

Shadows of Nevermore

A One-Round Dungeons & Dragons® Living Greyhawk™
Shield Lands Regional Adventure

Version .9

by Eric Anondson

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The Mind Pool has been shattered. They were promised that they would learn the way out of the Shadowdark. The blast of the Mind Pool has subsided and PCs find they are not home and the Shadowdark has been forever changed.

Part 6 and the Conclusion of the Shadowdark Saga. A one-round Shield Lands Regional adventure set in the Shadowdark for APLs 4–12.

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

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

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

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

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

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

TIME UNITS AND UPKEEP

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

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

ADVENTURE BACKGROUND

The Shadowdark saga begins with SHL 6-08 *Shadows of Memory*. At its conclusion the PCs stand astride the Prime Plane and a world of shadows. From their obscured location they witness the traitor Kruptan being shot dead by Graycloaks, and as he dies plummets into a shadowy chasm.

In SHL 7-01 *Falling into Shadows* PCs explore the demiplane of the mythical realm of the Shadowdark for their first time encountering denizens and learning about the strange effects this world has upon them and their abilities.

In SHL 7-02 *Shadows of the Mind* Flayer King the PCs are caught between the schemes of a tribe of troglodytes and a clan of dark ones, both intent on acquiring the dagger *Deathtongue*. PCs learn the dagger's location; it was in the possession of a hive mother beholder. After acquiring the dagger from the beholder, PCs make their way to the City of Az'Halaz, the city where the Mind Flayer King rules.

In SHL 7-03 *Shadows of Intrigue* PCs arrive in Az'Halaz and promptly are foisted into the schemes of two rival mind flayer noble houses. The adventure culminates with a three-way battle in the streets of the city between the PCs, the troglodytes, and dark ones from SHL 7-02 over ownership of *Deathtongue*.

At the conclusion of SHL 7-03 *Shadows of Intrigue* PCs are in possession of *Deathtongue*. Some PCs may have been enslaved or jailed, depending on their

decisions. Those not so, are assumed to have returned to the Inn of the Desperate Martyr, while the city of Az'Halaz was thrown into turmoil. The city is on the verge of rebellion thanks to the aid of the PCs and their allies in the city's Underground.

In SHL 7-04 *Shadows of Captivity* PC must infiltrate the Palace of the Mind Flayer King. They destroy the source of the Mind Flayer King's power, the Mind Pool, and are swallowed in the blast. While immersed in the psychic wave, the PCs retrieved the memory of Kruptan and learned of the truth behind events in the Shield Lands.

NOW SOME DEEPER BACKGROUND

By unwittingly destroying the Mind Pool, the PCs have undone a planar prison for an entity that was once an ally of Tharizdun from before Tharizdun's imprisonment. An alliance of Elder Gods and their followers—good, neutral, and evil—fought Tharizdun and his minions. Tharizdun was imprisoned in his own demiplane and has forever sought freedom. Some of Tharizdun's minions were dangerous enough to be imprisoned themselves. The Mind Pool was the lock to just one such prison.

Victorious, an alliance of Good led by ancient followers of Pelor and Rao, an alliance of Neutrality whose descendents eventually became Old Lore and Old Faith, and an alliance of Evil whose descendants became the Ur Flan, all came together on the plains north of the Nyr Dyv eons ago to construct a prison for one dangerous minion. An umbral blot, an assassin of gods.

Composed of a ring network of obelisks planted in the earth, the obelisks were each infused with eldritch power from each alliance—life and light, balance and magic, death and darkness—to power the dimensional prison.

As millennia passed, the prison was mostly forgotten about and the obelisks were buried by the sands of time. Thousands of years ago, mind flayers planar explorers came upon a device they could not completely fathom. They knew it was older than they could comprehend. However, they also quickly figured out they could tap in to it for their own purposes. This device, unknown to them, was the lock to the planar prison. The mind flayers subverted it and created the Mind Pool.

The Mind Pool became a tool which dynasties of elder brain Mind Flayer Kings could unleash unimaginable power. The Mind Flayer Kings altered the pocket plane they discovered to become more suitable to their nature. It became the Shadowdark. The Mind Pool could permanently store memories fully intact, instead of being absorbed by the elder brain. This way, future elder brains could benefit from everything the earlier elder brains had.

All this came undone when rival Mind Flayer Houses, some seeking to claim the throne from a weakened Mind Flayer King and others wanting to eliminate the King's source of power, scheme to get the PCs to destroy the Mind Pool. The PCs were successful.

They undid the Mind Pool and retrieved the memory of Kruptan. They also freed the umbral blot. An entity so powerful the gods themselves are struck with fear.

ADVENTURE SUMMARY

SHL 7-05 begins quickly and races to the Conclusion as the PCs must chase the umbral blot they freed from the planar prison.

In the **Introduction**, the PCs begin with the PCs slowly emerging from the Mind Pool's blast. The umbral blot likewise is slowly emerging from its prison. Right at this moment the umbral blot's consciousness is able to communicate with the minds of the PCs. It expresses a sense primordial gratitude and relief for its freedom. PCs are made aware that it will seek the exit from this plane—which it now looks for Oerth. The moment fades.

In **Encounter 1**, the PCs find themselves in the room of the Mind Pool face to face with the umbral blot. The umbral blot departs by carving its way through the Palace walls. It carves a horizontal tube straight out through the Palace walls and flies to the city far below. PCs must follow.

In **Encounter 2**, PCs try to keep up with the umbral blot as it carves a path of havoc through the city, rolling into everything that threatens it, and vacuuming anything that tries to escape. While PCs are keeping up they run into an out of control situation and must fight through a crowd.

In **Encounter 3**, PCs catch up with the umbral blot, not exactly hard to find it because there is a 15-foot tube carved through the walls of city buildings. It has led the PCs to one of the Houses. One of the primary activities of the House is arcane research. The umbral blot went here because it knows there are active *gates*. It paused here waiting for the PCs to catch up. Its intent is to collide with as many *gates* as are necessary to open up a planar rift that will hurl PCs back to the Prime Material Plane.

In **Encounter 4**, PCs have returned to the Shield Lands, but a full year has passed since SHL 6-08 *Falling into Shadows*. PCs find themselves out near the center of the Shield Lands, well into occupied territory. PCs make their way back to Reclaimed Shield Lands in time to rescue an outpost being attacked by Iuzians.

In **Encounter 5**, PCs are not greeted as heroes; instead they are greeted with suspicion.

Conclusion . . .

PREPARATION FOR PLAY

The DM should take an inventory of the following matters before beginning.

- **How many Shadow Points do PCs have?** — Unless PCs have done out of the ordinary things, maximum possible Shadow Points are 5 (see the Shadowdark Appendix). Some PCs will have more than 5. After completing SHL 7-05 they will gain an additional Shadow Point. If their last module was not in the Shadowdark Saga then they begin this adventure with

- o Shadow Points. Hopefully no PC is playing this without having played SHL 7-04 immediately before.
- **Do any PCs speak Undercommon?** — Few creatures in the Shadowdark speak Common. Note which PCs can speak and/or read Undercommon. Natives of Az'Halaz speak Undercommon and if PCs want to speak to them they will need to overcome this barrier.
- **Which PC was *Deathtongue's* bearer?** — There can be only one at each table and there must be someone. It is possible, and maybe even likely, that since SHL 7-03 the party composition has changed and multiple PCs may have *Deathtongue* or no PC has it.
- **Do PCs have shadow chains from SHL 7-01?** — Social skill checks are made at a -4 penalty for PCs who do not possess one.
- **Do the PCs have the former slave from SHL 7-02, Noni, with them?** — She may have been left out of the Palace infiltration, probably a wise idea that she would be. If she was not with the PCs at the infiltration then she will conveniently emerge from the city while PCs are chasing the umbral blot and accompany the PCs.
- **Does anyone serve Myoprim from SHL 7-02?** — If PCs let it be known they are agents of Myoprim, they gain a +2 circumstance bonus on social skill checks and a +4 circumstance bonus on Intimidate checks. Myoprim's name is known to mind flayers of the Shadowdark and they fear her power. There will be little opportunity for PCs to get in trouble with Az'Halaz law enforcement in this adventure; however Myoprim keeps track of her agents no matter where they go. She may have something in store for them later.

INTRODUCTION

PCs begin this adventure in temporary planar pocket that was created by the burst of the Mind Pool. These are the important traits.

- **Subjective directional gravity.** See DMG 148. PCs will not need to move around this realm to encounter anything, but if they decide to try and move about, this is how it will be done.
- **Flowing time.** In the time PCs spend in the blast wave, every injury or condition that could heal from resting heals completely. Anything that requires magic to undo is still in place when PCs exit. The time PCs are in the blast is effectively an instant in Shadowdark time. Any PC that has insanity will still have it. Likewise, all-day effects will have ended.
- **Self-contained.** The “borders” wrap in on itself giving the perspective this realm is infinite.
- **Alterably morphic.** The only “objects” that are here are the mind strings. Once PCs touch one the string disappears. The “mind” transfers its memory to the PC.
- **Strongly neutrally-aligned.** This will not come in to play, but PCs affected by this will “feel” the effects. All

Intelligence-, Wisdom-, and Charisma-based checks suffer a -2 penalty for each portion of their alignment that is not neutral. So a lawful good paladin would suffer a -4 penalty, while a chaotic neutral rogue would suffer a -2 penalty.

- **Dead magic.** This should not come in to play, but this realm functions like an *antimagic* field.

PCs ended SHL 7-04 floating in the aftermath of the Mind Pool's undoing in a world of utter whiteness surrounded by floating threads of every color.

You sense the threads floating around you in the utter whiteness gradually moving faster as they move further apart from each other and you. Then you notice something different. You had been quite used to voices speaking to you in your mind telepathically, similar to that, this is still different.

As the threads move further away from you, you sense an overwhelming presence bearing down upon you more and more. You feel moments of pressure on your soul as if something was testing. Like dipping toes into a lake on a spring day to determine how cold the water was. Then in an instant it jumped right in. Something has jumped in to your minds and is flailing about like it is learning to swim and scaring the fish away.

“Not master, not prey, not captors, not meddlers. Minds fragile, simple thoughts. Fetters gone, freedom . . . gratitude.

“Favor for freedom bestowed—offer. Keep proximity close. Return to home. Follow now.”

As the last words were felt in your mind the whiteness was gradually fading while you returned to what look like the Mind Pool room.

Before the PCs is the Assassin of the Gods. It is a minion of Tharizdun that had been imprisoned by tripartite alliance thousands and thousands of years ago when Tharizdun himself was imprisoned by an alliance of gods.

The Assassin of the Elder Gods is not defeatable by PCs and should PCs so much as touch it they will likely disintegrate (DC 50 Fort save). The Assassin of the Elder Gods is extremely intelligent, if it knows a language it does not use one to communicate probably because the languages it speaks are thousands of thousands of years extinct. It is able to communicate with the PCs because of the supernatural after effect of the Mind Pool blast. While in the temporary planar pocket minds can be absorbed and thoughts and concepts transferred to a new owner.

The Assassin of the Elder Gods is able to use this temporary effect to communicate to the PCs that it has gratitude towards the PCs and desires to return the favor. Now that it is freed from its fetters the Assassin of the Elder Gods could simply fold space and leave the Shadowdark, it cannot take the PCs with it.

The Assassin of the Elder Gods knows how to help the PCs escape and return home, and it has a plan. Its

plan is to locate a standing gate spell or effect and collide itself with it. As long as PCs are nearby, when a planar rift opens, everyone within range is transported to another plane. The Assassin of the Elder Gods has the ability to fold space as it wills, and has the ability to affect the destination of the planar rift. It chooses Oerth.

If any PC attempts a Sense Motive regarding the words sent to their minds they learn the following.

- Initially, something is trying to identify the minds of the PCs.
- PCs sense deep gratitude at being freed.
- It feels like the sender of the thoughts wants the recipient (the PCs) to keep near to the sender. By keeping close, the sender of the thoughts will return the recipient to its home.

1: FACE—TO—FACE WITH OBLIVION

Gradually, the eternal soft whiteness begins to fade. At the same time, the threads continue to drift only further and further apart until you can barely see them.

With the fading you begin to see portions of the Mind Pool room through the whiteness. But there is something changed. Where the Mind Pool once was is now a 15-foot-diameter globe of utter darkness. Just hovering. Almost as if it is . . . scrutinizing you.

The Assassin of the Elder Gods is unbelievably fast with a speed of 90 ft. (perfect). Normally, it can also naturally fold space and travel anywhere in the multiverse. It could leave right now, but under a sense of obligation, gratitude, or whatever something this alien feels, it is returning a favor to the PCs.

If the PCs have enough *potions of levitate* remaining on them, it knows this and simply flies horizontally through the palace and out to the city. Its path carves a tunnel for the PCs to walk out through. It expects the PCs are intelligent enough to use the *potions of levitate*, or other means it is aware of, to descend to the city below. The PCs are 400 feet high, it takes two minutes to levitate to the surface below.

If the PCs used up their *potions of levitate* during SHL 7-04 *Shadows of Captivity* and have no way for all PCs to levitate or fly down, the Assassin of the Elder Gods knows this as well and carves a spiraling tunnel through the Palace's stone down to ground level. PCs may believe they should take precautions descending down the sloping, spiraling tunnel. Let them, but there is no need. They simply slide down for hundreds of feet, around and around, and are emptied at the base of the Palace.

Upon seeing the globe of blackness PCs may try various skill checks. The skills below reveal the following:

- Knowledge (arcana):
 - DC 20 PC believes this is a self-controlled construct.

- Knowledge (religion):

- DC 20 PC knows that there are myths that the predecessors of today's Greater gods fought with a great evil, casting it to a prison.
- DC 25 PC knows that the imprisoned evil is Tharizdun.
- DC 30 PC knows Tharizdun had minions and allies that were likewise imprisoned. Lastly, among Tharizdun's minions were some whose purpose was to destroy gods.

- Knowledge (the planes):

- DC 30 PC knows of stories of battles among the planes between Elder gods and an ancient evil, the gods were victorious and imprisoned the evil and its minions in planar prisons.

- Spellcraft:

- DC 26 PC believes the globe will disintegrate anything that touches it.
- DC 30 PC believes the globe is like a massive sphere of annihilation. Only bigger, faster, and intelligent.

The Assassin of the Elder Gods does not detect as magic.

TROUBLESHOOTING

The Assassin of the Elder Gods does not respond to any provocation from the PCs. PCs may try to attack it, cast spells at it, communicate with, etc. To the Assassin of the Elder Gods the PCs are insignificant as ants and there really is little the PCs can do to affect it.

PCs emerge from the Mind Pool blast energized and invigorated by psychic energy. They are healed of the following conditions:

- Hit point damage: all hit points healed.
- Fatigue and exhaustion: return to normal.
- Negative levels: make Fort save before emerging.

Because someone with the Heal skill is not tending the PCs, the following has not healed from natural rest.

- Disease: hopefully noted in Play Notes from the 7-04 *Shadows of Captivity* AR. The disease was still incubating during 7-04 *Shadows of Captivity* and thus did not come into effect. The disease (if any) is in effect when the PC emerged from the Mind Pool blast.

2: RIOTS IN THE STREETS

The path to follow the black globe is obvious. Circular voids in walls through the city lined up to form a new sort of tunnel show an obvious direction. You see where it is going.

But Az'Halaz looks to be coming undone. All over the city wispy forms are taking shape, emerging from walls, the ground, and the cavern roof. Thousands of city inhabitants are in the streets, except for a swath on either side of the "tunnel".

You'd guess that everyone is coming out to investigate the destruction caused by the orb you freed. But that is not the entire reason. The wispy shapes emerging from everywhere are attacking every living thing. The inhabitants are fighting for their lives against living shadows . . . did you unleash these as well?

So did the PCs unleash these shadows? Yes and no.

The Shadowdark is a realm that was "crafted" as a part of a prison for the unstoppable Assassin of the Elder Gods. The inherent nature of the Assassin of the Elder Gods gradually seeped through the mystic bindings that held it, subverting the planar pocket with some of the essence of the Assassin of the Elder Gods. Over millennia, the realm became tainted in a way that light was absorbed into nothingness. The realm became what the Shadowdark is today.

With the Mind Pool—the lock to the planar prison—destroyed, the entire prison is coming undone. The light-absorbing qualities are separating from solid matter and taking on a life of their own. The wispy forms have been endowed with some of the personality of the Assassin of the Elder Gods itself; each now seeks to destroy life and light.

While the shadow elementals are being unleashed here, they are also appearing everywhere in the Shield Lands, emerging from obelisks all over.

This encounter should occur as PCs step through a "tube tunnel" into a wide, empty street. The street is about 40 feet wide, from building to building. As the PCs reach the center of the street, shadow elemental emerge to attack the PCs.

CREATURES

APL 4 (EL 6)

Small Shadow Elementals (4): hp 15 each; Appendix 1.

APL 6 (EL 8)

Medium Shadow Elementals (4): hp 42 each; Appendix 1.

APL 8 (EL 10)

Large Shadow Elementals (2): hp 78 each; Appendix 1.

Medium Shadow Elementals (3): hp 42 each; Appendix 1.

APL 10 (EL 12)

Huge Shadow Elemental (1): hp 154; Appendix 1.

Large Shadow Elementals (3): hp 78 each; Appendix 1.

Medium Shadow Elementals (3): hp 42 each; Appendix 1.

APL 12 (EL 14)

Greater Shadow Elemental (1): hp 178 Appendix 1.

Huge Shadow Elemental (1): hp 154; Appendix 1.

Large Shadow Elementals (4): hp 78 each; Appendix 1.

Medium Shadow Elementals (6): hp 42 each; Appendix 1.

Tactics

Initially, what begins the encounter is the shadow elementals using their *dawn to dusk* ability to drop the light level in the area of the between the two holes-in-the-walls precisely where the PCs stand on the surprise round. Next, the shadow elementals emerge from the walls as their first action, and charge the PCs.

The shadow elementals do not focus on any one PC, but rather emerge from a wide spread, surrounding the PCs. They distribute their attacks evenly per PC.

It may still make sense to send the largest shadow elemental at the PC most able to take the damage.

TROUBLESHOOTING

Shadow elementals are very susceptible to bright light. There is no police force around to deal with PCs who decide to cast any light spell.

3: TAMING THE MIND FLAYERS

As the PCs follow the path of the Assassin of the Elder Gods through Az'Halaz, it leads them to one of the House buildings. It is not important which House it is, though House Fulgez would be appropriate.

You follow the destruction through city. It is not difficult to follow. Circular holes through the walls of buildings lined up as if it were a new sort of tunnel. The "tunnel" leads you directly towards a main House building. The tunnel punches through a 40-foot-high defensive wall. Stepping through, over in a clearing far from you, you see black orb of the hovering over a force of mind flayers and their thrall guards. Instantly, an immense windstorm sucks the arrayed creatures into the void. Gone.

While watching the horrific spectacle occur, more mind flayers rush out of the House building to meet the unstoppable challenge. [One/A few] catch sight of you, and rush to engage.

This encounter is in a wide-open field between a defensive wall and the primary House building.

CREATURES

APL 4 (EL 5)

Mind Flayer (2): hp 44 each; *Monster Manual* 187.

APL 6 (EL 7)

Mind Flayers (4): hp 44 each; *Monster Manual* 187.

APL 8 (EL 9)

Mind Flayers (7): hp 44 each; *Monster Manual* 187.

APL 10 (EL 11)

Mind Flayers (7): hp 44 each; *Monster Manual* 187.

Ulitharids (3): hp 90 each; *Appendix 1*.

APL 12 (EL 13)

Mind Flayers (10): hp 44 each; *Monster Manual* 187.

Ulitharids (5): hp 90 each; *Appendix 1*.

Tactics

The mind flayers are geniuses and communicate telepathically with each other. Upon spotting the PCs, those who turn to engage the PCs space themselves out expertly so as to not have overlapping cones. They also space themselves out enough so that a 20-ft.-radius spell, at APLs 4–8 only covers one mind flayer at most, and at APLs 10–12 only covers two mind flayers at most.

Immediately, the mind flayers attack the PCs with their *mind blast* ability. Of course, it does not work because PCs are temporarily immune to stun effects. The mind flayers are completely surprised by this fact, panic, and rush the PCs to close for melee. Any mind flayer that cannot close for melee closes as near as it can then use its

charm monster, asking the target that failed its save to "defend me".

This encounter's challenge is adjusted to account for the mind flayer's wasting their initial round of combat on their ineffective *mind blast*. Additionally, because their *mind blast* no longer affects PCs, the encounter is adjusted further. This pretty much makes them higher hit point pixies but with a few more melee attacks.

That said, this encounter is meant to be one the PCs blow through regardless of actual strength. If it still appears that the mind flayers' numbers are too much, have a few of the mind flayers *plane shift* away as soon as possible in a panic after their *mind blast* does work on the PCs

TROUBLESHOOTING

Right now, if the PCs are playing this adventure immediately follow SHL 7-04 *Shadows of Captivity*, the PCs are immune to the stun from the *mind blast* ability of the mind flayers and ulitharid, so the encounter's challenge has been adjusted for this fact. It may still prove immensely easy.

If it is not easy for PCs, the Assassin of the Elder Gods can be used to end the encounter. While the PCs are fighting, the Assassin of the Elder Gods is nearby within the grounds of the House vacuuming up anything and everything with its vortex ability. If you believe the PCs are having a difficult time just have the Assassin of the Elder Gods cease vortexing and instead charge into the House building (speed: fly 90 ft. (perfect)). Once inside it collides with a *gate*, a planar rift is created, and the encounter ends.

DEVELOPMENT

As the PCs are fighting the mind flayers, the Assassin of the Elder Gods dives into the main House building. Within is a laboratory where planar travel magic and summoning spells are researched. The Mind Flayer King did not shut down the entire city with the *dimensional lock*. He excluded the precise laboratories of some of the Houses.

A laboratory in this House has active *gates*. Once the Assassin of the Elder Gods finds a *gate*, it collides, and bam! Planar rift sends the PCs back to Oerth and to Encounter 4.

4: WE ARE HOME! ALMOST.

In a blink of an eye, you were once in a realm of eternal darkness and shadow beneath a ceiling of stone where light itself was snuffed out, now you find yourself nearly blinded by light. Except the light doesn't stop. It is shining all around you ceaselessly.

Closing your eyes seems keeps the discomfort away. And the brightness doesn't end. You peek an eye open hoping to get a glimpse of what's going on. You saw grass. Green grass.

The PCs are indeed returned. Unfortunately they are in Iuzian-occupied lands. Fortunately they are not far from the border.

The PCs' vision problem is not going to end any time soon. Their extended duration in the Shadowdark has made them extremely light sensitive. Abrupt exposure to bright light (such as sunlight or a *daylight* spell blinds them for 1 round. On subsequent rounds, the PC is dazzled while operating in bright light.

TROUBLESHOOTING

The PCs are safe right now despite being behind enemy lines. Allow them to camp as long as they desire. Smart players may wish to attempt skill checks to determine their location.

- Bardic knowledge/lore
 - DC 20 It appears they are near some famed orchards around the uplands of the Central Shield Lands.
- Knowledge (geography)
 - DC 10 PCs know they are near the intersection of the borders of the Counties of Harryn, Jondo, Lardon, and Olenak.
 - DC 15 There will be hedgerows between fields all around the region, any of which are suitable for the PCs to temporarily hide in and rest.
- Knowledge (local)
 - DC 15 PCs know they are near the intersection of the borders of the Counties of Harryn, Jondo, Lardon, and Olenak.
 - DC 20 There are hedgerows between fields all around the region, any of which are suitable for the PCs to temporarily hide in and rest.
- Knowledge (nature)
 - DC 20 It appears they are near some famed orchards around the uplands surrounding the Central Shield Lands.
- Survival
 - DC 15 It will take about eight hours of travel to get to the border. Weather will be wonderfully clear for the next 24 hours. For each 5 the DC is beat by, the PC learns that after the next day of no clouds, it will be partly cloudy the following days.

. . . that does not help PCs struggling with light sensitivity. Also, camping in a nearby hedgerow will provide decent shelter to rest.

After getting acclimated to the light, PCs will notice they and their possessions have developed a grayish discoloration.

- Heal
 - DC 15 The coloration is inherent. It will not wash off or rub off.
 - DC 20 The eyes are likely responding to light the way they are because the PCs have been away from bright light for so long. The eyes just are not used to it.
- Knowledge (arcana)
 - DC 20 Regarding the coloration, PCs might to be infused with some of the essence of the Shadowdark.
- Knowledge (nature)
 - DC 10 Many creatures that live deep underground and never see the sun have developed sensitivity to bright light. This is probably just like that.
- Knowledge (the planes)
 - DC 20 Regarding the coloration, PCs might to be infused with some of the essence of the Shadowdark.
- Spellcraft
 - DC 30 The discoloration is a dim, lingering aura of shadow. Alternatively, if any PC casts *detect magic* it reveals that each and every PC that came from the Shadowdark has this dim, lingering aura. It is impossible to tell how long the aura will last.

As soon as PCs are ready to depart in any direction, allow them to attempt a DC 10 Spot check. Despite the low DC, the check is to notice a warning fire that has been set at a Shield Lands' border fort. A DC 15 Knowledge (local) or DC 10 Profession (soldier) reveals that such a signal means the particular border fort is now or is about to come under attack, and is in need of reinforcements.

5: THE CAVALRY TO THE RESCUE

A few months ago, a band of soldiers stationed at a new border outpost uncovered an abandoned rural temple to St. Cuthbert still in Iuzian territory. It was significantly intact, enough that magical defenses were still functioning after all these years. It was believed they were protecting a St. Cuthbert relic.

Action was taken to extend the border out again to bring this temple within the reclaimed Shield Lands. The temple has been reconsecrated and work has been underway for months to reconstruct the damage done from the years of occupation.

Believing the relic still lies within the temple, an Iuzian host set out to assault the outpost and then move on the temple of St. Cuthbert. Through a spy, the Iuzians know that the defenses of the temple have been disabled, and that there is no cleric of sufficient power on the ground to reactivate them. Having overcome the defenses at the outpost, the Iuzian host now moves on to the temple.

The signal fire still lifts from within the outpost as you travel over the top of the rise. A few men in Standing Army regalia flee from a corpse filled battlefield towards the safety of the outpost atop the motte. The Iuzian surviving host slowly retakes shape and begins to push on towards the outpost.

It looks like the Iuzian host is about to mount an attack on the outpost, but it is going to simply march past it and on towards the temple of St. Cuthbert under reconstruction not far from here. Tell PCs how many humans in full plate, with a greatsword and an Iuz iconography emblazoned on the possessions that there are. Anyone with a basic knowledge of Iuzians knows this is what Iuzian priests or blackguards wear.

A DC +1 per 10 feet Spot check will pick out the different Iuzian ranks (if any) from their outfits.

APL 4 (EL 7)

Bloodhulk Fighter (2): hp 140 each; *Appendix 1*.
Bolstered Human Commoner Zombie (4): hp 16 each; *Monster Manual 267*.
Hobgoblin archers on Light Warhorse (4): hp 7 each; *Monster Manual 153*.
Cleric of Iuz Lieutenant (1): hp 35, *Appendix 1*.

APL 6 (EL 9)

Bloodhulk Fighter (2): hp 140 each; *Appendix 1*.
Bloodhulk Giant (1): hp 196; *Appendix 1*.
Bolstered Human Commoner Zombie (4): hp 16 each; *Monster Manual 267*.
Hobgoblin archers on Light Warhorse (4): hp 7 each; *Monster Manual 153*.
Cleric of Iuz Lieutenant (2): hp 35 each; *Appendix 1*.

APL 8 (EL 11)

Bloodhulk Fighter (2): hp 140 each; *Appendix 1*.
Bloodhulk Giant (1): hp 196; *Appendix 1*.
Bolstered Human Commoner Zombie (6): hp 16 each; *Monster Manual 267*.
Hobgoblin archers on Light Warhorse (6): hp 7 each; *Monster Manual 153*.
Cleric of Iuz Captain (1): hp 56, *Appendix 1*.
Cleric of Iuz Lieutenant (2): hp 35 each; *Appendix 1*.

APL 10 (EL 13)

Bloodhulk Crusher (1): hp 280; *Appendix 1*.
Bloodhulk Fighter (2): hp 140 each; *Appendix 1*.
Bloodhulk Giant (2): hp 196 each; *Appendix 1*.
Bolstered Human Commoner Zombie (8): hp 16 each; *Monster Manual 267*.
Hobgoblin archers on Light Warhorse (6): hp 7 each; *Monster Manual 153*.
Cleric of Iuz Captain (2): hp 56 each; *Appendix 1*.
Cleric of Iuz Lieutenant (2): hp 35 each; *Appendix 1*.

APL 12 (EL 15)

Bloodhulk Crusher (1): hp 280; *Appendix 1*.
Bloodhulk Fighter (3): hp 140 each; *Appendix 1*.
Bloodhulk Giant (2): hp 196 each; *Appendix 1*.
Bolstered Human Commoner Zombie (12): hp 16 each; *Monster Manual 267*.
Hobgoblin archers on Light Warhorse (6): hp 7 each; *Monster Manual 153*.
Cleric of Iuz Captain (2): hp 56 each; *Appendix 1*.
Cleric of Iuz Lieutenant (2): hp 35 each; *Appendix 1*.
Iuzian Colonel (1): hp 98, see *Appendix 1*.

Excerpted from *Monster Manual IV*, a Knowledge (religion) check reveals:

- DC 10+CR of bloodhulk, this is a bloodhulk, a kind of mindless undead. It can withstand tremendous physical punishment. Also reveals all undead traits.
- DC 15+CR of bloodhulk, a bloodhulk is created through a foul ritual that saturates a creature's flesh with the blood of sacrificed victims.
- DC 20+CR of bloodhulk, a bloodhulk is full to bursting with blood. Whenever it takes damage from edged weapons, its flesh ruptures.

Tactics

The PCs are coming upon the Iuzian host after its victory on the field in front of the Shield Lands outpost. The host is marching slowly—as fast as the bloodhulks can move—on to the St. Cuthbert temple. Its attention is on its goal giving PCs an easy chance of surprising the host.

The hobgoblins are identical to the *Monster Manual* except substitute a +1 Str composite longbow for the javelin. The hobgoblin's horses flee once their rider has been taken out and do not attack PCs with their rider on them.

The Iuzian cleric officers do not have any particular favored method of dealing with PCs. One to consider would be, once PCs initiate combat, have the clerics cast *invisibility*, and then bolster and spontaneously *inflict wounds* to heal the undead while *invisible*, saving spells like *flame strike* until the end or to flee for another day. Alternatively, the clerics cast *invisibility* and move to flank the PC casters near the rear of the party.

Treasure: The PCs can gain the following treasure here:

APL 4: Loot 389 gp; Coin 90 gp; Magic 184 gp; *potion of cure light wounds* (4 gp each [2]), masterwork full plate (275 gp), masterwork greatsword (58 gp), masterwork light crossbow (56 gp), *amulet of natural armor* +1 (167 gp); Total 650 gp.

APL 6: Loot 778 gp; Coin 0 gp; Magic 350 gp; *potion of cure light wounds* (4 gp each [4]), masterwork full plate (275 gp each [2]), masterwork greatsword (58 gp each [2]), masterwork light crossbow (56 gp each [2]), *amulet of natural armor* +1 (167 gp each [2]); Total 1,128 gp.

APL 8: Loot 826 gp; Coin 0 gp; Magic 1,366 gp; *potion of cure light wounds* (4 gp each [6]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp), masterwork light crossbow (56 gp each [3]), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp); Total 2,192 gp.

APL 10: Loot 890 gp; Coin 0 gp; Magic 2,365 gp; *potion of cure light wounds* (4 gp each [8]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp each [2]), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp each [2]), masterwork light crossbow (56 gp each [4]), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp each [2]); Total 3,256 gp.

APL 12: Loot 2,134 gp; Coin 0 gp; Magic 5,541 gp; *potion of cure light wounds* (4 gp each [10]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp each [3]), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp each [2]), +2 *greatsword* (696 gp), masterwork light crossbow (56 gp each [4]), *amulet of health* +4 (1,333 gp), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp each [2]), *ring of protection* +2 (667 gp), black adder venom (20 gp each dose [5]), deathblade poison (300 gp each dose [3]), purple worm poison (117 gp each dose [2]); Total 7,675 gp.

Detect Magic Results: *Potion of cure light wounds* (faint; [DC 16] conjuration).
+2 *full plate* (moderate; [DC ?] ?).
+1 *greatsword* (faint; [DC ?] ?).
+2 *greatsword* (moderate; [DC ?] ?).
Amulet of health +4 (moderate; [DC 19] transmutation).
Amulet of natural armor +1 (faint; [DC 17] transmutation).
Periapt of Wisdom +2 (moderate; [DC 19] transmutation).
Ring of protection +2 (faint; [DC 17] abjuration).

TROUBLESHOOTING

At higher APLs, the presence of the extra zombies and hobgoblins are little more than mooks for the PCs and do not factor in to the rating of the encounter level.

However, because the PCs end up getting many rounds of preparation before attacking, as well as a likely surprise round to initiate combat, the encounter rating has been adjusted to account for that.

Possible skill checks that could reveal information that will impact the PCs' actions.

- Profession (soldier)
 - DC 10 Estimates the host will get to the outpost in about 6 rounds.
 - DC 20 The PC believes the host is actually marching for a destination past the outpost.
- Spot
 - DC 10 Estimates the host will get to the outpost in about 6 rounds.

If any PC had played the Shield Lands Interactive SHL 7-01i *The Brotherhood Forms*, they can make the following skill check.

- Bardic knowledge/lore
 - DC 20 A temple to St. Cuthbert reclaimed recently from Iuzian occupation was said to have still housed a powerful relic to St. Cuthbert.
- Knowledge (local)
 - DC 10 A temple to St. Cuthbert was reclaimed from Iuzian occupation near the border.
 - DC 15 The temple was said to still house a powerful relic to St. Cuthbert.
- Knowledge (geography)
 - DC 15 A temple to St. Cuthbert that was recently reclaimed from Iuzian occupation is very close to this outpost.

PCs do not need to fight within arrowshot of the Shield Lands outpost. They may desire instead waiting until the host is past the outpost.

If it occurs near the outpost, it is on a cleared open field. Feel free to randomly place the following terrain elements:

- **Light rubble:**
 - An outcropping of stones and boulders. DC of Balance and Tumble checks increase by 2.
- **Trench:**
 - Provides cover, except from adjacent squares.
 - Costs 2 squares of movement to exit ditch, normal to enter.
 - Melee attacks from outside trench to target in trench gain +1 higher ground bonus.

If it occurs en route to the temple, past the outpost, it will be on slightly hindering terrain of overgrown farmland. Every square not filled with a terrain element picked from the list below, is light undergrowth. Light undergrowth has the following effects upon PCs.

- A space of light undergrowth costs 2 squares of movement to move into.

- A square of light undergrowth provides concealment.
- Light undergrowth increases the DC of Move Silently and Tumble checks by 2.

Feel free to randomly place the following terrain elements:

- **Light rubble:**
 - An outcropping of stones and boulders. DC of Balance and Tumble checks increase by 2.
- **Irrigation ditch:**
 - Provides cover, except from adjacent squares.
 - Costs 2 squares of movement to exit irrigation, normal to enter.
 - Melee attacks from outside trench to target in trench gain +1 higher ground bonus.
- **Stone fences:**
 - Costs 2 squares of movement to cross a stone fence.
 - Provide cover.
 - On a DC 15 Ride check, mounted characters can cross fence without slowing movement. On a failed check, the steed crosses fence, but the rider falls out of the saddle.

DEVELOPMENT

Once PCs defeat the Iuzians, continue with Encounter 5.

6: A LONG STRANGE TRIP IS OVER

Once victorious, soldiers from the Standing Army ride out from either the temple grounds or the outpost, whichever the PCs are nearest, to meet the PCs.

Showing a sign of friendship, riding out with the soldiers to meet the PCs is Sir Galodin, a Knight of Holy Shielding (previously appeared in SHL 3-01 *The Lonely Tower*, SHL 3-07 *Noble Intentions* and SHL 3-08 *In the Cold Grave*). Sir Galodin is friendly, modest, open-minded, and chooses his words carefully.

The PCs do not look normal, but it is by their actions that the Shield Landers led by Sir Galodin feel safe in riding out to meet the PCs face-to-face. The first thing Sir Galodin announces as he nears the PCs is a request the PCs *“please show your badges and identify yourselves”*.

No PC will have the badge Sir Galodin is looking for. He is looking for the *badge of revelation* developed by in conjunction with inquisitors of the churches of Heironeous, Mayaheine, Pholtus, and St. Cuthbert. Not having a badge initially causes Sir Galodin worry, so he asks the PCs to explain themselves. This should give PCs the opportunity to explain what has happened, where they have been.

While PCs are explaining themselves, Sir Galodin *detects evil* on the PCs, where he picks up a dim, lingering aura. Such an aura could only have been caused by exposure to a great evil, not the PCs themselves being evil. This intrigues Sir Galodin, and actually lends credibility of the PCs’ story of being in another realm. If

PCs Bluff, give Sir Galodin a Sense Motive, if he detects the Bluff Sir Galodin calls them on it gently telling them that no harm will come from the truth.

Sir Galodin earnestly hangs on the PCs every word wanting to know more. You should try to give the PCs a sense that Sir Galodin can be trusted with everything, because he can be. If the truth of Krupatan or the conspiracy led by Zhayne is mentioned to Sir Galodin, a look of deep revelation comes over his face. He halts the PCs’ story, telling them to follow him back.

If PCs try to tell him of Simen’s Hextor-worship at any time, Sir Galodin is outraged at the PCs, doubts them, and thinks they are crazy. Likely something knocked their wits while they were gone—he insists they not talk about it anymore, he counsels them not to speak of unfounded, unprovable accusations.

Once returned, Sir Galodin opens up, bringing the PCs up-to-date on events in the Shield Lands in private, such as explaining:

- There was a rural temple to St. Cuthbert that was reclaimed a few months ago when the borders were pushed out further. The outpost was part of the new border constructions.
- Lord Torkeep was appointed to get the Standing Army into shape and has been busy reworking logistics and even started an Army Mage unit.
- Lord Bladehone’s plans for missions to Law’s Forge have been accepted by the full council and are in stages of implementation.
- Lady Katarina’s return to Admundfort to deal with overzealous Dyvers merchants, Iuzian infiltrators, and accelerate reclamation of the city ruins and her family estates.
- The Sidhee have gotten angrier.
- Rumors of monsters or all strange variety spilling out of shadows for the past week.
- Many missing Shield Landers have reappeared in the past week as well.
- And a week ago, all of the obsidian obelisks through the region changed color from black to a glowing white.
- He explains to any PC in the Standing Army metaorg that because they have been away from their post for such a long period of time, they may be in for punishment per the terms of regular enlistment.
- Due to the thorough infiltration by Iuzian agents, especially doppelgangers, the Council of Lords tasked the Church of Holy Shielding with leading an order of inquisitors from all four major lawful churches. The Council of Inquisition often work with Knights of Holy Shielding, whose powers to adjudicate issues are primarily secular in origin, the Council Inquisitors have a widely interpreted task to root out evil in the Shield Lands. They hunt out shapechangers, fiend-friendly arcanists, diabolical religions, possessions, and spawning free-willed undead.
- The origin of the platinum *badges of revelation* came from the doppelganger infiltrations over the past year.

Instead of only important dignitaries being supplanted by doppelgangers, every social class and occupation had been targeted by a new breed of doppelgangers that had been able to foil normal detection.

Sir Galodin explains that he believes it in the PCs best interest that he escorts them back to Critwall, where he can vouch for them.

CREATURES

Sir Galodin is friendly, modest, open-minded, and chooses his words carefully.

Sir Galodin: Mid-20s male human (Oeridian) Ftr6/Clr3/KoHS4 (Sense Motive +8, Spot [distracted] –3).

Treasure: For coming to the aid so timely, the rebuilding temple to Saint Cuthbert wishes to reward the PCs. The list of items are in the Items Found portion of the AR.

TROUBLESHOOTING

Certain PCs returning from the Shadowdark will already be Wanted by the Council. They likely know that Knights have authorization to arrest wanted PCs. PCs would need disguises of some sort. Sir Galodin's Spot check (for opposed Disguise checks) is modified for being distracted.

When Sir Galodin leads PCs back from the battlefield, Wanted PCs have an opportunity to make a run and escape "justice" if they wish.

If Wanted PCs make no effort to disguise themselves, Sir Galodin eventually notices them. Sir Galodin would politely approach the PCs and warn them that he knows who they are, knows they are wanted by the Council of Lords and is obligated to bring them to justice. He tells them all that means is that he is honor bound to escort Wanted PCs to Critwall's Court of Honor. This is the same destination Standing Army PCs need to go to adjudicate their fate.

If Wanted PCs do not try to avoid their fate, Sir Galodin tells them he is impressed and promises to put in a good word for them.

DEVELOPMENT

It is possible that some PCs do not want the attention of being escorted back to Critwall, such as those Wanted by the Council. That is fine; those PCs may depart or find their own way back to Critwall. Allow them to. In which case, those PCs are not present at the following encounter, but they end up hearing about it secondhand.

CONCLUSION

Sir Galodin escorts the PCs to Critwall. Along the way there, strangers give worried looks at the PCs, some make mundane gestures of warding. Distrusting stares are common, open and free conversations are rare. Instead Shield Landers speak to each other in whispers as if hoping to not be overheard.

This is happening not just after PCs are seen, but by everyone even before they spot the PCs. The mood of the Shield Lands has changed. Numerous strangers can be seen with platinum badges. The badges detect as magic with multiple auras; faint divination, faint abjuration, and faint transmutation. Many have the badges, but not all. Despite its necessity, this is because the badges are expensive and they are not being given out for free.

Sir Galodin leads the PCs through Critwall to the Court of Honor, where their status will be adjudicated. This is primarily a factor to PCs who are Knights or are in the Standing Army.

If PCs are in the Standing Army, are Knights, or Greycloaks, they have some time in Deep Rock waiting for their abandoning their post, or being away from call-up for so long. Members of the Standing Army sign up for two years of service. While PCs may have already spent the full amount of TUs required by membership in the Standing Army, being away from call-up for so long has been noted by their superior officers in the Army. Any PCs still gaining benefit from membership of the Standing Army receive an unjust sentence of punishment in Deep Rock for 4 TUs! Knights and Greycloaks are also sentenced to time in Deep Rock. NOTE: Agents of Myoprim only serve half this time in Deep Rock. It seemed strange that such a sentence was cut short; no one asked any questions regarding the order to release the PC early. The documents were authentic; at least they sure looked authentic. Who would have imagined Myoprim's reach would stretch this far! Does it also mean Myoprim escaped the Shadowdark as well?

Once out from Deep Rock, all Standing Army PCs must re-enlist for an additional two years immediately after the term is up.

Such Standing Army PCs may try to skip out on this unjust punishment, either by trying to resign from the Standing Army or fleeing, in such case they become Wanted by the Council as well as they are expelled from the Standing Army metaorgs. If they are members of the Standing Army and Knights, then they are also expelled from their knightly order.

If PCs purchased shadow chains or a dark lantern then members of the Arcanists Society or The Guild requesting time to research the items approach the PCs. The PCs are asked to be agents for the relevant metaorg as "acquirers of knowledge". If such PCs spend 2 TUs, the factotum class is Open access for them.

If PCs are members of a Church metaorg for a lawful religion, those Churches express great displeasure at the PCs being away from their duties for so long. After explaining the situation to their hierarchy, the PCs are

directed to spend extra time attending religious services or performing duties. In place of the extra time attending services or performing duties, the PCs may substitute additional time on the Border for it.

If PCs were already Wanted by the Council before SHL 7-05 *Shadows of Nevermore*, and have their fate adjudicated in the Court of Honor, Sir Galodin speaks on behalf of the PC. Those PCs lose their Wanted status and may again join Shield Lands metaorgs normally.

EPILOGUE

However PCs arrive in Critwall, either escorted by Sir Galodin, or on their own, before PCs get where they are going, they walk along The Procession and arrive at a massive assembly before Castle Critwall.

The balcony is protected with an antimagic field, a dimension lock, and a wind wall suspended high above the crowd.

This passage was read before the start of the battle interactive that immediately followed the premier of this adventure.

You are at the rear of the crowd of assembled thousands. The wide plaza in front of Castle Critwall is packed with yeomen, the heart and soul of the Shield Lands army. Shield Lands freeholders are farmers who sign seven-year contracts for land. Common folk sign for rent, yeomen sign for military service to their lord. It is 597 and the seven year contracts are soon to expire. The Army is facing a crisis. In seven years, most yeomen have not been paid with the land they have been promised. Their promised land is still occupied. The yeomen of the Standing Army have begun losing morale contemplating whether their seven years of service has been for naught.

High on above the crowd on a balcony are most of the Council of Lords. It appears that various Lords have already addressed the crowd, hoping to appease the army's yeomen. Count Planton Yaldon, Count of Battledown just finished announcing that he is departing to the County of Urnst to visit with the new Countess and request military aid for the Shield Lands. The crowd mildly, but politely, cheers in approval. He continues.

"Next, here is Count Simen Sharn."

A young, smiling man, approaches the railing from the rear of the balcony. The crowd cheers. The popular young Count waves the crowd to silence.

"I would be presumptuous, indeed, to present myself against the distinguished lord to whom you have listened if this were but a measuring of ability; but this is not a contest among persons. The humblest citizen in all the Shield Lands when clad in the armor of a righteous cause is stronger than all the whole hosts of evil that they can meet. I come to speak to you in defense of causes as holy as the cause

of justice and honor—the causes of order and leadership.

"In 591, a few nobles, most of them members of this very Council of Lords, addressed you citizens of the Shield Lands asserting that complete reclamation was the paramount issue of the land; asserting also the right of the Council to control reclamation; concluding with the request that all yeomen should contract for military service in exchange for land to be reclaimed.

"Our assembled Lords then had gone forth from stalemate to stalemate, until they are assembled now, still not ready to redeem any contracts with payment in reclaimed land. The seven year yeoman contracts are coming due and still there is no land to pay yeomen Shield Landers. You have been asked to defer to your superiors in the matter of reclamation, and that is right, but your superiors, we on this balcony, have let you all down.

"But in this delay, brother has been arrayed against brother, and father against son. The warmest ties of love and acquaintance and association have been disintegrated. Old Lords have been usurped by doppelgangers sent by Old Wicked, and no new Lords have been allowed to replace them on the Council. And the Shield Lands wait to be reclaimed.

"Ah. My good Shield Lands commoners, I say not one word against those who live upon the border; those hardy pioneers who brave all the dangers of the reclamation, who have made the land blossom as the rose—those pioneers away out there, rearing their children near to the edge of darkness—out there where they are erecting outposts for the defense of our children and churches where we praise The Invincible, and the cemeteries where sleep the ashes of our dead—are as deserving of consideration by the Lords of this good land as any commoner in this country.

"It is for them that I speak. I come as an aggressor. Our war must be a war of reconquest, not stalemate. We should not be fighting in defense of our homes, our families, and posterity. We should be fighting to take our homes back, to destroy the threat to our families, and to create a new destiny. You have petitioned the Council, and your petitions have been disregarded. You have waited, and your waiting has been scorned. You have begged the Council, and they have are deaf when calamity comes.

"Beg no longer; wait no more; petition no more. The cause of order and leadership has been bruised and beaten by the Council!

"Those of you with your yeoman service complete and no land to show for it, I ask that you defer to ME! Tomorrow, I am going to war to reclaim the Shield Lands. My vassals and I are leaving for the border to battle Iuz and take land back. If you defer to me, sign with my forces, you will get land from what I reclaim!

"Tomorrow, Law's Crusade marches north!"

The assembled Shield Landers explode in cheers. Through the forest of upraised fists, you can see wild chaos on the balcony of Castle Critwall as the Lords appear to be opening arguing with each other while their attendants try to shuffle them behind curtains.

The Shield Lands are going to war.

EXPERIENCE POINT SUMMARY

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

2: RIOTS IN THE STREETS

Fight the shadow elementals

APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP

3: TAMING THE MIND FLAYERS

Defeat the mind flayers

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

5: CAVALRY TO THE RESCUE

Defeat the Iuzian host

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

STORY AWARD

Got Sir Galodin to give them an update on the state of thing:

APL 4	120 XP
APL 6	160 XP
APL 8	200 XP
APL 10	240 XP
APL 12	280 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 4	15 XP
APL 6	20 XP
APL 8	25 XP
APL 10	30 XP
APL 12	35 XP

TOTAL POSSIBLE EXPERIENCE:

APL 4	675 XP
APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP

TREASURE SUMMARY

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

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

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

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

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

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

5: CAVALRY TO THE RESCUE

APL 4: Loot 389 gp; Coin 90 gp; Magic 184 gp; *potion of cure light wounds* (4 gp each [2]), masterwork full plate (275 gp), masterwork greatsword (58 gp), masterwork light crossbow (56 gp), *amulet of natural armor* +1 (167 gp); Total 650 gp.

APL 6: Loot 778 gp; Coin 0 gp; Magic 350 gp; *potion of cure light wounds* (4 gp each [4]), masterwork full plate (275 gp each [2]), masterwork greatsword (58 gp each [2]), masterwork light crossbow (56 gp each [2]), *amulet of natural armor* +1 (167 gp each [2]); Total 1,128 gp.

APL 8: Loot 826 gp; Coin 0 gp; Magic 1,366 gp; *potion of cure light wounds* (4 gp each [6]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp), masterwork light crossbow (56 gp each [3]), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp); Total 2,192 gp.

APL 10: Loot 890 gp; Coin 0 gp; Magic 2,365 gp; *potion of cure light wounds* (4 gp each [8]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp each [2]), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp each [2]), masterwork light crossbow (56 gp each [4]), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp each [2]); Total 3,256 gp.

APL 12: Loot 2,134 gp; Coin 0 gp; Magic 5,541 gp; *potion of cure light wounds* (4 gp each [10]), masterwork full plate (275 gp each [2]), +2 *full plate* (471 gp each [3]), masterwork greatsword (58 gp each [2]), +1 *greatsword* (196 gp each [2]), +2 *greatsword* (696 gp), masterwork light crossbow (56 gp each [4]), *amulet of health* +4 (1,333 gp), *amulet of natural armor* +1 (167 gp each [2]), *periapt of Wisdom* +2 (333 gp each [2]), *ring of protection* +2 (667 gp), black adder venom (20 gp each dose [5]), deathblade poison (300 gp each dose [3]), purple worm poison (117 gp each dose [2]); Total 7,675 gp.

TOTAL POSSIBLE TREASURE

APL 4: Loot 389 gp; Coin 90 gp; Magic 184 gp; Total 650 gp.

APL 6: Loot 778 gp; Coin 0 gp; Magic 350 gp; Total 1,128 gp.

APL 8: Loot 826 gp; Coin 0 gp; Magic 1,366 gp; Total 2,192 gp.

APL 10: Loot 890 gp; Coin 0 gp; Magic 2,365 gp; Total 3,256 gp.

APL 12: Loot 2,134 gp; Coin 0 gp; Magic 5,541 gp; Total 7,675 gp.

ADVENTURE RECORD

Note: Shadowdark adventures include SHL6-08, 7-01, 7-02, 7-03, 7-04, and 7-05. 'Shadowdark' access is the same as 'Adventure' access, but the items may also be purchased after Shadowdark adventures.

★ Trapped in Shadow!

Benefits: If your prior AR is from a Shadowdark adventure, you gain 1 Shadow Point. This AR does not count for determining "Adventure" access length from non-Shadowdark ARs. All items on this AR are changed to 'Shadowdark' access.

Restrictions: If you use Magic Item Creation, Benefits from Non-Adventuring Activity, purchase items from a non-Shadowdark AR, or play a non-Shadowdark adventure before completing all adventures in the Shadowdark series, you lose all accumulated shadow points, all Shadowdark access reverts to Adventure access, and all Shadowdark ARs retroactively count for determining Adventure access length from non-Shadowdark ARs.

✂ **Penance!** You must spend extra TUs at religious services equal to your metaorg's yearly TU cost.

✂ **AwoL:** You violated your contract of service in the Standing Army. You spend 4 TUs in Deep Rock contemplating the injustice of it all. You also promise to sign up for another term of service (two more years), once your current contract is completed.

✂ **Wanted!** You skipped out on serving time in Deep Rock.

☛ **No Longer Wanted:** Impressed by your honor, Sir Galodin speaks for you; the Court of Honor rescinds your Wanted status.

☛ **Oh! Let me see THAT!** After spending 2 TUs as an agent for either the Arcanists' Society or The Guild, you have Open access to the factotum^{Dun} class.

☛ **How Long Was I Gone?:** You qualify for Dungeon Delver^{CAV}.

★ **Tainted by Shadow:** For one year from the date on this AR, you are affected as follows:

- **Light Blindness:** See MM 103.
- **Color of Shadow:** Your coloration is now in shades of black and white. If you had a prior color change or gain a new one after this, Color of Shadow overrides it. When Tainted by Shadow expires, your color returns to normal. You gain a +2 Circumstance bonus to Hide checks in shadowy illumination or darkness and a -2 Circumstance penalty to Diplomacy, Disguise, Gather Information, and Handle Animal checks.
- **Dim Aura:** *Detect evil* reveals a dim, lingering aura

ITEMS FOUND DURING THE ADVENTURE

APL 4:

- *Blessed bandage* (Adventure, MIC)
- *Cobra straps* (Adventure, MIC)
- *Lenses of revelation* (Adventure, MIC)
- *Quicksilver boots* (Adventure, MIC)
- War Cross of St. Cuthbert (Regional, CC)

APL 6 (as APL 4 plus the following):

- *Gauntlets of war* (Adventure, CC)
- *Panther mask* (Adventure, MIC)
- *Rapidstrike bracers* (Adventure, MIC)

APL 8 (as APLs 4–6 plus the following):

- *Helm of righteous war* (Adventure, CC)
- *Scorpion kama* (Adventure, MIC)

APL 10 (as APLs 4–8 plus the following):

- *Blade of righteous war* (Adventure, CC)
- *Domain staff of war* (Adventure, CC)

APL 12 (as APLs 4–10 plus the following):

- *Bastion of Righteous War* (Adventure, CC)
- *Pearl of power* 6th-level (Adventure, DMG)

SPENDING YOUR SHADOW POINTS

By spending accumulated Shadow Points, you may gain a selection of the following benefits. No PC can have more than 7 Shadow Points. All Shadow Points must be spent now.

Total Shadow Points: _____

Permanent Taint (2 points): *Tainted by Shadow* (see SHL7-05 *Shadows of Nevermore* AR) becomes permanent.

Darkvision (2 points): You gain darkvision 60 ft. for the duration of *Tainted by Shadow*; if you already have darkvision, the range increases by 60 ft.

Convert Item Frequency: For each Shadow Point spent, you can convert two Items Found on any Shadowdark AR to Frequency: Regional.

Retain More Memories: You may make one feat (1 point), prestige class (2 points), or spell (1 point/2 spells) Open access from the Awash in Ten Thousand Dead Minds portion of the SHL 7-04 AR.

Prestige Classes (2 points each)

- Abolisher; LoM
- Cavestalker; DotU
- Darkrunner; LoM
- Keeper of the Cerulean Sign; LoM
- Shadowblade; ToM
- Topaz Guardian; LoM; In the Shield Lands, the Topaz Order is part of the Church of Holy Shielding. You must worship Heironeous.

Item Upgrades (1 point each)

- Consumptive (weapon): MIC
- Dark (armor): DotU
- Daylight (armor): MIC
- Illuminating (weapon): MIC
- Light burst (weapon): DotU
- Mindarmor (armor): MIC
- Shadowstrike (weapon): MIC
- Shadow Striking (weapon): ToM
- Sparkling (weapon): DotU
- Twilight (armor): MIC
- +2 Cha enhancement bonus to head slot item: MIC
- +2 Con enhancement bonus to torso slot item: MIC
- +2 Dex enhancement bonus to feet slot item: MIC
- +2 Int enhancement bonus to face slot item: MIC
- +2 Str enhancement bonus to arm slot item: MIC
- +2 Wis enhancement bonus to hear slot item: MIC

Feats (1 point each)

- Aberration Banemagic; LoM
- Nocturnal Caster; ToM
- Shadowborn Warrior; DotU
- Shadowbound; Dra #319
- Umbral Shroud; CC
- Umbral Spell: DotU
- Unseen Arrow; ToM

Alternate Class Features (2 points each)

- Barbarian: trapkiller^{Dun}
- Barbarian: view the spirit world^{CC}
- Bard: mimicking song^{Dun}
- Cleric: divine restoration^{Dun}
- Druid: root walker^{Dun}
- Favored soul: deity's favor^{PH2}
- Fighter: dungeon crasher^{Dun}
- Hexblade: dark companion^{PH2}
- Marshal: adrenaline boost^{PH2}
- Monk: wall walker^{Dun}
- Paladin: divine spirit^{Dun}
- Ranger: trap expert^{Dun}
- Rogue: penetrating strike^{Dun}
- Scout: dungeon specialist^{PH2}
- Sorcerer: spell shield^{Dun}
- Swashbuckler: shield of blades^{PH2}
- Warmage: eclectic learning^{PH2}
- Wizard: wizard of sun and moon^{Dun}

Spells (1 point for two spells)

- CC: ravenous darkness, rejuvenating light.
- CM: nightmare terrain, pall of twilight.
- DotU: shadow double, shadow shroud, snuff the light.
- LoM: detect aberration, invoke the cerulean sign.
- SpC: blacklight, claws of darkness, cone of dimness, dark way, darkbolt, deeper darkvision, ghost touch armor, ghost touch weapon, light of lunia, light of mercuria, light of venya, moon bolt, moon lust, net of shadows, shadow cache, shadow hand, shadow phase, shadow mask, shadow radiance, shadow spray, shadow well, shadowfade, shadowy grapppler, slashing darkness, spectral weapon, veil of shadow, wall of light.

Spend It All (7 points): By spending 7 shadow points, the PC can receive the dark creature^{ToM} template. The template is acquired on the very next level the character attains, instead of a new character class. As a +1 LA template, it counts as one character class level.

I: FACE-TO-FACE WITH OBLIVION

ASSASSIN OF THE ELDER GODS CR 38

Genderless umbral blot

N Huge construct

Init +19; **Senses** blindsight 200 ft., darkvision 60 ft.
low-light vision; Listen +106, Spot +106

Languages Unknown

AC 44, touch 19, flat-footed 33

(–2 size, +11 Dex, +25 natural)

hp 726 (81 HD); fast healing 10

Immune construct traits, disintegration effects

Resist acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 44

Fort +33, **Ref** +38, **Will** +37

Speed 90 ft. fly (perfect) (18 squares)

Melee disintegrating touch +69 (DC 50 disintegration or 5d6)

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

Base Atk +60; **Grp** +76

Atk Options Combat Reflexes

Special Actions planar travel, track, vortex

Abilities Str 26, Dex 32, Con —, Int 32, Wis 30, Cha 30

SQ

Feats Alertness, Combat Reflexes, Flyby Attack, Great Fortitude, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track, Epic Fortitude, Epic Prowess (x3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness) x10, Superior Initiative

Skills Appraise +95, Concentration +84, Hide +99, Knowledge (arcana) +95, Knowledge (history) +95, Knowledge (religion) +95, Knowledge (the planes) +99, Listen +106, Move Silently +97, Search +95, Sense Motive +107, Spot +106, Survival +97 (+99 when tracking, +99 when on other planes)

Disintegrating Touch (Ex) Any material object that comes into contact with the Assassin of the Elder Gods is immediately disintegrated unless it succeeds at Fortitude save (DC 50). A character or object that has been disintegrated by the Assassin of the Elder Gods disappears completely, leaving behind not even dust. Those who make a successful saving throw still take 5d6 points of damage from the disintegrating touch. Likewise, weapons or objects that save take a like amount of damage, ignoring hardness. (Remember, tended or held objects save with the same bonus as their owners.

Vortex (Ex) As a swift action, the Assassin of the Elder Gods can suspend the insulation that prevents air from rushing at it, creating a vortex that immediately sucks all air within 30 feet of the Assassin of the Elder Gods, causing a sudden influx in all directions.

All flying or floating creatures within 30 feet of the Assassin of the Elder Gods who fail a DC 50 Reflex save are swept along with the wind into contact with the Assassin of the Elder Gods. Nonflying creatures within 30 feet who fail a DC 25 Reflex save are pulled into contact. Contact with the Assassin of the Elder Gods could lead to disintegration as noted above.

Planar Travel (Ex) The Assassin of the Elder Gods can fold space at will. As a standard action it can use *dimension door*, *ethereal jaunt*, *greater teleport*, or *plane shift*.

Source *Epic Level Handbook*.

Physical Description: A 15-ft.-diameter hovering sphere of absolute void, utter darkness.

1: RIOTS IN THE STREETS**SMALL SHADOW ELEMENTAL** **CR 2**

NE Small elemental (extraplanar, incorporeal)

Init +4; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +3, Spot +3**Languages** none known, understands summoner's orders**AC** 12, touch 12, flat-footed 12
(+1 size, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 15 (3d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +1, **Ref** +3, **Will** +1**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares)**Melee** incorporeal touch +3 (1d4 plus 1d4 cold)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +2; **Grp** -2**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 10, Con 10, Int 4, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Improved Initiative**Skills** Listen +3, Spot +3**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a -4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 1st.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch +4 (1d4+1 plus cold 1d4+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

4: CAVALRY

BLOODHULK FIGHTER

CR 4

NE Medium undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 natural)

hp 140 (10 HD)

Immune undead immunities

Fort +3 **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

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

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 20.

Physical Description: This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

CLERIC OF IUZ LIEUTENANT

CR 5

Female human cleric of Iuz 5

CE Medium humanoid (human)

Init -1; **Senses** Listen +10, Spot +3

Languages Common

AC 18, touch 9, flat-footed 18; *magic circle against good*

(-1 Dex, +8 full plate, +1 natural)

hp 36 +4 temp (5d8 HD)

Fort +6 **Ref** +0 **Will** +7; *magic circle against good*

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

Melee masterwork greatsword +7 (2d6+3)

Ranged masterwork light crossbow +3 (1d8, 19–20)

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

Base Atk +3; **Grp** +5

Special Actions Profane Lifeleech, rebuke undead 8/day (+3, 2d6+7, CL 6th)

Combat Gear 2 *potions of cure light wounds*

Cleric Spells Prepared (CL 6th, [Evil] CL 7th):

3rd(2+D)—*animate dead*, *dispel magic*, *magic circle against good*^P

2nd(3+D)—*bear's endurance*, *death knell* (DC 15), *hold person* (DC 15), *invisibility*^P

1st(4+D)—*bane* (DC 14), *cure light wounds*, *cause fear* (DC 14) (2), *protection from good*^P

0(5)—*detect magic*, *guidance* (2), *light*, *resistance*

D: Domain spell. Deity: Iuz. Domains: Evil, Trickery

Abilities Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12

Feats Improved Turning, Extra Turning, Profane Lifeleech

Skills Concentration +10, Listen +11, Spellcraft +8

Possessions combat gear plus masterwork full plate, masterwork greatsword, masterwork light crossbow, 10 bolts, wooden holy symbol, *amulet of natural armor* +1

Power-Up Suite (*bear's endurance*): hp 46 + 4 temp; Fort +8; Concentration +12

Power-Up Suite (*death knell*): prefigured into statistics.

1: RIOTS IN THE STREETS**MEDIUM SHADOW ELEMENTAL CR 4**

NE Medium elemental (extraplanar, incorporeal)

Init +5; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +4, Spot +5**Languages** none known, understands summoner's orders**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 42 (6d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +4, **Ref** +6, **Will** +2**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares)**Melee** incorporeal touch +5 (1d6 plus 1d6 cold)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Atk Options** Combat Reflexes, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 12, Con 14, Int 4, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Combat Reflexes, Hold the Line, Improved Initiative**Skills** Listen +4, Spot +5**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 3rd.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch +6 (1d6+1 plus cold 1d6+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.**4: CAVALRY****BLOODHULK FIGHTER CR 4**

NE Medium undead

Init –1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**Languages** understands creator's orders**AC** 11, touch 9, flat-footed 11 (–1 Dex, +2 natural)**hp** 140 (10 HD)**Immune** undead immunities**Fort** +3 **Ref** +2, **Will** +7**Weakness** fragile**Speed** 20 ft. (4 squares)**Melee** slam +8 (1d8+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Abilities** Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1**SQ** blood bloated, undead traits**Feats** —**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.**Source** *Monster Manual IV* 20.*Physical Description:* This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

BLOODHULK GIANT**CR 6**

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**Languages** understands creator's orders**AC** 13, touch 7, flat-footed 13
(-1 size, -2 Dex, +6 natural)**hp** 196 (14 HD)**Immune** undead immunities**Fort** +4 **Ref** +2, **Will** +9**Weakness** fragile**Speed** 20 ft. (4 squares)**Melee** slam +17 (2d6+16)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +22**Abilities** Str 33, Dex 6, Con —, Int —, Wis 10, Cha 1**SQ** blood bloated, undead traits**Feats** —**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.**Source** *Monster Manual IV* 20.

Physical Description: A towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins across its body, and here and there it pulses and shifts with a great quantity of fluid.

CLERIC OF IUZ LIEUTENANT**CR 5**

Female human cleric of Iuz 5

CE Medium humanoid (human)

Init -1; **Senses** Listen +10, Spot +3**Languages** Common**AC** 18, touch 9, flat-footed 18; *magic circle against good*

(-1 Dex, +8 full plate, +1 natural)

hp 36 +4 temp (5d8 HD)**Fort** +6 **Ref** +0 **Will** +7; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** masterwork greatsword +7 (2d6+3)**Ranged** masterwork light crossbow +3 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+7, CL 6th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 6th, [Evil] CL 7th):3rd(2+D)—*animate dead*, *dispel magic*, ~~*magic circle against good*~~^P2nd(3+D)—~~*bear's endurance*~~, ~~*death knell*~~ (DC 15), *hold person* (DC 15), *invisibility*^P1st(4+D)—*bane* (DC 14), *cure light wounds*, *cause fear* (DC 14) (2), *protection from good*^P0(5)—*detect magic*, *guidance* (2), *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech**Skills** Concentration +10, Listen +11, Spellcraft +8**Possessions** combat gear plus masterwork full plate, masterwork greatsword, masterwork light crossbow, 10 bolts, wooden holy symbol, *amulet of natural armor* +1**Power-Up Suite (*bear's endurance*):** hp 46 + 4 temp; Fort +8; Concentration +12**Power-Up Suite (*death knell*):** prefigured into statistics.

1: RIOTS IN THE STREETS

LARGE SHADOW ELEMENTAL CR 7

NE Large elemental (extraplanar, incorporeal)

Init +6; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +8, Spot +9**Languages** none known, understands summoner's orders**AC** 12, touch 12, flat-footed 10
(−1 size, +2 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 78 (10d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +6, **Ref** +10, **Will** +3**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares)**Melee** incorporeal touch +9 (1d8 plus 1d8 cold) or,**Melee** 2 incorporeal touches +9 (1d8 plus 1d8 cold)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +11**Atk Options** Combat Reflexes, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 14, Con 16, Int 6, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Alertness, Combat Reflexes, Hold the Line, Improved Initiative**Skills** Listen +8, Spot +9**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a −4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 5th.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch(es) +10 (1d8+1 plus cold 1d8+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.**MEDIUM SHADOW ELEMENTAL CR 4**

NE Medium elemental (extraplanar, incorporeal)

Init +5; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +4, Spot +5**Languages** none known, understands summoner's orders**AC** 12, touch 12, flat-footed 11
(+1 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 42 (6d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +4, **Ref** +6, **Will** +2**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares)**Melee** incorporeal touch +5 (1d6 plus 1d6 cold)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +4; **Grp** +4**Atk Options** Combat Reflexes, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 12, Con 14, Int 4, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Combat Reflexes, Hold the Line, Improved Initiative**Skills** Listen +4, Spot +5**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a −4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 3rd.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch +6 (1d6+1 plus cold 1d6+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

4: CAVALRY

BLOODHULK FIGHTER

CR 4

NE Medium undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 natural)

hp 140 (10 HD)

Immune undead immunities

Fort +3 **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

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

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 20.

Physical Description: This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

BLOODHULK GIANT

CR 6

NE Large undead

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

Languages understands creator's orders

AC 13, touch 7, flat-footed 13
(-1 size, -2 Dex, +6 natural)

hp 196 (14 HD)

Immune undead immunities

Fort +4 **Ref** +2, **Will** +9

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +17 (2d6+16)

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

Base Atk +7; **Grp** +22

Abilities Str 33, Dex 6, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 20.

Physical Description: A towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins across its body, and here and there it pulses and shifts with a great quantity of fluid.

CLERIC OF IUZ CAPTAIN**CR 9**

Female human cleric of Iuz 9

CE Medium humanoid (human)

Init -1; **Senses** Listen +16, Spot +4**Languages** Common**AC** 20, touch 10, flat-footed 20; *magic circle against good*

(-1 Dex, +10 full plate, +1 deflection)

hp 63 + 4 temp (9d8 HD)**Fort** +8, **Ref** +2, **Will** +10; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +10/+5 (2d6+5, 19–20) or**Ranged** masterwork light crossbow +6 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+11, CL 10th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 10th):5th—*dispel good*^P (melee touch +8), *flame strike* (DC 19)4th—*confusion*^P (DC 18), *poison* (melee touch +8, DC 18), *unholy blight* (DC 18) (2)3rd—*animate dead*, *contagion* (DC 17), *dispel magic*, *invisibility purge*, ~~*magic circle against good*^P~~2nd—~~*bear's endurance*~~, ~~*death knell*~~ (DC 16), *hold person* (DC 16) (2), *invisibility*^P, *sound burst* (DC 16)1st—*bane* (DC 15), *cure light wounds* (2), *cause fear* (DC 15) (2), *protection from good*^P0—*cure minor wounds* (3), *detect magic*, *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 16, Dex 8, Con 14, Int 10, Wis 18, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech, Quicken Turning, Domain Spontaneity (Trickery)**Skills** Concentration +14, Listen +16, Spellcraft +12**Possessions** combat gear plus +2 *full plate*, +1 *greatsword*, *periapt of Wisdom* +2, masterwork light crossbow, 10 bolts, wooden holy symbol, 6 torches**Power-Up Suite** (*bear's endurance*): hp 81 + 4 temp; Fort +10; Concentration +16**Power-Up Suite** (*death knell*): prefigured into statistics.**CLERIC OF IUZ LIEUTENANT****CR 5**

Female human cleric of Iuz 5

CE Medium humanoid (human)

Init -1; **Senses** Listen +10, Spot +3**Languages** Common**AC** 18, touch 9, flat-footed 18; *magic circle against good*

(-1 Dex, +8 full plate, +1 natural)

hp 36 +4 temp (5d8 HD)**Fort** +6 **Ref** +0 **Will** +7; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** masterwork *greatsword* +7 (2d6+3)**Ranged** masterwork light crossbow +3 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+7, CL 6th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 6th, [Evil] CL 7th):3rd (2+D)—*animate dead*, *dispel magic*, ~~*magic circle against good*^P~~2nd (3+D)—~~*bear's endurance*~~, ~~*death knell*~~ (DC 15), *hold person* (DC 15), *invisibility*^P1st (4+D)—*bane* (DC 14), *cure light wounds*, *cause fear* (DC 14) (2), *protection from good*^P0(5)—*detect magic*, *guidance* (2), *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech**Skills** Concentration +10, Listen +11, Spellcraft +8**Possessions** combat gear plus masterwork full plate, masterwork *greatsword*, masterwork light crossbow, 10 bolts, wooden holy symbol, *amulet of natural armor* +1**Power-Up Suite** (*bear's endurance*): hp 46 + 4 temp; Fort +8; Concentration +12**Power-Up Suite** (*death knell*): prefigured into statistics.

1: RIOTS IN THE STREETS

HUGE SHADOW ELEMENTAL **CR 9**

NE Huge elemental (extraplanar, incorporeal)

Init +8; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; **Listen** +12, **Spot** +13**Languages** none known, understands summoner's orders**AC** 13, touch 13, flat-footed 9
(−2 size, +4 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 154 (18d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +10, **Ref** +17, **Will** +6**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares); Flyby Attack**Melee** incorporeal touch +16 (2d6 plus 2d6 cold) or,**Melee** 2 incorporeal touches +16 (2d6 plus 2d6 cold)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +13; **Grp** +21**Atk Options** Combat Reflexes, Flyby Attack, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 18, Con 18, Int 6, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Alertness, Combat Reflexes, Flyby Attack, Hold the Line, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)**Skills** Listen +12, Spot +13**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a −4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 9th.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch(es) +17 (2d6+1 plus cold 2d6+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.**LARGE SHADOW ELEMENTAL** **CR 7**

NE Large elemental (extraplanar, incorporeal)

Init +6; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; **Listen** +8, **Spot** +9**Languages** none known, understands summoner's orders**AC** 12, touch 12, flat-footed 10
(−1 size, +2 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 78 (10d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +6, **Ref** +10, **Will** +3**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares)**Melee** incorporeal touch +8 (1d8 plus 1d8 cold) or,**Melee** 2 incorporeal touches +8 (1d8 plus 1d8 cold)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +11**Atk Options** Combat Reflexes, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 14, Con 16, Int 6, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Alertness, Combat Reflexes, Hold the Line, Improved Initiative**Skills** Listen +8, Spot +9**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a −4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 5th.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch(es) +9 (1d8+1 plus cold 1d8+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

MEDIUM SHADOW ELEMENTAL **CR 4**
 NE Medium elemental (extraplanar, incorporeal)
Init +5; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +4, Spot +5
Languages none known, understands summoner's orders

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 deflection)
Miss Chance 50% (incorporeal)
hp 42 (6d8 HD)
Immune elemental immunities, incorporeal immunities
Fort +4, **Ref** +6, **Will** +2
Weakness shadow mastery

Speed 40 ft. fly (perfect) (8 squares)
Melee incorporeal touch +5 (1d6 plus 1d6 cold)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +4
Atk Options Combat Reflexes, Hold the Line
Special Actions dusk and dawn 3/day

Abilities Str —, Dex 12, Con 14, Int 4, Wis 11, Cha 11
SQ elemental traits, incorporeal traits, shadow mastery
Feats Combat Reflexes, Hold the Line, Improved Initiative
Skills Listen +4, Spot +5

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.
Dusk and Dawn (Su) 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 3rd.
Skills A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.
Source *Tome of Magic* 165.

Power-Up Suite (While in darkness of shadowy illumination): incorporeal touch +6 (1d6+1 plus cold 1d6+1)

Physical Description: The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

2: HOUSE GONE WILD

ULITHARID, MIND FLAYER **CR 12**
 LE Large aberration
Init +6; **Senses** telepathy 200 ft., darkvision 60 ft.; Listen +8, Spot +18
Languages Undercommon

AC 20, touch 11, flat-footed 18 (–1 size, +2 Dex, +4 *mage armor*, +5 natural)

hp 90 (12 HD)
SR 27
Fort +7, **Ref** +6, **Will** +13

Speed 30 ft. (6 squares);
Melee 2 long tentacles +11 (1d8+3) and 4 short tentacles +11 (1d8+3)
Space 10 ft.; **Reach** 5 ft. (10 ft. with 2 long tentacles)
Base Atk +9; **Grp** +16
Atk Options improved grab
Special Actions extract, *mind blast* (DC 21)
Combat Gear *potion of cure serious wounds*
Spell-Like Abilities (CL 12th):
 At will—*charm monster* (DC 19), *detect thoughts* (DC 17), *dimension door*, *levitate*, *mage armor* (self only), *plane shift*, *suggestion* (DC 18);
 1/day—*dominate monster* (DC 24), *mass suggestion* (DC 21)
 Already cast—*mage armor*

Abilities Str 16, Dex 14, Con 16, Int 21, Wis 17, Cha 21
Feats Combat Casting, Improved Initiative, Improved Natural Attack, Iron Will, Spell Penetration
Skills Bluff +15, Concentration +18 (+22 casting defensively), Diplomacy +14, Disguise +5 (+7 acting in character), Gather Information +7, Hide +8, Intimidate +17, Knowledge (local) +15, Knowledge (dungeoneering) +15, Listen +8, Move Silently +13, Sense Motive +8, Spot +18
Possessions combat gear

Mind Blast (Sp) An Ulitharid can discharge a devastating psionic attack in the form of a cone 60 feet long. Anyone caught in this cone must succeed on a DC 21 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

Improved Grab (Ex) To use this ability, an Ulitharid must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. An Ulitharid can grab a Huge or larger creature only if it can somehow reach the foe's head.

If an Ulitharid begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Ulitharid gets a +2 circumstance bonus on the check for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) An Ulitharid that begins its turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.

Source *Lords of Madness*

4: CAVALRY

BLOODHULK CRUSHER

CR 8

NE Huge undead

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

Languages understands creator's orders

AC 14, touch 6, flat-footed 14
(-2 size, -2 Dex, +8 natural)

hp 280 (20 HD)

Immune undead immunities

Fort +6 **Ref** +4, **Will** +12

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +24 (3d6+24)

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

Base Atk +10; **Grp** +34

Abilities Str 43, Dex 6, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 21.

Physical Description: A twisted, swollen form the size of a castle tower looms over you. Its bloated, swollen body is covered with thick, ropy veins that throb with viscous blood. It looks down upon you with hollow empty eyes.

BLOODHULK FIGHTER

CR 4

NE Medium undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages understands creator's orders

AC 11, touch 9, flat-footed 11
(-1 Dex, +2 natural)

hp 140 (10 HD)

Immune undead immunities

Fort +3 **Ref** +2, **Will** +7

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +8 (1d8+4)

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

Base Atk +5; **Grp** +8

Abilities Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 20.

Physical Description: This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

BLOODHULK GIANT

CR 6

NE Large undead

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

Languages understands creator's orders

AC 13, touch 7, flat-footed 13
(-1 size, -2 Dex, +6 natural)

hp 196 (14 HD)

Immune undead immunities

Fort +4 **Ref** +2, **Will** +9

Weakness fragile

Speed 20 ft. (4 squares)

Melee slam +17 (2d6+16)

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

Base Atk +7; **Grp** +22

Abilities Str 33, Dex 6, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 20.

Physical Description: A towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins across its body, and here and there it pulses and shifts with a great quantity of fluid.

CLERIC OF IUZ CAPTAIN**CR 9**

Female human cleric of Iuz 9

CE Medium humanoid (human)

Init –1; **Senses** Listen +16, Spot +4**Languages** Common**AC** 20, touch 10, flat-footed 20; *magic circle against good*

(–1 Dex, +10 full plate, +1 deflection)

hp 63 + 4 temp (9d8 HD)**Fort** +8, **Ref** +2, **Will** +10; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +10/+5 (2d6+5, 19–20) or**Ranged** masterwork light crossbow +6 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+11, CL 10th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 10th):5th—*dispel good*^P (melee touch +8), *flame strike* (DC 19)4th—*confusion*^P (DC 18), *poison* (melee touch +8, DC 18), *unholy blight* (DC 18) (2)3rd—*animate dead*, *contagion* (DC 17), *dispel magic*, *invisibility purge*, ~~*magic circle against good*^P~~2nd—~~*bear's endurance*~~, ~~*death knell*~~ (DC 16), *hold person* (DC 16) (2), *invisibility*^P, *sound burst* (DC 16)1st—*bane* (DC 15), *cure light wounds* (2), *cause fear* (DC 15) (2), *protection from good*^P0—*cure minor wounds* (3), *detect magic*, *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 16, Dex 8, Con 14, Int 10, Wis 18, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech, Quicken Turning, Domain Spontaneity (Trickery)**Skills** Concentration +14, Listen +16, Spellcraft +12**Possessions** combat gear plus +2 *full plate*, +1 *greatsword*, *peripat of Wisdom* +2, masterwork light crossbow, 10 bolts, wooden holy symbol, 6 torches**Power-Up Suite** (*bear's endurance*): hp 81 + 4 temp; Fort +10; Concentration +16**Power-Up Suite** (*death knell*): prefigured into statistics.**CLERIC OF IUZ LIEUTENANT****CR 5**

Female human cleric of Iuz 5

CE Medium humanoid (human)

Init –1; **Senses** Listen +10, Spot +3**Languages** Common**AC** 18, touch 9, flat-footed 18; *magic circle against good*

(–1 Dex, +8 full plate, +1 natural)

hp 36 +4 temp (5d8 HD)**Fort** +6 **Ref** +0 **Will** +7; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** masterwork greatsword +7 (2d6+3)**Ranged** masterwork light crossbow +3 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+7, CL 6th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 6th, [Evil] CL 7th):3rd (2+D)—*animate dead*, *dispel magic*, ~~*magic circle against good*^P~~2nd (3+D)—~~*bear's endurance*~~, ~~*death knell*~~ (DC 15), *hold person* (DC 15), *invisibility*^P1st (4+D)—*bane* (DC 14), *cure light wounds*, *cause fear* (DC 14) (2), *protection from good*^P0(5)—*detect magic*, *guidance* (2), *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech**Skills** Concentration +10, Listen +11, Spellcraft +8**Possessions** combat gear plus masterwork full plate, masterwork greatsword, masterwork light crossbow, 10 bolts, wooden holy symbol, *amulet of natural armor* +1**Power-Up Suite** (*bear's endurance*): hp 46 + 4 temp; Fort +8; Concentration +12**Power-Up Suite** (*death knell*): prefigured into statistics.

1: RIOTS IN THE STREETS

GREATER SHADOW ELEMENTAL CR 11

NE Huge elemental (extraplanar, incorporeal)

Init +9; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +12, Spot +12**Languages** none known, understands summoner's orders**AC** 14, touch 14, flat-footed 9; Dodge, Mobility (–2 size, +5 Dex, +1 deflection)**Miss Chance** 50% (incorporeal)**hp** 178 (21d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +11, **Ref** +19, **Will** +7**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares); Flyby Attack**Melee** incorporeal touch +19 (2d6 plus 4d6 cold) or,**Melee** 2 incorporeal touches +19 (2d6 plus 4d6 cold)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +15; **Grp** +23**Atk Options** Combat Reflexes, Flyby Attack, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 20, Con 18, Int 8, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Combat Reflexes, Dodge, Flyby Attack, Hold the Line, Improved Initiative, Lightning Reflexes, Mobility, Weapon Focus (incorporeal touch)**Skills** Listen +12, Spot +12**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 10th.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch(es) +20 (2d6+1 plus cold 4d6+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.**HUGE SHADOW ELEMENTAL CR 9**

NE Huge elemental (extraplanar, incorporeal)

Init +8; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +12, Spot +13**Languages** none known, understands summoner's orders**AC** 13, touch 13, flat-footed 9

(–2 size, +4 Dex, +1 deflection)

Miss Chance 50% (incorporeal)**hp** 154 (18d8 HD)**Immune** elemental immunities, incorporeal immunities**Fort** +10, **Ref** +17, **Will** +6**Weakness** shadow mastery**Speed** 40 ft. fly (perfect) (8 squares); Flyby Attack**Melee** incorporeal touch +16 (2d6 plus 2d6 cold) or,**Melee** 2 incorporeal touches +16 (2d6 plus 2d6 cold)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +13; **Grp** +21**Atk Options** Combat Reflexes, Flyby Attack, Hold the Line**Special Actions** dusk and dawn 3/day**Abilities** Str —, Dex 18, Con 18, Int 6, Wis 11, Cha 11**SQ** elemental traits, incorporeal traits, shadow mastery**Feats** Alertness, Combat Reflexes, Flyby Attack, Hold the Line, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)**Skills** Listen +12, Spot +13**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.**Dusk and Dawn (Su)** 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 9th.**Skills** A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.**Source** *Tome of Magic* 165.**Power-Up Suite (While in darkness of shadowy illumination):** incorporeal touch(es) +17 (2d6+1 plus cold 2d6+1)*Physical Description:* The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

LARGE SHADOW ELEMENTAL CR 7

NE Large elemental (extraplanar, incorporeal)
Init +6; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +8, Spot +9

Languages none known, understands summoner's orders

AC 12, touch 12, flat-footed 10
 (–1 size, +2 Dex, +1 deflection)

Miss Chance 50% (incorporeal)

hp 78 (10d8 HD)

Immune elemental immunities, incorporeal immunities

Fort +6, **Ref** +10, **Will** +3

Weakness shadow mastery

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

Melee incorporeal touch +8 (1d8 plus 1d8 cold) or,
Melee 2 incorporeal touches +8 (1d8 plus 1d8 cold)

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

Base Atk +7; **Grp** +11

Atk Options Combat Reflexes, Hold the Line

Special Actions dusk and dawn 3/day

Abilities Str —, Dex 14, Con 16, Int 6, Wis 11, Cha 11

SQ elemental traits, incorporeal traits, shadow mastery

Feats Alertness, Combat Reflexes, Hold the Line, Improved Initiative

Skills Listen +8, Spot +9

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 5th.

Skills A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.

Source *Tome of Magic* 165.

Power-Up Suite (While in darkness of shadowy illumination): incorporeal touch(es) +9 (1d8+1 plus cold 1d8+1)

Physical Description: The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

MEDIUM SHADOW ELEMENTAL CR 4

NE Medium elemental (extraplanar, incorporeal)
Init +5; **Senses** blindsight 60 ft., darkvision 60 ft., sense presence in adjacent square; Listen +4, Spot +5

Languages none known, understands summoner's orders

AC 12, touch 12, flat-footed 11
 (+1 Dex, +1 deflection)

Miss Chance 50% (incorporeal)

hp 42 (6d8 HD)

Immune elemental immunities, incorporeal immunities

Fort +4, **Ref** +6, **Will** +2

Weakness shadow mastery

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

Melee incorporeal touch +5 (1d6 plus 1d6 cold)

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

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

Atk Options Combat Reflexes, Hold the Line

Special Actions dusk and dawn 3/day

Abilities Str —, Dex 12, Con 14, Int 4, Wis 11, Cha 11

SQ elemental traits, incorporeal traits, shadow mastery

Feats Combat Reflexes, Hold the Line, Improved Initiative

Skills Listen +4, Spot +5

Shadow Mastery (Ex) A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.

Dusk and Dawn (Su) 3/day, a shadow elemental can use dusk and dawn, as the mystery. CL 3rd.

Skills A shadow elemental is perfectly silent, never needing to make a Move Silently check if it wishes to not be heard.

Source *Tome of Magic* 165.

Power-Up Suite (While in darkness of shadowy illumination): incorporeal touch +6 (1d6+1 plus cold 1d6+1)

Physical Description: The shadows coalesce into a single point of pulsing animated darkness. Trailing smoky wisps of gloom, the vague form moves soundlessly closer, draining the light as it passes.

2: HOUSE GONE WILD

ULITHARID, MIND FLAYER

CR 12

LE Large aberration

Init +6; **Senses** telepathy 200 ft., darkvision 60 ft.; Listen +8, Spot +18

Languages Undercommon

AC 20, touch 11, flat-footed 18

(−1 size, +2 Dex, +4 *mage armor*, +5 natural)

hp 90 (12 HD)

SR 27

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

Speed 30 ft. (6 squares);

Melee 2 long tentacles +11 (1d8+3) and 4 short tentacles +11 (1d8+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with 2 long tentacles)

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

Atk Options improved grab

Special Actions *extract*, *mind blast* (DC 21)

Combat Gear *potion of cure serious wounds*

Spell-Like Abilities (CL 12th):

At will—*charm monster* (DC 19), *detect thoughts* (DC 17), *dimension door*, *levitate*, *mage armor* (self only), *plane shift*, *suggestion* (DC 18);
1/day—*dominate monster* (DC 24), *mass suggestion* (DC 21)

Already cast—*mage armor*

Abilities Str 16, Dex 14, Con 16, Int 21, Wis 17, Cha 21

Feats Combat Casting, Improved Initiative, Improved Natural Attack, Iron Will, Spell Penetration

Skills Bluff +15, Concentration +18 (+22 casting defensively), Diplomacy +14, Disguise +5 (+7 acting in character), Gather Information +7, Hide +8, Intimidate +17, Knowledge (local) +15, Knowledge (dungeoneering) +15, Listen +8, Move Silently +13, Sense Motive +8, Spot +18

Possessions combat gear

Mind Blast (Sp) An Ulitharid can discharge a devastating psionic attack in the form of a cone 60 feet long. Anyone caught in this cone must succeed on a DC 21 Will save or be stunned for 3d4 rounds. The save DC is Charisma-based. This ability is the equivalent of a 4th-level spell.

Improved Grab (Ex) To use this ability, an Ulitharid must hit a Small, Medium, or Large creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent's head. An Ulitharid can grab a Huge or larger creature only if it can somehow reach the foe's head.

If an Ulitharid begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or an Escape Artist check, but the Ulitharid gets a +2 circumstance bonus on the check for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) An Ulitharid that begins its turn with at least four tentacles attached and that makes a successful grapple check automatically extracts the opponent's brain, instantly killing that creature. This power is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to foes with multiple heads.

Source *Lords of Madness*

4: CAVALRY

BLOODHULK CRUSHER

CR 8

NE Huge undead

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

Languages understands creator's orders

AC 14, touch 6, flat-footed 14

(−2 size, −2 Dex, +8 natural)

hp 280 (20 HD)

Immune undead immunities

Fort +6 **Ref** +4, **Will** +12

Weakness fragile

Speed 30 ft. (6 squares)

Melee slam +24 (3d6+24)

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

Base Atk +10; **Grp** +34

Abilities Str 43, Dex 6, Con —, Int —, Wis 10, Cha 1

SQ blood bloated, undead traits

Feats —

Skills Listen +0, Spot +0

Fragile (Ex) A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.

Blood Bloated (Ex) A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.

Source *Monster Manual IV* 21.

Physical Description: A twisted, swollen form the size of a castle tower looms over you. Its bloated, swollen body is covered with thick, ropy veins that throb with viscous blood. It looks down upon you with hollow empty eyes.

BLOODHULK FIGHTER**CR 4**

NE Medium undead

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**Languages** understands creator's orders**AC** 11, touch 9, flat-footed 11

(-1 Dex, +2 natural)

hp 140 (10 HD)**Immune** undead immunities**Fort** +3 **Ref** +2, **Will** +7**Weakness** fragile**Speed** 20 ft. (4 squares)**Melee** slam +8 (1d8+4)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +8**Abilities** Str 16, Dex 9, Con —, Int —, Wis 10, Cha 1**SQ** blood bloated, undead traits**Feats** —**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.**Source** *Monster Manual IV* 20.

Physical Description: This might have been a human, once. Now it is a bloated horror, distended veins sprawling across its livid skin. Scraps of rotting cloth are all that cover its swollen body. Its empty eyes fix on you, and it lurches forward swinging massive fists.

BLOODHULK GIANT**CR 6**

NE Large undead

Init -2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0**Languages** understands creator's orders**AC** 13, touch 7, flat-footed 13

(-1 size, -2 Dex, +6 natural)

hp 196 (14 HD)**Immune** undead immunities**Fort** +4 **Ref** +2, **Will** +9**Weakness** fragile**Speed** 20 ft. (4 squares)**Melee** slam +17 (2d6+16)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +22**Abilities** Str 33, Dex 6, Con —, Int —, Wis 10, Cha 1**SQ** blood bloated, undead traits**Feats** —**Skills** Listen +0, Spot +0**Fragile (Ex)** A bloodhulk fighter takes an extra 1d6 points of damage whenever it takes at least 1 point of damage from a piercing or slashing weapon.**Blood Bloated (Ex)** A bloodhulk fighter always gains the maximum possible per Hit Die. In addition, it gains 2 bonus hit points per Hit Die.**Source** *Monster Manual IV* 20.

Physical Description: A towering, swollen giant looks as if its skin is about to burst and rip away. Thick veins across its body, and here and there it pulses and shifts with a great quantity of fluid.

CLERIC OF IUZ CAPTAIN**CR 9**

Female human cleric of Iuz 9

CE Medium humanoid (human)

Init -1; **Senses** Listen +16, Spot +4**Languages** Common**AC** 20, touch 10, flat-footed 20; *magic circle against good*

(-1 Dex, +10 full plate, +1 deflection)

hp 63 + 4 temp (9d8 HD)**Fort** +8, **Ref** +2, **Will** +10; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +1 *greatsword* +10/+5 (2d6+5, 19–20) or**Ranged** masterwork light crossbow +6 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +9**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+11, CL 10th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 10th):5th—*dispel good*^P (melee touch +8), *flame strike* (DC 19)4th—*confusion*^P (DC 18), *poison* (melee touch +8, DC 18), *unholy blight* (DC 18) (2)3rd—*animate dead*, *contagion* (DC 17), *dispel magic*, *invisibility purge*, ~~*magic circle against good*^P~~2nd—~~*bear's endurance*~~, ~~*death knell*~~ (DC 16), *hold person* (DC 16) (2), *invisibility*^P, *sound burst* (DC 16)1st—*bane* (DC 15), *cure light wounds* (2), *cause fear* (DC 15) (2), *protection from good*^P0—*cure minor wounds* (3), *detect magic*, *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 16, Dex 8, Con 14, Int 10, Wis 18, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech, Quicken Turning, Domain Spontaneity (Trickery)**Skills** Concentration +14, Listen +16, Spellcraft +12**Possessions** combat gear plus +2 *full plate*, +1 *greatsword*, *periapt of Wisdom* +2, masterwork light crossbow, 10 bolts, wooden holy symbol, 6 torches**Power-Up Suite (bear's endurance):** hp 81 + 4 temp; Fort +10; Concentration +16**Power-Up Suite (death knell):** prefigured into statistics.

CLERIC OF IUZ LIEUTENANT**CR 5**Female human cleric of Iuz 5
CE Medium humanoid (human)**Init** -1; **Senses** Listen +10, Spot +3**Languages** Common**AC** 18, touch 9, flat-footed 18; *magic circle against good*

(-1 Dex, +8 full plate, +1 natural)

hp 36 +4 temp (5d8 HD)**Fort** +6 **Ref** +0 **Will** +7; *magic circle against good***Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** masterwork greatsword +7 (2d6+3)**Ranged** masterwork light crossbow +3 (1d8, 19–20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +5**Special Actions** Profane Lifeleech, rebuke undead 8/day (only 4 uses left) (+3, 2d6+7, CL 6th)**Combat Gear** 2 *potions of cure light wounds***Cleric Spells Prepared** (CL 6th, [Evil] CL 7th):3rd(2+D)—*animate dead*, *dispel magic*, ~~*magic circle against good*~~^P2nd(3+D)—~~*bear's endurance*~~, ~~*death knell*~~ (DC 15), *hold person* (DC 15), *invisibility*^P1st(4+D)—*bane* (DC 14), *cure light wounds*, *cause fear* (DC 14) (2), *protection from good*^P0(5)—*detect magic*, *guidance* (2), *light*, *resistance***D:** Domain spell. Deity: Iuz. Domains: Evil, Trickery**Abilities** Str 15, Dex 8, Con 14, Int 10, Wis 16, Cha 12**Feats** Improved Turning, Extra Turning, Profane Lifeleech**Skills** Concentration +10, Listen +11, Spellcraft +8**Possessions** combat gear plus masterwork full plate, masterwork greatsword, masterwork light crossbow, 10 bolts, wooden holy symbol, *amulet of natural armor* +1**Power-Up Suite** (*bear's endurance*): hp 46 + 4 temp; Fort +8; Concentration +12**Power-Up Suite** (*death knell*): prefigured into statistics.**IUZIAN COLONEL****CR 11**

Male human fighter 1/fallen paladin 6/blackguard 4

CE Medium humanoid (human)

Init +0; **Senses** Listen +2, Spot +2**Aura** aura of despair, aura of evil**Languages** Common**AC** 22, touch 12, flat-footed 20

(+10 full plate, +2 deflection)

hp 103 + 4 temp (11d20 HD); regeneration/fast healing; DR**Fort** +16, **Ref** +7, **Will** +7**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** +2 *greatsword* +18/+13/+8 (2d6+8 and poison, 17-20/x2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +15**Atk Options** Cleave, Divine Justice (5/day), Improved Sunder, Power Attack, smite good 3/day, sneak attack +2d6**Special Actions** rebuke undead 5/day (+2, 2d6+4, CL 2nd)**Combat Gear** 5 doses of black adder venom, 3 doses of deathblade poison, 2 doses of purple worm poison**Blackguard Spells Prepared** (CL 3rd):2nd—~~*bull's strength*~~, ~~*death knell*~~ (DC 14)1st—~~corrupt weapon~~, ~~corrupt weapon~~

‡ Already cast

Spell-Like Abilities (CL 2nd):At will—*detect good* (DC 13)**Abilities** Str 18, Dex 10, Con 16, Int 8, Wis 14, Cha 14**SQ** aura of despair, aura of evil, dark blessing, lay on hands 8 pts/day, poison use**Feats** Cleave, Improved Critical (greatsword), Improved Sunder, Divine Justice, Power Attack, Weapon Focus (greatsword)**Skills** Concentration +10, Diplomacy +4, Heal +7, Hide +0, Knowledge (religion) +4, Sense Motive +8**Possessions** combat gear plus +2 *full plate*, +2 *greatsword*, *ring of protection* +2, *amulet of health* +4**Aura of despair (Su)** Foes within 10 feet take a -2 penalty on all saves.**Aura of evil (Ex)** Radiates a faint evil aura per *detect evil*.**Dark blessing (Su)** Applies Charisma bonus to all saves.**Lay on hands (Su)** 1/day blackguard can heal self of 8 points of damage.**Poison use** Blackguards never risk accidentally poisoning themselves**Power-Up Suite** (*bull's strength*): +2 greatsword +20/+15/+10 (2d6+11 and poison, 17–20x2); Grp +17**Power-Up Suite** (*death knell*): prefigured into statistics.

FEATS

DIVINE JUSTICE

You can channel divine energy to turn you foe's strength against him, striking him with the same force that he had used against you.

Prerequisite: Ability to turn or rebuke undead.

Benefit: As a swift action, you can expend a turn attempt to mark an opponent as the target of this feat. The next time this opponent strikes you with an armed melee attack or a natural weapon, record the damage he deals the next time you strike him in melee, you deal that damage or your weapon's damage, whichever is greater. Your weapon's qualities still determine if damage reduction applies to the damage you deal.

You can mark only one opponent at a time with this feat. You must take damage from your foe within 1 minute of using this feat, or your turn or rebuke attempt is wasted. After taking damage, you must strike your foe within 1 minute, or you lose this feat's benefit. Until you strike your foe and trigger the feat's benefit, you cannot use this feat again to mark the same or a different opponent.

Source: *Player's Handbook* 2 88

DOMAIN SPONTANEITY

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepares divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

HOLD THE LINE

You are trained in defensive techniques against charging opponents.

Prerequisites: Combat Reflexes, BAB +2

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved.

Normal: You only get an attack of opportunity against a character that exits a square you threaten

Source: *Complete Warrior* 100

PROFANE LIFELEECH

You can channel negative energy to draw the life force from nearby living creatures

Benefit: As a standard action, you can spend two of your rebuke attempts to deal 1d6 points of damage to all living creatures within a 30-foot burst. This effect can't reduce any creature's current hit points to less than 0. You are healed of an amount of damage equal to the total number of hit points that you drain from affected creatures, but this healing does not allow you to exceed your full normal hit point total.

Special: This feat deals no damage to constructs of undead.

Source: *Libris Mortis* 29