

SHE5-05

Eye of the Storm

A One-Round D&D® LIVING GREYHAWK™

Sheldomar Valley Metaregional Adventure

Version 2.6

by Sean Smith

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The greatest weapons crafters of the Sheldomar Valley are missing! The talented scions of the Valley's venerable Arms craftsmen have disappeared while en route to the Principality of Ulek for further scholarship. Guess who has to find them? A Sheldomar Valley metaregional adventure for APLs 10-16, and Part One of the *Shadows over the Sheldomar* series.

Note: This adventure will be of particular interest to PCs who participated in SHE4-01 *Red Rendezvous*.

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

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For questions specific to this document and your region please e-mail your Metaregional point of contact (POC) at scon40@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in the *Appendices*.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round Metaregional adventure, set in the Sheldomar Valley. Characters native to the Sheldomar Valley pay one Time Unit per round, all others pay two Time Units per round.

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

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

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

ADVENTURE BACKGROUND

The opportunity of a lifetime has presented itself to the regions of the Sheldomar Valley through the Principality of Ulek. Terrus Stoneflint has offered to take the top prospects of neighboring nations for a ten-year apprenticeship. It is said the wise old dwarf hopes to pass on his secrets to the rest of the Sheldomar Valley in hopes that the gesture will raise awareness and attention to the besieged Principality of Ulek. Slaver Lords and orcs have moved against the dwarves, and the aid of the rest of the Sheldomar is sorely needed. If the sons and daughters of other nations can study within the Principality of Ulek, they will also witness first hand the daily struggle of its peoples. Nearing the twilight years of his life and having all his sons and heirs slain or lost during the wars, Master Stoneflint has decided to offer his secrets to the Sheldomar's most talented and gifted apprentices. His most noted son, Begrek Stoneflint, was the hero named by the Keepers of the Soulforging in their shrine at Hero's Hill outside of Thunderstrike.

Surprised by this act of extreme generosity, the nations of the Sheldomar Valley agreed within their courts and the Council of the Land to send a top candidate from each region as emissary for the ten-year apprenticeship.

From Bissel would come Ak-Biir, the son of a respected Bakluni falchion crafter. Keoland nominated Ymir, a young dwarven axecrafter from New Silverdeep with skill in the art of soulmagic enchanting. Beleaguered Geoff would send forth Bee, the elven daughter of a master armorsmith and fletcher. Sgt. Henia Altersire, of the 1st battle, a respected blad mistress from Gran March, and Seo, a renowned polearm and spear designer from the Yeomanry, would round out the group. The ten-year apprenticeship would return all these pupils as revered weapons crafters who could share their knowledge and experiences with their prospective homelands.

The port city of Gradsul was chosen as the launching place for the gathered apprentices. Gradsul, gateway to the Sheldomar, is the largest port city on the eastern seaboard. On the Azure Sea, ocean trade from Greyhawk and beyond flows within its boundaries, as do all manner of travelers, foreigners, and other unsavory elements.

Duke Luschan VIII and his lovely new bride, the Lady Maressa of Linth, met the emissaries, and a joint celebration of the emissaries' arrival followed at Sanduschar Manor soon afterwards. The following afternoon, a ship was to set out for the Principality of Ulek, escorted by Sea Mages and Ships of the Royal Line. None of the emissaries made it to departure.

Reports out of Gradsul were confusing and conflicting. Contacted by their respective regions, the player characters are hired or asked to investigate the matter.

The truth of the matter is that the region's emissaries have run afoul of slavers that have begun abducting Olman refugees and undesirables from Gradsul and the western shores. Driven by revenge against Gradsul and others of the Sheldomar that have harried them in the past, the Sea Princes and their Scarlet Brotherhood masters have entered into an alliance with a consortium of slave lords. They provide sea lane maps, charts, and safe havens at sea.

In addition, they have reached an agreement with a well established Suel family to provide safehouses for their ships, putting them in striking distance of the Yeomanry, Principality of Ulek, and the heart of Keoland. The Von Reiklande family has paid off the local watch and Thieves Guild to allow for operations over a short span of time under the guise of abducting just the undesirables of Gradsul. This arrangement is coming to an ugly end, however, as the Slavers have accepted another commission and abducted the Sheldomar weaponsmiths and a gnome inventor, Dr. Steamopolis III from Gradsul, on consignment of their mysterious benefactor, a beholder known as Storm Eye. It was only a matter of time before these enemies of the realm turned on each other for profit and short-term gain. The slavers plan to abandon their operations in Gradsul and make for the Isle of the Storm Eye before the authorities or the double-crossed Von Reiklande family can properly react.

ADVENTURE SUMMARY

The PCs awaken in the early morning at the Final Rest Inn, a way station near the gates of Gradsul. They have been sent by the Council of the Land to investigate the disappearances of the Sheldomar's top students in Arms Crafting. A representative of each region was to arrive in Gradsul and take ship together to the Principality of Ulek. They never made it to the ship.

Encounter 1 Ramble On: Wagon trains from the nearby logging camp make their way through the muddy road leading to Gradsul and past the tavern and stable yards. It is here that the player characters can join up and gain some starting information on recent events. Background handouts and some advice by a thief at the tavern can give valuable information about how to do business in Gradsul, a city run primarily by the Thieves Guild.

Encounter 2 Good Times Bad Times: Players arrive at Gradsul and may travel to the mansions and wealthy districts of Sandushar. While the Duke of Gradsul is too busy to meet the player characters, a councilman, Lord Stranofrutta, greets them.

Encounter 3 Communication Breakdown:

Players investigate the emissaries' rooms and can question their Gradsul contact to determine a course of action. This should direct them into the city of Gradsul when it's apparent the weapon crafters all left the grounds of the estate to explore the city, heading to a tavern, the outdoor bazaar and the theater.

Encounter 4 Gallows Pole (optional):

Some players might inevitably search out Luigi the bawd. He is at a Thieves Guild controlled tavern/gambling front, the Salty Siren. Luigi can provide information that other players may have found during Encounter 3. Players may also get in a hand of Gradsul Hold'em and win some money from their friends.

Encounter 5 Kashmir (optional):

One of the clues may lead the players to the Bakluni tent city located outside the proper walls of Gradsul. This delectable and exciting open-air bazaar caters to the more adventurous and lower-tier citizens, such as Olman refugees and traveling Bakluni.

Good investigation can discover that many Olmans have gone missing recently. Some blame the curse of a terrible bat god. Others say slavers are preying on the displaced refugees. A famous water pipe shop recently sold a small work of art to the missing Bakluni, Ak-Biir. However, the pipe was discovered broken, and local beggars saw cloaked men capture and take the artisan away outside a popular opium den. If pressed, the beggars remember mention of the Storm Eye being pleased with the night's takings and the captured man being drugged and taken away in a small lumber wagon.

Encounter 6 The Song Remains the Same:

The Von Reiklande Theater is currently hosting a musical series dedicated to historical elven songs. The house manager, Werner, is a spymaster and in league with the slavers. Players who arrive and get too nosy are directed backstage to meet the band.

Encounter 7 What is and What Should Never Be

In reality the band attempts to fascinate and subdue the players to add to the haul of slaves. There are three possible outcomes from this encounter: player characters might be captured and brought aboard the slave ship; player characters might defeat the evil band and force information out of them, or player characters discover clues that lead them to the hidden dockyards.

Encounter 8 Dazed and Confused:

Players captured awaken in chains at sea, stripped of their possessions. Here, they meet a helpful gnome inventor named Dr. Steamopolis, who is also imprisoned, and he can aid in escape and recovery of the players' equipment. They can then challenge their captives in a battle aboard the ship at sea. Proceed to Encounter 9, modifying the descriptions to reflect being at sea instead of docked in Gradsul.

Encounter 9 No Quarter:

At the Undarian warehouses, it can be uncovered that the Pirate Ship

Black Dog is privately docked and the warehouses are being used as holding areas. The warehouse and shipping family have fallen on hard times, and now it acts as a front for Teamster and Dockworkers Union 13. This known Thieves Guild base is avoided by night watchmen and guarded by spies and thieves on watch. If the player characters are subdued, they awaken here as the pirates load them onto the docked ship. Within the ship is the gnomish inventor, Dr. Steamopolis III, who may be a great resource to the players later on.

There are also fifty scared and shaken Olman and Bakluni refugees captured for transport and packed into the ships hold. Players who use guile and stealth to sneak in may confront the Slavers as they prepare to leave port. Otherwise, guards in the streets alert them that trouble is on the way! The player characters do battle with the devil slavers.

Once the devils are defeated, the player characters have the option of taking the slaver ship for their own. Some player characters may have ocean transportation that they can use instead for the next leg of adventure. Additionally, Dr. Steamopolis III offers the services of one of his test submersibles to surprise enemies at sea.

Evidence found on the slaver ship reveals magic charts and information about a recent shipment to the Isle of Storms and to the Storm Eye. Descriptions of the missing emissaries are included in the slave manifest.

This hidden island off the Principality of Ulek is hard to find, but the help of the Professor or uncovered encoded sea maps enable player characters to bravely sail to the rescue!

Encounter 10 When the Levee Breaks: The Isle of Storms has a hidden harbor whose underground entrance is under a small dam, which can be accessed by stealth, with the use of an experimental submersible, or by the PCs swimming underwater. The entrance to the partially completed dungeon is magically trapped to alert the beholder within that his new beachhead has been breached. The dungeon itself is dug out vertical shafts for the beholder to float up and down in. More slaves can be freed here, and the goblin guards can be easily overcome and chased off or slain. The emissaries have been taken to a special forge to build weapons for the Storm Eye, and player characters must venture into the heart of the complex deep underground!

Encounter 11 The Battle of Evermore: The showdown occurs within the great heated forges of the Storm Eye. Molten lava spews from vats as the captured weapon crafters side with the player characters in an attempt to battle their way out. Construct guards of the Storm Eye pursue the players while the beholder makes his escape from the island. The player characters battle powerful constructs and magical wards here. If the players take too long to reach the forges after the Beholder is aware of their presence, they instead find all the apprentices slain and the constructs on full alert.

Conclusion Ten Years Gone: The surviving craftsmen say farewell and travel to the Principality for their training. However, they gift the players with a favor of their respective families. They may also undergo an interview by Admiral Falpior of Keoland, uncle to the duke of Gradsul, and pass on information of note for the defense of the Sheldomar.

PREPARATION FOR PLAY

During preparation, ask the players if they hold any of the following influence or favors that may prove useful during their investigations.

- Favor/Influence with the Council of the Land.
- Favor/Influence with the Duke of Gradsul.
- Membership in a thieves guild or information gathering Metaorganization (such as the Midnight Ravens, the Corporation, Mist Chameleons, Keoland Thieves Guild) Members of the Keoland Thieves Guild must be up to date on paying their tithe, or they do not receive any benefits while on this adventure where noted. (Check past ARs for 10% tithe of monies earned).
- Membership in a Gradsul-centered Metaorganization or holder of special certifications or awards from Gradsul (Sea Mages, Royal Navy, Militia, Gradsul Pit Fighters Championship, etc.).

This will help you to determine what access they may have to NPCs and avenues to follow for information gathering. The first Act of this adventure is open-ended, and you may use the provided encounters and information as a guideline to roleplay opportunities. Players should have documented as to what their reaction modifiers will be while Gathering Information, making Diplomacy checks, etc. while in Gradsul. Otherwise, feel free to award a +2 circumstance bonus as appropriate.

Player Characters who participated in *SHE4-01 Red Rendezvous* or any Gradsul-based adventure may have additional favors, contacts, or influence they may draw upon. You can be as flexible as you wish in creating a substitute role-play encounter to provide the players with the information they need to investigate this mystery successfully.

NOTE: It is recommended that you have the PCs roll several saving throws at the beginning of the adventure to ensure that meta-game knowledge is not used during encounters with the Mithral Balloon slaver gang, for instance.

In a timed environment, such as a convention slot, you may alternately condense the information gathering portions of the adventure into one helpful NPC, such as Luigi the bawd or Lord Stranofrutta, and move the players along to the theater of Encounter 7. Simply

transfer some of the relevant bullet point information gathering over to another NPC.

In addition, you should be familiar with the disarming rules, subdue, and swim/drown rules for sections of this adventure.

INTRODUCTION

The PCs begin within the Keoland borders, a day's travel by horseback from the port city of Gradsul. Regardless of the PCs' next stop, ask them what items they are carrying on their persons, what gold is on them, and where it is located. It is important to note if characters are bringing all their items and wealth with them or if they are banking items and treasure at a safe house they own back home. They are approaching Gradsul, the largest thieves run city in the Sheldomar, after all, and players can make their preparations now and note them.

A hot, muggy morning after a much needed rainfall greets you and your companions. The road into Gradsul is clogged with logging wagons and draft animals pulling their lumber carts along the muddy, dirty wide road towards the Azure Sea. The Dreadwood lies to the west, and a small logging camp has been established recently near this Inn and rest stop.

Traffic has increased with the recent removal of a naval blockade on the Azure Sea and the Sheldomar River by Duke Luschan VIII of Gradsul. Like the river and sea, Keoland Politics can be a flowing and ebbing tide of change. It is politics that has brought you to the Gradsul borders this day as well. The Court of the Land has need of faithful and competent adventurers such as you. Emissaries from the Sheldomar Valley have gone missing in the city of Gradsul. From the stories you have heard about this metropolis, there is no shortage of trouble to be found on the city streets after dark!

United with other adventurers loyal to their regent, (or spurred by other more personal or financial motivations), your group gathers at the Final Rest Inn this morning to exchange information before heading into the city.

ENCOUNTER 1: RAMBLE ON

Allow the players to prepare for their day with spell preparations, etc. as needed. When they are ready to meet their companions in the main dining hall for breakfast and to make their way to Gradsul, they are ready to ramble on. Provide Player Handout #1, it is a communication to our experienced adventurers from the Council of the Land. In each instance, the PC's Sheldomar home region is the undersigned, by its representative on the Council of the Land. In other cases, the PC has been contacted as an outside agent based on tales of their prowess and abilities by Keoland's Council

at Niole Dra. In the case of the Principality of Ulek characters, the undersigned is Terrus Stoneflint himself, asking for help in recovering the lost apprentices.

The rain of yesterday has made the air all the more humid this close to the Azure Sea. Outside the Inn, a long wagon train hauling fresh clear cut lumber from the Dreadwood is making its way by oxen carts towards Gradsul and the teeming dockyards. Recent encounters with raiding sahaugin and Sea Prince pirates have spurred Keoland into strengthening its impressive navy.

Your companions have reserved a long table by the back window, where what little breeze there is mixes with the smells of the oxen and wagons that make their way past the Final Rest Inn. Eggs, sliced roast ham, strong coffee, and fresh bread are all available, as are seasonal fruits and salads. The Final Rest Inn is moderately priced, but the rooms were adequate, and the fare is digestible for a roadside inn. A pair of dwarves works the taproom and common rooms, and a fat Halfling cook (always a good sign) trundles in and out of the kitchen. All prove friendly to travelers, especially those who tip well!

Characters may learn that the apprentices did indeed spend the night here before pressing on towards Gradsul about seven days ago.

The dwarves, Bowlyne and Towlyne, remember the elf female as being cold and distant, a real icicle. They spent time with Ymir of New Silverdeep and found they had third cousins in common, twice removed. That young dwarf could really hold his drink! They emptied a keg of Bissel Barrier Brew while he was here. Sadly they are now out of this fine beverage – but the Salty Siren, a tavern in Gradsul, carries it. They shared some good elven jokes as well.

🔨 Bowlyne and Towlyne, Male Dwarf War3: hp 13 each.

"Why do elves have pointy ears? There has to be a point to them somewhere! HAR HAR HAR..."

The cook, Elderberry is from the Good Hills near Cryllor. He is also a member of the Thieves Guild, and will recognize other members who give the *secret thieves guild signs*.

He shares with any fellow rogues that the Bakluni scimitar craftsman was a real fan of his waterpipe and smoked it almost constantly. He was almost out of supply of the fine Bakluni leaf he so enjoyed, and Elderberry directed him to check out the Bakluni open air bazaar just outside Gradsul to resupply with a Bakluni "associate", Master Kashmir.

🔨 Elderberry, Cook, Male Halfling Rog6: hp 26.

“Check in with Luigi Lightfingers. He’s another associate who works out of the Salty Siren tavern, dockside. Tell ‘em you have friends in low places...”

Travel along the road is slow going unless magical means of transport is used to bypass the slow moving lumber wagon train.

Asking about strange occurrences on the road for information produces the following rumors:

- This from a traveling tinker, heading towards the Dreadwood logging camps:

“Missing people? Big city like that... people go missing everyday. I hear it’s an elven curse from the Dreadwood. The fey don’t take too kindly to the duke cutting into the forest, so they cursed the city. If the old King was alive, this never would have happened. He protected the forests.”

- This from anyone part of the logger train that is questioned:

“Stay out of Linth. Whole barony is blighted, and the Court of Niole Dra has been removing all the people from there. Place is a wasteland now. Not even the druids can help it. Elf curses, must be them strange fey from the Dreadwood. Stay outta there. We had people go missing from the logging camps. I’m glad to be moving out of there and back to the city!”

ENCOUNTER 2: GOOD TIMES, BAD TIMES

Characters who wish to enter the city and begin investigations with their contacts or explore the city and its possible leads can proceed to Encounter 3. Characters who wish to check in with the duke and his council and view the rooms in which the emissaries were quartered leave the main road into the city and follow a wide cobblestone road along the shore of the Azure Sea towards the boatyards and the sprawling mansions of Gradsul’s wealthier populace. It is at the Mansion in Sanduschar from whence the duke and his council rule.

Traveling towards the lush noble estates that dot the hillside along the Azure Sea, you take in the sea air and catch a singular, scant breeze through the muggy, oppressive heat of the day. The tangy scent of the sea is prevalent, and the distant din of the boatyards and dockyards is a constant undercurrent to your journey. It is mid afternoon.

A half-hour of travel along the wide road brings you past armed militia, one of whom checks your paperwork and asks nominal questions. Eventually, you approach a large mansion, more fort than domicile, with high walls and towers. The royal crest of House Rhola adorns large gates that open for you as you approach. Word of your arrival has preceded

you, and a welcome fit for visiting dignitaries awaits you within the courtyards!

You may, for fun, target one PC with this lavish affair, having the guards fawn over the famous adventurer, and the Keoish nobles act over the top at having such a dashing personage as the PC here to aide the Council of the Land in this way. Choose a paladin type or human with a positive charisma modifier if possible.

Mighty trained lions on chain leashes stand at attention alongside a platoon of guardsmen and an impressive squadron of red-coated Royal Marines. Horns are sounded in announcement of your arrival, and a red carpet leads up through the massive portal into the mansion. Dwarfed by the proceedings is a small man in purple crushed velvet robes and cloak, a red beret upon his frizzy white hair. His moustache and beard make sharp angles from his long pointy nose.

With a bow and a lisp, he greets you and your companions.

“Gweetings, esteemed guests ova tha Whelm. I am your host, Lord Giovanni Stranofrutta the Sicc-thhhh. Welcome if you pwezze to San-dew-sharrrr!”

The little man in purple bows again and gestures you into the manor. His tone and accent place him as originating from central Keoland perhaps, and he appears to be something of a dim wit.

“Tha couwwncil ova tha land hath prowvided us wif tha nessasawy pwotocols for your inspecthun. Yew arrr awl mowst welcome. Mowst welcome indeed!”

The PCs may introduce themselves and interact briefly in the courtyard with his lordship as they wish here. When they are ready to enter the mansion, continue below.

Guardsmen move aside as you pass and salute your group sharply.

👑 Lord Giovanni Stranofrutta VI, Male Suloise
Brd4: hp 15.

The vertically challenged noble is in charge of catering to the guests and indeed takes his post as Gradsul’s noble party planner and bon vivant with extreme dedication. He also knows how to throw an excellent party and can be a font of information to our PCs. However, should the PCs insult the Keoland noble by refusing to turn in their weapons or mocking Keoland and its rules/rulers etc, he turns frosty and is of little future help to them all.

Players may make a Bardic Knowledge, Knowledge (nobility and royalty), or Knowledge (local – Sheldomar

Valley metaregion) check to gain some insights on this noble and the surroundings.

DC 5: The Stranofrutta family is minor nobility of Keoland. They have interests in winemaking, and their crest is a plume of grapes on a purple field.

DC 10: Lord Giovanni Stranofrutta has recently been promoted within the Gradsul Council to oversee Public Relations and Party Planning for all major courtly functions. His yearly Ball of the Red Masque is a week long party that honors the Sheldomar Valley's heroes and is accompanied by costumes, floats, arts festivals, and many fine parties at the estates of the local nobility.

DC 15: The duke of Gradsul recently married Lady Maressa of Linth. The duke is not in Gradsul at this time, as he is conferring with his uncle, the great Sea Mage Drawmij. He is a known expansionist of House Rhola, with little love for the other ruling family in Keoland, the Neheli. Perhaps when he returns, he will use his arcane magic to solve Gradsul's recent woes. By then it could be too late, however.

DC 20: Duke Luschan VIII holds some power in Gradsul, but the real power is the Gradsul Thieves Guild. That is why the manor of the duke and his seat of power is outside the city itself.

DC 25: The duke was an instrumental part in the establishment of power to the Council of the Land and even went so far as to blockade Keoland from its sea trade until stability could be returned to the Kingdom of Keoland after the assassination of its king. This provided very mixed feelings amongst the court at Niole Dra, and the duke's popularity at Niole Dra has been lessened as a result of his extreme measures.

ENCOUNTER 3: COMMUNICATION BREAKDOWN

"If you would come with me, I can show you the guest rooms that the apprentices were assigned. The Gradsul militia has already investigated the area, so I'm not sure what you expect to find. They did seem to go through rather quickly--I don't think they took the disappearance of a Keoland dwarf and some foreigners of much priority I'm awfwaid," remarks Lord Stranofrutta.

If questioned, Lord Giovanni Stranofrutta offers the following information:

- The emissaries arrived in the city for a day before the dinner party thrown in their honor. An early dinner was thrown for the visitors here at the mansion, and the emissaries spent the night in private rooms.

- There were many nobles and guests present for the early dinner party. While security is excellent as to keeping uninvited guests out of the mansion, it was not as focused on keeping people in the confines of the estate. It would have been very possible for them to wander away or catch a carriage into Gradsul if they desired.
- Lord Stranofrutta is perplexed as to why the emissaries would leave the grounds without first checking with him. After all, he is the Chancellor of parties and public relations for the duke himself. Why would they leave the mansion and not inform him? It's quite out of the question, of course...though they have been missing for a week.
- Terrus Stoneflint is an old dwarven weaponsmith from the Principality of Ulek, renowned throughout the Sheldomar Valley for his craft and his wisdom with regards to inter-regional harmony. It would be embarrassing to the Council of the Land if the apprentices were to disappear and not make their arrival to the dwarven forges within the week.
- It will look quite ill for Keoland in general if the craftsmen are not found. Hosting the Council of the Land in Niole Dra, and having the dignitaries disappear in Duke Luschan's own city of Gradsul would be a disaster for keeping a unified Council together this early in its reformation. This would be bad for all kingdoms involved.

The guest rooms are all on the third floor of the mansion. Each of the emissaries had their own room, and much of their traveling effects seem to have been left behind. Searching the rooms may produce the following clues:

You find broken shards of colored glass beneath the bed in Ak-Biir's quarters. A wooden pipe, clogged and broken in half, is stuffed into the side of a Bissel military backpack.

If questioned, Lord Stranofrutta recalls that the man was most irritable and had little appetite at dinner, excusing himself several times to go outside on the balcony. A Bardic Knowledge or Knowledge (local – Sheldomar Valley metaregion) check (DC 10) reveals the resin is a type of tobacco favored by the Bakluni and Ketite peoples. It is common knowledge that there is a collection of refugees along the western outer walls of Gradsul that have formed an Open Air Bazaar that closes around sunset.

You find several small musical wind and string instruments and sheet music within the quarters of Bee, the elven bowyer.

If questioned, Lord Stranofrutta recalls that the female fey had a lovely singing voice and played quite well on the duar and flute. She performed a song of her

land before dinner. A DC 20 Search check also uncovers a playbill for the Elven folk music festival in Gradsul.

"Too bad Bee has gone missing, as these past few weeks the grand theater of Gradsul has been having showcases of folk music from around Oerth," remarks the Lord or any servants questioned.

The theater opens to the public shortly after nightfall. The lispng noble can make arrangements for the House Manager, Werner, to greet them and answer any questions at that time if the players wish. The duke keeps a few box seats for every performance at the theater. Tonight's performers are traveling elves, rumored to be from the Valley of the Mage.

The jumbled and messy quarters belonging to the dwarf gets an apologetic look from Lord Stranofrutta. "This is the way he left it, the messy, messy dwarf." Searching through the broken furniture, discarded clothes, bits of food, and broken bottles uncovers a crumpled handbill for the Final Rest Inn.

On the back of the handbill, advertising the traveler's rest stop and written in dwarven, is the address to a Gradsul Dockside tavern, The Salty Siren. It contains crude directions and "Barrier Brew!" in signature.

Astute PCs may follow these clues and undoubtedly wish to travel to the main city before nightfall. Feel free to introduce a helpful maid, who may volunteer that she overheard the elf asking for directions to the Von Reiklande Theater in the city after the party.

Investigating the Salty Siren, either through underground contacts or following up on the dwarven clue is detailed in Encounter 4.

Following the broken water pipe lead may take PCs to the only Bakluni Open Air Bazaar, detailed in Encounter 5.

The theater is unavailable until nightfall, allowing the PCs to choose another avenue of role-play first. If they wish to wait around a few hours or break into the theater, proceed with Encounter 6.

ENCOUNTER 4: GALLOW'S POLE

The carriage drops you a few blocks north of the Salty Siren, upwind of the docks and its waterfront district. The narrow, mazelike, twisting alleys and the seedier, dirty downtown aspects of this part of Gradsul are no place for the coach or its coachmen. Your driver warns you to stay out of trouble, as this whole area is under control of the Teamsters and Dockworkers. The wider streets leading to the warehouses and dockyards are packed with wagons laden with goods and commerce coming in and going out of the busy port city.

Following directions and asking at a nearby barber and hospice shop, you reach the dirty streets of Minnow Way and make out the large wooden sign depicting a saucy, watery nymph of the sea. From the sounds and smells emanating from the noisy sailors tavern, it becomes apparent that this is the Salty Siren.

Sailors and dockworkers unwind here, drinking hard and singing songs of the sea. There is also a surprisingly high percentage of dwarven patrons present. Here and there robed monks drink like demons possessed and then arm wrestle each other, their white robes opened to expose the intricate tattoos on their chests and arms. A one-thumbed, one-eyed dwarven bartender serves beer from an enormous cask behind him. It seems there is only one brew on tap at this tavern, the imported barrier Brew from Bissel. Crafted with loving care by a family of dwarves whose brewery works are located near a monastery, it has become the drink of choice for dwarven warriors and Drunken Masters.

Asking around the tavern does not net much information. The tattooed drunken masters are cryptic and do not share information with outsiders. The dwarves are drunk and insolent. If by chance any of the PCs participated in BIS1-08 Barrier Brew, they find a plaque near the bar commemorating all the heroes who made the production of this fine beverage possible.

The bartender, Dowlyne, remembers his dwarven "cousin" coming in about a week ago. He drank a prodigious amount, of course, and then left with a bag of rotten vegetables. He plans to take in the local elven musical festival. For a small fee, he can direct the characters to Luigi Lightfingers, a local bawd and snitch. Luigi is downstairs overseeing a game of Gradsul Hold'em. It costs 25 gp for one PC to pay the entry fee, and then they can go and talk to Luigi. The password is "Gallow's Pole". Dwarven cousins receive this information free, of course!

Giving the proper password gets you past two scarred, bald-headed tattooed monks, from the Two Fold Path. Beyond is the rickety stairs leading down into the tap room. Hoots and jeers assault your ears as you enter the cramped, sweaty room. Smoke fills the top third of the room, where a green-felted oblong table rests, surrounded by ship captains, merchants, logging camp foremen, a one-horned Minotaur with a platinum nose ring and a smattering of dwarves and halflings. No one seems out of sorts that a Minotaur is in their midst, playing cards well it seems.

A lank man with a large nose in a bright plaid vest deals the cards and looks up at your group. "We got room for one more, but you have to sit next to the Minotaur. I should warn you, he's a sore loser."

There is tense silence for a moment, as the Minotaur glares at your entrance. A moment later, everyone laughs, and the Minotaur good-naturedly moves his nicked and scarred huge falchion over to make room for one of you.

“Deal ‘em down! Gradsul Hold‘em rules. Everybody in?”

Optional Encounter: If you have time, feel free to run a short game of Gradsul Hold ‘em here. Use a limit of two raises for 10 gp each per deal. If PCs play against the NPCs, deal one hand for yourself to represent the minotaur who stays in. Money can be tracked using the monies gained/spent boxes of the AR in this way. Use the Texas Hold‘em rules for card play. After dealing one round, Luigi takes a break and may be conversed with. He is especially receptive to fellow Thieves Guild members.

☛ **“One Horn”, Male Minotaur Pal12 of Al‘Akbar:** hp 100; AL LG.

One Horn is a Paladin of Al‘Akbar, a demigod of Guardianship and Duty. His holy symbol is the Cup and Talisman. Once a feared pit fighter and gladiator, he fought free of his bonds and became an unlikely knight in service of the Bakluni demigod. He quests for the Cup and Talisman, which he believes the Storm Eye to have knowledge of.

One Horn converses only with clerics or paladins of good-aligned deities, Bakluni, and any worshippers of Al‘Akbar. He is tracking down a scourge of the Underoerth known as the Storm Eye. He is investigating the disappearances of local Bakluni transients and hoped to uncover some information from Luigi Lightfingers. This horrible beholder of legend is said to be planning a move to the surface world to spread his devious works. Lawful good characters who pledge to inform One Horn of any information they uncover regarding the Storm Eye or who impress with their tenants of guardianship and duty to their deities honor will receive the AR effect **Favorable Encounter with One Horn**. This favor may come into play during future metaregional adventures. He declines any invitations to join the players’ group at this time. He has not yet come to fully trust the adventurers with his quest.

☛ **Luigi Lightfingers, Gradsul Snitch, Male Oeridian Rog12:** hp 50.

He can make available information gathered on the new arrivals to Gradsul for a small fee. For 10 gp x APL played, he provides *Player Handout #2*. Members of any regions information gathering/rogue guilds can reduce this cost by 50%.

Luigi Lightfingers remembers the dwarf coming to the tavern last week and getting quite drunk. He then asked where he could find a rotting fruit vendor and directions to the elven musical festival uptown at the prominent Von Reiklande Theater.

Players who treat Luigi well are given an extra bit of advice.

“Gradsul-lowlifes and scumbags go missing every day. Someone’s late in protection payments or some freelance Olman refugees decide to rob a dockside establishment, then they go missing. Lately though, things have been weird. High profile sorts going missing in town? That’s just bad for business. Brings adventuring types, military, involves the duke...Hey, that’s attention none of us want down here, believe you me.” He pauses to gauge your reactions.

“And this recent one missing? You all heard of this yet? Well...word has it the gnome inventor Doctor Steamopolis didn’t come back from his workshop the other night. He’s got an Imperial grant to design submersibles for the new Royal Navy. Everyone around here knows him, he’s untouchable, ya know? On loan from the Cryllor Little Peoples Business Association if you get the wink and a nod, aye? And while most of his designs have sunk to the bottom of the Azure Sea, the Sea Mages are quite attached to him. His underwater crossbows saved Gradsul during the Sahaugin Invasion of CY 594 don’tcha know? Whatever’s going on, it can’t be good for business. No way is this a local job.”

In all likelihood, the local Thieves Guild would love to get their hands on the missing apprentices or those who kidnapped them as well, as this is a violation of the deal they brokered with the Slavers and the Von Reiklande family. So much for honor amongst villains.

ENCOUNTER 5: KASHMIR

Deciding to investigate the bazaar and tent city outside the main walls of Gradsul, you follow a wide wagon trail to the western walls. Stretched for almost a half mile is a colorful array of exotic fabric tents and stalls in all manner of shapes and sizes. Lizard on a stick stalls, sweet and tangy spice shops, fresh fruits, and trinket shops are lined up haphazardly with livestock, colorful Bakluni weavers, and exotic weapons and arms merchants. The people are helpful, and everyone seems to have something for sale, be it clothes, exotic foods, or authentic Ketite artifacts from long lost dungeons.

Though a small community, the Bakluni people have successfully transplanted their way of life to this open air market and bazaar outside the walls of Gradsul.

For a copper, you employ a grubby Bakluni orphan boy to guide you to the entrance of Kashmir’s glass emporium. Mindful of your pockets and personal effects and the delicate glass works

lining wooden free standing shelves within this large yellow and orange dyed tent, you enter.

Thick, sweet, greenish smoke greets your senses, and the music of bells and sitars fills your ears. Several men and women lounge on pillows creating music and smoking from a three-stemmed elaborate 6-foot tall water pipe. A half score curious kittens play with string and rub up affectionately on your legs attempting to get your attention.

"Welcome, esteemed travelers. May Zilchus bless you with prosperity." A squat, slippered man in a turban appears from behind the water pipe, rubbing at his waxed handlebar mustache, which is as wide as he is short. "I am Kashmir, and what pleasures may I delight you with today?" He scoops up a multicolored cat and pets it affectionately. "Care for a kitten? Only a gold lion!"

❖ Kashmir, Male Baklunish Rog6/Clr4 of Zilchus: hp 42.

Characters may buy a kitten for 1 gp if they wish and mark it off on their adventure record. They make excellent bait for sea monsters when hooked properly, as any half-orc can tell you.

Members of any Thieves Guilds within the Meta-region note the almost imperceptible sign language that accompanies this greeting. Fellow "businessmen" or worshippers of Zilchus are treated as honored guests, feted with fine sweet cakes, offered their choice of pleasures and information freely from Kashmir. He is one of Zilchus' advance agents from Ket and currently liaison with the Gradsul Thieves Guild for the northern kingdoms of Bissel and beyond. Other PCs can win over his good graces by purchasing items in his shop or making donations to the musicians, courtesans, purchasing glassware and Bakluni spices, etc. nominal prices of 10 gp x APL is most welcome. He can provide the following information through roleplay.

- Kashmir is troubled by the disappearances of Olman refugees, Bakluni orphans, and other "undesirables" around Gradsul recently.
- The beggars on the streets whisper of large, hulking men in dark scarlet robes who snatch the unwary away from the bazaar at night or near the Olman ghetto within Gradsul. No one has seen the faces of the abductors, but they are reported humanoids standing 7 feet tall and wide, wrapped and swathed in dark crimson robes and full hoods. They had long, greasy beards that protruded from their hoods, which slithered like snakes. (A reference to the disguised bearded devils)
- Ak-Biir came to the shop about a week ago and purchased an expensive portable water pipe and some Bakluni spices and herbs. He talked of taking a sea voyage to the Principality of Ulek to apprentice

with a legendary weaponsmith., He promised to return and share his teachings with the Bakluni in ten years.

- The local thieves' guild has certainly been paid off to look the other way, as have local city guards on some level. However, the events of the past week may signal an end to this arrangement, as missing dignitaries from other lands must by nature involve the duke of Gradsul and his council. Attention that would be very bad for the daily flow of trade and business dockside, if you understand such things.
- Slavers have worked the coasts off the Principality of Ulek, but there hasn't been any activity of note along the Keoish coastlines. However, the recent blockade of Gradsul by the duke did call in much of the patrolling fleet. Perhaps during this time of political upheaval, the slavers have grown bolder. The only enemies of Keoland to openly attack the eastern borders along the Azure Sea were the Sea Princes, with support from the Scarlet Brotherhood and a small clan of sahaugin.
- A noted Minotaur warrior from far off Ket has been spotted in Gradsul recently. He bears a writ from the Council of Niole Dra that allows him to travel and operate within the borders of Keoland. He hunts a thing of great evil, it is said; and the local Bakluni community whisper he has come to lend his sword and guardianship to those who need defending and who follow the Baklunish gods. It is said he can take the measure of a man and see into his soul just by looking at them.
- This point is only mentioned in strictest confidence to players who have his trust through excellent roleplay. Kashmir notes that the trouble seemed to start soon after Keoland declared they would send warships to aid the Principality of Ulek against the orcs and slavers that oppressed their country. Could this be a foreshadowing of reprisals from the forces of darkness?
- To members of any Thieves Guild or information gathering group within the Meta-region, he notes that they should:

"Prepare for the coming of the one true Guildfather, as nightly worship to Zilchus will be looked upon with great favor by the Great Ledger Keeper when he finally reveals himself."

Kashmir does not reveal the identity of this nigh mythical persona – but some players may guess it is a reference to a Baklunish cleric of Zilchus who has gained influence in Gradsul and is the real Guildfather of Keoland's Thieves Guilds.

ENCOUNTER 6: THE SONG REMAINS THE SAME

Northwest of the grand three and a half editions of the Tower of Osprey, within the Artisan quarters of high town stands the grand old theater of Gradsul. Built from the charitable works of the venerable Von Reiklande family, whose Suel descendants can be found throughout Keoland, it stands as one of Gradsul's oldest structures.

While work has been done to expand the seating capacity and update the interiors and stages with the latest in bardic magical extravagance, it still maintains the original brick façade that made it famous. The Von Reiklande crest, a black wolf in profile with elongated ears, still adorns the Theater front and continues to be a symbol for quality entertainment.

Tonight, large colored playbills near the theater and upon the marquee proclaim "From the Valley of the Mage: MITHRAL BALLOON" This noted troupe of valley elf minstrels come to share their eclectic brand of music during this month long festival of elven folk music. It all seems like quite the fashionable event, and there is a line of young fans already forming outside.

The gates into the large theater remain closed until shortly before sunset. At that time, PCs may enter before the performances to meet with theater manager Werner, and perhaps the band itself in inquiry of the missing elven craftsman and music fanatic.

PCs with influence or favors with Gradsul nobility or who have procured the introductions through Lord Stranofrutta are escorted by the large brutish door guards to meet House Manager Werner, a Suel of distinguished and educated standing. He does not volunteer his last name unless asked. In his mid 60's, he prefers to confer with PCs of Suloise, or elven descent, and with a Cha 12 or higher.

🗡️ **Werner Von Reiklande, Scoundrel, Male Suloise Rog6/Spymaster4/Asn4: hp 84.**

Werner, a spy for the Von Reiklande family, wants to delay the PCs so the "band" can warm up on stage and be ready for them. The band will be ready, having had a few rounds to "pre-buff" while Werner distracts and engages the players in conversation.

If the players have procured seats in the theatre through Lord Stranofrutta, then Werner allows the PCs to enter the theater early and alerts the "band" to ambush the players at earliest convenience. Otherwise the PCs can roleplay with Werner and he will eventually relent and allow the players access to the theatre before the performance as they are on the Court of the Lands business.

If players escape the ambush, Werner pleads ignorance and can utilize a +26 to his Bluff checks. He also uses a ring of mind shielding. He admits to suspecting the traveling band may have some shady connections if his bluff fails, but what traveling bard show doesn't these days? He learned of the players' involvement in the investigations as soon as they entered the Sanduschar Mansion, due to their extensive spy network. No authorities in Gradsul will apprehend or put out Werner, whose Theater House and reputation in Gradsul is beyond reproach. His protection money is all paid up this month, unlike the PCs ...

However, pure Suel, charismatic humans, and elves can discuss the arts and music with Werner, as it is his passion. He passes on some information to the players during their discussion.

"Ah, I see you are a true patron of the arts like myself. I have spent my lifetime dedicated to this theater and have been programming director for over thirty years. Perhaps you came last year to see All That Glitters - the Musical? One of our best performances! The Margrave from Bissel himself came out to see it. When King Kimbertos Skotti, bless him, was with us, he would sit with visiting dignitaries and catch opening night whenever we unveiled a new performance.

This recent festival of elven folk music is done in his honor. He was a true lover of elven...ah...culture! Tonight's music group, Mithral Balloon, comes highly recommended. They are from the Valley of the Mage, and I swear I have never seen the like of their unique instruments and musical sounds. Though their modern take on ancient elven folk music is a bit faster and louder than I prefer, the younger people seem to enjoy it. Though the use of a half-orc drummer was quite surprising, he does produce quite a unique tribal rhythm. Can you stay the night for the show? Or are you on other pressing business?"

Werner does not recall the emissaries coming to any of the shows. He is most interested in whatever the PCs wish to divulge about themselves and past deeds or the prescience of obviously magical items.

"The lead singer for Mithral Balloon has been bringing the ladies backstage after performances for after parties that go long into the night. They are onstage now, warming up, so please show courtesy if you are to enter the theatre early."

ENCOUNTER 7: WHAT IS AND WHAT SHOULD NEVER BE

On stage at the Von Reiklande Theater, a large riser with a massive drum set composed of hollowed bones and shells from some ancient beast (a sea turtle) is assembled. A hulking half-orc holds what

appears to be padded great clubs in each mighty hand as he looks over the setup. About 10 feet below him are three tall, thin elves with greenish flowing hair and elongated faces. One holds a four-stringed instrument of alien design as long as he is tall, slung low over a shoulder. Mid-stage an unearthly fey beauty runs her long fingers over a miniature organ in the shape of some squat toothily painted beast. A strange orange furred and intelligent looking dog regards you from behind it.

The third elf stalks towards your group, with a lordly air about him. His green and purple dyed hair affixed with feathers stands a full three feet taller than he is, in a primitive Mohawk. Encased in tight deerskin leathers, he strikes an almost regal pose across the stage. "Are you the extra stage hands we asked for? You have to get this giant moon hung, and the pyrotechnics aren't even primed yet—the show starts in less than two hours!"

If PCs want to help string lights, set up stage explosives, and hang the huge moon sign with the bands name emblazed upon it in sparkling glitter dust, then allow them to toil for a half hour. The band tunes up and begins rehearsing a song, and silently prepares spells if possible. If the PCs wish to ask questions of the band, the lead singer, Roberto Greenleaf, tells the players that he will answer questions after the band warms up—just five minutes please, have a seat.

If the band was tipped off by Werner that the PCs were en route, then they have had time to prepare and ambush the PCs soon after meeting them.

The band attempts to fascinate and surprise the PCs with pre-cast spells, etc. as needed based on APL. Mithral Balloon works for the slavers, fascinating high ranking victims and delivering them to the slave ship in exchange for a take of the profits. See DM Aid: Map #1 for this encounter.

Map Note: The stage is some 20 ft. off the floor the PCs start on, and it is a double move for players to climb the stairs up to the stage.

APL 10 (EL 12)

🔥 **Elven Hound (Cooshee), Advanced:** hp 54; see Appendix 1.

🔥 **Mimic:** hp 70; see *Monster Manual*, page 186.

🔥 **Veruka, Female Valley Elf Rgr2/Ftr1/Marshal4:** hp 49; see Appendix 1.

🔥 **Gymie, Male Valley Elf Brd7:** hp 42; see Appendix 1.

🔥 **Bonzo, Male Half-Orc Bbn3/Ftr2/Pious Templar4 of Vaprak:** hp 93; see Appendix 1.

🔥 **Roberto Greenleaf, Male Valley Elf Sor8/Fatespinner1:** hp 34; see Appendix 1.

APL 12 (EL 14)

🔥 **Elven Hound (Cooshee), Advanced:** hp 54; see Appendix 2.

🔥 **Mimic:** hp 70; see *Monster Manual*, page 186.

🔥 **Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4:** hp 63; see Appendix 2.

🔥 **Gymie, Male Valley Elf Brd8:** hp 48; see Appendix 2.

🔥 **Bonzo, Male Half-Orc Bbn4/Ftr2/Pious Templar4 of Vaprak:** hp 111; see Appendix 2.

🔥 **Roberto Greenleaf, Male Valley Elf Sor8/Fatespinner4:** hp 45; see Appendix 2.

APL 14 (EL 16)

🔥 **Elven Hound (Cooshee), Advanced:** hp 54; see Appendix 3.

🔥 **Mimic:** hp 70; see *Monster Manual*, page 186.

🔥 **Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4/Order of the Bow Initiate2:** hp 78; see Appendix 3.

🔥 **Gymie, Male Valley Elf Brd10:** hp 60; see Appendix 3.

🔥 **Bonzo, Male Half-Orc Bbn6/Ftr2/Pious Templar4 of Vaprak:** hp 135; see Appendix 3.

🔥 **Roberto Greenleaf, Male Valley Elf Sor10/Fatespinner4:** hp 53; see Appendix 3.

APL 16 (EL 18)

🔥 **Elven Hound (Cooshee), Advanced:** hp 54; see Appendix 4.

🔥 **Mimic:** hp 70; see *Monster Manual*, page 186.

🔥 **Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4/Order of the Bow Initiate2/Hexblade3:** hp 115; see Appendix 4.

🔥 **Gymie, Male Valley Elf Brd14:** hp 84; see Appendix 4.

🔥 **Bonzo, Male Half-Orc Bbn8/Ftr2/Pious Templar4 of Vaprak:** hp 159; see Appendix 4.

🔥 **Roberto Greenleaf, Male Valley Elf Sor10/Fatespinner5:** hp 57; see Appendix 4.

Tactics: The Mithral Balloon band is an experienced slave trading band. All members are well trained, including the cooshee and mimic. The band has *undetectable alignments* and spells with durations that last several hours precast. Look over the band and their abilities carefully before running this combat.

When the PCs start asking questions, the band tries to get them to wait a few minutes while they “rehearse”. They want the PCs to sit in the audience to check the acoustics of the place and help them practice. They are actually preparing for battle. Greenleaf and Gymie do the following preparations simultaneously for as long as they can or until both have exhausted their options and are fully prepared.

Gymie uses his *fascinate* ability on one PC at a time, starting with any PCs that look like fighters, and then move to rogues and non-spell casters, then mages, then clerics. The Will save DC of his *fascinate* song is his Perform check. After *fascinating* one PC, Gymie uses a *suggestion* song (this one doesn’t count against his daily song amount) Will save (DC 16 at APL 10; DC 17 at APL 12; DC 19 at APL 14; DC 22 at APL 16) to induce the PC to dance. If the *suggestion* spell fails, the PC is tipped off that the spell was cast, and initiative should then be prepared. Use the prerolled saves for this section here. Note what PCs may also be immune to mind controlling enchantments as well.

Greenleaf goes behind the large organ and starts casting all prep spells with the Silent Spell feat. The spells that the singer casts are in this order according to APL. If the players were detained by Werner for a few rounds, the first two spells on self will be precast.

APL 10: stonесkin (self), false life (self), shield (self), bear’s endurance (all), protection from good (all).

APL 12: as APL 10, plus protection from good (all), mass fire shield.

APL 14-16: as APL 12, plus mass bear’s endurance, mass fly.

Once combat starts, the cooshee charges at a wizard or any size Small PC and initiates a grapple with a melee touch attack. He does not provoke attacks of opportunity because of the Improved Grapple feat. He looks to pin the round after grappling (it’s a **BIG** dog). The mimic readies an attack action against the first PC who tries to attack Veruka.

Veruka puts up her auras before combat (they are free actions) – Steady Hand and Art of War to improve her archery. Her first round choice is using her Grant Move Action ability to allow Bonzo to get a full attack action on one of the PCs. She then uses her arrows to “soften up” a target then switching to blunt arrows to knock them out the following attack.

Gymie uses Inspirational Boost (swift action) and inspires courage to give +2 morale bonus to hit and damage, then readies a *silence* or *dispel magic* to counter a wizard’s or cleric’s spell if possible. Swift Invisibility (swift action) to better protect himself as well before moving. At APL 16 he will use his *bag of tricks* (rust) as well.

Bonzo tries to knock PCs unconscious with his *merciful great club*. He goes after characters in this order: wizards, clerics, other spell casters, rogues, fighter types. The Grant Move Action from Veruka can allow him to move in position and get a full attack as well. He always tries to position himself to get full attack actions to use his Three Mountain Feat. When he hits a single opponent twice in one round, he or she must make a Fort saving throw (DC 10 + ½ level + Str) or be nauseated. Note: Raging increases the DC.

Roberto Greenleaf uses a Sudden Maximize on a *fireball* (with the Nonlethal Substitution feat). At higher APLs, a chained *bands of steel* or Otiluke’s *resilient sphere* spell using all four of his spin points to raise the DC on the spell by +4. This has the effect of nullify the Chained secondary targets –4. He targets clerics first, then fighter types.

If Gymie is using his *Harmonic Chorus* ability, the DC is +6 and +2 on all secondary targets for that first spell. If a PC rolls well to make the save, he uses his “re-roll other” ability to make one of them re-roll their save. *Power word* (*blind*) on the melee fighters. He also re-rolls a poor initiative roll for himself.

If it goes ill for the band, they may *dimension door* away and flee the city using their underworld contacts. If half their number is defeated, they may run at your discretion. The band has paid protection money to the Gradsul Thieves Guild, and will be protected from high level *scrying* and tracking as they *teleport* out of the city with the Guild’s aid. Items taken by the band will be lost in the event the players are defeated. See Encounter 8 for more information on the captured PCs’ fate, and that of some of their items.

If the PCs are overcome with the nonlethal tactics, they and their gear are taken aboard *the Black Dog*, and they awaken at sea in the bowels of the ship. Go to Encounter 8.

These are a mercenary lot, and proper intimidation will have them turning on their employers if they are captured. If the PCs overcome the band, the night’s performance is canceled, sadly.

Treasure: Searching the dressing rooms of the twisted band may uncover some ill-gotten treasure. An *invisible* chest hidden in the closet (Search DC 20 + APL) uncovers plans for the captured folk aboard *the Black Dog*; give the players *Player Handout #3*. The chest also contains some loot (see *Treasure Summary*). This should lead adventurers to Encounter 9.

ENCOUNTER 8: DAZED AND CONFUSED

You awaken deep within the briny hold of some rocking darkness. You quickly ascertain by smell and motion that besides the headache and lurching

feeling in your stomach, you are also stowed and chained in the bowels of some dank ship. Your companions are likewise imprisoned, and all of you are stripped to breeches and shirt and thoroughly chained.

Scattered about the hull are forty other unfortunate huddled and chained wretches, all bearing signs of torture and severe beatings. They are all of Olman descent, and some bear the tribal markings of their heritage.

A glow of light forms further illuminating the dark hold, and a ragged gnome crawls over to your group, with a small glowing rock in his left hand. He is surprisingly unchained. With an out-of-place grin in this forbidding setting, he procures a slim lockpick. "May I be of some assistance, my friends? He squeaks."

🔮 **Dr. Steamopolis III, Male Gnome Sor1/Rog4:**
hp 56.

The slavers did a poor job of searching the good Dr. Steamopolis III, a clever gnomish rogue-inventor from the Good Hills of Keoland. Never daunted, he sees the PCs as his source of salvation. After picking the chains and locks of the PCs, he offers to *dimension door* the players to a section of ship where their gear is locked. It will be a grand battle to capture the ship.

Magical items and weapons that were used during the battle with notable magical effects will be missing, as will items such as *ioun stones*, magical rings, and jewelry such as periapts, etc. Remove these from the players' ARs, as Mithral Balloon has absconded with them before turning the PCs over to the Slavers. Any gold the PCs carried with them as well as any *bags of holding* and their contents will have been pilfered as well. The rest of the items will have been packed away for the Slavers to identify and sell later. This is why you check the list of items the players brought in and/or left behind at the start of the adventure.

Once equipped and prepped, the PCs emerge from the hold during Encounter 9.

The ship pitches and lists on the open seas, and you can hear the sailors above decks hoisting on lines and making sail on what you assume is the Azure Sea. After re-equipping yourselves, you make your way to the stairwell leading up out of the bowels of the ship and onto the decks. Above deck you can make out several groups of unarmed sailors comprised of humans and half-orcs. They are busy with the operation of the large vessel. Darkly robed shapes with huge bladed weapons and twisting serpentine-like beards direct their efforts from an upraised stern, where the ships wheel is located.

ENCOUNTER 9: NO QUARTER

Note: If the party has escaped the hold of the *Black Dog*, adjust the box text to reflect the PCs being at sea, instead of docked at the Undarian Warehouses.

The directions you have uncovered lead to the abandoned House Undarian docks and warehouses. A noticeable absence of guards and street traffic is apparent as you reach the end of the street leading to the gated dockyards. Several small warehouses and a very large warehouse set right on the water is apparent. There is no sign of any ships at dock. A thick mist rolls in from the Azure this night, covering the moon and sky and limiting visibility.

Note: A Gather Information check (DC 20) can uncover the following: Faced with looming credit and loss of trade during the recent naval blockades at port, this family has fallen on hard times. The rumors are that they have sold most of their dockside assets to the local chapter of Teamsters Union 13, here in the city. Those in the know confirm this is one of the many public fronts of the Gradsul Thieves Guild.

The poor weather works to the players' advantage, as they can stealthily work their way towards the abandoned warehouses.

A search of the smaller structures reveals locked warehouses with dry goods in crates, marked with the gold coin (A gold lion) crest of House Undarian. The larger warehouse holds an interior dock; with the large slaver ship *the Black Dog* making preparations to sail out under cover of the fog. See *DM Aid: Map #2* for this encounter.

Two dozen sailors make ready with sails and lines and load goods from dock onto the ship with precision.

🔮 **Sailors (24):** male/female Olman or Oeridian human or half-orc War2; hp 9.

The guards and overseers of this operation, working on orders from the Scarlet Brotherhood and the Slave Lords, are a band of bonded devils:

APL 10 (EL 10)

🔮 **Bearded Devils Ftr1 (4):** hp 70 each; see Appendix 1.

APL 12 (EL 12)

🔮 **Bearded Devils Ftr1 (8):** hp 70 each; see Appendix 2.

APL 14 (EL 14)

🔮 **Bearded Devils Ftr1 (8):** hp 70 each; see Appendix 3.

🔮 **Erinyes Ftr4 (1):** hp 153; see Appendix 3.

APL 16 (EL 16)

🔥 **Bearded Devils Ftr1 (8):** hp 70 each; see Appendix 4.

🔥 **Erinyes Ftr4 (3):** hp 153 each; see Appendix 4.

Tactics:

APL 10: The four bearded devils try to concentrate their glaive attacks on a single character every round. As soon as they hit, they try to move onto another if possible in an attempt to infect as many targets with an infernal wound as they can. One of the devils activates the *rod of sure striking* to give the other devils a +10 to hit with their next attack roll. They can activate this three times per day as per *Dungeon Master's Guide II*.

APL 12: Four of the devils try to keep the majority of the party occupied while the other four swarm one character to inflict infernal wounds upon him or her. One of the devils activates the *rod of sure striking* to give the other devils a +10 to hit with their next attack roll. They can activate this three times per day as per *Dungeon Master's Guide II*.

APLs 14-16: Refer to APL 12 tactics for the bearded devil tactics. The erinyes fly up to the crow's nest or over the side of the ship and fire or ready attacks at any obvious spell casters in response to their attempts to cast spells, especially clerics. They try to summon in more bearded devils if given enough time to prepare or alerted to the party's approach. If able to avoid the PCs for a round, they also use this ability.

Development: If the party defeats the devils, they can take control of the ship at dock. They may press the sailors to work for them under threat or hire their own ships crew at Gradsul. PCs may also have access to their own ship travel or other means.

In the hold are a few dozen grateful Olman refugees, some of whom have sailor skills, and the gnome inventor Doctor Steamopolis III. He offers his services to the PCs as well.

Within the ship can be found encoded maps and charts. A Decipher Script check (DC 15 + APL) or allowing the gnome inventor to puzzle over them for half an hour reveals the location of a secret island labeled Isle of the Storm Eye, near the Principality of Ulek. The ship manifest mentions a ship that left earlier, the Bron-y-Aur. The slavers receive support from their "Uncles" to the south, and the next stop for the slaver ship is the Amedio Jungle. (A region near the COR4-03 *Tropical Intrigue* adventure).

The good doctor tells of another ship that has already left a few nights before, laden with prisoners. Perhaps the missing craftsmen were aboard that ship? He overheard talk that all ships were en route to the Island to help prepare weapons against the Principality of Ulek.

On board the slaver ships is a huge crate containing the six-man experimental gnomish submersible Pingdandoogly 12. (**DON'T** ask what happened to the ill-fated #1-11 models...)

🔥 **Pindandoogly XII:** leaky gnome submersible. Holds six PCs and the gnome pilot. PCs cannot bring bulky gear or heavy armor into the submarine. The good doctor offers to come along and operate it from the small chair gnome-sized cockpit. It is (semi) operational and can provide excellent cover underwater for short distances, though it leaks, lurches, and leaps while in operation with disturbing corkscrew motions. Using the submarine enables the party to access the underwater base when the players hit landfall.

The PCs are free to use their own resources in sailing and assaulting the island base. The use of the gnome submersible here is optional.

ENCOUNTER 10: WHEN THE LEVEE BREAKS

Three days at sea bring the ship on course with the Island of Storms. This island seems to be a new addition to the sea lanes, as it is not on any map. Perhaps seismic activity has pushed the landmass and created this island, or it may be the product of some new dark sorceries. Regardless, the small island can be made out in the distance this morning. At your current speed of eight knots, you will be near anchorage within the hour.

The island is now eight miles away. On approach, a recently formed basic dockyard has been assembled, and close to 100 Olman, Bakluni, and Geoff refugees toil along the island's shores and center, creating structures and digging deep trenches for a fortification and dungeon complex. They are only a few months into the work at this point, areas are marked off, and trenches and deep pits are dug out through magical and slave labor. The slaves themselves live in rough tent camps along the northern shore, along with their goblin and orc masters. On the shore is a unit of orcs, who use whips and brute force to keep the slaves working. The orcs offer token resistance at first if confronted, but surrender if they lose 25% of their numbers to a well armed party of high-level adventures. The orcs are from the Jagged Blade tribes which are active along the shores of the Principality of Ulek.

All APLs

🔥 **Orcs (25):** hp 7 each; see *Monster Manual*, page 203.

If the players have the time and inclination, feel free to allow them to stomp on the orcs. Otherwise have the orcs surrender to the well armed and powerful adventurers.

Freed slaves or interrogated orcs can reveal that the entrance to the underground dungeon is a hidden sea gate under the harbor. They can confirm the captured weaponsmiths were taken below by the Storm Eye's orc guards. The Isle of Storms has a hidden harbor whose underground entrance is under a small dam or levee, which can be accessed by stealth with the use of an experimental submersible or by swimming underwater.

The waters go to a depth of 160 ft. and are quite murky. The tunnel under the levee is 60 ft. below the surface and runs for 200 ft. PCs who wish to swim under the cavern entrance and the levee without underwater breathing assists are faced with a daunting challenge, with a DC 15 Swim check to avoid going under. This is considered rough waters as per page 92 of the *Dungeon Master's Guide*, Flowing Water section. Players take 1d3 points of nonlethal damage per round that they attempt to navigate the 200-ft length of tunnel leading within the island to the Storm Eye's dungeon. PCs who go under will start to drown as per the Drowning rules page 304 of the *Dungeon Master's Guide*.

The entrance to the partially completed dungeon is magically trapped to alert the beholder within that his new beachhead has been breached.

In addition, the orc frigate, the *Bron-Y-Aur* is docked and could hold most of the freed slaves if necessary. The Principality of Ulek's nearest safe port is a four-day sail northwards.

↗ **Sea Gate:** (arcane eye spell monitors the area).

In all likelihood, the Storm Eye is aware that his defenses have been breached at this point, and he is preparing his guardians below to protect the forges as he makes his escape plans and destroys what sensitive evidence he can in short order.

Breaking the heavy bars of the sea gate or otherwise destroying them allows the players to swim or perhaps use the weird gnome submersible to invade the deep 40-foot wide tunnels leading some 160 feet underwater and under the recently created island lair.

While the Storm Eye had hoped for a beachhead against the Principality of Ulek and Keoland's sea lanes, he is not so arrogant as to believe he can defend the unfinished fortifications. The discovery of his "secret" island by the most unpleasant of annoyances, high-level adventurers, has scuttled this – the first of many plans the Underoerth has in weakening the Sheldomar Valley.

ENCOUNTER 11: THE BATTLE OF EVERMORE

You have made your way underwater through hewn rock tunnels and traveled into the island itself. The 40-foot wide tunnel slopes upwards and the passageway traveled some quarter mile under and into the interior of this strange island. The dark

waters lighten somewhat ahead, and a surface chamber is near.

PCs may make preparations underwater or aboard the leaky cramped submersible, as prudent here. Breaking the surface some 30-foot ahead brings the PCs into a wide 60-foot circular chamber hewn from the rock by magical means, as the surfaces of the rock are highly polished and smoother than man-made means could accomplish. Noise and heat from the forge area are noticeable from 60 feet away from the Forge's entrance. From the chamber is a tunnel leading into the dungeon, and to the Golem factory, where the weapons masters are imprisoned.

Rolling heat and the burning smell of sulfur blows down the winding corridor and into your faces. Rounding a bend you can see some 60 feet away is an open room with shimmers of red light and the pungent smell of fire and smelted ores. Metal on metal rings out, and you believe ahead may be some sort of forge or gigantic weapons shop.

Refer to DM Aid: Map #3 for the layout of the room.

Inside the large chamber is a fire pit, as well as great tools and pieces of machinery and half completed large metal body parts hanging from immense chains from the ceiling. This seems to be some form of factory! Several chained and ill-treated young folk are crouched near a long table covered in iron worked arms, heads, and chest plates. They include a dazed looking Bakluni youth, a squat and scarred dwarf, a fair elven female caked in soot and grime, and two humans in their early twenties with the look of hard toiling blacksmiths about them.

The female human looks up quickly and takes in your group with almost military precision. She gestures with muscular arms towards the ceiling as a loud grinding and whirring sound reverberates through the chamber at your approach. She makes quick, decisive motions with her hand and fist towards your group, warning of approaching enemies!

Shambling into view is massive, hunched creatures of stone and metal. Its heavy-plated arms nearly drag on the ground. On its back are horribly barbed spines covered in gore and dried flesh. A few Olman refugee bodies remain impaled upon the spikes, mouths open in silent, eternal screams.

The female has dirty blonde hair tied back in a braid and some scarring on her arms and neck from the orcs' recent torture and working in the dangerous magma forges. She is Sgt. Henia Altersire of Gran March, and her military training has given her the edge in reacting first to this situation. She heroically attempts to provide cover and free herself and her fellow prisoners as the players face off against the constructs. If the battle is going poorly for the PCs, feel free to have her shout out helpful suggestions as to the weaknesses or resistances of the

constructs faced. Modify as needed depending on PC actions.

When the collectors storm into the room, the Storm Eye secretly unleashes a trap door, letting into the room six shocker lizards that are in the cages along the northern wall. Their electrical attacks can heal the cadaver collectors as well.

APL 10 (EL 14)

🔥 **Cadaver Collector, Advanced:** hp 210; see Appendix 1.

🔥 **Shocker lizards (12):** hp 17 each; see *Monster Manual*, page 225.

APL 12 (EL 16)

🔥 **Cadaver Collector, Advanced:** hp 270; see Appendix 2.

🔥 **Shocker lizards (12):** hp 17 each; see *Monster Manual*, page 225.

APL 14 (EL 18)

🔥 **Cadaver Collectors, Advanced (2):** hp 270; see Appendix 3.

🔥 **Shocker lizards (12):** hp 17 each; see *Monster Manual*, page 225.

APL 16 (EL 20)

🔥 **Cadaver Collectors, Advanced (4):** hp 270 each; see Appendix 4.

🔥 **Shocker lizards (12):** hp 17 each; see *Monster Manual*, page 225.

Tactics: The cadaver collector has been ordered to take out spell casters first (Clerics are a priority, as the beholder is fully aware of the power of freedom of movement), trampling over anyone else in the way in the process if necessary. Once he has pinned all obvious spell casters, he focuses on the rest of the group.

If it becomes clear his target has freedom of movement up, it switches focus to other combatants with the aim of pinning those it can before battering any others into submission.

The kidnapped apprentice tells their rescuers that they were forced to work the forges by a powerful and cruel beholder that the orcs referred to as the Storm Eye. Though they are all in shock, Sgt. Henia Altersire is well trained and can speak for the group.

"We were to create a new type of magical construct that could function at sea in the shape of a gigantic mechanical sea turtle. This would be loosed on the Sea Mages and Gradsul fleet. Kidnapping the gnome inventor was to be the final missing piece of the research team. This beholder calling himself the Storm Eye has delusions of uniting forces above

ground and below to oppose the Council of the Land."

If questioned, one of the imprisoned weapons smiths can reveal the following information:

"The Storm Eye is a beholder of some legendary status from the Underoerth and is part of a larger plan to invade the surface in concert with other beings of power from the surface world, including aid from the Slave Lords, the Scarlet Brotherhood with support from Suel families within the Sheldomar Valley. It seems to hold some personal grudge against the Court of the Land and wants to see the Sheldomar Valley splintered and weak, not unified."

The beholder has triggered a trap to activate the dormant volcano upon which the island rests. As the forges start to explode and spew lava, the island shakes and falls apart. Allow the PCs a fantastic escape as the lava starts to flow into the Factory and the island eventually explodes behind them and their captured ships. PCs can make sail to deliver the apprentices to the Principality of Ulek and make their reports.

CONCLUSION: TEN YEARS GONE

Arriving at port within the Principality of Ulek, you unload your rescued new allies amid promises to keep in touch and favors their prominent families will bestow upon the rescuers for their heroic deeds. Though at war, the local dwarves do their best to provide a feast and make arrangements to transport the apprentices to their final destination and ten-year apprenticeships with Master Stoneflint. You settle in for some much needed rest and the feel of solid land under your feet once again.

Shortly, a Keoish Warship arrives, deploying marines and supplies to the Principality of Ulek to aid in their struggle. No less a personage than the duke of Gradsul's uncle, Admiral Falpior calls for your attendance aboard his reliable warship, the H.M.S. Osprey.

The usually grim one-eyed, peg-legged old salt breaks into a wide smile and offers a fine glass of port all around at your arrival. "Ah, I rejoice at some good news! For kettle wearin' lubbers you all done your countries proud. I would hear the tale of your adventures if you would share it."

If the tale is well told, the PCs are invited to a huge feast and two-day festival in their honor to be sponsored by Gradsul and Lord Stranofrutta. In addition, they gain the favor of the Sheldomar Council of the Land's fleet if the Admiral is convinced the PCs are heroic in heart and deed. They also receive **The Admiral's Charge** and **Sea Mage Training** AR effects. Please note any positive

roleplay moments here between the PCs and the Admiral on the Critical Events Summary as appropriate.

For returning at least some of the apprentices to continue their training, PCs receive the **Favor of Terrus Stoneflint** AR effect.

If the code books were uncovered during the course of the adventure and at least one PC has in possession the mysterious sea charts from SHE4-01 *Red Rendezvous* or the *Black Dog* or the *Bron-Y-Aur* slaver ships are captured and turned over to the Council of the Land, along with any captured slavers, the PCs also receive the **Reavers of the Azure Sea** AR effect.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 7

Defeat the band.

APL 10: 360 xp.
APL 12: 420 xp.
APL 14: 480 xp.
APL 16: 540 xp.

Encounter 9

Defeat the devils.

APL 10: 300 xp.
APL 12: 360 xp.
APL 14: 420 xp.
APL 16: 480 xp.

Encounter 11

Defeat the collectors.

APL 10: 420 xp.
APL 12: 480 xp.
APL 14: 540 xp.
APL 16: 600 xp.

Story Award

Return the apprentices to the Principality of Ulek and report to superior officers.

APL 10: 100 xp.
APL 12: 115 xp.
APL 14: 130 xp.

APL 16: 160 xp.

Discretionary Roleplaying Award

APL 10: 170 xp.
APL 12: 200 xp.
APL 14: 230 xp.
APL 16: 245 xp.

Total possible experience

APL 10: 1,350 xp.
APL 12: 1,575 xp.
APL 14: 1,800 xp.
APL 16: 2,025 xp.

TREASURE SUMMARY

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

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

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

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

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

immediately after the adventure so this total may be modified by other circumstances.

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

Encounter 7:

APL 10: L: 77 gp, C: 166 gp, M: +1 chain shirt (104 gp), +1 longbow (198 gp), 4 cloaks of elemental protection (83 gp each), 15 sleep arrows (11 gp each), vest of resistance +2 (333 gp), 2 rings of protection +1 (167 gp each), +1 merciful greatclub (692 gp), 2 vests of resistance +1 (83 gp each), arcane scroll of see invisibility – CL 3rd (13 gp), arcane scroll of glitterdust – CL 3rd (13 gp), ioun stone – pink and green sphere (667 gp).

APL 12: L: 77 gp, C: 166 gp, M: +1 chain shirt (104 gp), +1 longbow (198 gp), 4 cloaks of elemental protection (83 gp each), 15 sleep arrows (11 gp each), 2 vests of resistance +2 (333 gp each), 2 rings of protection +1 (167 gp each), +1 merciful greatclub (692 gp), 2 vests of resistance +1 (83 gp each), arcane scroll of see invisibility – CL 3rd (13 gp), 2 arcane scrolls of glitterdust – CL 3rd (13 gp each), ioun stone – pink and green sphere (667 gp), 2 amulets of health +2 (333 gp each), pearl of power – 1st level spell (83 gp), gauntlets of ogre power (333 gp), ring of counterspells (333 gp), gloves of dexterity +4 (1,333 gp).

APL 14: L: 60 gp, C: 1,000 gp, M: +1 chain shirt (104 gp), +1 longbow (198 gp), 4 cloaks of elemental protection (83 gp each), 15 sleep arrows (11 gp each), 3 vests of resistance +2 (333 gp each), 2 rings of protection +1 (167 gp each), +1 merciful greatclub (692 gp), vest of resistance +1 (83 gp), arcane scroll of see invisibility – CL 3rd (13 gp), 2 arcane scrolls of glitterdust – CL 3rd (13 gp each), 2 ioun stones – pink and green spheres (667 gp each), 2 amulets of health +2 (333 gp each), pearl of power – 1st level spell (83 gp), gauntlets of ogre power (333 gp), ring of counterspells (333 gp), gloves of dexterity +4 (1,333 gp), lesser bracers of archery (417 gp), +1 light fortification breastplate (363 gp), boots of speed (1,000 gp), greater choker of eloquence (2,000 gp).

APL 16: L: 60 gp, C: 1,500 gp, M: +1 chain shirt (104 gp), +1 disarming longbow (1,531 gp), 4 cloaks of elemental protection (83 gp each), 15 sleep arrows (11 gp each), vest of resistance +2 (333 gp), 3 rings of protection +1 (167 gp each), +2 merciful greatclub (1,525 gp), 3 vests of resistance +3 (750 gp each), arcane scroll of see invisibility – CL 3rd (13 gp), 2 arcane scrolls of glitterdust – CL 3rd (13 gp each), 3 ioun stones – pink and green spheres (667 gp each), 2 amulets of health +2 (333 gp each), pearl of power – 1st level spell (83 gp), gauntlets of ogre power (333 gp), ring of counterspells (333 gp), gloves of dexterity +4 (1,333 gp), lesser bracers of archery (417 gp), +1 light fortification breastplate (363 gp), 2 boots of speed (1,000 gp each), greater choker of eloquence (2,000 gp), iron bands of Bilarro (2,167 gp), bag of tricks – rust (250 gp).

Encounter 9:

APL 10: L: 83 gp, C: 100 gp, M: 4 +1 glaives (192 gp each); 4 potions of shield of faith +4 (50 gp each); 4 rods of sure striking (333 gp each).

APL 12: L: 167 gp, C: 200 gp, M: 8 +1 glaives (192 gp each); 8 potions of shield of faith +4 (50 gp each); 8 rods of sure striking (333 gp each).

APL 14: L: 167 gp, C: 400 gp, M: 8 +1 glaives (192 gp each); 8 potions of shield of faith +4 (50 gp each); 8 rods of sure striking (333 gp each), +1 longsword (193 gp), +1 flaming composite longbow, +5 Str bonus (742 gp), greater bracers of archery (2,083 gp).

APL 16: L: 167 gp, C: 600 gp, M: 8 +1 glaives (192 gp each); 8 potions of shield of faith +4 (50 gp each); 8 rods of sure striking (333 gp each), 3 +1 longswords (193 gp each), 3 +1 flaming composite longbows, +5 Str bonus (742 gp each), 3 greater bracers of archery (2,083 gp each).

Total Possible Treasure (Maximum Reward Allowed)

APL 10: L: 160 gp, C: 266 gp, M: 5,317 gp – Total: 5,743 gp (2,300 gp).

APL 12: L: 244 gp, C: 366 gp, M: 10,711 gp – Total: 11,321 gp (3,300 gp).

APL 14: L: 227 gp, C: 1,400 gp, M: 18,426 gp – Total: 20,053 gp (6,600 gp).

APL 16: L: 227 gp, C: 2,100 gp, M: 32,380 gp – Total: 34,707 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **The Admiral's Charge:** This PC may arrange for transport aboard one of Keoland's Royal Fleet ships and reduce the cost of an Interactive, Regional, or Metaregional adventure set along the coast of the Azure Sea in the Sheldomar Valley metaregion. Using this effect reduces the cost of the adventure by 1 TU, but with a minimum cost of 1 TU. Mark this effect as USED when it is spent.

☛ **Reavers of the Azure Sea:** This PC may spend time in training to gain access to the following prestige classes (2 additional TUs must be spent for each prestige class you gain access to; circle the prestige classes accessed): Dread Pirate (*Complete Adventurer*), Legendary Captain (*Stormwrack*), Stormcaster (*Stormwrack*).

This PC also gains access (Frequency: Metaregional) to the following items from *Stormwrack*: harpoon, aquatic crossbow, bag of teeth, magnificent captain's coat.

☛ **Favor of Terrus Stoneflint:** Terrus Stoneflint and the weapon masters studying in the Principality of Ulek owe you their thanks. This PC may expend this favor to gain access (Frequency: Metaregional) to any one of the following weapon special ability upgrades (circle the one selected): *flaming, frost, shock, keen, bane* (orc). Mark this favor as USED when it is spent.

☛ **Sea Mage Training:** The Sea Mages of Gradsul and the Churches of Osprey have made the following spells from *Stormwrack* available (become Core spells) to this PC in recognition of their heroic deeds in protecting the Azure Sea: *quicksim, jig of waves, pressure sphere, swim, detect ship, favorable wind, disguise ship, airy water*. This PC also gains access to the parrot or albatross for use as a familiar (see *Stormwrack*, page 51).

☛ **Favorable Encounter with One Horn:** This PC had a friendly encounter with One Horn, the mysterious minotaur paladin of Al'Akbar. By mentioning his name in conversation, this PC can gain a +2 circumstance bonus to Cha-based skill checks with followers of the deity Al'Akbar.

Item Access

APL 10:

- +1 Merciful Greatclub (Adventure; Dungeon Master's Guide)
- Blunt Arrows (Adventure; Races of the Wild)
- Cloak of Elemental Protection (Adventure; Miniatures Handbook)
- Ioun Stone, Pink and Green Sphere (Adventure; Dungeon Master's Guide)
- Sleep Arrows (Adventure; Dungeon Master's Guide)
- Vest of Resistance +1 or +2 (Adventure; Complete Arcane)

APL 12 (all of APL 10 plus the following):

- Gloves of Dexterity +4 (Adventure; Dungeon Master's Guide)
- Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)
- Ring of Counterspells (Adventure; Dungeon Master's Guide)
- Rod of Sure Striking (Adventure; Dungeon Master's Guide II)

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

- +1 Flaming Composite Longbow, +5 Str Bonus (Adventure; Dungeon Master's Guide)

- +1 Light Fortification Breastplate (Adventure; Dungeon Master's Guide)
- Boots of Speed (Adventure; Dungeon Master's Guide)
- Bracers of Archery, Greater (Adventure; Dungeon Master's Guide)
- Bracers of Archery, Lesser (Adventure; Dungeon Master's Guide)
- Choker of Eloquence, Greater (Adventure; Complete Adventurer)

APL 16 (all of APLs 10, 12, 14 plus the following):

- +1 Disarming Longbow (Adventure; Complete Warrior)
- +2 Merciful Greatclub (Adventure; Dungeon Master's Guide)
- Bag of Tricks, Rust (Adventure; Dungeon Master's Guide)
- Iron Bands of Bilarro (Adventure; Dungeon Master's Guide)
- Vest of Resistance +3 (Adventure; Complete Arcane)

ENCOUNTER 7

Veruka, Female Valley Elf Rgr2/Ftr1/Marshal4: Medium Humanoid (Elf); CR 7; HD 6d8+1d10+7; hp 49; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +6/+6; Atk +6 melee (1d8/19-20, longsword) or +11 ranged (1d8+1/x3, +1 longbow); Full Atk +6/+11 melee (1d8/19-20, longsword) or +11/+6 ranged (1d8+1/x3, +1 longbow) or +9/+9/+4 ranged (1d8+1/x3, +1 longbow); SA favored enemy (human +2); SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, wild empathy +5, minor aura, major aura +1, grant move action 1/day; AL LE; SV Fort +10, Ref +7, Will +4; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 17. *Miniatures Handbook*, page 11.

Skills & Feats: Appraise +0 (+2 with bows), Climb +0 (+2 with ropes), Craft (bowmaking) +3, Diplomacy +6, Escape Artist +3 (+5 with ropes), Heal +4, Knowledge (religion) +5, Listen +8, Perform (keyboard instruments) +13, Search +2, Spot +9, Use Rope +10; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot^B, Skill Focus^B (diplomacy), Track^B, Weapon Focus^B (longbow).

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at the same time. Projection an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continuously; thus, an aura can be in effect at the start of a combat encounter, even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Int score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (2): A minor aura lets allies add the marshal's Cha bonus, if any, to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Strength: Bonus on Str checks and Str-based skill checks.

Major Auras (1): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Steady Hand: Bonus on ranged attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet, but not to himself. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn. A character can take only one extra move action per round. In other words, two marshals can't use this ability on the same ally in the same round. If an ally chooses not to take the extra move action, it is lost.

Languages: Elven, Common, Gnome.

Possessions: +1 chain shirt, +1 longbow, cloak of elemental protection^{MH}, 2 tanglefoot bags, longsword, masterwork manacles, 24 arrows, 24 blunt arrows^{RotW}, 15 sleep arrows. ^{RotW}Races of the Wild, ^{MH}Miniatures Handbook.

Gymie, Male Valley Elf Brd7: Medium Humanoid (Elf); CR 7; HD 7d6+14; hp 42; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp: +5/+5; Atk +5 melee (1d4/19-20, dagger) or +8 ranged touch (tanglefoot bag); Full Atk +5 melee (1d4/19-20, dagger) or +8 ranged touch (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, bardic knowledge, bardic music 7/day (countersong, fascinate, inspire courage +1, inspire competence, suggestion); AL NE; SV Fort +5, Ref +10, Will +7; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 17.

Skills & Feats: Bluff +12, Concentration +10, Diplomacy +12, Listen +2, Perform (string instruments) +18, Search +2, Spot +2, Tumble +12, Use Magic Device +12; Improved Toughness^{CW}, Skill Focus (Perform), Spell Focus (Enchantment). ^{CW}Complete Warrior.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Languages: Elven, Common, Gnome, Dwarven, Draconic, Sylvan, Undercommon, Halfling.

Bard Spells Known (3/4/3/1, save DC = 13 + spell level, 14 + spell level for enchantment spells): 0 – detect magic, flare, ghost sound, lullaby, light, summon instrument; 1st

– grease, inspirational boost^{SC}, swift invisibility^{SC}, Tasha's hideous laughter, undetectable alignment; 2nd – glitterdust, silence, suggestion; 3rd – deep slumber, dispel magic. ^{SC}Spell Compendium.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, masterwork guitar, ring of protection +1. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Bonzo, Male Half-Orc Bbn3/Ftr2/Pious Templar4 of Vaprak: Medium Humanoid (Human, Orc); CR 9; HD 3d12+6d10+27; hp 93; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16 (+5 armor, +1 Dex); Base Atk/Grp: +9/+13; Atk +15 melee (1d10+9, +1 merciful greatclub); Full Atk +15/+10 melee (1d10+9, +1 merciful greatclub); SA rage 1/day, smite 1/day; SQ darkvision 60 ft., fast movement +10 ft., uncanny dodge, trap sense +1, mettle, DR 1/–; AL CN; SV Fort +14, Ref +4, Will +8; Str 19, Dex 12, Con 16, Int 10, Wis 10, Cha 6. *Complete Divine*, page 50.

Skills & Feats: Jump +4, Knowledge (religion) +4, Listen +6, Perform (percussion instruments) +4, Profession (slaver) +4; Cleave^B, Improved Bull Rush^B, Iron Will, Power Attack^B, Three Mountains^{CW}, True Believer^{CD}, Weapon Focus (greatclub), Weapon Specialization^B (greatclub). ^{CD}Complete Divine, ^{CW}Complete Warrior.

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

Smite (Su): Once per day, a pious templar may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Possessions: vest of resistance +1^{CA}, cloak of elemental protection^{MH}, breastplate, +1 merciful greatclub, masterwork manacles, masterwork drums. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Roberto Greenleaf, Male Valley Elf Sor8/Fatespinner1: Medium Humanoid (Elf); CR 9; HD 9d4+9; hp 34; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp: +4/+4; Atk +4 melee (1d4/19-20, dagger) or +7 ranged (tanglefoot bag); Full Atk +4 melee (1d4/19-20, dagger) or +7 ranged (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, summon familiar (weasel), spin fate; AL LE; SV Fort +4, Ref +8, Will +9; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 18 (20). *Complete Arcane*, page 37.

Skills & Feats: Concentration +8, Knowledge (arcana) +10, Listen +4, Perform (sing) +6, Profession (gambler) +5, Search +2, Spellcraft +2, Spot +4; Alertness^B, Nonlethal Substitution^{CA} (fire), Silent Spell, Split Ray^{CA}, Sudden Maximize^{CA}. ^{CA}Complete Arcane.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fate spinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance a 5th level wizard/3rd level fatespinner casting *fireball* could choose to boost the DC of the spell by 1 to 3 points. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Languages: Elven, Common, Gnome.

Sorcerer Spells Known (6/8/7/7/5, save DC = 15 + spell level, CL 9th): 0 – dancing lights, detect magic, ghost sound, light, mage hand, message, prestidigitation, read magic; 1st – benign transposition^{SC}, mage armor, protection from good, ray of enfeeblement, shield; 2nd – bear's endurance, false life, scorching ray, silence; 3rd – bands of steel^{SC}, dispel magic, fireball; 4th – Otiluke's resilient sphere, stoneskin. ^{SC}Spell Compendium.

Possessions: weasel familiar, arcane scroll of see invisibility (CL 3rd), arcane scroll of glitterdust (CL 3rd), vest of resistance +1^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, ioun stone (pink and green sphere), ring of protection +1. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Elven Hound (Cooshee), Advanced: Medium Magical Beast; CR 2; HD 6d10+12; hp 54; Init +7; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +6/+13; Atk +9 melee (1d8+4, bite); Full Atk +9 melee (1d8+4, bite); SA –; SQ immune to sleep, low-light vision, resist enchantment, scent, sprint; AL N; SV Fort +7, Ref +8, Will +3; Str 17, Dex 17, Con 14, Int 2, Wis 12, Cha 8. *Races of the Wild*, page 189.

Skills & Feats: Balance +8, Hide +8, Jump +16, Listen +5, Spot +5, Survival +2*, Swim +7; Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Track^B.

Resist Enchantment (Ex): Like their elf masters, elven hounds have a +2 racial bonus on saving throws against enchantment spells or effects.

Sprint (Ex): Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Skills: Elven hounds have a +4 racial bonus on Balance, Hide, Jump, and Swim check, and a +2 racial bonus on Listen and Spot checks. *Elven hounds have a +4 racial bonus on Survival checks when tracking by scent.

Languages: none.

Description: This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

ENCOUNTER 9

Bearded Devil (Barbazü) Ftr1: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 6; HD 6d8+1d10+35; hp 70; Init +7; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +7 natural, +4 armor); Base Atk/Grp: +7/+11; Atk +13 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, claw); Full Atk +13/+8 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, 2 claws); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy, *summon baatezu*, natural weapons plus and wielded weapon counts as evil-aligned and lawful-aligned for overcoming DR purposes; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 17, telepathy 100 ft., spell-like abilities; AL LE; SV Fort +12, Ref +8, Will +7; Str 19, Dex 16, Con 20, Int 6, Wis 14, Cha 10.

Skills & Feats: Climb +13, Diplomacy +2, Hide +11, Listen +11, Move Silently +9, Sense Motive +11, Spot +11; Combat Reflexes^B, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). CL 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. This wound does not heal naturally and resists healing spells. The continuing hp loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hp loss as well as restoring hp. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Con-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected character takes 1d8+2 damage and must succeed on a DC 18 Fort save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is cured magically, or the creature dies. The save DC is Con-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterwards.

Summon Baatezu (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50%

chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd level spell.

Languages: Infernal, Celestial, Draconic.

Possessions: +1 glaive, masterwork chain shirt, *potion of shield of faith* +4, *rod of sure striking*^{DMG2}. ^{DMG2}Dungeon Master's Guide II.

Description: The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and moist, scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky disgusting beard.

ENCOUNTER 11

Cadaver Collector, Advanced: CR 14; Large Construct; HD 25d10+30; hp 210; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); Base Atk +18, Grp: +33; Full Atk +29 melee (4d8+11, slam); Full Atk +29 melee (4d8+11, 2 slams); Space/Reach 10 ft./10 ft.; SA breath weapon, impale, improved grab, trample 4d8+16; SQ construct traits, DR 10/adamantine, darkvision 60 ft, low-light vision, immunity to magic; AL LN; SV Fort +8, Ref +8, Will +11; Str 33, Dex 10, Con —, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +19, Spot +19; Ability Focus (breath weapon), Alertness, Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Power Attack, Power Critical^{CW} (slam), Weapon Focus (slam). ^{CW}Complete Warrior.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex save DC 24 negates. The save DC is Con-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+16 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage.

The creature cannot break free unless it makes a DC 28 Str check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Str check.

Once a collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the

collected can still deal 4d8+16 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them impaled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam 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 can attempt to impale the following round.

Trample (Ex): Reflex DC 33 half. The save DC is Str-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the cadaver and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Description: This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

APPENDIX 2 – APL 12

ENCOUNTER 7

Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4: Medium Humanoid (Elf); CR 8; HD 6d8+2d10+16; hp 63; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +7/+7; Atk +7 melee (1d8/19-20, longsword) or +12 ranged (1d8+1/x3, +1 longbow); Full Atk +7/+2 melee (1d8/19-20, longsword) or +12/+7 ranged (1d8+1/x3, +1 longbow) or +10/+10/+5 ranged (1d8+1/x3, +1 longbow); SA favored enemy (human +2); SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, wild empathy +5, minor aura, major aura +1, grant move action 1/day; AL LE; SV Fort +13, Ref +8, Will +7; Str 10, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 18. *Miniatures Handbook*, page 11.

Skills & Feats: Appraise +0 (+2 with bows), Climb +0 (+2 with ropes), Craft (bowmaking) +5, Diplomacy +7, Escape Artist +3 (+5 with ropes), Heal +4, Knowledge (religion) +5, Listen +8, Perform (keyboard instruments) +14, Search +2, Spot +9, Use Rope +10; Improved Initiative, Iron Will, Point Blank Shot, Precise Shot^B, Rapid Shot^B, Skill Focus^B (diplomacy), Track^B, Weapon Focus^B (longbow).

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at the same time. Projection an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continuously; thus, an aura can be in effect at the start of a combat encounter, even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Int score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (2): A minor aura lets allies add the marshal's Cha bonus, if any, to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Strength: Bonus on Str checks and Str-based skill checks.

Major Auras (1): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Steady Hand: Bonus on ranged attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet, but not to himself. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn. A character can take only one extra move action per round. In other words, two marshals can't use this ability on the same ally in the same round. If an ally chooses not to take the extra move action, it is lost.

Languages: Elven, Common, Gnome.

Possessions: +1 chain shirt, +1 longbow, cloak of elemental protection^{MH}, 2 tanglefoot bags, longsword, masterwork manacles, 24 arrows, 24 blunt arrows^{RotW}, 15 sleep arrows, amulet of health +2, vest of resistance +1^{CA}. ^{RotW}Races of the Wild, ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Gymie, Male Valley Elf Brd8: Medium Humanoid (Elf); CR 8; HD 8d6+16; hp 48; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp: +6/+6; Atk +6 melee (1d4/19-20, dagger) or +9 ranged touch (tanglefoot bag); Full Atk +6/+1 melee (1d4/19-20, dagger) or +9/+4 ranged touch (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, bardic knowledge, bardic music 8/day (countersong, fascinate, inspire courage +2, inspire competence, suggestion); AL NE; SV Fort +5, Ref +11, Will +8; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 18.

Skills & Feats: Bluff +14, Concentration +11, Diplomacy +14, Listen +2, Perform (string instruments) +20, Search +2, Spot +2, Tumble +13, Use Magic Device +14; Improved Toughness^{CW}, Skill Focus (Perform), Spell Focus (Enchantment). ^{CW}Complete Warrior.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Languages: Elven, Common, Gnome, Dwarven, Draconic, Sylvan, Undercommon, Halfling.

Bard Spells Known (3/4/4/2, save DC = 14 + spell level, 15 + spell level for enchantment spells): 0 – detect

magic, flare, ghost sound, lullaby, light, summon instrument; 1st – grease, inspirational boost^{SC}, swift invisibility^{SC}, Tasha's hideous laughter, undetectable alignment; 2nd – glitterdust, harmonic chorus^{SC}, silence, suggestion; 3rd – dispel magic, slow.
^{SC}Spell Compendium.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, masterwork guitar, ring of protection +1, arcane scroll of glitterdust (CL 3rd), pearl of power (1st level spell).
^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Bonzo, Male Half-Orc Bbn4/Ftr2/Pious Templar4 of Vaprak: Medium Humanoid (Human, Orc); CR 10; HD 4d12+6d10+40; hp 111; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 16 (+5 armor, +1 Dex); Base Atk/Grp: +10/+15; Atk +17 melee (1d10+10, +1 merciful greatclub); Full Atk +17/+12 melee (1d10+10, +1 merciful greatclub); SA rage 2/day, smite 1/day; SQ darkvision 60 ft., fast movement +10 ft., uncanny dodge, trap sense +1, mettle, DR 1/–; AL CN; SV Fort +17, Ref +5, Will +9; Str 19 (21), Dex 12, Con 16 (18), Int 10, Wis 10, Cha 6. *Complete Divine*, page 50.

Skills & Feats: Jump +5, Knowledge (religion) +4, Listen +6, Perform (percussion instruments) +6, Profession (slaver) +4; Cleave^B, Improved Bull Rush^B, Iron Will, Power Attack^B, Three Mountains^{CW}, True Believer^{CD}, Weapon Focus (greatclub), Weapon Specialization^B (greatclub). ^{CD}Complete Divine, ^{CW}Complete Warrior.

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

Smite (Su): Once per day, a pious templar may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, breastplate, +1 merciful greatclub, amulet of health +2, gauntlets of ogre power, ring of counterspells (ray of enfeeblement), masterwork manacles, masterwork drums.
^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Roberto Greenleaf, Male Valley Elf Sor8/Fatespinner4: Medium Humanoid (Elf); CR 12; HD 12d4+12; hp 45; Init +9; Spd 30 ft.; AC 16, touch 16, flat-footed 11 (+5 Dex, +1 deflection); Base Atk/Grp: +6/+6; Atk +6 melee (1d4/19-20, dagger) or +11 ranged (tanglefoot bag); Full Atk +6/+11 melee (1d4/19-20, dagger) or +11/+6 ranged (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, summon familiar (weasel), spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL LE; SV Fort +5, Ref +11, Will +11; Str 10,

Dex 16 (20), Con 12, Int 10, Wis 10, Cha 19 (21). *Complete Arcane*, page 37.

Skills & Feats: Concentration +8, Knowledge (arcana) +10, Listen +4, Perform (sing) +8, Profession (gambler) +5, Search +2, Spellcraft +4, Spot +4; Alertness^B, Improved Initiative, Nonlethal Substitution^{CA} (fire), Silent Spell, Split Ray^{CA}, Sudden Maximize^{CA}. ^{CA}Complete Arcane.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fate spinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance a 5th level wizard/3rd level fatespinner casting *fireball* could choose to boost the DC of the spell by 1 to 3 points. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the roll, even if it's worse than the original roll.

Languages: Elven, Common, Gnome.

Sorcerer Spells Known (6/8/7/7/7/6/3, save DC = 15 + spell level, CL 12th): 0 – dancing lights, detect magic, detect poison, ghost sound, light, mage hand, message, prestidigitation, read magic; 1st – benign transposition^{SC}, mage armor, protection from good, ray of enfeeblement, shield; 2nd – bear's endurance, blindness/deafness, false life, scorching ray, silence; 3rd – bands of steel^{SC}, dispel magic, fireball, greater magic weapon; 4th – dimension door, Otiluke's resilient sphere, stoneskin; 5th – dominate person, mass fire shield^{SC}; 6th – disintegrate. ^{SC}Spell Compendium.

Possessions: weasel familiar, arcane scroll of see invisibility (CL 3rd), arcane scroll of glitterdust (CL 3rd), vest of resistance +1^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, ioun stone (pink and green sphere), ring of protection +1, gloves of dexterity +4. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Elven Hound (Cooshee), Advanced: Medium Magical Beast; CR 2; HD 6d10+12; hp 54; Init +7; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +6/+13; Atk +9 melee (1d8+4, bite); Full Atk +9 melee (1d8+4, bite); SA –; SQ immune to sleep, low-light vision, resist enchantment, scent, sprint; AL N; SV Fort +7, Ref +8, Will +3; Str 17, Dex 17, Con 14, Int 2, Wis 12, Cha 8. *Races of the Wild*, page 189.

Skills & Feats: Balance +8, Hide +8, Jump +16, Listen +5, Spot +5, Survival +2*, Swim +7; Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Track^B.

Resist Enchantment (Ex): Like their elf masters, elven hounds have a +2 racial bonus on saving throws against enchantment spells or effects.

Sprint (Ex): Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Skills: Elven hounds have a +4 racial bonus on Balance, Hide, Jump, and Swim check, and a +2 racial bonus on Listen and Spot checks. *Elven hounds have a +4 racial bonus on Survival checks when tracking by scent.

Languages: none.

Description: This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

ENCOUNTER 9

Bearded Devil (Barbazu) Ftr1: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 6; HD 6d8+1d10+35; hp 70; Init +7; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +7 natural, +4 armor); Base Atk/Grp: +7/+11; Atk +13 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, claw); Full Atk +13/+8 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, 2 claws); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy, *summon baatezu*, natural weapons plus and wielded

weapon counts as evil-aligned and lawful-aligned for overcoming DR purposes; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 17, telepathy 100 ft., spell-like abilities; AL LE; SV Fort +12, Ref +8, Will +7; Str 19, Dex 16, Con 20, Int 6, Wis 14, Cha 10.

Skills & Feats: Climb +13, Diplomacy +2, Hide +11, Listen +11, Move Silently +9, Sense Motive +11, Spot +11; Combat Reflexes^B, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). CL 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. This wound does not heal naturally and resists healing spells. The continuing hp loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hp loss as well as restoring hp. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Con-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected character takes 1d8+2 damage and must succeed on a DC 18 Fort save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is cured magically, or the creature dies. The save DC is Con-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterwards.

Summon Baatezu (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd level spell.

Languages: Infernal, Celestial, Draconic.

Possessions: +1 glaive, masterwork chain shirt, *potion of shield of faith* +4, *rod of sure striking*^{DMG2}. ^{DMG2}Dungeon Master's Guide II.

Description: The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and moist, scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky disgusting beard.

ENCOUNTER 11

Cadaver Collector, Advanced: CR 16; Large Construct; HD 33d10+30; hp 270; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); Base Atk +24, Grp:

+40; Full Atk +36 melee (4d8+12, slam); Full Atk +36 melee (4d8+12, 2 slams); Space/Reach 10 ft./10 ft.; SA breath weapon, impale, improved grab, trample 4d8+18; SQ construct traits, DR 10/adamantine, darkvision 60 ft, low-light vision, immunity to magic; AL LN; SV Fort +11, Ref +11, Will +14; Str 35, Dex 10, Con –, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +23, Spot +23; Ability Focus (breath weapon), Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Power Critical^{CW} (slam), Weapon Focus (slam). ^{CW}Complete Warrior.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex save DC 28 negates. The save DC is Con-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+18 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage.

The creature cannot break free unless it makes a DC 28 Str check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Str check.

Once a collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collected can still deal 4d8+18 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them impaled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam 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 can attempt to impale the following round.

Trample (Ex): Reflex DC 38 half. The save DC is Str-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the cadaver and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Description: This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

ENCOUNTER 7

Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4/Order of the Bow Initiate2: Medium Humanoid (Elf); CR 10; HD 8d8+2d10+20; hp 78; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +9/+9; Atk +9 melee (1d8/19-20, longsword) or +15 ranged (1d8+1/x3, +1 longbow); Full Atk +9/+4 melee (1d8/19-20, longsword) or +15/+10 ranged (1d8+1/x3, +1 longbow) or +13/+13/+8 ranged (1d8+1/x3, +1 longbow); SA favored enemy (human +2), ranged precision +1d8; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, wild empathy +5, minor aura, major aura +1, grant move action 1/day, close combat shot; AL LE; SV Fort +14, Ref +9, Will +8; Str 10, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 18. *Miniatures Handbook*, page 11; *Complete Warrior*, page 68.

Skills & Feats: Appraise +0 (+2 with bows), Climb +0 (+2 with ropes), Craft (bowmaking) +5, Diplomacy +7, Escape Artist +3 (+5 with ropes), Heal +4, Knowledge (religion) +5, Listen +8, Perform (keyboard instruments) +16, Search +2, Spot +9, Use Rope +10; Improved Initiative, Iron Will, Point Blank Shot, Precise Shot^B, Ranged Pin^{CW}, Rapid Shot^B, Skill Focus^B (diplomacy), Track^B, Weapon Focus^B (longbow). ^{CW}*Complete Warrior*.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot: At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at the same time. Projection an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continuously; thus, an aura can be in effect at the start of a combat encounter, even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Int score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (2): A minor aura lets allies add the marshal's Cha bonus, if any, to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Strength: Bonus on Str checks and Str-based skill checks.

Major Auras (1): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Steady Hand: Bonus on ranged attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet, but not to himself. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn. A character can take only one extra move action per round. In other words, two marshals can't use this ability on the same ally in the same round. If an ally chooses not to take the extra move action, it is lost.

Languages: Elven, Common, Gnome.

Possessions: +1 chain shirt, +1 longbow, cloak of elemental protection^{MH}, 2 tanglefoot bags, longsword, masterwork manacles, 24 arrows, 24 blunt arrows^{RotW}, 15 sleep arrows, amulet of health +2, lesser bracers of archery, vest of resistance

+2^{CA}. RotW Races of the Wild, ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Gymie, Male Valley Elf Brd10: Medium Humanoid (Elf); CR 10; HD 10d6+20; hp 60; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp: +7/+7; Atk +7 melee (1d4/19-20, dagger) or +10 ranged touch (tanglefoot bag); Full Atk +7/+2 melee (1d4/19-20, dagger) or +10/+5 ranged touch (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, bardic knowledge, bardic music 10/day (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*, inspire greatness); AL NE; SV Fort +6, Ref +12, Will +9; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 18 (20).

Skills & Feats: Bluff +17, Concentration +13, Diplomacy +17, Listen +2, Perform (string instruments) +23, Search +2, Spot +2, Tumble +15, Use Magic Device +17; Improved Toughness^{CW}, Ironskin Chant^{CV}, Skill Focus (Perform), Spell Focus (Enchantment). ^{CW}Complete Warrior, ^{CV}Complete Adventurer.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Languages: Elven, Common, Gnome, Dwarven, Draconic, Sylvan, Undercommon, Halfling.

Bard Spells Known (3/5/4/3/1, save DC = 15 + spell level, 16 + spell level for enchantment spells): 0 – detect magic, flare, ghost sound, lullaby, light, summon instrument; 1st – grease, inspirational boost^{SC}, swift invisibility^{SC}, Tasha's hideous laughter, undetectable alignment; 2nd – glitterdust, harmonic chorus^{SC}, silence, suggestion; 3rd – cure serious wounds, dispel magic, slow; 4th – dimension door, dominate person. ^{SC}Spell Compendium.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, masterwork guitar, ring of protection +1, arcane scroll of glitterdust (CL 3rd), pearl of power (1st level spell), ioun stone (pink and green sphere). ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Bonzo, Male Half-Orc Bbn6/Ftr2/Pious Templar4 of Vaprak: Medium Humanoid (Human, Orc); CR 12; HD 6d12+6d10+48; hp 135; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 17 (+6 armor, +1 Dex); Base Atk/Grp: +12/+18; Atk +20 melee (1d10+12, +1 merciful greatclub); Full Atk +20/+15/+10 melee (1d10+12, +1 merciful greatclub); SA rage 2/day, smite 1/day; SQ darkvision 60 ft., fast movement +10 ft., uncanny dodge, improved uncanny dodge, trap sense +2, mettle, DR 1/-; AL CN; SV Fort +18, Ref +6, Will +10; Str 20 (22), Dex 12, Con 16 (18), Int 10, Wis 10, Cha 6. *Complete Divine*, page 50.

Skills & Feats: Jump +7, Knowledge (religion) +4, Listen +8, Perform (percussion instruments) +8, Profession (slaver) +5; Cleave^B, Improved Bull Rush^B, Iron Will, Power Attack^B, Reckless Rage^{RoS}, Three Mountains^{CW}, True Believer^{CD}, Weapon Focus

(greatclub), Weapon Specialization^B (greatclub). ^{CD}Complete Divine, ^{CW}Complete Warrior, ^{RoS}Races of Stone.

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

Smite (Su): Once per day, a pious templar may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, +1 light fortification breastplate, +1 merciful greatclub, amulet of health +2, gauntlets of ogre power, ring of counterspells (ray of enfeeblement), boots of speed, masterwork manacles, masterwork drums. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Roberto Greenleaf, Male Valley Elf Sor10/Fatespinner4: Medium Humanoid (Elf); CR 14; HD 14d4+14; hp 53; Init +9; Spd 30 ft.; AC 16, touch 16, flat-footed 11 (+5 Dex, +1 deflection); Base Atk/Grp: +7/+7; Atk +7 melee (1d4/19-20, dagger) or +12 ranged (tanglefoot bag); Full Atk +7/+2 melee (1d4/19-20, dagger) or +12/+7 ranged (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, summon familiar (weasel), spin fate, fickle finger of fate, spin destiny, deny fate, resist fate; AL LE; SV Fort +5, Ref +11, Will +12; Str 10, Dex 16 (20), Con 12, Int 10, Wis 10, Cha 19 (21). *Complete Arcane*, page 37.

Skills & Feats: Bluff +15, Concentration +8, Diplomacy +15, Knowledge (arcana) +10, Listen +4, Perform (sing) +18, Profession (gambler) +5, Search +2, Spellcraft +8, Spot +4; Alertness^B, Improved Initiative, Nonlethal Substitution^{CA} (fire), Silent Spell, Split Ray^{CA}, Sudden Maximize^{CA}. ^{CA}Complete Arcane.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as "spin." Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fate spinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance a 5th level wizard/3rd level fatespinner casting *fireball* could choose to boost the DC of the spell by 1 to 3 points. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the roll, even if it's worse than the original roll.

Languages: Elven, Common, Gnome.

Sorcerer Spells Known (6/8/7/7/7/5/3, save DC = 15 + spell level, CL 14th): 0 – dancing lights, detect magic, detect poison, ghost sound, light, mage hand, message, prestidigitation, read magic; 1st – benign transposition^{SC}, mage armor, protection from good, ray of enfeeblement, shield; 2nd – bear's endurance, blindness/deafness, false life, scorching ray, silence; 3rd – bands of steel^{SC}, dispel magic, fireball, greater magic weapon; 4th – dimension door, Otiluke's resilient sphere, solid fog, stoneskin; 5th – dominate person, mass fire shield^{SC}, mass fly^{SC}; 6th – disintegrate, mass bear's endurance; 7th – power word blind.
^{SC}Spell Compendium.

Possessions: weasel familiar, arcane scroll of see invisibility (CL 3rd), arcane scroll of glitterdust (CL 3rd), vest of resistance +1^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, ioun stone (pink and green sphere), ring of protection +1, gloves of dexterity +4, greater choker of eloquence^{CV}. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane, ^{CV}Complete Adventurer.

Elven Hound (Cooshee), Advanced: Medium Magical Beast; CR 2; HD 6d10+12; hp 54; Init +7; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +6/+13; Atk +9 melee (1d8+4, bite); Full Atk +9 melee (1d8+4, bite); SA –; SQ immune to sleep, low-light vision, resist enchantment, scent, sprint; AL N; SV Fort

+7, Ref +8, Will +3; Str 17, Dex 17, Con 14, Int 2, Wis 12, Cha 8. *Races of the Wild*, page 189.

Skills & Feats: Balance +8, Hide +8, Jump +16, Listen +5, Spot +5, Survival +2*, Swim +7; Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Track^B.

Resist Enchantment (Ex): Like their elf masters, elven hounds have a +2 racial bonus on saving throws against enchantment spells or effects.

Sprint (Ex): Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Skills: Elven hounds have a +4 racial bonus on Balance, Hide, Jump, and Swim check, and a +2 racial bonus on Listen and Spot checks. *Elven hounds have a +4 racial bonus on Survival checks when tracking by scent.

Languages: none.

Description: This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

ENCOUNTER 9

Bearded Devil (Barbazú) Ftr1: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 6; HD 6d8+1d10+35; hp 70; Init +7; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +7 natural, +4 armor); Base Atk/Grp: +7/+11; Atk +13 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, claw); Full Atk +13/+8 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, 2 claws); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy, summon baatezu, natural weapons plus and wielded weapon counts as evil-aligned and lawful-aligned for overcoming DR purposes; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 17, telepathy 100 ft., spell-like abilities; AL LE; SV Fort +12, Ref +8, Will +7; Str 19, Dex 16, Con 20, Int 6, Wis 14, Cha 10.

Skills & Feats: Climb +13, Diplomacy +2, Hide +11, Listen +11, Move Silently +9, Sense Motive +11, Spot +11; Combat Reflexes^B, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only). CL 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. This wound does not heal naturally and resists healing spells. The continuing hp loss can be stopped by a DC 18 Heal check, a cure spell, or a heal spell. However, a character attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hp loss as well as restoring hp. The infernal wound is a supernatural ability

of the bearded devil, not of the weapon. The check DC is Con-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected character takes 1d8+2 damage and must succeed on a DC 18 Fort save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is cured magically, or the creature dies. The save DC is Con-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterwards.

Summon Baatezu (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd level spell.

Languages: Infernal, Celestial, Draconic.

Possessions: +1 glaive, masterwork chain shirt, *potion of shield of faith* +4, *rod of sure striking*^{DMG2}. ^{DMG2}Dungeon Master's Guide II.

Description: The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and moist, scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky disgusting beard.

Erinyes Ftr4: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 12; HD 9d8+4d10+91; hp 153; Init +7; Spd 30 ft., fly 50 ft. (good); AC 25, touch 17, flat-footed 18 (+7 Dex, +8 natural); Base Atk/Grp: +13/+18; Atk +19 melee (1d8+6/19-20, +1 longsword) or +24 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20/+20 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +18/+18/+18 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20 ranged (entangle, rope); Full Atk +19/+14/+9 melee (1d8+6/19-20, +1 longsword) or +24/+24/+19/+14 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20 ranged (entangle, rope); SA entangle, spell-like abilities, *summon baatezu*; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing; AL LE; SV Fort +17, Ref +14, Will +13; Str 21, Dex 24, Con 24, Int 14, Wis 22, Cha 24.

Skills & Feats: Concentration +19, Diplomacy +9, Escape Artist +19, Hide +19, Intimidate +23, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +18, Move Silently +19, Search +14, Sense Motive +18, Spot +18, Survival +6 (+8 following tracks, surviving on other planes), Use Rope +7 (+9 with bindings); Dodge^B, Improved Rapid Shot, Manyshot^B, Mobility^B, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus^B (longbow), Weapon Specialization^B (longbow).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 21), *minor image* (DC 19), *unholy blight* (DC 21). CL 12th. Save DCs are Cha-based.

Summon Baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (CL 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (CL 14th).

Languages: Infernal, Celestial, Draconic.

Possessions: +1 longsword, rope, +1 flaming composite longbow (+5 Str bonus), *greater bracers of archery*.

Description: A fierce and beautiful woman, with a statuesque build and flawless skin, stands nearby. She had large, feathery wings and red, glowing eyes. She wields a longsword, and a shining red bow is strapped across her back.

ENCOUNTER 11

Cadaver Collector, Advanced: CR 16; Large Construct; HD 33d10+30; hp 270; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); Base Atk +24, Grp: +40; Full Atk +36 melee (4d8+12, slam); Full Atk +36 melee (4d8+12, 2 slams); Space/Reach 10 ft./10 ft.; SA breath weapon, impale, improved grab, trample 4d8+18; SQ construct traits, DR 10/adamantine, darkvision 60 ft, low-light vision, immunity to magic; AL LN; SV Fort +11, Ref +11, Will +14; Str 35, Dex 10, Con -, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +23, Spot +23; Ability Focus (breath weapon), Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Power Critical^{CW} (slam), Weapon Focus (slam). ^{CW}Complete Warrior.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex save DC 28 negates. The save DC is Con-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+18 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage.

The creature cannot break free unless it makes a DC 28 Str check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of

damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Str check.

Once a collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collected can still deal 4d8+18 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them impaled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam 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 can attempt to impale the following round.

Trample (Ex): Reflex DC 38 half. The save DC is Str-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage slows a cadaver (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the cadaver and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Description: This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye.

Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

ENCOUNTER 7

Veruka, Female Valley Elf Rgr2/Ftr2/Marshal4/Order of the Bow Initiate2/Hexblade3: Medium Humanoid (Elf); CR 10; HD 8d8+5d10+39; hp 115; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk/Grp: +12/+12; Atk +12 melee (1d8/19-20, longsword) or +18 ranged (1d8+1/x3, +1 *disarming longbow*); Full Atk +12/+7/+2 melee (1d8/19-20, longsword) or +18/+13/+8 ranged (1d8+1/x3, +1 *disarming longbow*) or +16/+16/+11/+6 ranged (1d8+1/x3, +1 *disarming longbow*); SA favored enemy (human +2), ranged precision +1d8, hexblade's curse 1/day; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, wild empathy +5, minor aura, major aura +1, grant move action 1/day, close combat shot, arcane resistance, mettle; AL LE; SV Fort +16, Ref +11, Will +12; Str 10, Dex 16, Con 12 (14), Int 10, Wis 10, Cha 19 (21). *Miniatures Handbook*, page 11; *Complete Warrior*, pages 5 and 68.

Skills & Feats: Appraise +0 (+2 with bows), Climb +0 (+2 with ropes), Craft (bowmaking) +5, Diplomacy +8, Escape Artist +3 (+5 with ropes), Heal +4, Knowledge (religion) +5, Listen +8, Perform (keyboard instruments) +20, Search +2, Spot +9, Use Rope +10; Improved Initiative, Improved Toughness^{CW}, Iron Will, Point Blank Shot, Precise Shot^B, Ranged Pin^{CW}, Rapid Shot^B, Skill Focus^B (diplomacy), Track^B, Weapon Focus^B (longbow). ^{CW}*Complete Warrior*.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Hexblade's Curse (Su): Once per day, as a free action, a hexblade can unleash a curse upon a foe. The target must be visible to the hexblade and within 60 feet. The target of a hexblade's curse takes a -2 penalty on attacks, saves, ability checks, skill checks, and weapon damage rolls for 1 hour thereafter. A successful Will save (DC 13) negates the effect. Any effect that removes or dispels a curse eliminates the effect of a hexblade's curse.

Arcane Resistance (Su): At 2nd level, a hexblade gains a bonus equal to his Cha bonus (minimum +1) on saving throws against spells and spell-like abilities (not included in save modifiers listed above).

Mettle (Ex): At 3rd level and higher, a hexblade can resist magical and unusual attacks with great willpower or fortitude. If he makes a successful Will or Fortitude save against an attack that normally would have a lesser effect on a successful save (such as any spell with a saving throw entry of Will half or Fortitude partial), he instead completely negates the effect. An unconscious or sleeping hexblade does not gain the benefit of mettle.

Ranged Precision (Ex): As a standard action, an initiate may make a single precisely aimed attack with a ranged weapon, dealing an extra 1d8 points of damage if the attack hits. When making a ranged precision attack, an initiate must be within 30 feet of his target. An initiate's ranged precision attack only works against living creatures with discernable anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a ranged precision attack, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from the extra damage.

Unlike with a rogue's sneak attack, the initiate's target does not have to be flat-footed or denied its Dexterity bonus, but if it is, the initiate's extra precision damage stacks with sneak attack damage. Treat the initiate's ranged precision attack as a sneak attack in all other ways. The initiate's bonus to damage on ranged precision attacks increases by +1d8 every two levels. An initiate can only use this ability with a ranged weapon for which he has taken the Weapon Focus feat.

Close Combat Shot: At 2nd level, an initiate can attack with a ranged weapon while in a threatened square and not provoke an attack of opportunity.

Auras (Ex): The marshal exerts an effect on allies in his vicinity. He can learn to produce different effects, or auras, over the course of his career. The marshal may project one minor aura and one major aura at the same time. Projection an aura is a swift action. The aura remains in effect until the marshal uses a free action to dismiss it or activates another aura of the same kind (minor or major). A marshal can have an aura active continuously; thus, an aura can be in effect at the start of a combat encounter, even before the marshal takes his first turn. Activating an aura involves haranguing, ordering, directing, encouraging, cajoling, or calming allies. A marshal sizes up the enemy, allies, and the terrain, then gives allies the direction that they can use to do their best. Unless otherwise noted, a marshal's aura affects all allies within 60 feet (including himself) who can hear the marshal. An ally must have an Int score of 3 or higher and be able to understand the marshal's language to gain the bonus. A marshal's aura is dismissed if he is dazed, unconscious, stunned, paralyzed, or otherwise unable to be heard or understood by his allies. All bonuses granted by a marshal's auras are circumstance bonuses that do not stack with each other.

Minor Auras (2): A minor aura lets allies add the marshal's Cha bonus, if any, to certain rolls.

Art of War: Bonus on disarm, trip, bull rush, and sunder attempts.

Motivate Strength: Bonus on Str checks and Str-based skill checks.

Major Auras (1): Beginning at 2nd level, a marshal can project a major aura in addition to his minor aura. A major aura lets allies add +1 to certain rolls.

Steady Hand: Bonus on ranged attack rolls.

Grant Move Action (Ex): Starting at 4th level, a marshal can direct and motivate his allies to act immediately. Once per day, as a standard action, he may grant an extra move action to any or all of his allies within 30 feet, but not to himself. Each of the affected allies takes this extra move action immediately, acting in their current initiative order. This extra action does not affect the allies' initiative count; the round continues normally after the marshal's turn is over. This may mean, for example, that an ally whose initiative count immediately follows the marshal's may get an extra move action from the marshal, followed directly by a full round worth of actions on the ally's turn. A character can take only one extra move action per round. In other words, two marshals can't use this ability on the same ally in the same round. If an ally chooses not to take the extra move action, it is lost.

Languages: Elven, Common, Gnome.

Possessions: +1 chain shirt, +1 disarming^{CW} longbow, cloak of elemental protection^{MH}, 2 tanglefoot bags, longsword, masterwork manacles, 24 arrows, 24 blunt arrows^{RotW}, 15 sleep arrows, amulet of health +2, lesser bracers of archery, boots of speed, ioun stone (pink and green sphere), vest of resistance +3^{CA}. ^{RotW}Races of the Wild, ^{MH}Miniatures Handbook, ^{CA}Complete Arcane, ^{CW}Complete Warrior.

Gymie, Male Valley Elf Brd14: Medium Humanoid (Elf); CR 14; HD 14d6+28; hp 84; Init +7; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+3 Dex, +1 deflection); Base Atk/Grp: +9/+9; Atk +9 melee (1d4/19-20, dagger) or +12 ranged touch (tanglefoot bag); Full Atk +9/+4 melee (1d4/19-20, dagger) or +12/+7 ranged touch (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2 racial bonus on saves against enchantment spells or effects, detect secret doors, bardic knowledge, bardic music 14/day (countersong, fascinate, inspire courage +3, inspire competence, suggestion, inspire greatness, song of freedom); AL NE; SV Fort +6, Ref +12, Will +9; Str 10, Dex 16, Con 12, Int 10, Wis 10, Cha 19 (21).

Skills & Feats: Bluff +21, Concentration +17, Diplomacy +21, Listen +2, Perform (string instruments) +27, Search +2, Spot +2, Tumble +19, Use Magic Device +21; Improved Initiative, Improved Toughness^{CW}, Ironskin Chant^{CV}, Skill Focus (Perform), Spell Focus (Enchantment). ^{CW}Complete Warrior, ^{CV}Complete Adventurer.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Languages: Elven, Common, Gnome, Dwarven, Draconic, Sylvan, Undercommon, Halfling.

Bard Spells Known (3/5/4/4/3, save DC = 15 + spell level, 16 + spell level for enchantment spells): 0 – detect magic, flare, ghost sound, lullaby, light, summon instrument; 1st

– grease, inspirational boost^{SC}, swift invisibility^{SC}, Tasha's hideous laughter, undetectable alignment; 2nd – glitterdust, harmonic chorus^{SC}, silence, suggestion; 3rd – cure serious wounds, dispel magic, slow; 4th – dimension door, dominate person, freedom of movement, modify memory; 5th – greater blink^{SC}, greater dispel magic, mass suggestion. ^{SC}Spell Compendium.

Possessions: vest of resistance +2^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, masterwork guitar, ring of protection +1, arcane scroll of glitterdust (CL 3rd), pearl of power (1st level spell), ioun stone (pink and green sphere), iron bands of Bilarro, bag of tricks (rust). ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Bonzo, Male Half-Orc Bbn8/Ftr2/Pious Templar4 of Vaprak: Medium Humanoid (Human, Orc); CR 14; HD 8d12+6d10+56; hp 159; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 18 (+6 armor, +1 Dex, +1 deflection); Base Atk/Grp: +14/+20; Atk +23 melee (1d10+13, +2 merciful greatclub); Full Atk +23/+18/+13 melee (1d10+13, +2 merciful greatclub); SA rage 3/day, smite 1/day; SQ darkvision 60 ft., fast movement +10 ft., uncanny dodge, improved uncanny dodge, trap sense +2, mettle, DR 2/–; AL CN; SV Fort +20, Ref +7, Will +11; Str 20 (22), Dex 12, Con 16 (18), Int 10, Wis 10, Cha 6. Complete Divine, page 50.

Skills & Feats: Jump +7, Knowledge (religion) +4, Listen +8, Perform (percussion instruments) +12, Profession (slaver) +5; Cleave^B, Improved Bull Rush^B, Iron Will, Power Attack^B, Reckless Rage^{RoS}, Three Mountains^{CW}, True Believer^{CD}, Weapon Focus (greatclub), Weapon Specialization^B (greatclub). ^{CD}Complete Divine, ^{CW}Complete Warrior, ^{RoS}Races of Stone.

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

Smite (Su): Once per day, a pious templar may make a single melee attack with a +4 attack bonus and a damage bonus equal to his pious templar level (if he hits). The pious templar must declare the smite before making the attack.

Languages: Common, Orc.

Possessions: vest of resistance +3^{CA}, cloak of elemental protection^{MH}, +1 light fortification breastplate, +2 merciful greatclub, amulet of health +2, gauntlets of ogre power, ring of counterspells (ray of enfeeblement), boots of speed, ring of protection +1, masterwork manacles, masterwork drums. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane.

Roberto Greenleaf, Male Valley Elf Sor10/Fatespinner5: Medium Humanoid (Elf); CR 15; HD 15d4+15; hp 57; Init +9; Spd 30 ft.; AC 16, touch 16, flat-footed 11 (+5 Dex, +1 deflection); Base Atk/Grp: +7/+7; Atk +7 melee (1d4/19-20, dagger) or +12 ranged (tanglefoot bag); Full Atk +7/+2 melee (1d4/19-20, dagger) or +12/+7 ranged (tanglefoot bag); SA spells; SQ low-light vision, immunity to magic sleep effects, +2

racial bonus on saves against enchantment spells or effects, detect secret doors, summon familiar (weasel), spin fate, fickle finger of fate, spin destiny, deny fate, resist fate, seal fate; AL LE; SV Fort +7, Ref +13, Will +14; Str 10, Dex 16 (20), Con 12, Int 10, Wis 10, Cha 19 (21). *Complete Arcane*, page 37.

Skills & Feats: Bluff +15, Concentration +8, Diplomacy +15, Knowledge (arcana) +10, Listen +4, Perform (sing) +18, Profession (gambler) +5, Search +2, Spellcraft +10, Spot +4; Alertness^B, Improved Initiative, Nonlethal Substitution^{CA} (fire), Point Blank Shot, Silent Spell, Split Ray^{CA}, Sudden Maximize^{CA}. ^{CA}*Complete Arcane*.

Skills: Valley elves get a +4 racial bonus to Disguise checks to appear as humans. They get a -2 circumstance bonus to Diplomacy, Gather Information, and Intimidate checks with elves of other subraces.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as “spin.” Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level.

As a free action, a fate spinner can use stored spin to boost the save DC of a spell he casts, adding some or all of his spin to the DC, on a point-for-point basis. For instance a 5th level wizard/3rd level fatespinner casting *fireball* could choose to boost the DC of the spell by 1 to 3 points. Once he uses his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day.

A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

Fickle Finger of Fate (Ex): On reaching 2nd level, a fatespinner gains the ability to affect the luck of others. Once per day as an immediate action, he can force any other creature – friend or enemy – to reroll a roll that it has just made. A fatespinner must have line of sight to the creature to be affected. That creature must abide by the result of the reroll, whether it's higher or lower than the original roll.

Spin Destiny (Ex): Beginning at 3rd level, a fatespinner more clearly comprehends the matrix of reality and can use accumulated spin to adjust other random events. The method is identical to increasing a spell's save DC, but the fatespinner can now add spin to any skill check, attack roll, or saving throw that he attempts on a point-for-point basis. However, the spin utilized comes from the same limited reservoir of karma storage that allows him to adjust the DC of his spells. He must apply the bonus before making the roll.

Deny Fate (Ex): At 4th level and higher, a fatespinner has a better chance of beating the odds should he ever be rendered unconscious and dying. Once per day, on the first occasion when a fatespinner must make a check to become stable when dying, the check automatically succeeds. Other such checks called for later in the same 24-hour period are made normally.

Resist Fate (Ex): A fatespinner of 4th level and above embraces his extraordinary good luck. Once per day, he can reroll one roll that he has just made. He must abide by the result of the roll, even if it's worse than the original roll.

Seal Fate (Su): A 5th level fatespinner can meddle in success and failure, and even life and death, sealing the fate of a friend or foe. Once per day as a free action, the fatespinner selects a target creature he can see within 30 feet with HD equal to or less than his. The creature receives either a -10 penalty or a +10 bonus on its next saving throw, as decided by the fatespinner. If the selected target has more HD than the fatespinner, the ability doesn't work but the use for the day is not wasted. The effect lasts only for 1 round, so if no spell or other effect is brought to bear on the target creature during the round, the creature's fate is no longer sealed.

Languages: Elven, Common, Gnome.

Sorcerer Spells Known (6/8/7/7/7/5/3, save DC = 15 + spell level, CL 14th): 0 – dancing lights, detect magic, detect poison, ghost sound, light, mage hand, message, prestidigitation, read magic; 1st – benign transposition^{SC}, mage armor, protection from good, ray of enfeeblement, shield; 2nd – bear's endurance, blindness/deafness, false life, scorching ray, silence; 3rd – bands of steel^{SC}, dispel magic, fireball, greater magic weapon; 4th – dimension door, Otiluke's resilient sphere, solid fog, stonewall; 5th – dominate person, mass fire shield^{SC}, mass fly^{SC}; 6th – disintegrate, mass bear's endurance; 7th – power word blind. ^{SC}Spell Compendium.

Possessions: weasel familiar, arcane scroll of see invisibility (CL 3rd), arcane scroll of glitterdust (CL 3rd), vest of resistance +3^{CA}, cloak of elemental protection^{MH}, 2 tanglefoot bags, dagger, masterwork manacles, ioun stone (pink and green sphere), ring of protection +1, gloves of dexterity +4, greater choker of eloquence^{CV}. ^{MH}Miniatures Handbook, ^{CA}Complete Arcane, ^{CV}Complete Adventurer.

Elven Hound (Cooshee), Advanced: Medium Magical Beast; CR 2; HD 6d10+12; hp 54; Init +7; Spd 50 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk/Grp: +6/+13; Atk +9 melee (1d8+4, bite); Full Atk +9 melee (1d8+4, bite); SA –; SQ immune to sleep, low-light vision, resist enchantment, scent, sprint; AL N; SV Fort +7, Ref +8, Will +3; Str 17, Dex 17, Con 14, Int 2, Wis 12, Cha 8. *Races of the Wild*, page 189.

Skills & Feats: Balance +8, Hide +8, Jump +16, Listen +5, Spot +5, Survival +2*, Swim +7; Improved Grapple, Improved Initiative, Improved Natural Attack (bite), Track^B.

Resist Enchantment (Ex): Like their elf masters, elven hounds have a +2 racial bonus on saving throws against enchantment spells or effects.

Sprint (Ex): Although an elven hound can go head to head with many creatures, its strength lies in the chase. Once per hour, an elven hound can move five times its normal speed (250 feet) when it makes a charge.

Skills: Elven hounds have a +4 racial bonus on Balance, Hide, Jump, and Swim check, and a +2 racial bonus on Listen and Spot checks. *Elven hounds have a

+4 racial bonus on Survival checks when tracking by scent.

Languages: none.

Description: This odd-looking dog seems almost as big as a pony. It has a thick, greenish coat with large brown spots. It has exceedingly large feet with very long claws for a dog.

ENCOUNTER 9

Bearded Devil (Barbazu) Ftr1: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 6; HD 6d8+1d10+35; hp 70; Init +7; Spd 40 ft.; AC 24, touch 13, flat-footed 21 (+3 Dex, +7 natural, +4 armor); Base Atk/Grp: +7/+11; Atk +13 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, claw); Full Atk +13/+8 melee (1d10+7 plus infernal wound/x3, +1 glaive) or +11 melee (1d6+4, 2 claws); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA infernal wound, beard, battle frenzy, *summon baatezu*, natural weapons plus and wielded weapon counts as evil-aligned and lawful-aligned for overcoming DR purposes; SQ DR 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 17, telepathy 100 ft., spell-like abilities; AL LE; SV Fort +12, Ref +8, Will +7; Str 19, Dex 16, Con 20, Int 6, Wis 14, Cha 10.

Skills & Feats: Climb +13, Diplomacy +2, Hide +11, Listen +11, Move Silently +9, Sense Motive +11, Spot +11; Combat Reflexes^B, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only). CL 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. This wound does not heal naturally and resists healing spells. The continuing hp loss can be stopped by a DC 18 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a bearded devil's glaive must succeed on a DC 18 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hp loss as well as restoring hp. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Con-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected character takes 1d8+2 damage and must succeed on a DC 18 Fort save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fort saves, the disease is cured magically, or the creature dies. The save DC is Con-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to a barbarian's rage (+4 Str, +4 Con, +2 morale bonus on Will saves, -2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterwards.

Summon Baatezu (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd level spell.

Languages: Infernal, Celestial, Draconic.

Possessions: +1 glaive, masterwork chain shirt, *potion of shield of faith* +4, *rod of sure striking*^{DMG2}. ^{DMG2}Dungeon Master's Guide II.

Description: The first thing that stands out about this creature is the massive saw-toothed glaive it carries. The creature's pointed ears and moist, scaly skin mark it as an outsider. It has a long tail, clawed hands and feet, and a snaky disgusting beard.

Erinyes Ftr4: Medium Outsider (Baatezu, Evil, Extraplanar, Lawful); CR 12; HD 9d8+4d10+91; hp 153; Init +7; Spd 30 ft., fly 50 ft. (good); AC 25, touch 17, flat-footed 18 (+7 Dex, +8 natural); Base Atk/Grp: +13/+18; Atk +19 melee (1d8+6/19-20, +1 longsword) or +24 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20/+20 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +18/+18/+18 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20 ranged (entangle, rope); Full Atk +19/+14/+9 melee (1d8+6/19-20, +1 longsword) or +24/+24/+19/+14 ranged (1d8+9 plus 1d6 fire/x3, +1 flaming composite longbow (+5 Str bonus)) or +20 ranged (entangle, rope); SA entangle, spell-like abilities, *summon baatezu*; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing; AL LE; SV Fort +17, Ref +14, Will +13; Str 21, Dex 24, Con 24, Int 14, Wis 22, Cha 24.

Skills & Feats: Concentration +19, Diplomacy +9, Escape Artist +19, Hide +19, Intimidate +23, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +18, Move Silently +19, Search +14, Sense Motive +18, Spot +18, Survival +6 (+8 following tracks, surviving on other planes), Use Rope +7 (+9 with bindings); Dodge^B, Improved Rapid Shot, Manyshot^B, Mobility^B, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus^B (longbow), Weapon Specialization^B (longbow).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 21), *minor image* (DC 19), *unholy blight* (DC 21). CL 12th. Save DCs are Cha-based.

Summon Baatezu (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an *animate rope* spell (CL 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (CL 14th).

Languages: Infernal, Celestial, Draconic.

Possessions: +1 longsword, rope, +1 flaming composite longbow (+5 Str bonus), greater bracers of archery.

Description: A fierce and beautiful woman, with a statuesque build and flawless skin, stands nearby. She had large, feathery wings and red, glowing eyes. She wields a longsword, and a shining red bow is strapped across her back.

ENCOUNTER 11

Cadaver Collector, Advanced: CR 16; Large Construct; HD 33d10+30; hp 270; Init +4; Spd 40 ft.; AC 29, touch 9, flat-footed 29 (-1 size, +20 natural); Base Atk +24, Grp: +40; Full Atk +36 melee (4d8+12, slam); Full Atk +36 melee (4d8+12, 2 slams); Space/Reach 10 ft./10 ft.; SA breath weapon, impale, improved grab, trample 4d8+18; SQ construct traits, DR 10/adamantine, darkvision 60 ft, low-light vision, immunity to magic; AL LN; SV Fort +11, Ref +11, Will +14; Str 35, Dex 10, Con –, Int 5, Wis 16, Cha 14.

Skills and Feats: Listen +23, Spot +23; Ability Focus (breath weapon), Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Power Attack, Power Critical^{CW} (slam), Weapon Focus (slam). ^{CW}Complete Warrior.

Breath Weapon (Su): 30-foot cone, once every 1d4 rounds, paralyzing gas, Reflex save DC 28 negates. The save DC is Con-based.

Impale (Ex): If a cadaver collector has successfully grappled a Medium or smaller creature, it can attempt to impale the creature on its back spikes by making a successful grapple check. Doing so is a standard action that does not provoke attacks of opportunity. If the collector successfully impales a creature, the creature takes 4d8+18 points of damage and is considered pinned. Each round the creature takes another 2d8 points of damage.

The creature cannot break free unless it makes a DC 28 Str check. Success indicates the creature is free of the spike but takes an additional 2d8 points of damage in the process. Failure means the creature takes 4d8 points of damage and remains pinned in place. An ally can try to free an impaled creature with a DC 20 Str check.

Once a collector has a creature or creatures impaled on its back spikes, it is no longer considered to be in a grapple and can attack other opponents without penalty. It cannot use its slam attacks against impaled opponents. Creatures that get free of a cadaver collector become its immediate and most urgent targets. It typically pursues such creatures exclusively if it has any chance of catching and impaling them again.

A cadaver collector's back spikes can hold up to 4 Medium creatures, 16 Small creatures, or 64 Tiny creatures. Creatures smaller than Tiny are too miniscule to be impaled on the collector's back spikes, although the collected can still deal 4d8+18 points of damage to such opponents by grinding them into its back spikes with a successful grapple check once it has them impaled.

Improved Grab (Ex): To use this ability, a cadaver collector must hit with a slam 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 can attempt to impale the following round.

Trample (Ex): Reflex DC 38 half. The save DC is Str-based.

Immunity to Magic (Ex): Like golems, cadaver collectors are especially resilient to magic. However, this resilience takes a slightly different form in the cadaver collector.

A cadaver collector is immune to any spell or spell-like ability that allows spell resistance. In addition, spells of 3rd level or lower that target a cadaver collector automatically rebound back at their caster as if the collector were under the effects of an unbeatable *spell turning* effect. This effect cannot be dispelled or suppressed, except against spells that deal electricity damage (see below). Spells that deal rust damage or alter stone penetrate the immunity to magic. Other spells and effects function differently against the creature, as noted below.

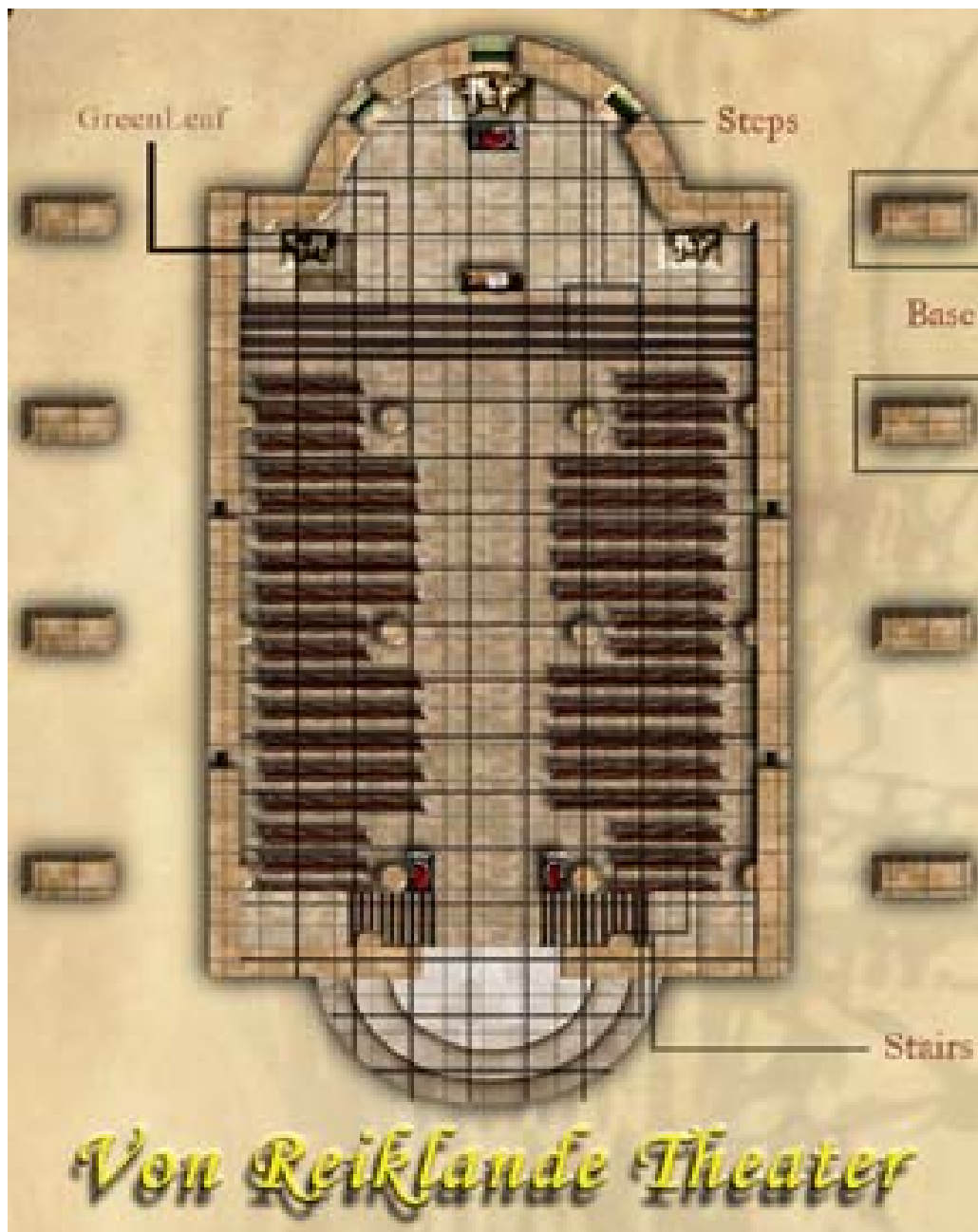
A magical attack that deals sonic damage slows a cadaver (as the *slow* spell) for 3 rounds, with no saving throw. Sonic spells of 3rd level or lower are absorbed by the collector and not reflected.

A magical attack that deals electricity damage is absorbed rather than reflected. Such an attack breaks any *slow* effect on the cadaver and heals 1d6 points of damage for every 6 points of damage the attack would otherwise deal. If the amount of healing would cause the collector to exceed its full normal hit points, it gains any excess as temporary hit points.

A cadaver collector is affected normally by rust attacks. In addition, magical attacks that alter the nature of stone, such as *transmute rock to mud*, deal 1d6 points of damage per spell level to the cadaver collector.

Description: This massive, hunched creature built of stone and metal looms over you. Its long, heavily plated arms nearly drag on the ground from shoulders flanking a flat-featured, oblong head, but its back draws your eye. Spikes of various sizes – all barbed and covered in gore dried and fresh – sprout from the plates of metal on its back. A few bodies remain impaled on the spikes, their mouths open in silent screams.

DM AID: MAP #1 – VON REIKLANDE THEATER OF GRADSUL

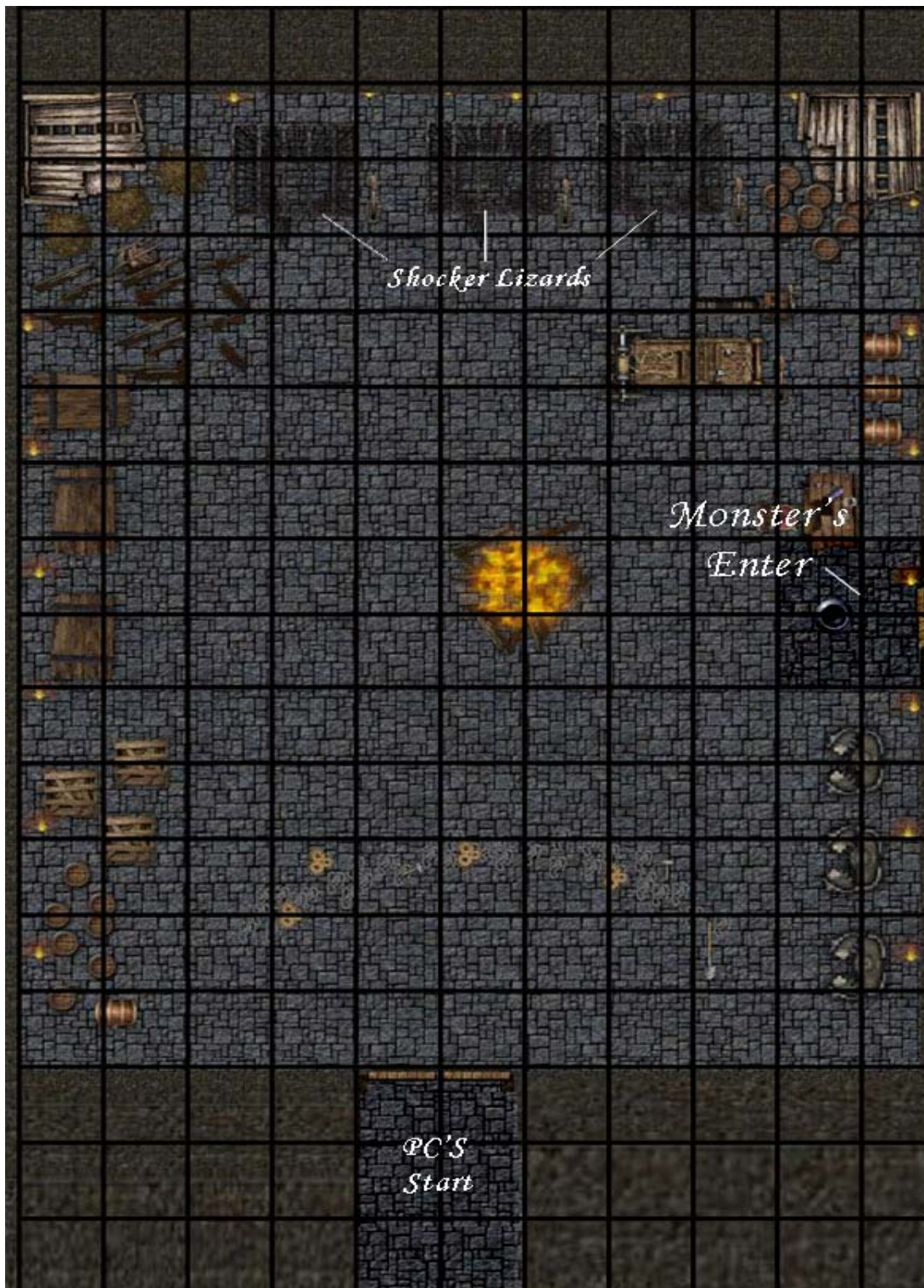


DM AID: MAP #2 – SLAVER SHIP, *THE BLACK DOG*



Map courtesy of Wizards of the Coast, www.wizards.com.

DM AID: MAP #3 – THE GOLEM FACTORY



DM AID: NEW RULES

NEW FEATS

Improved Rapid Shot (*Complete Warrior*)

You are an expert with firing weapons with exceptional speed.

Prerequisite: Manyshot, Point Blank Shot, Rapid Shot.

Benefit: When using the Rapid Shot feat, you may ignore the -2 penalty on all your ranged attack rolls.

Special: A fighter may select Improved Rapid Shot as one of his fighter bonus feats.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

Special: A fighter may select Improved Toughness as one of his fighter bonus feats.

Ironskin Chant (*Complete Adventurer*)

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

Prerequisite: Bardic music, Concentration 12 ranks, Perform 12 ranks.

Benefit: You can expend one daily use of your bardic music ability as an immediate action to provide all allies (including yourself) the benefit of the Diehard feat until the end of your next turn. You can use this feat multiple times consecutively to keep yourself and your allies conscious. Even while this feat is active, you or your allies die if reduced to -10 hp or lower. This feat does not function in an area of magical *silence*.

Nonlethal Substitution (*Complete Arcane*)

You can modify an energy spell to deal nonlethal damage.

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

Benefit: Choose one type of energy (acid, cold, electricity or fire). You can then modify any spell with the chosen descriptor to deal nonlethal damage instead of normal energy damage. The nonlethal spell works normally in all respects except the type of damage dealt— for example, a nonlethal *fireball* has the same range and area, but since it deals nonlethal damage instead of energy damage, it will not damage objects or set fire to combustibles in the area. A nonlethal spell uses a spell slot one level higher than the spell's normal level.

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

Power Critical (*Complete Warrior*)

Choose one weapon. With that weapon you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, BAB +4.

Benefit: When using the weapon selected, you gain a +4 bonus on the roll to confirm a threat.

Special: You may take this feat multiple times. Each time you take this feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack. A fighter may select this feat as a fighter bonus feat.

Ranged Pin (*Complete Warrior*)

You can perform a ranged grapple attempt against an opponent not adjacent to you.

Prerequisites: Dex 15, Point Blank Shot, Precise Shot, BAB +5.

Benefit: You can perform a ranged grapple attempt against an opponent by pinning a bit of its clothing to a nearby surface. The target must be within 5 feet of a wall, tree, or other surface in which a thrown weapon or projectile can be struck and must be wearing some sort of clothing, armor, or other accoutrement. You must succeed on a ranged attack (not a ranged touch attack) and then win an opposed grapple check (your size modifier and the target's size modifier still apply). To break free, the victim must make a DC 15 Str or Escape Artist check as a standard action.

Special: When using this feat, a character gains no benefit from the Improved Grapple feat. A fighter may select this feat as a fighter bonus feat.

Reckless Rage (*Races of Stone*)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisite: Con 13, rage ability.

Benefit: Whenever you activate your rage ability, you take an additional -2 penalty to your AC, but you gain an additional +2 bonus to Str and Con. These bonuses stack with the effects of rage, greater rage, and mighty rage.

Split Ray (*Complete Arcane*)

Your ray spells can affect an additional target.

Prerequisites: Any metamagic feat.

Benefit: You can cause any ray spell to fire one additional ray beyond the number normally allowed. The additional ray requires a separate ranged touch attack roll to hit and deals damage as normal. It can be fired at the same target as the first ray or to a different target, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

A split ray spell uses a spell slot two levels higher than the spell's actual level.

Sudden Maximize (*Complete Arcane*)

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

Prerequisite: Any metamagic feat.

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

Three Mountains (*Complete Warrior*)

You are a master of fighting with powerful bludgeoning weapons.

Prerequisites: Str 13, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (heavy mace, morningstar, or greatclub).

Benefit: If you strike the same creature twice in the same round with you heavy mace, morningstar, or greatclub, it must make a Fortitude saving throw (DC 10 + ½ your character level + your Str modifier) or be nauseated by the pain for 1 round.

True Believer (*Complete Divine*)

Your deity rewards your unquestioning faith and dedication.

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

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

NEW ITEMS

Blunt Arrows (*Races of the Wild*)

These projectiles have blunt tips, wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

Cost: 1 gp (per 20); **Damage (S/M):** 1d6/1d8 nonlethal; **Critical:** x2, **Range Increment:** 50 ft.; **Type:** Bludgeoning; **Weight:** 3 lbs.

Choker of Eloquence (*Complete Adventurer*)

Coveted by bards, singers, and public speakers, this beautiful necklace is carved from ivory and jade. There are two versions of these chokers. A *lesser choker of eloquence* grants a +5 competence bonus on Diplomacy, Bluff, and Perform (sing) checks. A *greater choker of eloquence* increases the bonus to +10.

Moderate transmutation; CL 6th; Craft Wondrous Item, creator must be a spellcaster of at least 6th level; Price 6000 gp (*lesser*), 24,000 (*greater*).

Cloak of Elemental Protection (*Miniatures Handbook*)

This cloak, woven with threads of various colors, protects the wearer from energy attacks. Once per day, as a swift action, the wearer can activate the cloak and gain resistance 10 against a type of energy of the wearer's choice (acid, cold, electricity, fire, or sonic). The wearer can activate the cloak when it is not his turn. The wearer therefore can respond to an energy attack by immediately activating the cloak and choosing the attack's energy type.

The cloak can be used only after being worn continuously for 24 hours. If it is taken off, it becomes inactive until it is again donned and worn for a full 24 hours.

Faint abjuration; CL 3rd; Craft Wondrous Item, *resist energy*; Price: 1,000 gp.

Disarming Weapon Special Ability (*Complete Warrior*)

This weapon ability functions differently depending on whether it's applied to a melee weapon or a ranged weapon. If applied to a melee weapon, the disarming ability eliminates the opponent's bonuses for both weapon size and two-handed weapons. If applied to a ranged weapon, the disarming ability make possible a disarm attack, you can shoot a weapon out of someone's hand. The relative weapon size don't matter for a ranged disarm attempt, but the defender gains a +4 bonus for wielding a weapon in two hands. Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *telekinesis*, Price: +2 bonus.

Rod of Sure Striking (Dungeon Master's Guide II)

With a simple word of command, the wielder of this rod magically imbues her next attack with uncanny accuracy.

Description: Pale blue crystals adorn each end of this silvery rod, giving it a simple beauty that matches its magical might.

Activation: A *rod of sure striking* requires a standard action to activate.

Effect: When the rod is activated, every creature adjacent to the wielder gains a +10 bonus on its next attack roll, provided that the attack occurs before the beginning of the wielder's next turn. Any attack that occurs after that point does not gain the bonus. The rod is usable three times per day.

Aura/Caster Level: Moderate divination; CL 7th.

Construction: Craft Rod, *true strike*.

Weight: 3 lbs.

Price: 4,000 gp.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster's level must be at least three times the vest's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); Weight: 1 lb.

NEW SPELLS

Bands of Steel (Spell Compendium)

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One Medium or smaller creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

The interlocking hoops become briefly hot then disappear even as similar, larger bands streak from your outstretched hand toward the creature you indicate. With a satisfying metallic clank, the bands wrap around the indicated creature.

The victim must succeed on a Reflex save or be immobilized and thus unable to move. If the saving throw succeeds, the victim is only partially trapped by the bands, and is entangled.

A creature immobilized by the bands can attempt to escape as a full-round action, either by bursting free (Str DC 18) or wriggling out (Escape Artist DC 18).

An entangled creature can use a full-round action to break free (Str DC 13) or disentangle itself (Escape Artist DC 13).

Material Component: Three small silver hoops, interlocked.

Benign Transposition (Spell Compendium)

Conjuration (Teleportation)

Level: Sor/Wiz 1

Components: V

Casting Time: 1 standard action

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

Targets: Two willing creatures of up to Large size

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Calling out the arcane words, you suddenly stand where your companion was, and he has taken your place, outside the reach of his foes.

Two target creatures, of which you can be one, instantly swap positions. Both subjects must be within range. Objects carried by the creatures (up to the creatures' maximum loads) go with them, but other creatures do not, even if they are carried. The movement is instantaneous and does not provoke attacks of opportunity.

Blink, Greater (Spell Compendium)

Transmutation

Level: Brd 5, Celerity 8, Sor/Wiz 5

An immaterial fog descends over your eyes as you complete the spell. You perceive the closeness of a parallel, ethereal reality, and you know that you can pass freely between that world and the one upon which you stand.

This spell functions like *blink* (Player's Handbook, page 206), except that you have control over the timing of your "blinking" back and forth between the Ethereal Plane and the Material Plane. You can also ready an action to blink away from any physical or magical attack. The attack misses automatically unless it also affects ethereal targets (as a force effect does). While blinking, you have no chance of interfering with your own attacks or your own spells. When moving through solid objects, you do not risk materializing inside one unless you actually end your movement there, in which case you materialize and are shunted off to the nearest open space, taking 1d6 points of damage per 5 feet traveled in this manner.

Fire Shield, Mass (Spell Compendium)

Evocation [Fire or Cold]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 round

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

Targets: One or more allied creatures, no two of which are more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a few frenzied motions you complete the spell, bathing your allies in halos of magical flame.

This spell functions like *fire shield* (Player's Handbook, page 230), except as noted above.

Fly, Mass (Spell Compendium)

Transmutation

Level: Sor/Wiz 5

Components: V, S

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

Targets: One creature/level, no two of which are more than 30 ft. apart

As your gestures point out which creatures receive the benefits of your spell, they seem lighter on their feet.

This spell functions like *fly* (Player's Handbook, page 232), except as noted here. This spell confers the power of flight upon all target creatures. Each recipient of the spell must remain within 30 feet of at least one other recipient, or the spell ends for the creature that is separated from the others. If only two individuals are affected, the spell ends for both if the distance between them exceeds 30 feet.

Harmonic Chorus (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2

Components: V, S, F

Casting Time: 1 standard action

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

Target: One living creature

Duration: Concentration, up to 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Sweeping your arm as if presenting a gift to someone, you call out to the intended subject of your spell. A mantle of sweet tones settles about your subject, whose face is now twisted in concentration.

Harmonic chorus lets you improve the spellcasting ability of another spellcaster. For the duration of the spell, the subject gains a +2 morale bonus to caster level and a +2 morale bonus on save DCs for all spells it casts.

Focus: A tuning fork.

Inspirational Boost (Spell Compendium)

Enchantment (Compulsion) [Mind-Affecting, Sonic]

Level: Brd 1

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round or special; see text

You concentrate on assisting your friends as you begin the short chant and simple hand-chopping motion necessary to cast the spell. As you finish, the spell's chant allows you to segue easily into bolstering your allies.

While this spell is in effect, the morale bonus granted by your inspire courage bardic music increases by 1. The effect lasts until your inspire courage effect ends. If you don't begin to use your inspire courage ability before the beginning of your next turn, the spell's effect ends.

Invisibility, Swift (Spell Compendium)

Illusion (Glamer)

Level: Assassin 2, Brd 1

Components: V

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round

With a whispered syllable you complete the spell. You notice the others look past you as if you weren't there.

This spell functions like *invisibility* (Player's Handbook, page 245), except as noted above.

PLAYER HANDOUT #1

Esteemed Friend,

We thank you on behalf of the Court of the Land for looking into this matter with the utmost diligence. As you have gathered, several emissaries of the Sheldomar Region have been reported missing in the city of Gradsul, within the Keoland borders. This is doubly troubling, as the duke of Gradsul, Luschan VIII is considered a patron and staunch supporter of the Court of the Land and its initiatives. We hope that you can provide him and his council with your skills and exceptional ability, and bring this matter to a discreet conclusion.

The emissaries are made up of the regions finest weapons crafting prodigies. All were to meet at Gradsul and take ship to the Principality of Ulek, there to study with the wise Terrus Stoneflint. In his advanced age, and lacking any living heirs, he decided to offer one seat for each of the Sheldomar Valley's regions to learn from him. After a ten year apprenticeship, they were to return to their lands and share the knowledge they have gained. Needless to say, they never arrived to the ship. It will be approximately a week after their disappearance that you have been contacted. I'm afraid that word traveled slowly from Gradsul to us on this matter.

The group was to meet with the Duke of Gradsul for a celebration dinner, which they all attended. However, they never made it to their morning appointments on the dock, to make sail to the Principality of Ulek.

Arrangements have been made for you at the Duke's manse in Sanduschar, located just outside of Gradsul. This is the last place the emissaries were sighted. Present the seal here to Councilman Stranofrutta at Sanduschar, who has been assigned to aid you in your investigations. With the Court of the Land attempting to unite the Sheldomar Valley, the recovery of these emissaries is of extreme importance.

Post haste!

~COUNCIL OF THE LAND~

(Sealed and undersigned)

PLAYER HANDOUT #2

DOSSIERS ON THE CRAFTSMEN

- From Bissel was sent Al-Kabiir, a Bakluni scimitar craftsman. His father is noted for crafting merciful falchions, and their family business is originally from Ket. Al-Kabiir is also a collector of Bakluni antiquity, and has already made inquiries into the Bakluni tent city located along the outer wall of Gradsul. He is in his mid 20's with dark hair and complexion.
- From Keoland was sent Ymir Ironfist of New Silverdeep, dwarven axecrafter and wielder of the soulmagic enchantments which can provide elemental damage to weapons including fire, frost or shock. Studying at the forges of Clan Stonecrow within the insular township of Curget, he set out to share his knowledge with the new dwarven communities of New Silverdeep and his cousins who settled there. His family lineage ranges throughout the Sheldomar valley, from cousins in the Bissel Irregulars, Geoff Giantslayers and Principality of Ulek Orc hunters. Ymir, however was more fascinated by the art of the forge and enchanting magics than any deep seeded need to slay. He is content to craft the weapons that his cousins wield in their battles. Ymir has fiery red hair and favors copper jewelry and bracelets.
- From Gran March came Sgt. Henia Altersire is one in the latest generation of a family whose artistry with creating blades spans centuries. It was an Altersire who crafted the sword of the Commandant before turning it over to the Church of Heironeous for enchantment. It was an Altersire who forged former Commandant Gwalchen's axe. Henia is a fairly plain, but sturdy female of mixed racial ancestry. She is 25 years old with dirty blond hair and deep brown eyes. She is 5' 8" tall and weighs 160 pounds. She is believed to have been chosen to create the next blade for the Champion of the March.
- From Geoff was sent Bee, an elven female fletcher and arrowsmith from the Oytwood. Her family has aided in the defense of Geoff and have supplied the Resistance with quality arrows and longbows over the years. She is slender and tall for an elf, with silvery hair and eyes and a love of music and poetry.
- From the Yeomanry was dispatched young Seo, a polearm and long spear crafter. He is of Suel Flan mix, and from North Reach. The youngest of seven his revolutionary polearm blade designs has aided in the defense of the Crystalmists from giants and their ilk. The broad-bladed weapons cause grievous wounds that continue to bleed after a blow is struck, it is said.
- From the Principality Of Ulek Terrus Stoneflint, venerable weaponsmaster and crafter. Nearing the twilight years of his life, and having all his sons and heirs slain or lost during the wars, Master Stoneflint has decided to offer his secrets to the Sheldomar's most talented and gifted apprentices. His most noted son, Begrek Stoneflint, was the hero named by the Keepers of the Soulforge in their shrine at Hero's Hill outside of Thunderstrike.

PLAYER HANDOUT #3

Master Greenleaf,

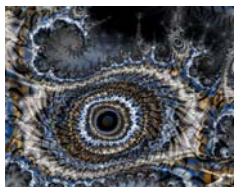
Enclosed are the sums we agreed upon for your services. The local ‘operators’ have come to agreements with my representatives and will provide shipping lanes and warehouses for our current operation. The House Undarian warehouse in particular is large enough to hold the Black Dog, and is one of the few holdings equipped with an interior loading bay as well, for discretionary loading. In addition, I’ve arranged for heavy fog to enclose the Gradsul ports for our departure.

Unfortunately, several of our most recent cargo acquisitions have proven to be members of some standing within the Sheldomar, which breaks our agreement with the locals. Pity that. We are closing operations in Gradsul and moving on to the Yeomanry to prey upon their eastern borders. Recent treaties with the Sea Princes and Monmurg in particular should provide ample cover.

As per our arrangements, you may keep any items of interest you uncover from any meddling adventurers or prominent citizenry that choose to patron your good works. Please deliver their bodies alive to my associates at the warehouses. Your undetectable escape from the city has been arranged as per our earlier conversations. Please leave your half-orc behind this time, as he was quite insulting to my minions who are very particular about comments directed at their beards. I would hate for hostilities to erupt at this juncture, as I would employ your group again when I move operations to Bissel-where I think your band would have great success.

As to your recommendations on selling off the weaker slaves unfit for long sea voyages to the House of the Wolf-bats, I am happy to report that an agreement has been set. Besides turning over the Olman refugees (which nobody has missed), those others unfit for transport or service have found other uses “serving” that Suel Count and his underlings. Your commission will be reflected in our next transaction.

Our community is growing, and on its behalf, we thank you for your excellent services. When the Court of the Land is broken, our good work will truly begin.



Storm Eye

CRITICAL EVENT SUMMARY: *SHE5-05 EYE OF THE STORM*

Note: Use only for games played BEFORE March 31, 2006. Email results to Sean Smith at kingmoblives@hotmail.com.

1. Names and levels of Rogue PCs that participated in this adventure and their Metaorganization ties:

2. Were any of the PCs rude/obnoxious to the Keoland noble Lord Stranofrutta VII?

Yes No

If so, list player names/PC names/levels here and describe incident:

3. Did any of the Mithral Balloon band escape?

Yes No

If so, list survivors (or captured members not slain):

4. Did any Rogue PCs make contact with Luigi Lightfingers or Kashmir?

Yes No

Was information about the Guildfather released to the PCs here?

Yes No

5. Did the PCs rescue the Olman refugees, the artisans and Doc Steamopolis?

Yes No

Where were the prisoners taken and to who's care?

Yes No

6. Were the orcs on the island dealt with in any manner?

Yes No

7. Were the code books recovered from the ship?

Yes No

Did any PCs also possess the Mysterious Sea Charts from SHE 4-01 *Red Rendezvous*?

Yes No

Were the slaver ships turned over to any of the nations?

Yes No

If so, list nations here:

8. Was a favorable encounter recorded between a Lawful Good PC and the Minotaur Paladin?

Yes No

If so, list player names/PC names/levels here:

9. Was there a favorable conclusion with the Admiral and the PCs? Any events of note?

Yes No

Notes: (Add anything that happened that might be considered out of the ordinary – Strange occurrences, results that may not fit the above, etc):