are not aware of what is to occur and

PCs must explain to them that the briefing and spell is to occur elsewhere.

**Treasure:** None.

**Development:** Once PCs are ready to begin traveling to the rendezvous point, proceed to Encounter Two.

## Encounter Two: Agents of luz?

Unfortunately for the PCs, Thrommel has learned of the plans of the Chamber of Four. As he is much happier with the current status of the city, his goal is to thwart any efforts leading to the dissolution of the shield. He has sent some of his servants to see that not all the PCs reach the departure point.

Therefore, about halfway toward the city itself (but well inside the "shield"), the travelers are attacked by agents of Thrommel. The goal of this mission is fundamentally to cause as much damage as possible to the elementals and destroy their escort. Certainly destroying the elementals would be a bonus, although he does not expect to be able to do this. More importantly, Thrommel seeks to implicate luz as the source of the attack.

***As you head down the plains-bordered road to Chendl a voice hails you, seemingly out of nowhere. With a snarl in it, the voice booms in Common, "Ah, luz will be most pleased. Prepare to die!"***

Assume this occurs on an open road bordered by occasional bushes and rocks. The hobgoblins were hidden in the rocks and are currently invisible. The head PC is 40 feet from them when they reveal themselves.

**Creatures:** Thiskar, Neshrok and Kandar are part of a group of hobgoblin mercenaries that have worked for luz, the Kingdom of Ahlissa and other evil entities for years. Their story is that they were sent to destroy the delegation by Old Wicked--though the truth is somewhat different (see Development below).

### APL 2 (EL 5)

**Neshrok:** Male hobgoblin Ftr1/Rog1, hp 18, see *Appendix One*.

**Thiskar:** Male hobgoblin Warlock 4, hp 30, see *Appendix One*.

#### APL 4 (EL 7)

**Neshrok and Kandar:** Male hobgoblin Ftr3, hp 30, see *Appendix Two*.

**Thiskar:** Male hobgoblin Warlock 5, hp 38, see *Appendix Two*.

#### APL 6 (EL 9)

**Neshrok and Kandar:** Male hobgoblin Ftr5, hp 46, see *Appendix Three*.

**Thiskar:** Male hobgoblin Warlock 7, hp 51, see *Appendix Three*.

#### APL 8 (EL 11)

**Neshrok and Kandar:** Male hobgoblin Ftr6, hp 68, see *Appendix Four*.

**Thiskar:** Male hobgoblin Warlock 10, hp 72, see *Appendix Four*.

#### APL 10 (EL 13)

**Neshrok and Kandar:** Male hobgoblin Rog1/Ftr5/Dervish2, hp 92, see *Appendix Five*.

**Thiskar:** Male hobgoblin Warlock 12, hp 86, see *Appendix Five*.

#### APL 12 (EL 15)

**Neshrok and Kandar:** Male hobgoblin Rog1/Ftr5/Dervish4; hp 112, see *Appendix Five*.

**Thiskar:** Male hobgoblin Warlock 14, hp 100, see *Appendix Five*.

**Tactics:** The elemental being escorted by the PCs views the PCs as their bodyguards, so they do not actively engage in the combat. They begin by casting a couple rounds of protective spells, then take standard actions to remain in a full defensive posture. If regularly attacked, they begin a gradual withdrawal back to their arrival location. If asked to aid, the elemental replies (in a fashion appropriate to its personality) that the PCs are its bodyguard and they should protect it.

The hobgoblins' initially make no move to attack the elemental, as they have been warned of the elemental's power. Thus, they seek to eliminate the PCs first, intending to close with the elemental later when its protectors are gone. This is reinforced by the elemental declining to engage directly in combat.

At all APLs, Neshrok, Kandar and Thiskar have consumed *potions of invisibility* prior to entering battle, and are moving into position to surround the party as the combat begins. Give the PCs Listen checks opposed by the hobgoblins'

Move Silently scores to determine whether the party is at all aware of the hobgoblins' approach. Neshrok and Kandar concentrate on flanking apparent spellcasters and taking them out first, followed by any archers. Their primary role is to take out anyone who could harm the mobility or effectiveness of Thiskar. If anyone attacks Thiskar, they move to his aid, trying to give him a chance to get away. Once they drop their first target, they consume *potions of invisibility*, followed by consuming healing potions until mostly healed. Once they are mostly healed, they move into position to flank and take out subsequent PCs, starting with archers and followed by the strongest looking melee fighters.

At APL 10 or 12, Neshrok and Kandar move invisibly to the largest cluster of PCs and start their dervish dance, trying to focus attacks on one or two spellcasters as much as possible. Once the dervish dance is finished, they drink their *potions of invisibility*, consume healing potions if given time, then resume their attacks in more conventional fashion by concentrating on spellcasters first, then others.

At all APLs, Thiskar has activated his *see the unseen* invocation so he can monitor the progress of his allies as much as possible. At lower APLs, he starts by staying a good distance away and using scrolls to disable or slow down as many PCs as possible. All spells cast from scrolls are wizard spells, and thus are subject to arcane spell failure. He then casts *expeditious retreat* on himself from a scroll and begins blasting the party with his eldritch blast and moving, making himself a difficult target. At APL 6 and above, Thiskar keeps much the same tactics, but he maintains flight using his *fell flight* invocation throughout instead of casting any spells on himself.

In all cases, the hobgoblins fight until slain (or knocked unconscious). They do not retreat as they see this situation as one that will win them glory in the eyes of the Hells.

**Treasure:** Keep in mind that any scrolls used during the combat do not add toward total gold.

APL 2: Loot -- 177 gp; Coin -- 0 gp; Magic: *ring of protection +1* (166 gp), *hat of disguise* (150 gp).

APL 4: Loot – 177 gp, Coin – 0 gp, Magic –*ring of protection +1* (166 gp), *hat of disguise* (150 gp).

APL 6: Loot – 177 gp, Coin – 0 gp, Magic – *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp)

APL 8: Loot – 177 gp, Coin – 0 gp, Magic – *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of delayed blast fireball* (190 gp), *scroll of chain lightning* (138 gp), *cloak of charisma +2* (333 gp), *vest of resistance +1* (333 gp)

APL 10: Loot – 177 gp, Coin – 0 gp, Magic – *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of delayed blast fireball* (190 gp), *scroll of meteor swarm* (319 gp), *cloak of charisma +2* (333 gp), *vest of resistance +1* (333 gp), *boots of speed* (1000 gp).

APL 12: Loot – 177 gp, Coin – 0 gp, Magic – *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of polar ray* (250 gp), *scroll of meteor swarm* (319 gp), *cloak of charisma +2* (333 gp), *vest of resistance +2* (1333 gp), *boots of speed* (1000 gp).

**Development:** If captured, Neshrok and/or Kandar insist that they are serving "Iuz the Great" and that Thiskar promised them eternal glory for defeating their enemies today. They hurl insults and otherwise try to goad the PCs into killing them, as they desire death for its glory over captivity.

By contrast, Thiskar knows that his marching orders actually come from agents of Thrommel, but he does his best to bluff the PCs into thinking he was working for Iuz, as he did his hobgoblin compatriots. If the PCs are not fooled, though, he does not acknowledge anything unless one of the PCs thinks to threaten to tell Iuz AND successfully bluffs Thiskar on the point. Thiskar was offered a lot of money and magical items by Thrommel for his aid. However, Thiskar does not risk being exposed to the wrath of Iuz because of his mercenary contract. If the party loses, then the hobgoblins gang up on the elementals and PCs, killing them. Notify the interactive coordinator (Michelle); it is possible other groups may be willing to retrieve their bodies to be raised.

## Encounter Three: The Briefing

**At some point during the briefing, each GM should find Michelle and inform her of whether the elemental their group escorted arrived uninjured.**

The PCs have arrived in Chendl and escorted the elemental into the briefing. Also present at the

briefing are the Chamber of Four, representatives of the Mage Council, representatives of various churches and the sage consultant. This is a role-play encounter of a social mix allowing the elementals to obtain more information on the shield effects, other spellcasters, the ritual itself and the particulars of the original spell which caused the shield's existence. Certain PCs may seek to gain this information for their own purposes or as a result of directions from their meta-organization but regardless the information each elemental obtains may provide aid in their success during the ritual itself.

Each elemental attempts to select a liaison from the group which escorted him or her to the meeting. The task of this liaison is to accompany the elemental throughout the briefing and assist them in obtaining the information they desire or request. This liaison should be selected by the GM considering first the number of ranks in Diplomacy. If any PCs have ten or more ranks in Diplomacy, select the PC with the highest number of ranks. If no PCs have at least ten ranks in Diplomacy, give one point to PCs who have at least five ranks. Then, eliminate PCs who have no ranks at all and give one point for each of the following:

- PC is an Elemental Diplomat from *FURi6-03 We're Going Where?* (Must show AR)
- PC has the Mark of the Elements from *FURi6-03 We're Going Where?* (Must show AR)
- PC speaks the language of the elemental (e.g. Ignan for fire, Terran for earth, etc).

Add all the points together and select the PC with the most points. In any case, if a PC declines to be a liaison, offer the position to the other eligible PCs (must have at least one rank in Diplomacy) until either a liaison is selected or all eligible PCs have declined. If no eligible PC agrees to serve in this capacity, inform the interactive coordinator, as it is possible one may be present at another table. Give the PC selected to be a liaison Player Handout 3: Elemental Liaison.

PCs may also desire or be in need of healing following the conflict with the hobgoblins during their journey there. As such, the clerics from the represented temples have brought wands to assist with the curing process (to avoid using their own spells, which are expected to be needed for the ritual). PCs may make a suitable donation (as noted below) and receive up to five rounds of healing from the NPC clerics present. The following is available:



- Wands of Cure Light Wounds (multiple available, no limit beyond the five rounds noted above): Cost is 15 gp per charge (CL 1).
- ONE Wand of Cure Serious Wounds: This wand is available from only one judge who must track all charges used. The wand starts with 50 charges. Note that any used in slot zeros should be forwarded to the interactive coordinator. Cost is 225 gp per charge (CL 5).
- Three *scrolls of heal*. These are available only from a single designated judge. Due to limited quantities, only one is available to slot zero tables (Once used, they are gone). These scrolls cannot be purchased for later use; the PC must pay 1650 gp and the cleric then uses the scroll on them. (CL 12)

PCs are allowed to mix in one large group during this portion of the interactive. A time limit will be enforced. PCs are allowed to give as well as obtain information during this encounter. Note that PCs giving or recalling information MUST have the AR indicating that PC played the adventure from which the information was gained as well as make the necessary Intelligence check (base DC 15 unless otherwise noted). Otherwise, the PC knows nothing about it, regardless of player knowledge (which may have been obtained from other PCs). See the GM Aid for additional information which can be obtained during this encounter.

In addition to information listed in the GM Aid, PCs may obtain the following information from any of the clergy present, with a successful Gather Information check:

- DC 10: They are unsure whether Karzalin's young apprentice, Asimov, is up to the task placed in front of him.
- DC 12: The Chamber of Four have indicated that the primary task of the churches is to be containment of the evil magical forces, and channeling positive energy.
- DC 14: It is important to complete the ritual now, as research suggests its continued presence strengthens undead in the area.
- DC 15: Asimov comes from Dyvers, where his family fled enslavement by the Scarlet Brotherhood. Many wonder about where his loyalties lie.
- DC 18: Asimov has traveled extensively and acquired much wealth, which many believe was a significant factor in his appointment as apprentice to Karzalin. Some wonder if his

wealth held more sway than his skill in determining his appointment.

**Creatures:** All PCs have the option of interacting in an informal mixing with members of the Chamber of Four, Geklon the sage, the elementals and members of various churches. In order to obtain information from ANY of the NPCs noted below, the PC must specifically ask about the topic in a polite manner and succeed at a Diplomacy check (DC noted with the information). PCs serving as elemental liaison receive a +5 circumstance bonus to these checks due to their role in helping those who will actually be involved in the ritual, as well as a +2 assistance from the elemental's aid. Remember that PCs who have met with the NPCs previously and provided assistance receive an additional +2 circumstance bonus on their Diplomacy checks, regardless of whether they are a liaison or not.

**Pisenten, Water Elementalist:** (human female Wiz 14). Lady Pisenten is the most approachable of the Chamber of Four and since Karzalin's disappearance has functioned as the leader of the Chamber. Persistent and strong-willed, Pisenten tends to keep her own council and dispenses information cautiously.

**Gorn Gydersol, Air Elementalist:** (human male Wiz 12). Gorn is an exceptionally powerful and arrogant member of the ruling class, who does not forget this. Gorn tends to speak in a formal, pompous manner. He sees nothing wrong with doing things in the most expedient manner possible.

**Dramaynen, Earth Elementalist:** (human male Wiz 13). Brusque and blunt, Dramaynen is good friends of Geklon and was responsible for bringing his expertise to the Chamber's aid. He does not answer questions unless they are specifically directed to him.

**Asimov Brighteen** (human male Wiz6/Mindbender 3). Asimov is a young Suel man who has barely the experience needed to place him as Karzalin's apprentice prior to the first spell's mishap. He is a shy, secretive fellow who delights in exerting control over others, especially planar beings. Thus, his focus in social situations is to arrange things such that he dominates others, typically covertly or "behind the scenes." He has been assisting in a limited way in the research following the creation of the shield, and is slated to take Karzalin's place in the ritual ahead.

**Geklon the Sage:** (human male Exp1/Mnk2/Wiz 6). Geklon is a blunt older man

with a sharp mind and even sharper wit. He is an expert in protective magics and a devout follower of Boccob. PCs may remember him from FUR3-04 Lost Code of Akanadel.

**Kalin Trennell:** (Clr8/Church Inquisitor 3 [Mayaheine]). PCs may remember Kalin from FUR3-06 Eclipse. He continues to experience and struggle with strong feelings of guilt about the shield. He sees this as a personal failure on his part to protect the citizens as he was involved in obtaining the final item for the spell. As a result of his earlier experience, he is cautious in trusting others with this mission.

**Hwen:** (Sor12; see *Appendix Seven*). Hwen is a male djinni from the elemental plane of air. He is an affable and friendly fellow who enjoys social gatherings.

**Ayana:** (see *Appendix Seven*). Ayana is an air weird. She is somewhat of a dreamer as well as an idealist.

**Fly in Amber:** (Spirit Shaman 12; see *Appendix Seven*). Fly in Amber is a male average xorn. He is very curious about other creatures, cultures and lands, which is the primary reason he agreed to assist in this task.

**Eveen:** (see *Appendix Seven*). Even is an earth weird. He is quick to anger and easily offended. His main course of study in magic is destruction and protection.

**Renni:** (Wiz 14; see *Appendix Seven*). Renni is a male azer, a follower of Joramy who thus has a strong tendency towards belligerence and argumentativeness. Although he lives on the elemental plane of fire, he happens to know Gnorr (FUR3-06 Eclipse) and if he hears of how his comrade was treated is likely to need extra persuasion to stay and provide assistance.

**Aris:** (see *Appendix Eight*). Aris is a fire weird. She is a seer and oracle. The curse of seeing many possible outcomes causes her to isolate herself from others.

**Mushaki:** (Wiz13; see *Appendix Seven*). Mushaki is a male triton who has lived many years on the elemental plane of water. As a youth he studied on the material plane and does not mind visiting occasionally. He agreed to help in this process because of an honest concern for the good folk in the land.

**Nyami:** (see *Appendix Seven*). Nyami is a water weird. She considers the search of knowledge and the future to be her primary

concern and is primarily interested in others only for how they can further this knowledge. As such, she tends to be reclusive with little interest in social activities.

**Development:** Once all the PCs have made it to the briefing and reports are in on any damage to the elementals during the travel there, the Chamber and Elementals begin final preparations for the spell itself. This starts with blessings from the gods. Proceed to the interlude.

## Interlude

Once information gathering is complete, the area is blessed by clerics of all religions represented. Final preparations are made to begin the ritual itself. PCs are allowed at the conclusion of the blessings to determine in what manner, if any, they wish to assist in the ritual.

***As the information gathering draws to a close, clerics of many different deities gather in the center of the group...seemingly setting aside any previous differences. After a brief consultation, they join in prayer which seems to grow louder as silence descends on the crowd. Blessings are called down from Heironeous, Mayaheine, Pelor, Trithereon, St. Cuthbert, Rao and Obad-Hai. Their protection is requested not only for the people of Chendl, but also for the larger nation of Furyondy.***

***Prayers completed, the clerics move by twos to take their places surrounding the center of the gardens where the main ritual is to occur. As explained earlier, the hope is to contain any backlash from the ritual to this area. The focus will be here, where the original spell was cast. Scorched earth still marks the center point of that spell.***

***Once the clerics are in place, the arcane casters move to take their positions. Dramaynen moves to the south facing Asimov in the north. Gorn moves to the west facing Pisenten in the east. Dramaynen stands with Hwen on his right and Ayana on his left. Asimov is flanked by Mushaki and Nyami. Gorn stands with Fly in Amber on his left and Even on his right while Pisenten is positioned between Aris and Renni. There is a pause of expectation as they await the remainder of those present to take their positions.***

**Development:** Proceed to Encounter Four, which begins with PC declarations of the assistance they plan to offer toward the ritual.

## Encounter Four: Counterspell

This encounter begins with PCs being invited to determine their own position for the spell and what, if anything, they wish to do to participate. The PCs have several choices in terms of where they wish to be. This encounter assumes they wish to remain and participate in some manner in the ritual. If not, the interactive is over for them.

PCs may choose to position themselves near the center of the ritual (e.g. directly behind those arcane casters performing the spell) or around the edges (e.g. with the clerics currently protecting the perimeter of the spell). PCs wanting to be “in the middle” need to state which side they wish to be closer to in order to be able to participate. If they chose the exact middle they are too far away from both sides to see well what is happening and react in time. Once PCs have selected their location, each group is given the choice of what they wish to do. Most PCs are simply going to be providing physical protection to prevent distractions while the ritual is in progress. However, spellcasters may choose to assist in a more extensive way with the ritual itself. Arcane casters must be near the center to do this and divine casters must be near the perimeter to do this. Regardless, read the following before proceeding to the appropriate sub-encounter below:

***Everyone moves into position and final preparations begin. There seems to be a collective breath taken and held as the ritual itself begins...***

**Development:** Based on player choices, four groups are formed:

- Arcane casters choosing to assist in countering the spell. Go to Encounter Four A.
- Divine casters choosing to assist in containing any backlash of the ritual. Go to Encounter Four B.
- PCs choosing to defend the arcane casters. Go to Encounter Four A.
- PCs choosing to defend the divine casters. Go to Encounter Four B.

### Encounter Four A: Arcane Casters

The PCs who state they wish to be in the center of the ritual area are placed on one side of the

interactive area. They are shown a map (see Map 1: Arcane Caster Placement) and can designate where their PCs are standing. Arcane casters who choose to participate in the ritual itself form one group. Those who are not arcane casters choosing to assist in the ritual are separated into tables by simply grouping the PCs closest to each other, then referring to designated tables on Map 1A: Arcane Table Placement.

Since this encounter occurs while the PCs are still within the city limits of Chendl, the full force of the shield is in effect. This is especially relevant for the defenders. Note, however, that if any PCs are still fighting these creatures when the shield has been successfully countered, the creatures lose all the effects below. Keep in mind the following factors:

- There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight although it is currently mid-day.
- Because of the joint efforts of the priests and clerics of the city immediately prior to the ritual beginning, the desecration of the ground has been partially countered. In this case, there remains a -2 profane penalty on turn undead checks. However, all other bonuses for the undead (e.g. attack, damage and saving throws) have been removed.
- The shield interferes with divinatory effects. There is a 75% chance any divinatory spell will be ineffective. Effective *divination* spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.
- Any attempt to detect evil in the city results in detecting the evil of the shield (strength is strong; caster level 20).
- The shield results in an effective *dimensional anchor* spell on the city proper. *Summoning* spells do not function, nor do any means of extradimensional travel (as per the spell).

#### **Defenders:**

PCs are allowed to “float” between adjacent tables in their section with a move action. No more than seven conscious PCs can be at a table at any one time. If a PC wishes to join a full table, one of the PCs at that table must move out to an adjacent table before that PC may act. If an unconscious PC becomes conscious at a table all ready containing seven conscious PCs, the awakening PC must withdraw to a legal table as a move

action at the beginning of their next initiative, unless another PC leaves before that option occurs. They cannot “delay” this action. A PC may chose to carry a single unconscious PC with them to another table, assuming they have sufficient strength to do so (see PHB p 161-162 to determine whether the PC is encumbered and the effects of this on dexterity, AC and movement. Dragging a PC doubles movement). New PCs at a table join as “first come, first served,” based on initiative at the new table.

The “APL” of the table is decided based on those used in Encounter 2. That is, each GM is assigned a table, and at that table they judge the APL they ran during Encounter 2, **regardless of the actual level of the PCs at the table.** Since this is conducted regardless of the APL of the PCs at the table, the following rules are in effect:

- PCs may yell for assistance as a free action at any time (even if not their turn).
- PCs may chose to take a move action to leave their post (table) before combat begins in order to move to an adjacent table if there is room.
- PCs defending the arcane casters are sufficiently far away that they cannot hear those defending the divine casters. It takes two full round actions to move between those spell areas.
- If at any point a table contains no conscious PCs while some of the attacking creatures are still standing, notify the coordinator immediately.

Thrommel is making one last attempt to interfere with the dismantling of the shield. As such, he is sending creatures to attack those participating and interfere with the ritual.

**Creatures:** A set number of creatures have made their way past the outer perimeter to attempt to interfere with the ritual by distracting those casting the spell. The total number of creatures present is dependent on the defenders. Each GM represents the APL they judged in Encounter Two from those listed below. The ELs of the combat below have been modified by +1 (at most APLs, +1/2 at APL10 since no undead are present) to reflect the cumulative situational modifiers (absence of most of spell casting support due to casters involvement with the ritual, need to protect those involved in the ritual and the effects of the shield itself).

#### **APL 2 (EL 5)**

**Wyvern Zombie:** hp 94; see *Monster Manual* page 267.

#### **APL 4 (EL 7)**

**Allip:** hp 26; see *Monster Manual* page 26.

**Shadow (2):** hp 19; see *Monster Manual* page 221.

#### **APL 6 (EL 9)**

**Vampire Fighter:** hp 32; see *Monster Manual* page 250.

**Nightmare:** hp 45; see *Monster Manual* page 194.

#### **APL 8 (EL 11)**

**Greater Shadows (2):** hp 58; see *Monster Manual* page 221.

#### **APL 10 (EL 13)**

**Cauchemar Nightmare:** hp 172; see *Monster Manual* page 194.

**Runic Guardian:** hp 93; see *Appendix Five*.

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

**Nightwing:** hp 144; see *Monster Manual* page 197.

**Tactics:** The minions’ purpose is to interfere with the spell. Movement, therefore, is directed toward casters. All of the above minions were able to reach the center of the casting area due to their ability to fly, which gives them a movement advantage. In addition, tables adjacent to any APL 10 tables currently have *haste* pre-cast on as many minions as possible, courtesy of the runic guardian. The runic guardian is mounted on the nightmare.

At APL 10, the runic guardian begins with *cone of cold*, positioned to effect, at a minimum, the closest arcane caster while catching as many others in the area of effect as possible without damaging his allies. This may be a member of the Chamber of Four, Elementals or PCs assisting. Any time damage is dealt in this way or a saving throw is required of the NPCs, the Lead GM or designee must be informed in order to track this and see the necessary Concentration checks, etc are made. The runic guardian follows this up with *vampiric touch*, focusing first on any PCs that are flying or above ground. If no PCs are flying, he instead closes with any obvious archers or individuals with ranged attacks, followed by the PC

who appears to be lightest armored. He then dismounts and proceeds with melee attacks.

At APLs 6 and 10, the nightmares also use their smoke ability to attempt to interfere with those actively participating in the ritual, unless prevented from doing so.

At all APLs, the creatures close first with any PCs are flying or otherwise hovering above ground (e.g. *air walk*, etc). They next focus on archers, followed by any obvious spellcasters. Once engaged directly or by spells, they turn their focus to those PCs who attacked them, while avoiding provoking attacks of opportunity.

At the beginning of round 7 (or at the end of combat if it's over before that), read the following to the PCs:

***In the distance, from the central group, you hear a loud scream. Turning towards the sound, you see a column of fire which goes out as abruptly as the voice of whoever screamed. Your stomach lurches uneasily as you sense something may again be going wrong...***

### **Arcane Casters:**

PCs in this group have chosen to directly participate in the ritual. THIS CANNOT BE DONE DURING SLOT ZERO. However, it would be useful for the player to determine whether their PC is able to actually assist, since this may result in a desire to join a different group.

In order to follow along and understand the appropriate actions to take to actually assist, PCs must possess at least five ranks in Spellcraft. If they do not have the necessary skill, they are requested to join one of the other groups. At any point, PCs may chose to withdraw from the ritual itself and join one of the tables of defenders. One of the two interactive coordinators adjudicates this portion of the interactive with ALL PCs present (regardless of the total number of PCs who chose this option).

PCs assisting in this area have two main tasks. The first is channeling the spell energy into the cooperative group effort currently under way to dismantle the "shield" in the manner least likely to cause additional damage to the city and surrounding area. The second is casting appropriate spells to actually counter the effects of the spell. In order to actually make a difference, these spells must exceed an SR check of 17. A total amount of spell power needed for this effort has been calculated and is available to the

interactive coordinator on their "Coordinator Aid: Arcane Spell Assistants."

PCs must remain focused on the spell the entire time. Joining back into the process once they have engaged in other activities (like melee or magical combat with the attacking creatures), requires a DC 20 Spellcraft check plus a DC 25 Concentration check. PCs who take damage from attacks by the undead or other creatures must make a successful Concentration check, as normal, based on damage dealt.

**Treasure:** None, although the Churches do have items they are making available for purchase for all adventurers who assisted...even those who worked with the arcane casters. See Encounter Four B.

**Development:** Once the creatures are slain and the spell resolved, one way or the other, a general conclusion for the entire interactive will occur.

## **Encounter Four B: Divine Casters**

The PCs who state they wish to assist the defense on the edge of the ritual area are placed on one side of the interactive area. They are shown a map (see Map 2: Divine Caster Placement) and can designate where their PCs are standing. Divine casters who choose to participate in the ritual itself form one group. Those who are not divine casters choosing to assist in the ritual are separated into tables by simply grouping the PCs closest to each other, then referring to Map 1B: Divine Table Placement. **Each PC should identify at this point what church they wish to primarily defend or ally with, and this should be noted on their Players Handout.**

Since this encounter occurs while the PCs are still within the city limits of Chendl, the full force of the shield is in effect. This is especially relevant for the defenders. Note, however, that if any PCs are still fighting these creatures when the shield has been successfully countered, the creatures lose all the effects below. Keep in mind the following factors:

- There is an area of magical darkness around the city proper. Essentially, there are clouds over the city at all times and it appears twilight although it is currently mid-day.
- Because of the joint efforts of the priests and clerics of the city immediately prior to the ritual

beginning, the desecration of the ground has been partially countered. In this case, there remains a -2 profane penalty on turn undead checks. However, all other bonuses for the undead (e.g. attack, damage and saving throws) have been removed.

- The shield interferes with divination effects. There is a 75% chance any divination spell will be ineffective. Effective *divination* spells cause additional strain on the caster, requiring a Concentration check (DC 20+spell level) or the caster falls unconscious.
- Any attempt to detect evil in the city results in detecting the evil of the shield (strength is strong; caster level 20).
- The shield results in an effective *dimensional anchor* spell on the city proper. *Summoning* spells do not function, nor does any means of extradimensional travel (as per the *dimensional anchor* spell).

### **Defenders:**

PCs are allowed to “float” between adjacent tables in their section with a move action. No more than seven conscious PCs can be at a table at any one time. If a PC wishes to join a full table, one of the PCs at that table must move out to an adjacent table before that PC may act. If an unconscious PC becomes conscious at a table all ready containing seven conscious PCs, the awakening PC must withdraw to a legal table as a move action at the beginning of their next initiative, unless another PC leaves before that option occurs. They cannot “delay” this action. A PC may chose to carry a single unconscious PC with them to another table, assuming they have sufficient strength to do so (see PHB p 161-162 to determine whether the PC is encumbered and the effects of this on dexterity, AC and movement. Dragging a PC doubles movement). New PCs at a table join as “first come, first served,” based on initiative at the new table.

The “APL” of the table is decided based on those used in Encounter 2. That is, each GM is assigned a table, and at that table they judge the APL they ran during Encounter 2, **regardless of the actual level of the PCs at the table.** Make certain each PC has noted on their Player Handout which church they wish to be identified as defending. Since combat is conducted regardless of the APL of the PCs at the table, the following rules are in effect:

- PCs may yell for assistance as a free action at any time (even if not their turn).
- PCs may chose to take a move action to leave their post (table) before combat begins in order to move to an adjacent table if there is room.
- PCs defending the arcane casters are sufficiently far away that they cannot hear those defending the divine casters. It takes two full round actions to move between those spell areas.
- If at any point a table contains no conscious PCs while some of the attacking creatures are still standing, notify the coordinator immediately.

Thrommel is making one last attempt to interfere with the dismantling of the shield. As such, he is sending creatures to attack those participating and interfere with the ritual.

**Creatures:** Primarily, these creatures have been sent at the outer perimeter to distract the defenders here so the flying opponents can close with those in the central area. The total number of creatures present is dependent on the defenders. Each GM represents the APL they judged in Encounter Two from those listed below. The ELs of the combat below have been modified by +1 to reflect the cumulative situational modifiers (absence of most of spell casting support due to casters involvement with the ritual, need to protect those involved in the ritual and the effects of the shield itself).

#### **APL 2 (EL 5)**

**Human Warrior Skeleton (6):** hp 6; see *Monster Manual* page 226.

**Wolf Skeleton:** hp 13; see *Monster Manual* page 226.

#### **APL 4 (EL 7)**

**Human Commoner Zombie (4):** hp 16; see *Monster Manual* page 266.

**Ogre Zombie (2):** hp 55; see *Monster Manual* page 267.

#### **APL 6 (EL 9)**

**Mummy (3):** hp 55; see *Monster Manual* page 190.

#### **APL 8 (EL 11)**

**Mummy (3):** hp 55; see *Monster Manual* page 190.

**Mohrg:** hp 91; see *Monster Manual* page 91.

**APL 10 (EL 13)**

**Mohrg (4):** hp 91; see *Monster Manual* page 91.

**APL 12 (EL 15)**

**Devourer (3):** hp 78; see *Monster Manual* page 78.

**Tactics:** The minions' purpose is to interfere with the spell. Movement, therefore, is directed toward casters. If PCs do not engage them directly, they begin with any distance attacks they possess targeted at closest individual participating in the ritual. As they are unable to reach the arcane casters, they instead direct their efforts against the divine casters nearest the PCs. Any time damage is dealt in this way or a saving throw is required of the NPCs, the Lead GM or designee must be informed in order to track this and see the necessary Concentration checks, etc are made. As soon as they are engaged directly, they turn their focus to those attacking them.

At the beginning of round 7 (or at the end of combat if it's over before that), read the following to the PCs:

***In the distance, from the central group, you hear a loud scream. Unfortunately, distance precludes vision of what actually occurred. Your stomach lurches uneasily as you sense something may again be going wrong...***

**Divine Casters:**

PCs in this group have chosen to directly participate in the ritual. THIS CANNOT BE DONE DURING SLOT ZERO. However, it would be useful for the player to determine whether their PC is able to actually assist, since this may result in a desire to join a different group.

In order to understand and take the appropriate actions to assist, PCs must be able to turn undead and must possess at least five ranks in one of the following: Spellcraft, Knowledge (religion) or Knowledge (arcana). If they do not possess the necessary skills, they are referred to join one of the other groups. At any point, PCs may chose to withdraw from the ritual itself and join one of the tables of defenders. One of the two interactive coordinators adjudicates this portion of the interactive with ALL PCs present (regardless of the total number of PCs who chose this option).

PCs assisting in this area have two main tasks. The first task is channeling positive energy (turn attempts) in order to counter the evil,

negative energy feeding the spell. These Turn Undead attempts must be directed at the spell itself and cannot be used to turn actual undead. In order to actually overcome the resistance of the "shield", these Turn Undead attempts must turn at least an 8 HD undead. The second major task is to cast appropriate spells to either assist in countering the spell itself or to contain the negative energy and evil of the shield in the manner least likely to cause additional damage to the city and surrounding area. In order to actually make a difference, these spells must exceed an SR check of 17. The total amount of spell power needed for this effort has been calculated and is available to the interactive coordinator on their "Coordinator Aid: Divine Spell Assistants." The total HD to be purged by PCs (not covered by NPC clerics) is also specified in that handout.

PCs must remain focused on the spell the entire time. Joining back into the process once they have engaged in other activities (like melee or magical combat with the attacking creatures), requires a DC 20 Spellcraft check plus a DC 25 Concentration check. PCs who take damage from attacks by the undead or other creatures must make a successful Concentration check, as normal, based on damage dealt.

**Treasure:** Although there is no treasure on the creatures fought, the priests from many of the temples have brought items the temple has created. Effectively, these items are made available for PCs to purchase at the temple cost for creation (and thus are considered "treasure," albeit at considerably less than actual value). Since PCs receive some gold for these items they must pay full price on their AR.

APL 2: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each).

APL 4: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each), *ring of featherfall* (46 gp each).

APL 6: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each), *ring of featherfall* (46 gp each).

APL 8: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each), *ring of featherfall* (46 gp each), *lesser rod of maximize spell* (291 gp each).

APL 10: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each), *ring of featherfall* (46 gp each), *lesser rod of maximize spell* (291 gp each).

APL 12: Loot – 0 gp, Coin – 0 gp, Magic – *wand of lesser vigor* (16 gp each), *ring of featherfall* (46 gp

each), lesser rod of maximize spell (291 gp each), horn of blasting (416 gp each).

**Development:** Once the creatures are slain and the spell resolved, one way or the other, a general conclusion for the entire interactive will occur.

## Conclusion

If both the arcane and divine casters were successful, continue with the following:

***For a moment, time seems to stand still. As the last of the undead creatures are vanquished, a single ray of light pierces the dark sky above. Wizards and clerics let out a sigh of relief before sitting down, exhausted. A piercing scream from an approaching vampire causes smiles to spread and those undead still gathered about look up at the sky before turning to attempt to flee before they are quickly dispatched. Slowly the light spreads as the radiance of Pelor again smiles on Chendl...the ritual worked! Over three years of darkness are at an end.***

PCs members of the Mage Council who discovered (in the course of the briefing) the source or difficulty with the original shield spell AND help minimize public backlash against arcane casters may receive the Mage Inquisitor notation on their AR.

PCs who assisted or protected the arcane casters during the ritual receive the Favor of the Arcane (check "Chamber of Four" on the AR and cross off "Church of \_\_\_\_"). PCs who assisted or protected the divine casters during the ritual receive the Favor of the Divine (check "Church of \_\_\_\_," fill in the Church they assisted [based on their location and stated preference] on the AR and cross off "Chamber of Four"). All PCs receive the Influence Point with the Mage Council and Elemental Friend. PC members of the Twilight Hunters who indicate they plan to relay information to their "usual contact" receive the Favor of the Twilight Hunters.

If the arcane casters were successful but the divine casters were not, continue with the following:

***For a moment, time seems to stand still. As the last of the undead creatures are vanquished, a single ray of light pierces the dark sky above. Wizards and clerics let out a sigh of relief before sitting down, exhausted. A piercing***

***scream from an approaching vampire causes smiles to spread and those undead still gathered about look up at the sky before turning to attempt to flee before they are quickly dispatched.***

***However, the negative energies, not safely dissipated, have taken their toll on the fair city. The aftereffects are everywhere. Though the sun's light warms the heart even as it warms the body, the sight of what it reveals does not: buildings nearby are blasted to rubble and the trees in the park are in splinters. How far does the devastation go? Mixed feelings fill those present for while the destruction surrounds you, the sun shines above and hope fills your soul...what was done in Crockport, surely can be done here. The people of Furyondy always rebuild.***

PCs members of the Mage Council who discovered (in the course of the briefing) the source or difficulty with the original shield spell AND help minimize public backlash against arcane casters may receive the Mage Inquisitor notation on their AR.

PCs who assisted or protected the arcane casters during the ritual receive the Favor of the Arcane (check "Chamber of Four" on the AR and cross off "Church of \_\_\_\_"). PCs who assisted or protected the divine casters during the ritual receive the Favor of the Divine (check "Church of \_\_\_\_," fill in the Church they assisted [based on their location and stated preference] on the AR and cross off "Chamber of Four"). All PCs receive the Influence Point with the Mage Council and Elemental Friend. PC members of the Twilight Hunters who indicate they plan to relay information to their "usual contact" receive the Favor of the Twilight Hunters.

If the divine casters were successful but the arcane casters were not, continue with the following:

***As the last of the undead creatures are vanquished, a collective sigh seems to run through those present as the ritual draws to a close. The final words are spoken, and actions taken, yet it does not seem to be enough. The arcane casters struggle, sweating heavily, as they try to counter this shield of their own making which seems to have taken on a life of its own...almost as if it is being fed power from some other source. At the last, the shield proves too strong for them.***



***Repeated assaults on the essence of the shield resulted in waves of negative energy flowing from the central group. Luckily, the clerics stationed about were able to dissipate the force so no further damage was done to the city. Yet in the end, the darkness remains over Chendl. What was before, remains...***

PCs members of the Mage Council who discover (in the course of the briefing) the source or difficulty with the original shield spell AND help minimize public backlash against arcane casters may receive the Mage Inquisitor notation on their AR.

PCs who assisted or protected the arcane casters during the ritual receive the Favor of the Arcane (check "Chamber of Four" on the AR and cross off "Church of \_\_\_\_"). PCs who assisted or protected the divine casters during the ritual receive the Favor of the Divine (check "Church of \_\_\_\_\_," fill in the Church they assisted [based on their location and stated preference] on the AR and cross off "Chamber of Four"). All PCs receive the Influence Point with the Mage Council and Elemental Friend. PC members of the Twilight Hunters who indicate they plan to relay information to their "usual contact" receive the Favor of the Twilight Hunters.

If neither the arcane nor the divine casters were successful, instead read the following:

***As the last of the undead creatures are vanquished, a collective sigh seems to run through those present as the ritual draws to a close. The final words are spoken, and actions taken, yet it does not seem to be enough. The arcane casters struggle, sweating heavily, as they try to counter this shield of their own making which seems to have taken on a life of its own...almost as if it is being fed power from some other source. At the last, the shield proves too strong for them.***

***Repeated assaults on the essence of the shield resulted in waves of negative energy flowing from the central group. The force of evil was strong and overwhelmed the clerics, blasting through their defenses into the city: buildings nearby are blasted to rubble and the trees in the park are in splinters. How far does the devastation go?***

***The "shield," or spell itself, rather than discharged, seems to be growing in strength somehow. Sensing this, the Chamber and other wizards at the core stop their actions...but the damage has all ready been***

***done. Murmurs spread...what effects will we see now? Will this cursed shield EVER be countered?***

PCs members of the Mage Council who discover (in the course of the briefing) the source or difficulty with the original shield spell AND help minimize public backlash against arcane casters may receive the Mage Inquisitor notation on their AR.

No PCs receive the Favor of the Arcane or Divine; cross this section off all ARs. All PCs receive the Influence Point with the Mage Council and Elemental Friend. PC members of the Twilight Hunters who indicate they plan to relay information to their "usual contact" receive the Favor of the Twilight Hunters.

## **The End**

### **Experience Point Summary**

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

#### **Encounter Two**

Defeat Thrommel's or luz's minions

- APL2 100 xp
- APL4 150 xp
- APL6 200 xp
- APL8 250 xp
- APL10 300 xp
- APL12 350 xp

#### **Encounter Four**

Defeat creatures attacking during ritual

- APL2 100 xp
- APL4 150 xp
- APL6 200 xp
- APL8 250 xp
- APL10 300 xp
- APL12 350 xp

#### **OR**

Assisted with successful completion of ritual

- APL2 100 xp

APL4 150 xp  
APL6 200 xp  
APL8 250 xp  
APL10 300 xp  
APL12 350 xp

### Role Play Award

APL2 25 xp  
APL4 37 xp  
APL6 50 xp  
APL8 62 xp  
APL10 75 xp  
APL12 87 xp

### Total possible experience:

APL2 225 xp  
APL4 337 xp  
APL6 450 xp  
APL8 562 xp  
APL10 675 xp  
APL12 787 xp

## Treasure Summary

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

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

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

pass up this treasure, the coin total is subtracted from the encounter totals given below.

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

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

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

### Encounter Two:

APL 2: L: 177 gp; C: 0 gp; M: 316 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp).

APL 4: L: 177 gp, C: 0 gp, M: 316 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp).

APL 6: Loot – 177 gp, Coin – 0 gp, M: 743 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp)

APL 8: L: 177 gp, C: 0 gp, M: 1487 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of delayed blast fireball* (190 gp), *scroll of chain lightning* (138 gp), *cloak of charisma +2* (333 gp), *vest of resistance +1* (83 gp)

APL 10: L: 177 gp, C: 0 gp, M: 2668 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of delayed blast fireball* (190 gp), *scroll of meteor swarm* (319 gp), *cloak of charisma +2* (333 gp), *vest of resistance +1* (83 gp), *boots of speed* (1000 gp).

APL 12: L: 177 gp, C: 0 gp, M: 3978 gp: *ring of protection +1* (166 gp), *hat of disguise* (150 gp), *scroll of cone of cold* (94 gp), *cloak of charisma +2* (333 gp), *scroll of polar ray* (250 gp), *scroll of*

*meteor swarm (319 gp), cloak of charisma +2 (333 gp), vest of resistance +2 (1333 gp), boots of speed (1000 gp).*

### Encounter Four B:

APL 2: L: 0 gp, C: 0 gp, M: 16 gp: *wand of lesser vigor (16 gp each).*

APL 4: L: 0 gp, C: 0 gp, M: 61 gp: *wand of lesser vigor (16 gp each), ring of featherfall (46 gp each).*

APL 6: L: 0 gp, C: 0 gp, M: 61 gp: *wand of lesser vigor (16 gp each), ring of featherfall (46 gp each).*

APL 8: L: 0 gp, C: 0 gp, M: 353 gp: *wand of lesser vigor (16 gp each), ring of featherfall (46 gp each), lesser rod of maximize spell (291 gp each).*

APL 10: L: 0 gp, C: 0 gp, M: 353 gp: *wand of lesser vigor (16 gp each), ring of featherfall (46 gp each), lesser rod of maximize spell (291 gp each).*

APL 12: L: 0 gp, C: 0 gp, M: 769 gp: *wand of lesser vigor (16 gp each), ring of featherfall (46 gp each), lesser rod of maximize spell (291 gp each), horn of blasting (416 gp each).*

### Total Possible Treasure

APL 2: L: 177 gp; C: 0 gp; M: 332 gp - Total: 509 gp (total possible: 225 gp)

APL 4: L: 177 gp; C: 0 gp; M: 377 gp - Total: 554 gp (total possible: 325 gp)

APL 6: L: 177 gp; C: 0 gp; M: 804 gp - Total: 981 gp (total possible: 450 gp)

APL 8: L: 177 gp; C: 0 gp; M: 1840 gp - Total: 2017 gp (total possible: 650 gp)

APL 10: L: 177 gp; C: 0 gp; M: 3021 gp - Total: 3198 gp (total possible: 1150 gp)

APL 12: L: 177 gp; C: 0 gp; M: 4747 gp - Total: 4924 gp (total possible: 1650 gp)

### Special

**Mage Council Inquisitor:** The Mage Council agrees to fund your learning. You may scribe two spells to which you have access into a spell book at no charge (by using Council supplies). Alternatively, the Council agrees to teach you one of the following feats: Energy Affinity (MH), Mounted Casting (MH), Snowcasting (FB) or Storm Magic (SW).

### Favor of Arcane or Divine (select only one):

**Chamber of Four:** You may select one of the following enhancements to add to a single weapon: air/earth/fire/water elemental power

(large) as in DMG-II. [Circle the appropriate element]. You must all ready possess a weapon with the prerequisite ability for this favor to function (this favor does not give access to the prerequisite ability). This enhancement may be added to the weapon following any Furyondy regional event. This favor is consumed once used. In addition, PC members of the Mage Council gain Furyondy regional access to *scroll of break enchantment* and *scroll of greater dispel magic*.

**Church of \_\_\_\_\_:** You may select one of the following enhancements to add to a single set of armor or shield: ghost touch, death ward (CA), acid/electric/fire/cold or sonic resistance. [Circle the appropriate enhancement]. This enhancement may be added to the armor or shield following any Furyondy regional event. This favor is consumed once used. In addition, PC clergy of the named church gain Furyondy regional access to *scroll of restoration* and *scroll of break enchantment*.

**Favor of the Twilight Hunters:** In exchange for services rendered, members gain +20 on a Gather Information or any Knowledge check in the Kingdom of Furyondy. When using this favor, you are considered to have ranks in the selected Knowledge skill. Using this favor takes 30 minutes to locate one's contacts, obtain and relay the information requested. This favor may be used three times before it is consumed. [ ] [ ] [ ]

**Influence Point with the Mage Council:** This permanent influence point allows you to purchase a *belt of giant strength +4* or to upgrade from +2 to +4 one of the following items: *amulet of health*, *cloak of charisma*, *gloves of dexterity*, *headband of intellect*, *periapt of wisdom*. Circle the item chosen.

**Elemental Friend:** You had peaceful interactions with air, earth, fire and water elementals.

## Items for the Adventure Record

### Item Access

APL 2:

- Hat of Disguise (Adventure; DMG; 1800 gp)
- Wand of Lesser Vigor (Adventure; DMG/CD, 750 gp)

APL 4 (all of APL 2 plus the following):

- Ring of Featherfall (Adventure; DMG; 2200 gp)

APL 6 (all of APLs 2-4 plus the following):

- Scroll of Cone of Cold (Adventure; DMG; 1125 gp)
- Vest of Resistance +1 (Adventure; CA; 1000 gp)

APL 8 (all of APLs 2-6 plus the following):

- Scroll of Delayed Blast Fireball (Adventure; DMG; 2275 gp)
- Scroll of Chain Lightning (Adventure; DMG; 1650 gp)
- Lesser Rod of Maximize Spell (Adventure; DMG; 14,000 gp)

APL 10 (all of APLs 2-8 plus the following):

- Vest of Resistance +2 (Adventure; CA; 4000 gp)
- Boots of Speed (Adventure; DMG; 12,000 gp)
- Scroll of Meteor Swarm (Adventure; DMG; 3825 gp)
- Mithral Breastplate (Adventure, DMG, 4200 gp)

APL 12 (all of APLs 2-10 plus the following):

- Cloak of Charisma +4 (Adventure; DMG; 16,000 gp)
- Scroll of Polar Ray (Adventure; DMG; 3000 gp)
- Horn of Blasting (Adventure, DMG, 20,000 gp)

## Appendix One – APL 2

### Encounter Two

**Neshrok:** Male hobgoblin Rog1/Ftr1; CR 2; Medium Humanoid (goblinoid); HD 1d6+1d10 +4; hp 18; Init +2; Spd 20 ft.; AC 23, flat-footed 21, touch 11; Base Atk/Grp: +1/+2; Atk +3 melee (1d8+2/19-20, mw longsword) or +2 ranged (1d6+1, Javelin); Full Atk +3 melee (1d8+2, mw longsword) or +2 ranged (1d6+1, Javelin); SA Sneak Attack +1d6; SQ Trapfinding, Darkvision 60'; AL LE; SV Fort +4, Ref +4, Will -1; Str 13, Dex 14, Con 14, Int 12, Wis 9, Cha 8.

*Skills and Feats:* Bluff +3, Climb +4, Jump +4, Listen +2, Move Silently +6, Sense Motive +2, Tumble +3, Use Rope +5, Intimidate +2; Dodge, Mobility. Languages: Common, Goblin.

*Possessions:* Full plate, light wooden shield, masterwork longsword, belt and 2 belt pouches, 1 tanglefoot bag, 3 javelins

Active spells: *barkskin* (CL 3, 20 minutes), *invisibility* (CL 3, 3 minutes, but broken when he attacks)

**Thiskar:** Male hobgoblin Warlock 4; CR 4; Medium Humanoid (goblinoid); HD 4d6+12; hp 30; Init +2; Spd 30 ft.; AC 17, flat-footed 15, touch 13; Base Atk/Grp: +3/+3; Atk +3 melee (1d6, sickle) or +5 ranged touch (2d6, eldritch blast); Full Atk +3 melee (1d6, sickle) or +5 ranged touch (2d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 1/cold iron, Deceive Item; AL LE; SV Fort +4, Ref +3, Will +4; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 17

*Skills and Feats:* Bluff +13, Concentration +7, Use Magic Device +13, Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known* (3: base = DC 13+spell level) Least – *sickening blast*, *see the unseen*, *beguiling influence*.

*Possessions:* Masterwork chain shirt, sickle, *ring of protection +1*, backpack, *scroll of sleep*, *scroll of expeditious retreat*, *hat of disguise*.

Active Spell-like abilities: *see the unseen*

## Appendix Two – APL 4

### Encounter Two

**Neshrok and Kandar:** Male hobgoblin Ftr3; CR 3; Medium Humanoid (goblinoid); HD 3d10+6; hp 30; Init +2; Spd 20 ft.; AC 23, flat-footed 21, touch 11; Base Atk/Grp: +3/+4; Atk +5 melee (1d8+1/19-20 longsword) or +4 ranged (1d6+1, javelin) or +4 ranged touch (tanglefoot bag); Full Atk +4 melee (1d8+1/19-20 longsword) or +4 ranged (1d6+1, javelin) or +4 ranged touch (tanglefoot bag); SQ Darkvision 60', AL LE; SV Fort +5, Ref +3, Will +2; Str 13, Dex 14, Con 14, Int 13, Wis 9, Cha 8

*Skills and Feats:* Climb +5, Intimidate +5; Combat Expertise, Improved Trip, Iron Will, Power Attack. Languages: Common, Goblin.

*Possessions:* Full plate, light wooden shield, masterwork longsword, belt and 2 belt pouches, 1 tanglefoot bag, 3 javelins

*Active spells:* *barkskin* (CL 6, 20 minutes), *invisibility* (CL 6, 3 minutes, but broken when he attacks)

**Thiskar:** Male hobgoblin Warlock 5; CR 5; Medium Humanoid (goblinoid); HD 5d6+15; hp 38; Init +2; Spd 30 ft.; AC 20, flat-footed 18, touch 13; Base Atk/Grp: +3/+3; Atk +3 melee (1d6, sickle) or +5 range touch (3d6, eldritch blast); Full Atk +3 melee (1d6, sickle) or +5 ranged touch (3d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 1/cold iron, Deceive Item; AL LE; SV Fort +4, Ref +3, Will +4; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 17

*Skills and Feats:* Bluff +14, Concentration +8, Use Magic Device +14, Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known* (3: base = DC 13+spell level) Least – *sickening blast*, *see the unseen*, *beguiling influence*.

*Active Spell-like abilities:* *beguiling influence*, *see the unseen*, *sickening blast*.

*Possessions:* Masterwork chain shirt, sickle, backpack, *ring of protection* +1, *scroll of slow*, *scroll of lightning bolt*, *scroll of expeditious retreat*, *hat of disguise*.

*Active Spells:* *barkskin* (CL 6, 25 minutes), *see the unseen*.

## Appendix Three – APL 6

Active Spells: *barkskin* (CL 9, 45 minutes), see *the unseen*, *shield* (CL 9, 2 minutes), *invisibility* (CL 9, 3 minutes but broken when he attacks), *fell flight*.

### Encounter Two

**Neshrok and Kandar:** Male hobgoblin Ftr5; CR5; Medium Humanoid (goblinoid); HD 5d10+10; hp 46; Init +2; Spd 20 ft.; AC 28, flat-footed 26, touch 11; Base Atk/Grp: +5/+7; Atk +10 melee (1d8+5/19-20 longsword) or +6 ranged (1d6+1, javelin) or +6 ranged touch (tanglefoot bag); Full Atk +10 melee (1d8+5/19-20 longsword) or +6 ranged (1d6+1, javelin) or +6 ranged touch (tanglefoot bag); SQ Darkvision 60', AL LE; SV Fort +6, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 9, Cha 8

*Skills and Feats:* Climb +5, Jump +5, Intimidate +5; Combat Expertise, Dodge, Improved Trip, Weapon Focus (longsword). Languages: Common, Goblin.

*Possessions:* Full plate, light wooden shield, masterwork longsword, belt and two belt pouches, tanglefoot bag, three javelins

Active Spells (remaining time): *oil of magic vestment* [on armor and shield] (CL 9, 4 hours), *oil of greater magic weapon* (CL 12, 4 hours), *invisibility* (CL 9, 10 minutes, but broken when he attacks), *barkskin* (CL 9, 20 minutes), *fly* (10 minutes).

**Thiskar:** Male hobgoblin Warlock 7; CR 7; Medium Humanoid (goblinoid); HD 7d6+21; hp 51; Init +2; Spd 30 ft.; AC 24, flat-footed 22, touch 17; Base Atk/Grp: +5/+5; Atk +5 melee (1d6, sickle) or +7 range touch (4d6, eldritch blast); Full Atk +5 melee (1d6, sickle) or +7 ranged touch (4d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 2/cold iron, Deceive Item; AL LE; SV Fort +5, Ref +6, Will +5; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 19.

*Skills and Feats:* Bluff +17, Concentration +14, Use Magic Device +17, Combat Casting, Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known* (4: base = DC 14 + spell level) Least – *sickening blast*, see *the unseen*, *beguiling influence*; Lesser – *fell flight*.

*Possessions:* Masterwork chain shirt, sickle, backpack, *ring of protection* +1, *scroll of slow*, *scroll of lightning bolt*, *scroll of expeditious retreat*, *hat of disguise*, *cloak of charisma* +2.

## Appendix Four – APL 8

### Encounter Two

**Neshrok and Kandar:** Male hobgoblin Ftr6; CR 6; Medium Humanoid (goblinoid); HD 6d10+12+6; hp 68; Init +2; Spd 20 ft., fly 60ft (spell); AC 33, flat-footed 32, touch 11; Base Atk/Grp: +6/+8; Atk +11 melee (1d8+7/19-20 longsword) or +8 ranged (1d6+1, javelin) or +8 ranged touch (tanglefoot bag); Full Atk +11 melee (1d8+7/19-20 longsword) or +8 ranged (1d6+1, javelin) or +7 ranged touch (tanglefoot bag); SQ Darkvision 60', AL LE; SV Fort +7, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 13, Wis 9, Cha 8.

*Skills and Feats:* Intimidate +5, Climb +3, Combat Expertise, Dodge, Improved Toughness, Improved Trip, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Languages: Common, Goblin.

*Possessions:* full plate, light wooden shield, longsword, belt and two belt pouches, tanglefoot bag, three javelins, *potion of invisibility*, *potion of cure moderate wounds*

*Active Spells:* *oil of magic vestment* [on armor and shield] (CL 12, 4 hours), *oil of greater magic weapon* (CL 12, 4 hours), *invisibility* (CL 9, 10 minutes, but broken when he attacks), *barkskin* (CL 12, 25 minutes), *fly* (10 minutes)

**Thiskar:** Male hobgoblin Warlock 10; CR 10; Medium Humanoid (goblinoid); HD 10d6+30; hp 72; Init +2; Spd 30 ft.; AC 28, flat-footed 26, touch 17; Base Atk/Grp: +7/+7; Atk +7 melee (1d6, sickle) or +9 range touch (5d6, eldritch blast); Full Atk +7 melee (1d6, sickle) or +9 ranged touch (5d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 2/cold iron, Deceive Item, fiendish resilience 1, fire resistance 5, electric resistance 5; AL LE; SV Fort +7, Ref +8, Will +7; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 20.

*Skills and Feats:* Bluff +21, Concentration +17, Use Magic Device +21, Combat Casting, Maximize Spell-Like Ability (eldritch blast), Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known* (6: base = DC 15+spell level) Least – *beguiling influence*, *sickening blast*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *voracious dispelling*.

*Possessions:* Masterwork chain shirt, sickle, backpack, *ring of protection +1*, *scroll of slow*, *scroll of lightning Bolt*, *scroll of expeditious retreat*, *hat of disguise*, *cloak of charisma +2*, *vest of resistance +1*.

*Active Spells:* *oil of magic vestment* (CL 12, 4 hours), *barkskin* (CL 12, 45 minutes), *shield* (CL 12, 3 minutes), *invisibility* (CL 12, 3 minutes, but broken when he attacks), *fell flight*



## Appendix Five – APL 10

### Encounter Two

**Neshrok and Kandar:** Male hobgoblin Ftr5/Rog1/Dervish2; CR 8; Medium Humanoid (goblinoid); HD 5d10+1d6+2d10+27+8; hp 92; Init +2; Spd 35 ft., fly 60ft (spell); AC 28, flat-footed 26, touch 14; Base Atk/Grp: +7/+9; Atk +14 melee (1d8+9/19-20 longsword) or +9 ranged (1d6+1, Javelin); Full Atk +14/+9 (1d8+9/19-20, longsword) or hasted dervish dance +13/+13/+9 (1d8+7/19-20, longsword) or +9/+4 (1d6+1, Javelin); SA Sneak Attack +1d6, Dervish Dance 1/day for 4 rounds; SQ Trapfinding, AC Bonus +1, Movement Mastery, Slashing Blades, Enhanced Movement (5'); AL LE; SV Fort +7, Ref +8, Will +3; Str 14, Dex 14, Con 16, Int 13, Wis 9, Cha 8

*Skills and Feats:* Intimidate +8, Jump +10, Climb +9, Tumble +16, Perform (dance) +3, Combat Expertise, Dodge, Improved Toughness, Improved Trip, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Languages: Common, Goblin.

**AC Bonus (Ex):** A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

**Dervish Dance (Ex):** A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st

level, and it increases by an extra +1 at every odd-numbered level thereafter.

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

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter.

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

**Slashing Blades:** A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

**Fast Movement (Ex):** At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

*Possessions:* mithril breastplate, longsword, belt and two belt pouches, tanglefoot bag, three javelins, 2 *potions of invisibility*, *potions of cure moderate wounds*, *boots of speed*, *ring of protection +1*

*Active Spells:* *magic vestment* [on breastplate](CL 12, 4 hours), *greater magic weapon* (CL 12, 4 hours), *barkskin* (CL 12, 30 minutes), *invisibility* (CL 12, 10 minutes, but broken when he attacks), *fly* (10 minutes)

**Thiskar:** Male hobgoblin Warlock 12; CR 12; Medium Humanoid (goblinoid); HD 12d6+36; hp 86; Init +2; Spd 30 ft.; AC 28, flat-footed 26, touch 17; Base Atk/Grp: +9/+9; Atk +9 melee (1d6, sickle) or +11 range touch (6d6, eldritch blast); Full Atk +9 melee (1d6, sickle) or +11 ranged touch (6d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 3/cold iron, deceive item, fiendish resilience 1, fire resistance 5, electric resistance 5, imbue item; AL LE; SV Fort +9, Ref +10, Will +10; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 21.

*Skills and Feats:* Bluff +23, Concentration +19, Use Magic Device +23, Combat Casting, Extra Invocation, Maximize Spell-Like Ability (eldritch blast), Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known (7+1: base = DC 15+spell level) Least – beguiling influence, sickening blast, see the unseen; Lesser – eldritch chain, fell flight, flee the scene, voracious dispelling; Greater – chilling tentacles.*

*Possessions:* Masterwork chain shirt, sickle, backpack, ring of protection +1, scroll of delayed blast fireball (CL13), scroll of meteor swarm (CL 17), cloak of charisma +2, vest of resistance +2, hat of disguise.

*Active Spells:* oil of magic vestment (CL 12, 4 hours), barkskin (CL 12, 45 minutes), shield (CL 12, 3 minutes), invisibility (CL 12, 3 minutes, but broken when he attacks), fell flight

## Encounter Four A

**Runic Guardian:** CR 10; Large construct; HD 17d10+30; hp 150; Init +1; Spd 30 ft.; AC 28, touch 10, flat-footed 27; Base Atk +12, Grp +23; Atk +18 melee (2d8+7 plus stunning strike, slam); Full Atk +18/+18 melee (2d8+7 plus stunning strike, slam); Space/Reach 10 ft./10 ft.; SA runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, shield master, teleport without error; AL N; SV Fort +5, Ref +6, Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

**Runic Spells (Sp):** A runic guardian can hold up to six spells. These spells must be cast into its body when it is created. One spell can be placed on the runic guardian's head, one on each limb and one on its torso. The table below gives the maximum level of spell that each of its body parts can hold. Alternatively, the entire runic guardian can hold a single inscribed spell of 6th or 7th level, but this covers its whole body.

Each of these spells can be cast once per day as a spell-like ability. The runic guardian discharges this spell either when directly commanded to do so or when a predetermined situation arises.

Body Part	Highest Spell Level
Head	1 <sup>st</sup>
Each arm	2 <sup>nd</sup>
Each leg	3 <sup>rd</sup>
Torso	5 <sup>th</sup>

**Spell-like abilities:** 1/day – cone of cold (DC 22), haste, vampiric touch, scorching ray, shatter, magic missile. Caster level 18th.

**Stunning Strike (Ex):** Any creature hit by a runic guardian's slam attack must make a successful Fort save (DC 25) or be stunned for one round, in addition to the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Find Master (Su):** No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions even across planar boundaries.

**Guard (Ex):** The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

**Shield Master (Sp):** A runic guardian's master, when in possession of its jewelry, can activate this defensive ability when within 150 feet of the construct. Shield master transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the shield other spell (caster level 25th), except that it provides no AC or saving throw bonuses.

**Teleport without Error (Sp):** Once per day, a runic guardian can use teleport without error (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to her side.

**Description:** *Runic guardians are constructs similar to shield guardians, but with far superior physical and magical capabilities. A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors.*

A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry worn by its master and made at the time of its creation. The master can use this piece of jewelry to call the runic guardian to her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright. In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstance grants its bearer neither control over the construct nor safety from its attacks. The rampage only ends with the destruction of the construct.

## Appendix Six – APL 12

### Encounter Two

**Neshrok and Kandar:** Male hobgoblin Ftr5/Rog1/Dervish4; CR 10; Medium Humanoid (goblinoid); HD 5d10+1d6+4d10+33+10; hp 112; Init +2; Spd 35 ft., fly 60ft (spell); AC 29, flat-footed 27, touch 14 (50% miss chance); Base Atk/Grp: +9/+11; Atk +17 melee (1d8+10/17-20 longsword) or +11 ranged (1d6+1, Javelin); Full Atk +17/+12 (1d8+10/17-20, longsword) or hasted dervish dance +18/+18/+13 (1d8+7/19-20, longsword) or +11/+6 (1d6+1, Javelin); SA Sneak Attack +1d6, Dervish Dance 2/day for 14 rounds, Dance of Death; SQ Trapfinding, AC Bonus +1, Movement Mastery, Slashing Blades, Enhanced Movement (5'); AL LE; SV Fort +8, Ref +9, Will +4; Str 14, Dex 14, Con 16, Int 13, Wis 9, Cha 8

*Skills and Feats:* Intimidate +8, Jump +13, Climb +11, Tumble +18, Perform (dance) +13; Acrobatic, (Cleave), Combat Expertise, Dodge, Improved Toughness, Improved Trip, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword). Languages: Common, Goblin.

**AC Bonus (Ex):** A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

**Dervish Dance (Ex):** A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st

level, and it increases by an extra +1 at every odd-numbered level thereafter.

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

A dervish can perform a dervish dance only once per encounter. A dervish dance lasts 1 round for every two ranks of Perform (dance) that the character has. At the end of a dervish dance, the character becomes fatigued for the duration of the encounter.

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

**Slashing Blades:** A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

**Fast Movement (Ex):** At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

**Dance of Death:** At 4th level, a dervish gains the use of the Cleave feat while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

*Possessions:* mithril breastplate, longsword, belt and 2 belt pouches, tanglefoot bag, 3 javelins, 2 *potions of invisibility*, *potion of cure moderate wounds*, *boots of speed*, *ring of protection +1*.

Active Spells: *magic vestment* [breastplate] (CL 16, 4 hours), *greater magic weapon* (CL 16, 4 hours), *keen weapon* (CL 16, 4 hours), *barkskin* (CL 16, 30 minutes), *displacement* (CL 5, 4 rounds, from potion), *invisibility* (CL 12, 10 minutes, but broken when he attacks), *fly* (10 minutes)

**Thiskar:** Male hobgoblin Warlock 14; CR 14; Medium Humanoid (goblinoid); HD 14d6+42; hp 100; Init +2; Spd 30 ft.; AC 30, flat-footed 29, touch 17; Base Atk/Grp: +10/+10; Atk +14 melee (1d6+4, sickle) or +12 range touch (7d6, eldritch blast); Full Atk +14 melee (1d6+4, sickle) or +12 ranged touch (7d6, eldritch blast); SA Eldritch blast, invocations; SQ Detect magic at will, DR 3/cold iron, deceive item, fiendish resilience 2, fire resistance 5, electric resistance 5, imbue item; AL LE; SV Fort +9, Ref +10, Will +11; Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 23.

*Skills and Feats:* Bluff +26, Concentration +21, Use Magic Device +26, Combat Casting, Extra Invocation, Maximize Spell-Like Ability (eldritch blast), Skill Focus (Bluff), Skill Focus (Use Magic Device).

*Invocations known* (8+1: base = DC 16+spell level) Least – *beguiling influence*, *sickening blast*, *see the unseen*; Lesser – *eldritch chain*, *fell flight*, *flee the scene*, *voracious dispelling*; Greater – *chilling tentacles*, *vitriolic blast*.

*Possessions:* Masterwork chain shirt, sickle, backpack, *ring of protection +1*, *scroll of polar ray* (CL15), *scroll of meteor swarm* (CL 17), *cloak of charisma +4*, *vest of resistance +2*, *hat of disguise*.

Active Spells: *oil of magic vestment* (CL 16, 5 hours), *barkskin* (CL 16, 45 minutes), *shield* (CL 16, 10 minutes), *displacement* (CL 5, 4 rounds, from potion), *invisibility* (CL 12, 3 minutes, but broken when he attacks), *fell flight*, *greater magic weapon* (CL 16, 4 hours).

## Appendix Seven – All APLs

**Hwen:** Male djinni Sor 12; CR 17; Large outsider (air, extraplanar); HD 7d8+12d4+76; hp 150; Init +10; Spd 20 ft., fly 60 ft. (perfect); AC 22, touch 15, flat-footed 16; BAB/Grp: +13/+19; Atk: +15 melee (1d8+2, slam); Full Atk: +15/+15 melee (1d8+2, slam); Space/Reach 10 ft./10 ft.; SA air mastery, spells, spell-like abilities, whirlwind; SQ darkvision 60ft, immunity acid, *plane shift*, telepathy 100 ft, *mage armor* (precast), *stoneskin* (precast): DR 10/adamantine for 120 hp; AL CN; SV Fort +13, Ref +15, Will +16; Str 15, Dex 22, Con 18, Int 14, Wis 16, Cha 23.

**Skills and Feats:** Appraise +12, Concentration +25, Craft (alchemy) +12, Diplomacy +12, Escape Artist +16, Knowledge (arcana) +17, Knowledge (planes) +17, Listen +13, Move Silently +16, Sense Motive +13, Spellcraft +25, Spot +13; Combat Casting, Combat Reflexes, Cooperative Spell, Energy Substitution (acid), Enlarge Spell, Extend Spell, Improved Counterspell, Improved Initiative, Quicken Spell-like Ability (*invisibility*).

**Air Mastery (Ex):** Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

**Spell-like Abilities (Sp):** At will – *invisibility* (self only); 1/day – *create food and water*, *create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 21), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to one hour. Caster Level 20<sup>th</sup>. Save DCs are Charisma based.

**Whirlwind (Su):** A djinni can transform itself into a whirlwind once every ten minutes and remain in that form for up to seven rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 ft wide at its base, up to 30 ft wide at the top and up to 50 ft tall. The djinni controls the exact height, but it must be at least 10 ft tall.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni may take damage if caught in the whirlwind and taken into the air. An affected creature must succeed on a DC 18 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 18 Reflex save or be picked up and bodily held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 18 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength based and includes a +3 racial bonus.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. In addition, creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The djinni can only have as many trapped inside a whirlwind at one time as would fit inside the whirlwind's volume. The djinni can eject any carried creature whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures five feet away have concealment, while those further away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

**Spells Known** (6/8-1/8/7/7-1/6/4; base DC = 16 + spell level): 0—*acid splash*, *amanuensis*, *detect magic*, *mage hand*, *mending*, *message*, *read magic*, *ray of frost*, *stick*; 1st—*endure elements*, *mage armor*, *magic missile*, *persistent blade*, *unseen servant*; 2nd—*glitterdust*, *gust of wind*, *scorching ray*, *shatter*, *snowball swarm*; 3rd—*dispel magic*, *lightning bolt*, *protection from energy*, *slow*; 4th—*ice storm*, *polymorph*,

*stoneskin*; 5th—*break enchantment*, *dismissal*; 6th—*chain lightning*.

**Ayana:** elemental weird; CR 14; Large elemental (air); HD 23d8+92; hp 199; Init +6; Spd 30 ft., fly 30ft (perfect); AC 19, touch 11, flat-footed 17; BAB/Grp: +16/+25; Atk: +21 melee (2d6+7, slam); Full Atk: +21/+21 melee (2d6+7, slam); Space/Reach 10 ft./10 ft.; SA elemental command, spells; SQ air mastery, air pool, breathsense, DR 10/-, elemental traits, prescience, regeneration 10, *mage armor* (precast), *protection from arrows* (precast); SR 25; AL N; SV Fort +15, Ref +15, Will +13; Str 21, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

*Skills and Feats:* Concentration +29, Diplomacy +34, Intimidate +32, Knowledge (the planes) +29, Knowledge (religion) +27, Knowledge (arcana) +29, Listen +16, Sense Motive +32, Spot +17; Alertness, Cooperative Spell, Dodge, Empower Spell, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Still Spell.

**Air Mastery (Ex):** An air weird gains +1 bonus on attack and damage rolls if its foe is airborne.

**Air Pool:** This pool is filled with billowing, gusting vapors of breathable air and mist. Creatures without the ability to fly cannot move through it except by falling. An air weird's pool may be affixed to any vertical or horizontal surface and it may be right side up or upside down (if affixed to the ceiling). See Elemental Pool for more information on the weird's pool.

**Elemental Pool (Su):** Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

**Breathsense (Ex):** An air weird can automatically sense the location of any breathing creature within 60 feet.

**Elemental Command (Su):** A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

**Prescience (Su):** At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer*, *clairaudience/clairvoyance*, *contact other plane*, *detect thoughts*, *discern location*, *find the path*, *foresight*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *vision*. Caster level 18<sup>th</sup>, save DC 16 + spell level.

**Spells (Ex):** An air weird can cast arcane spells and divine spells from the Air and Travel domains as an 18<sup>th</sup> level sorcerer.

*Spells Known* (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*; 1st—*comprehend languages*, *chill touch*, *mage armor*, *sleep*, *unseen servant*; 2nd—*mirror image*, *protection from arrows*, *resist energy*, *scorching ray*, *shatter*; 3rd—*dispel magic*, *displacement*, *lightning bolt*, *slow*; 4th—*greater invisibility*, *ice storm*, *scrying*, *shout*; 5th—*dismissal*, *telekinesis*, *teleport*, *wall of force*; 6th—*chain lightning*, *disintegrate*, *guards and wards*; 7th—*greater arcane sight*, *limited wish*, *prismatic spray*; 8th—*Bigby's clenched fist*, *sunburst*; 9th—*time stop*.

**Fly in Amber:** Male average xorn Spirit Shaman 12; CR 18; Medium outsider (Extraplanar, earth); HD 7d8+12d8+57+3; hp 158; Init +1; Spd 20 ft., burrow 20 ft.; AC 25, touch 11, flat-footed 24; BAB/Grp: +16/+18; Atk: +18 melee (4d6+2, bite); Full Atk: +18/+13 melee (4d6+2, bite) and +16/+16/+16 (1d4+1 claws); SA chastise spirits,

ghost warrior, SQ all-around vision, earth glide, DR 5/bludgeoning, darkvision 60ft, immunity cold and fire, electricity resistance 10, tremorsense 60 ft., spirit guide (raccoon), wild empathy, chastise spirits, detect spirits, blessing of the spirits, follow the guide, warding of the spirits, spirit form 1/day, guide magic, recall spirit, *stoneskin* (precast): DR 10/adamantine for 120 hp; AL N; SV Fort +16, Ref +10, Will +17; Str 14, Dex 12, Con 17, Int 10, Wis 18, Cha 14.

**Skills and Feats:** Concentration +15, Diplomacy +10, Hide +11, Intimidate +12, Knowledge (dungeoneering) +10, Knowledge (nature) +8, Knowledge (planes) +8, Listen +16, Move Silently +11, Search +10, Spellcraft +8, Spot +20, Survival +16; [Alertness], Combat Casting, Cooperative Spell, Enlarge Spell, Extend Spell, Multiattack, Power Attack, Practiced Spellcaster, Toughness, Transdimensional Spell.

**All around vision (Ex):** A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus to Spot and Search checks. A xorn cannot be flanked.

**Earth Glide (Ex):** A xorn can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing xorn flings the xorn back 30 ft., stunning the creature for one round unless it succeeds on a DC 15 Fortitude save.

**Spirit Guide:** All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive and interact with her guide. It exists only inside her own mind and soul. [Raccoon: Curiosity]. The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5<sup>th</sup> and 10<sup>th</sup> level (see Follow the Guide and Guide Magic).

**Wild Empathy (Ex):** Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person (see Chapter 4: Skills in the PHB). The

spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine her wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of each other under normal conditions. Generally, influencing an animal in this way takes one minute (as with influencing people, this ability might take more or less time). A spirit shaman cannot use this ability to influence a magical beast.

**Chastise Spirits (Su):** Beginning at 2<sup>nd</sup> level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits. Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 ft. of the shaman. The affected spirits get a Will save (DC 10 + shaman level + Cha modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance – the effect hits spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

**Spirits:** For purposes of the spirit shaman's ability, a "spirit" includes any of the following creatures: all incorporeal undead, all fey, all elementals, creatures in astral form or with astral bodies, all creatures of the spirit subtype, spirit folk and telthors, spirit creatures created by spells such as *dream sight* or *wood wose*.

**Detect Spirits (Sp):** The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell like ability. It functions just like *detect undead*, except that it detects creatures that are considered spirits.

**Blessing of the Spirits (Sp):** Starting at 4<sup>th</sup> level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires ten minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except that it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit



shaman can re-create it by simply taking ten minutes to do so.

**Follow the Guide (Su):** At 5<sup>th</sup> level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again one round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

**Ghost Warrior (Su):** Beginning at 6<sup>th</sup> level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

**Warding of the Spirits (Sp):** Starting at 7<sup>th</sup> level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires one minute. The warding lasts for ten minutes per level and otherwise functions like *magic circle against evil*, except it protects against spirits.

**Spirit Form (Su):** At 9<sup>th</sup> level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to one minute.

While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1).

She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction. At 15<sup>th</sup> level and higher, a spirit shaman can use her spirit form twice per day. At

20<sup>th</sup> level, she can use this ability three times per day.

**Guide Magic (Su):** Starting at 10<sup>th</sup> level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while her spirit guide concentrates on the spell. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

**Recall Spirit (Sp):** At 11<sup>th</sup> level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body, restoring life to a recently deceased creature. The ability must be used within one round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss and no loss of spells. The creature is only restored to -1 hit points but is stabilized.

*Spells Known* (6/7/7/7/7-1/5; base DC = 14 + spell level; cast as 16<sup>th</sup> level): 0—*detect magic, light, guidance*; 1st—*magic fang, obscuring mist, produce flame*; 2nd—*heat metal, flaming sphere, resist energy*; 3rd—*cure moderate wounds, daylight, stone shape*; 4th—*dispel magic, flame strike*; 5th—*ice storm (transdimensional), stonewall*; 6th—*greater dispel magic*.

**Even (Advanced Earth Weird):** CR 14; Large elemental (earth); HD 23d8+92; hp 199; Init +6; Spd 30 ft., burrow 30ft; AC 19, touch 11, flat-footed 17; BAB/Grp: +16/+25; Atk: +21 melee (2d6+7, slam); Full Atk: +21/+21 melee (2d6+7, slam); Space/Reach 10 ft./10 ft.; SA elemental command, spells; SQ earth mastery, earth pool, tremorsense, DR 10/-, elemental traits, prescience, regeneration 10, *mage armor* (precast), *protection from arrows* (precast); SR 25; AL N; SV Fort +19, Ref +11, Will +13; Str 21, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

*Skills and Feats:* Concentration +29, Diplomacy +34, Intimidate +32, Knowledge (the planes) +29, Knowledge (religion) +27, Knowledge (arcane) +29, Listen +16, Sense

Motive +32, Spot +17; Alertness, Cooperative Spell, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Silent Spell.

**Earth Mastery (Ex):** An earth weird gains +1 bonus on attack and damage rolls if its foe is touching the ground.

**Earth Pool:** This pool is filled with churning mud, rocks and earth. Every creature within it (except the earth weird) takes 4d8 points of damage per round from the ever-grinding earth. In addition, creatures entering the pool suffocate if they do not have a way to breathe and are entombed (unable to move) if they cannot burrow. An earth weird's pool may be affixed only to a horizontal surface and it may only appear in a right-side up position. The top of weird's pool is affixed meets the floor on the far side of the PC's entry point. See Elemental Pool for more information on the weird's pool.

**Elemental Pool (Su):** Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

**Tremorsense (Ex):** An earth weird can automatically sense the location of anything within 60 ft that is in contact with the ground.

**Elemental Command (Su):** A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

**Prescience (Su):** At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer, clairaudience/clairvoyance, contact other plane, detect thoughts, discern location, find the path, foresight, greater scrying, legend lore, locate creature, locate object, tongues, true seeing, vision*. Caster level 18<sup>th</sup>, save DC 16 + spell level.

**Spells (Ex):** An earth weird can cast arcane spells and divine spells from the Earth and Destruction domains as an 18<sup>th</sup> level sorcerer.

*Spells Known* (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—*acid splash, daze, detect magic, flare, light, mage hand, message, prestidigitation, ray of frost*; 1st—*comprehend languages, chill touch, mage armor, sleep, unseen servant*; 2nd—*mirror image, protection from arrows, resist energy, scorching ray, shatter*; 3rd—*dispel magic, displacement, lightning bolt, slow*; 4th—*greater invisibility, ice storm, scrying, shout*; 5th—*dismissal, telekinesis, teleport, wall of force*; 6th—*antimagic field, disintegrate, stonewall*; 7th—*greater arcane sight, limited wish, prismatic spray*; 8th—*Bigby's clenched fist, sunburst*; 9th — *time stop*.

**Renni:** Male azer Wiz14 (Joramy); CR 16; Medium outsider (native, fire); HD 2d8+14d4; hp 103; Init +2; Spd 30 ft.; AC 25, touch 12, flat-footed 23; BAB/Grp: +9/+11; Atk: +11 melee (1d8+2+1 fire, warhammer); Full Atk: +11/+8 melee (1d8+2+1 fire, warhammer); SA spells, heat; SQ darkvision 60ft, immunity fire, vulnerability cold, *stonewall* (precast): DR 10/adamantine for 140 hp; SR 13; AL N; SV Fort +10, Ref +9, Will +14; Str 14, Dex 14, Con 16, Int 20, Wis 15, Cha 6.

*Skills and Feats:* Appraise +10, Climb +5, Concentration +16, Craft (weaponsmith) +15, Craft (alchemy) +10, Diplomacy +3, Hide +4, Jump +6, Knowledge (arcana) +16, Knowledge (nature) +16, Knowledge (planes) +16, Listen +12, Perform (oratory) +3, Search +15, Sense Motive +7, Spellcraft +16, Spot +12; Cooperative Spell, Craft Magic Arms and Armor, Enlarge

Spell, Extend Spell, Fortify Spell, Spell Mastery, Spell Penetration, Widen Spell.

**Heat (Su):** An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

*Spells Prepared (4/6/5/5/5/4/3/2; base DC = 15 + spell level):* 0—*amanuensis, detect magic, read magic, resistance*; 1st—*hypnotism, magic missile, ~~mage armor~~, persistent blade, shocking grasp, unseen servant*; 2nd—*detect thoughts, ghoul touch, knock, snowball swarm, spectral hand*; 3rd—*dispel magic (2), fly, displacement, sound lance*; 4th—*dimensional anchor, dispel magic (enlarged), fire stride, ice storm, ~~stoneskin~~*; 5th—*cone of cold, fabricate, ice storm (enlarged), reciprocal gyre*; 6th—*chain lightning, globe of invulnerability, true seeing*; 7th—*ice storm (widened), greater arcane sight*.

**Aris:** Elemental weird; CR 14; Large elemental (fire); HD 23d8+92; hp 199; Init +6; Spd 30 ft., fly 30ft (perfect); AC 19, touch 11, flat-footed 17; BAB/Grp: +16/+25; Atk: +21 melee (2d6+7+2d6 fire, slam); Full Atk: +21/+21 melee (2d6+7+2d6 fire, slam); Space/Reach 10 ft./10 ft.; SA burn, elemental command, spells; SQ fire pool, fire subtype, DR 10/-, elemental traits, prescience, regeneration 10, *mage armor* (precast), *protection from arrows* (precast); SR 25; AL N; SV Fort +15, Ref +15, Will +13; Str 21, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

*Skills and Feats:* Concentration +29, Diplomacy +34, Intimidate +32, Knowledge (the planes) +29, Knowledge (religion) +27, Knowledge (arcana) +29, Listen +16, Sense Motive +32, Spot +17; Alertness, Cooperative Spell, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Silent Spell.

**Burn (Ex):** Any creature that is hit by the fire weird's slam attack (or that hits the fire weird with a natural weapon or an unarmed attack) must succeed at a Reflex save (DC 20) or catch fire (see Catching on Fire Chapter 3 DMG). The fire burns for 1d4 rounds.

**Fire Pool:** This pool contains a torrent of dancing flames that burn and smoke continually. Unprotected flammable materials within a fire pool catch on fire immediately, and any creature within the pool takes 3d10 points of fire damage per round. Creatures without the ability to fly cannot move through this pool, except by falling. A fire weird's pool may be affixed to any vertical or horizontal surface and it may appear only in

the right side up position (such as on the floor of a cavern). See Elemental Pool for more information on the weird's pool.

**Elemental Pool (Su):** Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

**Fire subtype (Ex):** A fire weird is immune to fire damage but takes double damage from cold unless a saving throw for half damage is allowed. In that case, the creature takes half damage on a success and double damage on a failure.

**Elemental Command (Su):** A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

**Prescience (Su):** At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer, clairaudience/clairvoyance, contact other plane, detect thoughts, discern location, find the path, foresight, greater scrying, legend lore, locate*

creature, locate object, tongues, true seeing, vision. Caster level 18<sup>th</sup>, save DC 16 + spell level.

**Spells (Ex):** A fire weird can cast arcane spells and divine spells from the Fire and Sun domains as an 18<sup>th</sup> level sorcerer.

*Spells Known* (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—*acid splash, daze, detect magic, flare, light, mage hand, message, prestidigitation, ray of frost*; 1st—*comprehend languages, chill touch, mage armor, sleep, unseen servant*; 2nd—*mirror image, protection from arrows, resist energy, scorching ray, shatter*; 3rd—*dispel magic, displacement, lightning bolt, searing light*; 4th—*greater invisibility, ice storm, scrying, shout*; 5th—*dismissal, telekinesis, teleport, wall of force*; 6th—*antimagic field, chain lightning, disintegrate*; 7th—*greater arcane sight, limited wish, prismatic spray*; 8th—*Bigby's clenched fist, sunburst*; 9th—*time stop*.

**Mushaki:** Male triton Wiz13; CR 15; Medium outsider (native, water); HD 3d8+13d4+48; hp 105; Init +2; Spd 5 ft., swim 40 ft.; AC 22, touch 12, flat-footed 20; BAB/Grp: +9/+8; Atk: +8 melee (1d8-1, trident); Full Atk: +8/+3 melee (1d8-1, trident); SA spells, spell-like abilities; SQ darkvision 60ft, *mage armor* (precast); AL NG; SV Fort +10, Ref +9, Will +13; Str 9, Dex 14, Con 16, Int 20, Wis 14, Cha 10.

*Skills and Feats:* Concentration +19, Craft (alchemy) +11, Diplomacy +5, Hide +8, Knowledge (arcana) +21, Knowledge (planes) +13, Listen +8, Search +12, Sense Motive +6, Speak Language [Auran, Aquan, Celestial, Common, Draconic, Giant, Ignan, Sahaugin, Terran], Spellcraft +21, Spot +9, Survival +8, Swim +12; Cooperative Spell, Enlarge Spell, Extend Spell, Mounted Combat, Ride By Attack, Persistent Spell, Sculpt Spell, Transdimensional Spell.

**Spell-Like Abilities:** 1/day: *summon natures ally IV*. Caster Level 7<sup>th</sup>. Tritons often chose water elementals for their companions.

*Spells Prepared* (4/6/5/5/5/4/2/1; base DC = 15 + spell level): 0—*detect magic, mage hand, ray of frost, stick*; 1st—*identify, ~~mage armor~~, magic missile (2), nightshield, shield*; 2nd—*blur, detect thoughts, ghoul touch, spectral hand, fox's cunning*; 3rd—*dispel magic, dragonskin, slow, tongues, vampiric touch*; 4th—*confusion, crushing doom, displacement (extended), lightning bolt (sculpted), remove curse*; 5th—

*dismissal, break enchantment, greater invisibility (extended), teleport*; 6th—*circle of death, flesh greater dispel magic*; 7th—*greater scrying*.

**Nyami:** Elemental weird; CR 14; Large elemental (water); HD 23d8+92; hp 199; Init +6; Spd 30 ft., swim 30ft; AC 19, touch 11, flat-footed 17; BAB/Grp: +16/+25; Atk: +21 melee (2d6+7+2d6 fire, slam); Full Atk: +21/+21 melee (2d6+7+2d6 fire, slam); Space/Reach 10 ft./10 ft.; SA drench, elemental command, spells; SQ water pool, water mastery, DR 10/-, elemental traits, prescience, regeneration 10, *mage armor* (precast), *protection from arrows* (precast); SR 25; AL N; SV Fort +19, Ref +11, Will +13; Str 21, Dex 14, Con 18, Int 20, Wis 23, Cha 23.

*Skills and Feats:* Concentration +29, Diplomacy +34, Intimidate +32, Knowledge (the planes) +29, Knowledge (religion) +27, Knowledge (arcana) +29, Listen +16, Sense Motive +32, Spot +17; Alertness, Cooperative Spell, Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Maximize Spell, Still Spell.

**Drench (Ex):** A water weird's touch puts out torches, campfires and other open flames of its own size category or smaller, as long as they are nonmagical.

**Water Pool:** This pool is filled with bubbling, swirling water. Any creature within it that cannot breathe water immediately begins to drown (see Drowning Rule in Chapter 3 of the DMG). Any creature without the ability to swim cannot move through this pool, except by falling. A water weird's pool may be affixed only to a horizontal surface and it may appear only in the right side up position (such as on the floor of a cavern). See Elemental Pool for more information on the weird's pool.

**Elemental Pool (Su):** Each weird dwells within a large pool (at least 20 feet across and 40 feet deep) filled with the purest form of its element. The pool is affixed to a flat surface (in this case a wall) such that its depth forms a hollow within that surface. An elemental pool can exist as separate area within a larger volume of the same element

The base of the pool contains a portal to the weird's native plane. Three times per day, the weird can summon forth 2d4 huge elementals, 1d2 greater elementals or 1 elder elemental through the portal. Any nonelemental creature entering a pool without the weird's permission must succeed at a Fort save (DC 20) each round

or irrevocably be transformed into the elemental material of the pool. Creatures granted access to the pool by the weird are not subject to this transformation. However, creatures allowed to enter the pool must still provide their own protection from the elemental material

**Water Mastery (Ex):** A water weird gains a +1 bonus on attack and damage rolls if its opponent is touching water.

**Elemental Command (Su):** A weird can attempt to gain control over any elemental within 100 ft. regardless of the latter's elemental type. The elemental must make a successful Will save (DC 23) or succumb to the weird's control. An elemental that saves against this attack is immune to that weird's elemental command ability for 24 hours. There is no limit to the number of elementals a weird can control.

Once under the weird's control, an elemental serves the weird until either it or the weird dies, until the weird dismisses it or until the duration of its summoning expires. It obeys the weird explicitly, even if ordered to attack the being who originally summoned it. The weird does not need to concentrate to maintain control over any elemental it commands.

**Prescience (Su):** At will and as a free action, a weird can duplicate the effect of any of the following divination spells: *analyze dweomer*, *clairaudience/clairvoyance*, *contact other plane*, *detect thoughts*, *discern location*, *find the path*, *foresight*, *greater scrying*, *legend lore*, *locate creature*, *locate object*, *tongues*, *true seeing*, *vision*. Caster level 18<sup>th</sup>, save DC 16 + spell level.

**Spells (Ex):** A water weird can cast arcane spells and divine spells from the Water and Healing domains as an 18<sup>th</sup> level sorcerer.

*Spells Known* (6/8-1/8-1/7/7/7/6/5/3; base DC = 16 + spell level): 0—*acid splash*, *daze*, *detect magic*, *flare*, *light*, *mage hand*, *message*, *prestidigitation*, *ray of frost*; 1st—*comprehend languages*, *chill touch*, *mage armor*, *sleep*, *unseen servant*; 2nd—*mirror image*, *protection from arrows*, *resist energy*, *scorching ray*, *shatter*; 3rd—*dispel magic*, *displacement*, *lightning bolt*, *slow*; 4th—*greater invisibility*, *ice storm*, *scrying*, *shout*; 5th—*dismissal*, *telekinesis*, *teleport*, *wall of force*; 6th—*disintegrate*, *guards and wards*, *heal*; 7th—*limited wish*, *prismatic spray*, *regenerate*; 8th—*Bigby's clenched fist*, *sunburst*; 9th — *time stop*.

## Judge Aid: Information Available at the Briefing

All the Mage Council Members, Geklon, and members of the churches present have the information noted below. If an adventure is noted with a DC, it means that PCs participating in that adventure may recall the information with an Intelligence check of the noted DC.

- We have reason to believe that agents of the Black Knight – if not the knight himself – were aware of the purpose of the mission to obtain the magma and arranged interference for it (FUR3-06 Eclipse, DC 30; FUR6i-03 We're Going Where, DC 5).
- We also have reason to believe agents of Old Wicked arranged interference in obtaining the heart which was to serve as the core of the spell. (FUR3-03 Heart of the Kingdom, DC 15)
- We believe that the pearl powder used to treat the magma for the spell was corrupted in some way. This occurred at some point after it left the Council Chambers. (Diplomacy DC 5)
  - Dramaynen personally treated the pearl powder. There was no difficulty before it left the Council Chamber. [Diplomacy DC 15]
- Karzalin was the one who gave the powder to the original group tasked with obtaining the lava (FUR3-06 Eclipse, DC 20; Diplomacy DC 5).
- We do not know where Karzalin is (FURi6-03 We're Going Where?, DC 5; Diplomacy DC 0).
- The notes the Council had on the research disappeared shortly after Karzalin left. [Diplomacy DC 10] Progress was also somewhat quicker after he left. [Diplomacy DC 15]
- The initial spell was rushed because the Chamber's information network, composed of multiple sources, suggested a need for urgency. We had reason to believe there was a pending summoning of a mass number of luzian forces which was to occur prior to the correct lunar and star alignment. [Diplomacy DC 0]
- The spell itself seems to be growing stronger with time. [Diplomacy DC 5]
- An air spirit was "used" (e.g. slain) during the casting of the original spell. This was done to summon the necessary power from that element (FUR3-06 Eclipse or Eclipse Interactive, DC 20). [Diplomacy DC 20]
  - GORN ONLY: There is no reason to believe any problems arose from the use of the air spirit for the spell. [Diplomacy DC 5, must have obtained earlier information].
- GEKLON ONLY: Further research into the initial spell revealed some minor errors in calculations. I believe these could have been caught were additional time spent in double-checking as I urged at the time. [Diplomacy DC 5]
- Those assisting the arcane casters will be channeling the spell energy (e.g. Spellcraft checks) as well as casting spells to power the ritual. Such spells must relate in some way to countering of the magic. [Diplomacy DC 0, gives below information as well]
  - It is expected that about the same amount of time will be spent on both tasks.
  - The Chamber are eager for PC arcanists to also assist in this ritual, if they desire and possess the necessary skill, learning (e.g. Spellcraft ranks) and power (e.g. caster level).
- Some PCs may wish to assist the clerics from various faiths who have agreed to help with the process. This would involve channeling positive energy to counter the negative energy expected to be emitted as the spell is countered, as well as casting protective spells to safely dissipate the energy and prevent backlash in the surrounding area of the city. Such spells must relate in some way to protection or countering magic. [Diplomacy DC 0, gives below information as well]

- It is expected that about the same amount of time will be spent on both tasks.
- The clerics are eager for PC divine casters to also assist in this ritual, if they desire and possess the necessary skill and learning (e.g. ranks in Spellcraft, Knowledge (religion) or Knowledge (arcana)).
- KALIN ONLY:
  - I do remember seeing a black knight in the vicinity while traveling back to Chendl, but at the time I thought nothing of it. (FUR3-06 Eclipse, DC 25; Diplomacy DC 5)
  - After my return (and the casting of the spell which went awry), priests at the Church of the Shield Maiden discovered my memory of events relating to the mission had been altered. [Diplomacy DC 15].

For information below, the PC MUST have played that adventure to be able to make the Intelligence check (check the AR).

- FUR1-01 Deep Pearl: PCs recovered a stolen deep pearl for Dramaynen to be used in the spell. (DC 20)
- FUR2-01 Common Defense:
  - PCs captured an assassin/spy of luz, who was turned over to Pisenten. The assassin had killed a Furyondy general and his family. (DC 18)
  - Gather Information/Diplomacy with Chamber of Four (DC 25): The spy eventually died and his blood was used as part of the original spell.
- FUR3-03 Heart of the Kingdom: PCs brought back a dryad heart, still living and preserved in an acorn, to the capital to be used in the spell. (DC 18)
  - Gather Information/Diplomacy with Chamber of Four (DC 0): The dryad DID agree to this. This item tied the spell to the land.
- FUR3-04 Lost Code of Akanadel: PCs obtained a cipher for use in interpreting the writings on wards and protections, as noted by Akanadel. This was returned to Geklon, the sage. (DC 15)
- FUR3-05 Reflections: PCs obtained a mirror for Gorn in which an air elemental was trapped. (DC 15)
- FUR3-06 Eclipse:
  - PCs met with Kalin Trennell, from the Church of Mayaheine, and took over his mission. This involved traveling to a rift in the Razing Line and into a temple of Joramy. PCs used a magical brazier found there to carry some lava (after sprinkling it with the powder from the Chamber of Four). On the way out, they met and eventually killed Gnorff, an azer monk of Joramy. (DC 15)
  - The brazier, which had belonged to the temple, was destroyed when the spell was cast (DC 15).
- Eclipse Interactive:
  - All four elementalists participated in the original spell. (DC 0)
  - Earth (DC 10): The pearl was used to treat the lava. Dramaynen also assisted by carving runes and protective symbols into the earth.
  - Water (DC 15): Pisenten integrated the "life force of Furyondy's foe" into powering the wards.
  - Fire (DC 15): Karzalin placed the lava and assisted in drawing the runes.
  - Air (DC 18): Gorn used the power of the air elemental in the mirror as a power source. Unfortunately, this killed the elemental.

## Feats

### **Energy Substitution [Metamagic] (CA p79)**

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

**Prerequisites:** Knowledge (arcana) 5, any metamagic feat.

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

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

### **Maximize Spell-like Ability [General] (CA p81)**

You can use a spell-like ability at its maximum effect.

**Prerequisites:** Spell-like ability at caster level 6<sup>th</sup> or higher.

**Benefits:** Choose one of your spell-like abilities (subject to the restrictions below) to use at maximum effectiveness up to three times per day (or the ability's normal use limit, whichever is less). All variable, numeric effects of the spell-like ability are maximized, dealing maximum damage, curing the maximum amount of hit points, affecting the maximum number of targets, and so on. For example, a 10<sup>th</sup> level warlock's maximized *eldritch blast* deals 36 points of damage three times per day. Saving throws and opposed checks (such as the one you make when you cast *dispel magic*) are not affected, nor are spell-like abilities without random variables.

An empowered maximized spell-like ability gains the benefit of each feat separately (getting the maximum result plus one-half the normally rolled result). For example, a fire mephit's empowered maximized scorching ray would deal 24 points of damage plus ½ of 4d6 points of damage. The spell like ability you wish to maximize can be chosen only from those abilities that duplicate a spell of a level less than or equal to ½ your caster level (round down),

## **Judge Aid: New Rules Items**

minus 2. For a summary, see the Caster Level to Empower column (MM p 304).

**Special:** This feat can be taken multiple times. Each time, you apply it to a different one of your spell-like abilities.

### **Persistent Spell [General] (CA p81)**

You can make a spell last all day.

**Prerequisites:** Extend Spell.

**Benefits:** Spells with a fixed or personal range can have their duration increased to 24 hours. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You don't need to maintain concentration on persistent detect spells (such as detect magic or detect thoughts) for you to be aware of the mere presence or absence of the subject desired, but gaining additional information requires concentration as normal. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

### **Practiced Spellcaster [General] (CA p82)**

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

**Prerequisites:** Spellcraft 4 ranks

**Benefits:** 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 gain from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus.

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

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.



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

### **Sculpt Spell [Metamagic] (CA p83)**

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread. A sculpted spell uses a spell slot one level higher than the spell's actual level.

### **Transdimensional Spell [Metamagic] (CD p85)**

You can cast spells that affect targets lurking in co-existent planes and extradimensional spaces whose entrances fall within the spell's area.

**Benefits:** A transdimensional spell has full, normal effect upon corporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone emanation or spread. A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

**Normal:** Only force spells and effects can effect ethereal creatures and no Material Plane attack affects creatures on the Plan of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.

## **Spells**

### **Amaneunsis (SC p9)**

Transmutation

**Level:** Clr0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** Object or objects with writing

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

You cause writing from one source (such as a book) to be copied into a book, paper or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a scroll or *sepia snake sigil*). If the target contains normal and magical writing (such as a letter with explosive runes), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell's duration you can redirect the magic to copy from another target, copy into a different blank source or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

### **Dragonskin (SC p73)**

Transmutation

**Level:** Sorcerer/wizard 3

**Components:** S, M

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 10 min./level

Your skin toughens and becomes scaly like that of a chromatic dragon of a color that you select. You gain an enhancement bonus to your natural armor equal to +1 per two levels (to a

maximum of +5 at 10th level), as well as energy resistance 10 against the type of energy appropriate to the color you select: acid (black or green), cold (white), electricity (blue), or fire (red). Your energy resistance increases to 20 at 10th level.

*Material Component:* A dragon's scale.

*Special:* Sorcerers cast this spell at +1 caster level.

### **Earthfast (SC p76)**

Transmutation

**Level:** Druid 2

**Components:** V, S

**Casting Time:** 1 standard action

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

**Area:** One stone structure or rock formation, up to 25 cubic ft./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes (object)

*Gray bands extend from your fingertips, wrapping themselves around the wall like a brace, strengthening it for the coming assault.* You reinforce a rock formation or stone structure. The earthfast spell doubles the structure's hit points and increases its hardness to 10. This spell does not function on constructs.

### **Energy Immunity (CA p105)**

Abjuration

**Level:** Clr 6, Drd 6, Sor/Wiz 7, WuJen 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** touch

**Target:** Creature touched

**Duration:** 24 hours

**Saving Throw:** None

**Spell Resistance:** Yes (harmless).

This abjuration grants a creature and its equipment complete protection against damage from one of the five energy types: acid, cold, electricity, fire, or sonic. *Energy immunity* absorbs only damage so the recipient could still suffer side effects such as drowning in acid, being deafened by sonic attacks or becoming immobilized in ice.

*Note:* *Energy immunity* overlaps *protection from energy* and *resist energy*. So long as energy immunity is in effect, the other spells absorb no damage.

### **Nightshield (SC p148)**

Abjuration

**Level:** Cleric 1, Sorcerer/wizard 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** You

**Duration:** 1 min./level (D)

This spell provides a +1 resistance bonus on saving throws; this resistance bonus increases to +2 at caster level 6<sup>th</sup> and +3 at caster level 9<sup>th</sup>. In addition, this spell negates magic missile attacks directed at you.

### **Persistent Blade (SC p154)**

Evocation [Force]

**Level:** Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 standard action

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

**Effect:** One dagger made of force

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

You bring into being a tiny blade of force. The blade flies at a speed of 40 feet (perfect) and attacks any target within its range, as you desire, starting in the round when you cast the spell. The blade attacks on your turn once each round, striking with an attack bonus equal to your base attack bonus + ½ your Cha modifier or Int modifier (for sorcerers and wizards respectively) and deals 1d4 points of damage, with a critical threat range of 19-20. If an ally also attacks the creature, the blade moves to flank the target. As a force effect, it can strike ethereal and incorporeal creatures. The blade cannot be attacked.

Each round after the first, you can use a standard action to switch the blade to a new target; otherwise, it continues to attack the same target. If an attacked creature has spell resistance, the resistance is checked the first time the persistent blade strikes. If the blade is successfully resisted, the spell is dispelled. If not, the blade has its normal full effect on that creature for the duration of the spell.

*Focus:* a silvered dagger.

### **Reciprocal Gyre (SC p170)**

Abjuration

**Level:** Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** Instantaneous

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

**Spell Resistance:** No

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

Only spells specifically targeted on the creature *reciprocal gyre*, so spells that affect an area can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be.

*Material Component:* a tiny closed loop of copper wire.

**Snowball Swarm (SC p194)**

Evocation [Cold]

**Level:** Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** 10-ft. radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half

**Spell Resistance:** Yes

A flurry of magic snowballs erupts from a point you select. The swarm of snowballs deals 2d6 points of cold damage to creatures and objects within the burst. For every two caster levels beyond 3<sup>rd</sup>, the snowballs deal an extra 1d6 points of damage, to a maximum of 5d6 at 9<sup>th</sup> level or higher.

*Material component:* a piece of ice or a small white rock chip.

**Sound Lance (SC p196)**

Evocation [Sonic]

**Level:** Clr4, Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

*Sound lance* causes a projectile of intense sonic energy sound to leap from you to a target within range. The sound deals 1d8 points of sonic damage per caster level (maximum of 10d8). A *sound lance* cannot penetrate the area of a *silence* spell.

**Stick (SC p206)**

Transmutation

**Level:** Bard 0; Sorcerer/wizard 0

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Non-magical, unattended object weighing up to 5 lb.

**Duration:** Instantaneous

**Saving Throw:** Will negates (object)

**Spell Resistance:** Yes (object)

Stick affixes one object weighing up to 5 pounds to another object. The two items can be separated with even a small amount of force, such as a wind stronger than 10 mph, a mage hand or unseen servant spell, or a move action by any corporeal creature (which provokes attacks of opportunity).

*Material Component:* A bit of dried glue.

**Dervish (CW p25-27)**

Wild, exotic, and as dangerous as her whirling blades, the dervish epitomizes speed, quickness, and abandon. Her motions appear to be as random as they are graceful, but the steps of her lethal dance play out according to their own rhythm.

Nearly all dervishes belong to nomadic cultures. These nomads are not simple wanderers with no roots to call their own—they have their ancient traditions, and their societies simply do not consider permanent settlements an important part of their nature. They are gypsies, keeping their own traditions and forging their own familial and societal bonds while they move throughout the world. Often, these tribes adopt the attitudes and even some of the laws of the lands they live in—for the sake of expedience, if nothing else. The dervish treats fighting styles the same way. A dervish learns the dance of war as she grows up among her family and her tribe. She watches others as she travels, however, and brings new steps to the dance as she goes.

Fighters, rangers, and monks often take up the role of the dervish. Many paladins look at the wildness of the dance and assume it has some roots in chaos, but those who look past the seeming randomness can find things to learn. Barbarians seldom choose to learn the ways of the dance—the dervish depends on subtlety more than brute force. The way of the dervish has been known to appeal to some druids, bards, and even sorcerers—those who wish to learn a type of fighting that does not rely on heavy arms or armor find the class interesting.

Halflings and elves make good dervishes, and many nomadic halfling tribes have dervishes as their primary protectors.

NPC dervishes seldom wander without their tribes. They can be sent on missions, or serve as scouts in new lands, but the dervish is too important to the tribal unit to go off on her own for extended periods of time. Some dervishes balk at this responsibility, however, so exceptions to this rule do show up occasionally. A dervish found wandering alone is usually seeking new challenges and new knowledge.

**Hit Die:** d10.

**Requirements:** To qualify to become a dervish, a character must fulfill all the following criteria.

**Base Attack Bonus:** +5.

**Skills:** Perform (dance) 3 ranks, Tumble 3 ranks.

**Feats:** Combat Expertise, Dodge, Mobility, Weapon Focus (any slashing melee weapon).

### Class Skills

The dervish's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Escape Artist (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the dervish prestige class.

**Weapon and Armor Proficiency:** Dervishes gain no proficiency with any weapon or armor.

**AC Bonus (Ex):** A dervish gains this bonus to Armor Class as long as she is wearing no armor or light armor and not carrying a shield. This bonus to AC applies even against touch attacks or when the dervish is flat-footed. She loses this bonus when she is immobilized or helpless, when she wears any armor heavier than light, when she carries a shield, or when she carries a medium or heavy load.

**Dervish Dance (Ex):** A dervish can become a whirling dancer of death a certain number of times per day. While in this dervish dance, she can take a full attack action (for melee attacks only) and still move up to her speed. However, the dervish must move a minimum of 5 feet between each attack when using this ability, and she cannot return to a square she just exited (though she may return to that square later during her full attack). The dervish is subject to attacks of opportunity while dancing, but may tumble normally as part of her move. A dervish prevented from completing her move is also prevented from finishing her full attack.

If a dervish wields a slashing weapon while in a dervish dance, she gains a bonus on her attack and damage rolls. This bonus is +1 at 1st level, and it

increases by an extra +1 at every odd-numbered level thereafter.

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

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

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

**Slashing Blades:** A dervish treats the scimitar as a light weapon (rather than a one-handed weapon) for all purposes, including fighting with two weapons.

**Fast Movement (Ex):** At 2nd level and higher, a dervish gains an enhancement bonus to her speed. A dervish in any armor heavier than light or carrying a medium or heavy load loses this bonus.

**Spring Attack:** At 3rd level, a dervish gains the Spring Attack feat, even if she does not meet the prerequisites.

**Dance of Death:** At 4th level, a dervish gains the use of the Cleave feats while performing a dervish dance, even if she does not meet the prerequisites for the feat. She does not have to move 5 feet before making the extra attack granted by this ability.

**Improved Reaction (Ex):** When she attains 6th level, a dervish gains a +2 bonus on initiative rolls.

**Elaborate Parry (Ex):** When she attains 7th level, a dervish gains an extra +4 bonus to Armor Class when she chooses to fight defensively or use total defense in melee combat.

**Tireless Dance:** When a dervish reaches 9th level, the character no longer becomes fatigued for the duration of the encounter at the end of a dervish dance.

**A Thousand Cuts (Ex):** When a dervish reaches 10th level, once per day she may double the number of melee attacks she makes while performing a full attack action (whether in a dervish dance or not). If a dervish uses this ability in conjunction with her dervish dance, she can make up to two attacks between moves.

The dervish also gains the benefit of the Great Cleave feat with slashing weapons while performing a thousand cuts, even if she does not meet the prerequisites. She does not have to move 5 feet before making any extra attacks granted by this ability.

A dervish using this ability can receive an extra attack from the *haste* spell, but the bonuses provided by the spell do not stack with the bonuses provided by the class.

Level	BAB	Fort	Ref	Will	AC Bonus	Special
1st	+1	+0	+2	+2	+0	Dervish dance 1/day, movement mastery, slashing blades
2nd	+2	+0	+3	+3	+1	Fast movement +5 ft.
3rd	+3	+1	+3	+3	+1	Spring Attack, dervish dance 2/day
4th	+4	+1	+4	+4	+1	Dance of death
5th	+5	+1	+4	+4	+2	Fast movement +10 ft., dervish dance 3/day
6th	+6	+2	+5	+5	+2	Improved reaction
7th	+7	+2	+5	+5	+2	Elaborate parry, dervish dance 4/day
8th	+8	+2	+6	+6	+2	Fast movement +15 ft.
9th	+9	+3	+6	+6	+3	Tireless dance, dervish dance 5/day
10th	+10	+3	+7	+7	+3	A thousand cuts

### **The Warlock (CA p5).**

Wizards learn magic; Sorcerers control magic; Warlocks ARE magic. A Warlock possesses a unique and deep connection to the very essence of magic itself. Unlike other arcane classes, a Warlock does not cast spells. Instead he masters the perilous and often dark magic which suffuses his soul. Even the rare good aligned Warlock is a dark, disturbing and strangely haunted individual. Many do not merely **believe**

that Warlocks are tainted by the blood of powerful evil beings, they **know** it.

Warlocks as they increase in power become resistant to many forms of attack. They learn to channel their innate magic in many ways. They develop a small number of specific attacks and tricks called invocations. These range in power from *least* invocations, through *lesser*, *greater* and finally *dark* invocations.

While a Warlock will almost certainly have a much more limited repertoire than a Wizard or a Sorcerer of the same level, they make up for it by being much tougher and more resilient. One of the important elements to remember when playing a Warlock is that they NEVER run out of magic. Even a Sorcerer can run out of spell slots, but a Warlock can always use his invocations.

### **Class Features:**

**Weapon and Armor Proficiency:** Warlocks are proficient with all simple weapons and light armors but not shields. Warlocks do **not** suffer arcane spell failure penalties when wearing light armor; they **do** suffer such penalties in Medium or Heavy armor.

**Invocations:** A Warlock does not cast spells. Instead she possesses a repertoire of attacks, defenses and abilities known as invocations. A Warlock can use any invocation she knows with the following qualifications:

Invocations are spell-like abilities which can be used at-will; therefore using an invocation is a standard action that provokes attacks of opportunity. Invocations require no verbal, material or experience components – however, unlike other “at-will” spell-like abilities, Warlock Invocations **do** require simple somatic components. (*See the notes on armor above*)

Invocations can be disrupted just as a spell can be ruined during casting. A Warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. Invocations may be invoked defensively (like spellcasting) and unless otherwise stated are subject to spell resistance.

A Warlock’s caster level with his invocations is equal to his Warlock level. The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + warlocks Charisma modifier.

**Eldritch Blast:** The first ability a Warlock learns is *eldritch blast*. Calling upon the magic within her, the Warlock uses baleful magical energy to attack her foes and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage, with the amount of damage increasing as the Warlock rises in level. This damage is a magical spell effect with no specific energy type unless modified by another invocation.

An *eldritch blast* is the equivalent of a spell whose level is one-half the Warlock's class level (rounded down) with a minimum of 1<sup>st</sup> and a maximum of 9<sup>th</sup> (at 18<sup>th</sup> level or higher). An *eldritch blast* is subject to spell resistance and also deals half damage to objects.

Some Warlock invocations alter or augment the properties of an *eldritch blast* and are able to be invoked simultaneously with the *eldritch blast* ability. These invocations are labelled as *eldritch essence* and *blast shape* invocations. A Warlock may choose to apply both a *blast shape* and an *eldritch essence* to an *eldritch blast*. The spell level equivalent then becomes the highest equivalence of any of the powers involved.

**Detect Magic:** Beginning at 2<sup>nd</sup> level a Warlock can *detect magic* as the spell at will.

**Damage Reduction:** Fortified by the magical power flowing through his body, a Warlock becomes resistant to physical attacks at 3<sup>rd</sup> level and above, gaining DR 1/cold iron. Every four levels after 3<sup>rd</sup>, the DR goes up by one to a maximum of DR 5/cold iron at 19<sup>th</sup> level.

**Deceive Item:** At 4<sup>th</sup> level and higher a Warlock can take 10 on any Use Magic Device check, even when stressed or threatened.

**Fiendish Resilience:** Beginning at 8<sup>th</sup> level a Warlock can call upon the powers of her fiendish blood. Once per day, as a free action, she can enter a state which lasts for 2 minutes. While in this state she gains fast healing 1. At 13<sup>th</sup> level this improves to fast healing 2, and then becomes fast healing 5 at 18<sup>th</sup> level.

**Energy Resistance (Su):** At 10<sup>th</sup> level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once these types are chosen, this energy resistance cannot be changed. At 20<sup>th</sup> level, a warlock gains

resistance 10 against the two selected types of energy.

**Imbue Item (Su):** A warlock of 12<sup>th</sup> level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15+spell level for arcane spells or 25+spell level for divine spells) in place of a required spell he doesn't know or can't cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot retry that Use Magic Device check for that spell until he gains a new level.

## WARLOCK INVOCATIONS

Most invocations that duplicate spell effects use the same information as the spell in question, with any exceptions noted here. The spell level equivalent is in brackets next to the invocation's name.

### Eldritch Essence Invocations

Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called *eldritch essence* invocations. Unless noted otherwise, *eldritch blasts* modified by *eldritch essence* invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one *eldritch essence* invocation to a single *eldritch blast*, choosing from any of the *eldritch essence* invocations that he knows. When a warlock applies an *eldritch essence* invocation to this *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell level of the *eldritch blast* or of the *eldritch essence* invocation, whichever is higher. If a warlock targets a creature with an *eldritch essence* blast that has immunity to the invocation's effect, it still takes damage from the blast normally (provided it isn't also immune to the *eldritch blast*).

### Blast Shape Invocations

Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s) or area of a warlock's *eldritch blast*. These are called *blast shape* invocations. Unless noted

otherwise, *eldritch blasts* subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation to a single *eldritch blast*, choosing from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast*. When a warlock applies a blast shape invocation to his *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast* or the blast shape invocation, whichever is higher.

A warlock can apply a blast shape invocation and an *eldritch essence* invocation (see above) to the same blast. When a warlock uses an *eldritch essence* and a blast shape invocation to alter an *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast*, the *eldritch essence* invocation, or the blast shape invocation, whichever is higher.

#### Other Invocations

In addition to the potent blast shape and *eldritch essence* invocations, warlocks learn a number of others that enable them to perform many tricks and attacks.

#### LEAST INVOCATIONS:

**Sickening Blast** (2<sup>nd</sup>): ***eldritch essence***. This *eldritch essence* invocation allows you to change your *eldritch blast* into a *sickening blast*. Any living creature struck by a *sickening blast* must make a Fortitude save or become sickened for 1 minute. A sickened creature struck by a second *sickening blast* is not affected by the sickening aspect of the blast but still takes damage normally.

**See the Unseen** (2<sup>nd</sup>): When you use this invocation, you can activate great powers of vision, allowing you to see invisible creatures and objects (as see *invisibility*). You also gain Darkvision out to 60 feet for a period of 24 hours.

**Beguiling Influence** (2<sup>nd</sup>): You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy and Intimidate checks for 24 hours.

**Eldritch Spear** (2<sup>nd</sup>) ***blast shape***: This *blast shape* invocation extends the range of an *eldritch blast* attack to 250 feet with no range increment.

**Summon Swarm** (2<sup>nd</sup>): You use *Summon Swarm* the spell, except it is invoked as a standard action and has a duration of

concentration instead of concentration + 2 rounds.

**Darkness** (2<sup>nd</sup>): You use *darkness* as the spell.

**Hideous Blow** (1<sup>st</sup>) ***blast shape***: As a standard action you can make a single melee attack. If you hit you add your *eldritch blast* damage to any weapon damage you inflict. The *eldritch blast* damage occurs even if you fail with your weapon damage to overcome any DR the target might have.

#### LESSER INVOCATIONS:

**Fell Flight** (3rd): When you use this invocation, the powers of darkness bear you aloft as you sprout a streaming, winglike cape of shadows. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

**Voracious Dispelling** (4<sup>th</sup>): You can use *dispel magic* as the spell. Any creature with an active magic effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

**Eldritch Chain** (4<sup>th</sup>); ***blast shape***. This *blast shape* invocation allows you to improve your *eldritch blast* by turning it into an arc of energy that “jumps” from the first target to others. An *eldritch chain* can jump to one or more secondary targets within 30 feet of the first target, allowing you to make additional ranged touch attacks and deal damage to the secondary targets if you hit.

You can “jump” the chain to one secondary target per five caster levels, so you can strike two additional targets at 10<sup>th</sup> level, three additional targets at 15<sup>th</sup> level, and four additional targets at 20<sup>th</sup> level. Each new target must be within 30 feet of the previous one, and you can't target the same creature more than once with the *eldritch chain*. If you miss any target in the chain, the *eldritch chain* attack ends there.

Each target struck after the first takes half the damage dealt to the first target. This reduction in damage to secondary targets applies to any effect that increases the damage of your *eldritch blast* (such as *vitriolic blast*). You must make a separate spell penetration check for each target, as applicable.

**Flee the Scene** (4<sup>th</sup>): You use *dimension door* as a spell-like ability, although the range is limited to short (25' + 5'/level). When you use this ability, you leave a *major image* of yourself in your place that lasts for 1 round. The image reacts

appropriately to attacks as if you were concentrating upon it.

**Flee the Scene** (4<sup>th</sup>): You use *dimension door* as the spell. The range however is limited to **short** (25' + 5'/level) A *major image* of yourself is left behind in your place. The image lasts for 1 round. The image reacts to attacks (etc) appropriately, as if you were concentrating upon it.

## GREATER INVOCATIONS

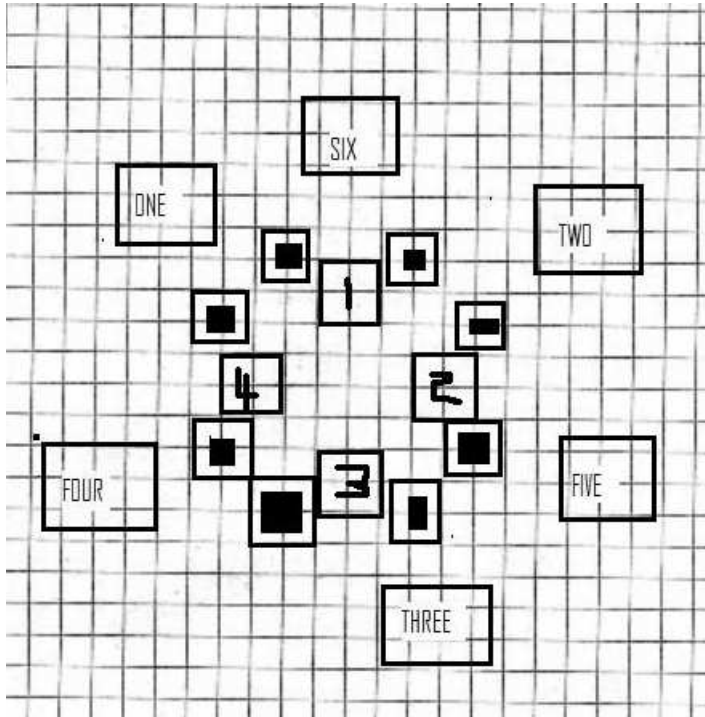
**Chilling Tentacles** (5<sup>th</sup>): This invocation allows you to conjure forth a field of soul-chilling black tentacles that ooze from the ground, groping for victims. This invocation functions identically to the *Evard's black tentacles* spell, except that each creature within the area of the invocation takes 2d6 points of cold damage each round. Creatures in the area take this cold damage whether or not they are grappled by the tentacles.

**Vitriolic Blast** (6<sup>th</sup>); **eldritch essence**: This *eldritch essence* invocation allows you to change your *eldritch blast* into a *vitriolic blast*. A *vitriolic blast* deals acid damage, and it is formed from conjured acid, making it different from other eldritch essences because it ignores spell resistance. Creatures struck by a *vitriolic blast* automatically take an extra 2d6 points of acid damage on following rounds. This acid damage persists for 1 round per five class levels you have. For example, a 15<sup>th</sup> level warlock deals 2d6 points of acid damage per round for 3 rounds after the initial *vitriolic blast* attack.



## Map 1A: Arcane Table Placements

The map below indicates the positioning of significant NPCs during the ritual itself. See below for key.



### KEY:

#### Inner Boxes:

1 = North = Asimov (northwest: Mushaki; northeast: Nyami)

2 = East = Pisenten (northeast: Aris; southeast: Renni)

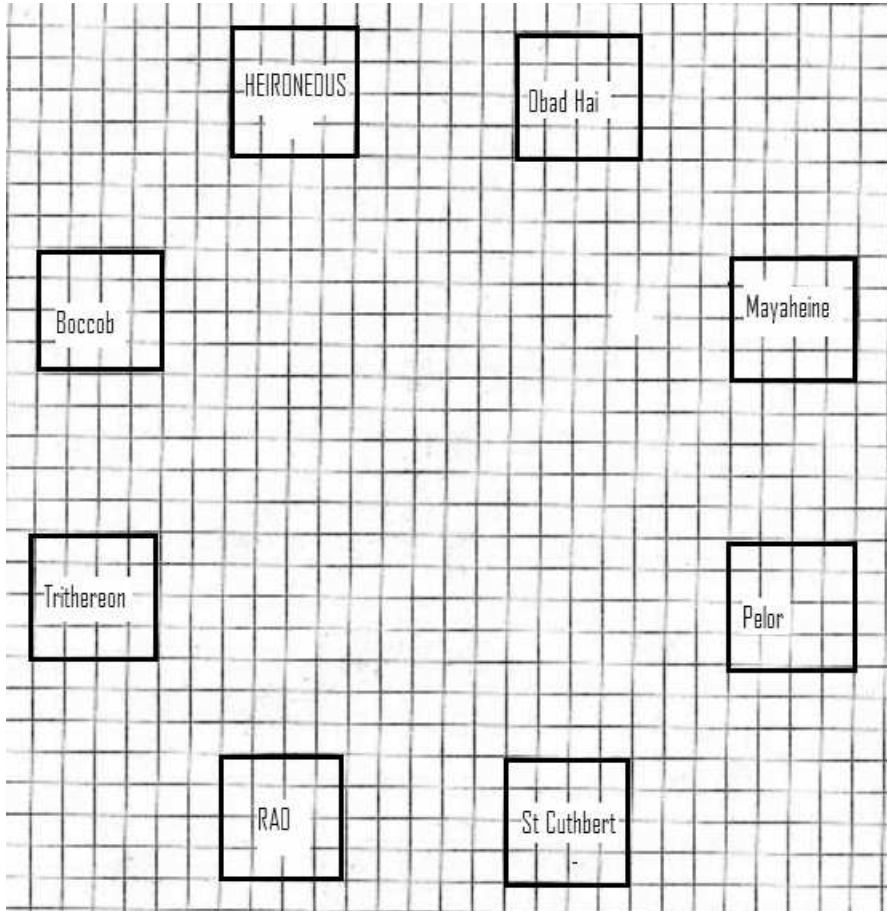
3 = South = Dramaynen (southeast: Hwen; southwest: Ayana)

4 = West = Gorn (northwest: Fly in Amber; southwest: Even)

Larger boxes with written numbers are general locations for groups/tables of PCs.

## Map 1B: Divine Table Placements

The map below indicates the general positioning of NPC representatives of the various churches during the ritual itself.



## Player Handout #1: PC Chart

You have agreed to escort the elemental arcanist into Chendl for the ritual to dismantle the "shield."  
Complete the following before entering the interactive area:

PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

Class/Levels: \_\_\_\_\_ Diplomacy Ranks: \_\_\_\_ Diplomacy Bonus: \_\_\_\_\_

Languages Spoken: \_\_\_\_\_

Check the following adventures this PC has participated in. Have the AR for those with an \* easily accessible during this interactive:

\_\_\_ FUR2-01 Common Defense

\_\_\_ FUR3-03 Heart of the Kingdom

\_\_\_ FUR3-04 Lost Code of Akanadel

\_\_\_ FUR3-05 Reflections

\_\_\_ FUR3-06 Eclipse\*

\_\_\_ FURi3-04 Eclipse Interactive

\_\_\_ FURi6-03 We're Going Where?\*

Furyondy Meta-Organization Membership: \_\_\_\_\_

Spell List? Record on the back. You will not be able to change spells once the interactive begins.

Turn Undead (# of times daily): \_\_\_\_\_

**DO NOT THROW THIS AWAY!! YOU WILL NEED THIS THROUGHOUT THE INTERACTIVE!!!!!!!!!!**

---

## Player Handout #1: PC Chart

You have agreed to escort the elemental arcanist into Chendl for the ritual to dismantle the "shield."  
Complete the following before entering the interactive area:

PC Name: \_\_\_\_\_ Player Name: \_\_\_\_\_

Class/Levels: \_\_\_\_\_ Diplomacy Ranks: \_\_\_\_ Diplomacy Bonus: \_\_\_\_\_

Languages Spoken: \_\_\_\_\_

Check the following adventures this PC has participated in. Have the AR for those with an \* easily accessible during this interactive:

\_\_\_ FUR2-01 Common Defense

\_\_\_ FUR3-03 Heart of the Kingdom

\_\_\_ FUR3-04 Lost Code of Akanadel

\_\_\_ FUR3-05 Reflections

\_\_\_ FUR3-06 Eclipse

\_\_\_ FURi3-04 Eclipse Interactive

\_\_\_ FURi6-03 We're Going Where?

Furyondy Meta-Organization Membership: \_\_\_\_\_

Spell List? Record on the back. You will not be able to change spells once the interactive begins.

Turn Undead (# of times daily): \_\_\_\_\_

**DO NOT THROW THIS AWAY!! YOU WILL NEED THIS THROUGHOUT THE INTERACTIVE!!!!!!!!!!**

## **Player Handout #2: Twilight Hunter Members**

*We've received word that the Mage Council and some of the churches are going to be moving forward with their plans to bring down this cursed shield. We understand they've obtained outside assistance and are going to be seeking an escort for those extra-planar diplomats. See that you volunteer and do what you can to get the diplomats where they need to be safely. Once there, find out what you can in terms of what went wrong with the original spell; we believe there will be some type of general discussion of the spell. No doubt the diplomats will be wondering about the fabric of the shield and whatever you can arrange to overhear about its forming would be useful. We have suspicions that there is a mole in the organization and we are unsure how highly he or she is placed. Report should be made through your usual contact via typical channels. Destroy this missive.*

---

## **Player Handout #2: Twilight Hunter Members**

*We've received word that the Mage Council and some of the churches are going to be moving forward with their plans to bring down this cursed shield. We understand they've obtained outside assistance and are going to be seeking an escort for those extra-planar diplomats. See that you volunteer and do what you can to get the diplomats where they need to be safely. Once there, find out what you can in terms of what went wrong with the original spell; we believe there will be some type of general discussion of the spell. No doubt the diplomats will be wondering about the fabric of the shield and whatever you can arrange to overhear about its forming would be useful. We have suspicions that there is a mole in the organization and we are unsure how highly he or she is placed. Report should be made through your usual contact via typical channels. Destroy this missive.*

## **Player Handout #3: Clergy in Church of Mayaheine**

*Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. Do what you can for the safety and protection of the people of Chendl. We do not want the situation worsened in any way.*

*Go in Justice and Valor, remembering your charge to protect those in need. May the Shield Maiden watch over you,*

*Kalin Trennell*

---

## **Player Handout #3: Clergy in Church of Heironeous**

*Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. Do what you can for the safety and protection of the people of Chendl. We do not want the situation worsened in any way.*

*Go in Justice, Honor and Valor, by the axe of our lord, Heironeous the Archpaladin.*

*Joshua Benave*

---

## **Player Handout #3: Clergy in Church of St. Cuthbert**

*Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. We do not want the situation worsened in any way. I haven't the opportunity to travel there myself...*

*Go in Wisdom, Honesty and Truth. May the Cudgel watch over you as you represent him to the unbelievers.*

*Whillom Stronbillet*

---

---

## **Player Handout #3: Clergy in Church of Pelor (FAST-C clerics of Pelor)**

### *Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. Uncovering the source of this darkness will help ensure it does not come back. Do what you can to heal the city and her people. Certainly we do not want the situation worsened in any way.*

*Go in the Light of the Sun Father.*

*Phineas Kurikk, church of Pelor, Chendĭ*

---

## **Player Handout #3: Clergy in Church of Trithereon**

### *Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Should you chose not to accept this mission, please let me know so I can seek out others among the faithful. We do not want the situation worsened in any way and pressing matters keep me here.*

*Go in Freedom for the defense of the people of Chendĭ, with the sword and scepter of the Summoner.*

*Darden, church of Trithereon, Redoubt*

---

## **Player Handout #3: Clergy in Church of Rao**

### *Greetings*

*The Mage Council has requested assistance in a ritual they believe will negate this cursed darkness over our fair city. We'd like you to represent the church as they send groups to escort in additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. We do not want the situation worsened in any way. I haven't the opportunity to travel there myself...*

*Go in Serenity so that the Peace of the Mediator may once again reign over Chendĭ.*

*Aubin Gyraisonne, Monastery of Rao, Pantarn*

---

---

## Player Handout #3: Members of the Old Faith

### *Greetings*

*I have received word that the Mage Council will be seeking assistance for a ritual they believe will negate the cursed darkness over Chendl. While you may care little for the concerns of cityfolk, remember this has caused an increase in unnatural, undead creatures around the city and upset the balance of nature. We'd like you to represent the faith by joining one of the escorts for the additional extraplanar help. Make sure, as best you can, that any involved have the necessary information for this to be a success. We would like this situation resolved.*

*Go in Harmony with the land. May the Shalm watch over you,  
Krishena of Dapple, druid of the Old Faith*

---

## Player Handout #3: Elemental Liaison

PC Name: \_\_\_\_\_ Elemental Name: \_\_\_\_\_

The following are pieces of information the elemental you have agreed to assist is trying to obtain during this briefing. The more information the elemental has, the better able it will be able to assist in the ritual, so try to help it gather as much information as you can from those here. You CANNOT leave the briefing area with the elemental to seek other sources of information. Please note the information gathered somewhere on this form.

1. What are the effects of this “shield”?
2. How long has it been here? How was it created?
3. Who was involved in casting the original spell?
  - a. What can you tell me about them?
4. In what way, if any, were others of my element involved in its creation?
5. What is the plan to counter it?
6. What would be my (the elemental’s) role in this process?
7. What components, if any, are to be used in this process? OR What items are available for this use?
8. Who else will be participating in this process?
  - a. What can you tell me about them?
9. Have there been any prior attempts at this process? If so, what was their result?
10. Who, if anyone, benefits from this “shield” existence and do you expect any interference with this process?