

VTF3-01

Nor Crystal falls

A One-Round D&D LIVING GREYHAWK[®] Tuflik, Fals, and Volverdyva Trade Route Metaregional Adventure

Version 1

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Local talk along the Volverdyva Trade Route speaks of adventure with Lords Burne and Rufus. The Lords have called for worthy adventures to interview for an expedition. No clues as to where or what the expedition is to be. Heroes that have dried the water from behind their ears are encouraged to seek an interview with Lords Burne and Rufus at Doomwatch Keep. An introductory adventure to the Tuflik, Fals and Volverdyva Trade Route Metaregional Campaign for characters from level 3 to 14.

Part One of the 'Three is the Evilest Number' Series

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

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. 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.

CR	1	2	3	4
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

3. Sum the results of 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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: *LIVING GREYHAWK* adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a *LIVING GREYHAWK* adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Metaregional adventure, set in the Viscounty of Verbobonc. Characters native to the Tulifk, Fals and Velderdyva Trade Route (Verbobonc, Dyvers, Ket, Veluna, Ekbir and Tusmit) pay one Time Unit; all others pay two Time Units. This adventure has an optional continuation at a cost of one additional Time Unit. All players must agree to continue. Adventurer's Standard Upkeep costs 12 gp per TU spent. Rich Upkeep costs 50 gp per TU spent. Luxury Upkeep costs 100 gp per TU spent.

Metaregional Campaign Consequences

This module has 'Metaregional Campaign Consequences'; that is the outcome of this module will directly affect the future events in the course of the metaregional campaign. The answers to some of these questions below may seem trivial or pointless, but because of the complex nature of the story and campaign all information requested is vital

to the continuation of various plot threads with in the Metaregion.

Please send your answers to VTF@verbobonc.net as soon as possible or use the online form at www.verbobonc.net/norcrystalfalls.htm. General comments about the module are also welcomed at either of these addresses.

1. Did the characters help solve the wagon train mystery?
2. Did the characters discover the meaning to the apparatus in the ritual room of Nor Crystal Falls?
3. Did the characters continue play?
4. If so, which element did they assault?
5. Did the characters rescue the victims in the extended play?
6. At what APL did the characters play?

Attention Judges:

At the end of this scenario, inform all players of the following.

Sword of Earth

In the summer of 591cy brave adventures from across the Flanaess dared to attempt what many called a death sentence. Gathering their most trusted companions, they trekked into the Kron Hills and assaulted the forces of the Temple of Elemental Evil in their new home, The Temple of All Consumption.

Though many did not return their brave exploits were successful in dealing a heavy blow to the forces of the temple. One of the treasures brought out from those halls was 'The Sword of Earth'. This fabled greatsword would slice through the thickest armor and on command could send rocks flying from its shaft to down its enemies from afar. Though its owners turned its power to the side of good it was only a matter of time before its powers faded.

As of Fireseek 593cy, the Temple of All Consumption has been destroyed and the Temple of Earth within it thrown down. These events culminated in the Meta-Region scenario VTR3-01 Nor Crystal Falls. Once you have played in this event, or March 31st has passed, the Sword of Earth loses its special powers and becomes a standard +2 Greatsword with a value of 8,350 gp.

Adventure Background

Burne and Rufus have captured a Royal Explorer trying to make his way to the Moat House. This 'delver' seemed to know more than he should about the events surrounding the exodus of the Elemental Temples rabble. During an interview with Burne and Rufus, Burne's detect thoughts caught a brief image of a crystal tower and a dread sense of horror.

Burne discussed this with Rufus and they agreed that this needs investigation. However, with the current troubles of the Viscounty, they don't want to cry wolf and get on the bad side of the Viscount. Through magical scrying and intense research, Burne was able to determine the location of an ancient elven citadel abandoned nearly four centuries ago. A scrying of the elven complex was unsuccessful possibly due to some magical or natural blocking. Close examination of the area surrounding the complex showed signs of recent battles and death.

Adventure Summary

The local Lords Burne and Rufus maintain a vigil over the temple from Doomwatch Keep. Nearly six months ago in mid summer 592 CY a large armed force was gathered to reseal the Temple of Elemental Evil. Since that time, their Lordships have seldom been seen in the village. Casual visits by adventurers seeking fame within the vicinity of the Temple are not welcomed. Since the clearing and resealing of the Gates of Evil, Doomwatch Keep has closely patrolled the countryside.

INTRODUCTION

The Inn of the Welcome Wench in Hommlet is a place of great comfort and quality. Patrons expect to pay well for the excellent service, fine food and lodging. Arriving in Hommlet late last evening, the characters made a point to find lodging at the renowned inn. In the morning the gates of Doomwatch Keep open for all prospective adventurers.

This morning is lively, as it seems many travelers are in town for the call to arms. It has been barely six months since the combined forces of the Mounted Borderers, Army of the 1st Church, Knights of the Luna and many others have passed through Hommlet to reseal the Temple. Lords Burne and Rufus accompanied by Canoness Y'dey led Burne's Badgers into the recovered Fire Node of the Temple. The combined armies followed, clearing the Fire Node and other areas of the Temple that were being recovered. Bishop Haufren with cooperative aid from the Council of Abbots resealed the Temple placing multiple wards within the temple and on the final seal.

Last evening Master Bard Sovonich recited the 'Tale of Elemental Flight' as the characters enjoyed their evening meal of fresh meats, vegetables, and fine spirits.

ENCOUNTER 1 ELEMENTAL OVERWATCH

Lord Rufus interviews potential characters to travel to the Crystal Falls. The interview takes place in Doomwatch Keep. The heroes must first find a way to attract the attention of the Lord of the Keep. Lord Rufus doesn't dally in hearsay and doesn't waste time with fools. Characters must prove themselves worthy to be granted the interview to be admitted by Captain Bishop.

ENCOUNTER 2 ELMO

Elmo has observed characters turned away from the interview at Doomwatch Keep. Elmo is a ranger that has been in Hommlet for many years working to ensure the Temple is observed but someone other than the nobility of Verbobonc. Approaching the characters, Elmo provides a bit of advice and a map that leads the characters to Crystal Falls.

ENCOUNTER 3 WAGON TRAIN

Powerful evils are on the rise again in the Viscounty. Organized groups of giant-kin are raiding to the south and east of Hommlet. The heroes happen across a wagon train traveling through the Kron Hills with a special cargo destined for the Furyondy Mint in Verbobonc City. The characters meet a friendly Walker of Fharlanghn with some helpful advice. Perhaps they will meet again.

This encounter rewards Story Experience.

ENCOUNTER 4 CRYSTAL FALLS

The trip to the Crystal Falls takes four days travel. The group has been steadily climbing in elevation. The terrain is beautiful and they have passed several ancient crystal towers long abandoned. The valley is nearly a half-mile long and boasts a waterfall on the far side. The waterfall spills into a small lake that empties into the stream you have followed.

Crystal towers rise into the air flanking the waterfall. Additional structures made of crystal come into view as the characters descend into the valley. The thunderous roar of nature's might nearly deafens the characters as they approach the waterfalls and the crystal towers they seek. Dead bodies wearing the livery of the Elder Elemental Eye's water cult litter the ground. The stench

of death is strong. Several purple robed figures have been staked full body facing away from the majestic sight of the falls.

ENCOUNTER 5 SOURCE OF LIFE

Behind the waterfall in the mist sits a sentry. Characters that have not alerted the caverns by tripping the statue alarm spells are seen when they get to the bridge. The mist will outline any character that is invisible giving the guard a better chance to sense their presence. The noise from the waterfall creates a zone that creates a deafening effect causing possible spell failure and difficult communication.

The cleric begins a summoning spells and the fighters begin using buffing potions. The combat between the leaders of the water cult have the remaining loyalist on edge. Several continual flame spells have been cast on crystals in chambers off the main cavern causing a prism effect to reflect the light in a multi-colored pulse that removes almost all shadows all from the cavern.

ENCOUNTER 6 WATER'S MAJESTY

The Inner Sanctum has a large crystal basin standing 3 feet from the floor filled with clear water. The pure essence of life is all that is needed to work many good and evil deeds. Guarded for the treasure of the basin, this area leads to the ritual room of Mistress Aquania, the Elder Elemental Water Cult Leader.

Over the basin of water is an apparatus that appears to have once held an object about the size of a large melon. Moisture hangs in the air like a spring mist. The natural crystal walls are clear enough to see to anterooms that surround the chamber. There are several exits from the cavern.

Several continual flame spells have been cast on crystals in chambers off the main cavern causing a prism effect to reflect the light in a multi-colored pulse that removes shadows all from the cavern.

ENCOUNTER 7 CHAMBER OF LIFE'S ESSENCE

Passing from the Inner Sanctum, the characters reach the ritual sacrificial room. The walls of this room are dimly lit without the pulsing of the previous 2 major rooms. Evidence of a battle still lingers in this room.

Mistress Aquania respects strength and loathes weakness. She with her bodyguard awaits the characters that have assaulted her domain. Her life works lay half destroyed by fire and battle. Books of untold horror are ruined. Treasures sacked. The only remaining sense of

madness that remains is her latest project. A device that acts as a teleportation mechanism is all that she retains. Mistress Aquania has been the using the device to spy on the other elemental cults around the Viscounty. Deciphering her logs reveals the key words used to teleport to one of the three other elemental strongholds.

STANDARD ADVENTURE'S CONCLUSION

The heroes have completed what it is they came to do. They have confirmed that the Elemental Evil cultists are still alive, but have disbursed throughout the lands.

The adventurers have a decision to make. Returning to Burne and Rufus will complete what they have sworn to do. To be even more heroic, traveling to and rooting out a known cult in other lands of the Viscounty may gain greater rewards. To use the teleportation device and continue, the characters must all agree and spend one additional Time Unit on the continuation of the adventure.

Adventurers that have entered this event seeking fortune and adventure through Elmo may return the information to Elmo or the Lords of Doomwatch Keep. Returning the information to Elmo results in Elmo presenting the characters to Lord Rufus therefore gaining them the same rewards less the influence point with Lord Rufus.

ENCOUNTER 8

TREK INTO THE UNKNOWN

On a search of the ritual room, the characters find many papers and books leading to the rally points of the various elemental factions. These are the very same factions who escaped the Temple of Evil and Temple of All Consumption. A puzzle presents the heroes with both a challenge and a new choice. Decipher the puzzle and gain the ability to use a device that will perform a single mass teleport without error from the basin of water to the location of a single cultist faction. The activation word is the answer of the puzzle. There are three possible answers and each lead to one elemental node's rally point. The activation word is the Master's name of each of the cultist groups.

Depending on the characters, they may decipher more than one location. If this happens, they must choose which to assault. Other adventuring groups dispatched by Lords Burne and Rufus will assault the other rally points.

ENCOUNTER 9 AIRS TO THE ONE

The air cultist rally point is in the ruins of an elven outpost in the Gnarley Forest on the border between Celene, Verbobonc and Dyvers. The ancient spires have been long abandoned. Two of the three spires are crumbling and the third is the tower that holds the remaining air node's forces.

ENCOUNTER 10 EMBERS BRIGHT

The fire cultist rally point is deep in the Lortmil Mountains southwest of Hagthar Keep. The complex is deep underground near the lava core of the mountain.

ENCOUNTER 11 RETURN TO THE SOIL

The earth cultist rally point is an abandoned portion of 'old granite quarry' between Rhynehurst Town and Verbobonc City.

Verbobonc Honorifics

Courtly travelers and political scholars throughout the Flanaess have made careful study of titles, honorifics, and hierarchies of nobility used in the many royal courts and noble houses. To aid those who move among such circles, or the simply curious, the following Verbobonc primer on royalty, nobility, titles and honorifics is presented. The DM is strongly encouraged use the following information on honorifics of Verbobonc during play to aid in the representation the NPC Nobility. Each of the Nobles presented in this module are detailed in *Appendix III – Nobility of Verbobonc*.

In general, the ruling class of Verbobonc is disdainful of those without titles or position. Titles of nobility and rank matter greatly and those without titles-gentlemen and peasants are not unimportant, but they are simply not of the same social class. Wealth and power have little to do with it. Furthermore, rank within the nobility is important. Those of lesser status are expected to show deference to their superiors. Even the commoners of Verbobonc suffer from the arrogance of class. Gentlemen do not associate with simple peasants. Tradesmen are better than merchants, merchants above common laborers. The Rhennee are considered gypsies of the river – outcasts and river pirates.

Titles in descending order of importance:

Title	Honorific
Viscount	Noble Lordship
Bishop	Holiness
Baron / Baroness	Prominence
Baronet / Baronets	Lord / Lady
Marquis / Marquees	Lord / Lady
Lord Mayor	Lordship
Knight Commander	Most Honorable Sir
Abbot	Father Abbot
Knight Bannerette	Right Honorable Sir
Mayor	Honorable Worship
Knight Companion	Most Worthy Sir
Knight Bachelor	Worthy Sir
Elder	Sir
Gentlemen	Master
Esquire	Squire
Yeoman	Socman

Moon Cycle: This adventure begins 5 nights after the new moon.

Introduction

The Inn of the Welcome Wench is known for excellent service, fine food and comfortable lodging. Ostler Gundigoot owns the inn but has given the day to day running to his daughter Vesta.

The morning meal is being served in the dining hall. The Dining Hall is well appointed if a little old, and is clean and quiet. The clientele of the Welcome Wench are well-mannered folk who enjoy find food and drink. Alex the barkeep, or if need be the town militia, deals quickly and harshly with drunkards and louts.

The menu at the Inn of the Welcome Wench is varied and filled with delights. The usual rumors and tales circulate the dining hall. Nothing has caused such a buzz as the tale 'Elemental Sunder' as told last night by Master Bard Sonvivch.

Curious characters may Gather Information [DC 10] the following gossip and rumor. Give one or 2 pieces of information to various characters but don't feel obligated to give out all the information. This is intended to give a small sampling of how rumor flows throughout the Viscounty.

- Giant Raids have been increasing near the Gnarley, to the north of Asbury Manor along the border with Milinous' lands.
- Giant Raiders suffered a defeat at the hands of the Mounted Borderers supported by over 40 Gnarley Rangers.

- Lord Kolgrim died in his sleep and his wife went mad. It seems that evil clerics summoned an infernal horde of hunters to raid the Viscounty. The hordes were pushed back and defeated by the Mounted Borderers and Army of the First Church commanded by his Most Honorable Sir Simon Milinous.
- A Griffon Rider of the Gnarley died from a wasting disease and the oak father weeps for his passing.
- An undead army was seen in the western Kron. The undead army ate the hearts of over 20 clerics and paladins of Heironeous.
- The lycanthropes of the Ironwood are harassing the logging camps and killing lumberjacks.
- Ten Paladins of St. Cuthbert gathered in Verbobonc City for some sort of ritual then rode into the wilderness of the Kron Hills. None of them have been seen again.
- Lady Asbury has been appointed Baroness Elinor Asbury, Ambassador to the Celestial Circle in Mitrik. She spends much of her time split between her Manor House and Mitrik.
- Baron Avgustin has opened a Military College for young Knights of Verbobonc.

Encounter 1 Elemental Overwatch

Approaching the last few yards towards Doomwatch Keep a sentry steps from the entrance tower with halberd in hand. His livery clearly marks him as one of the famed Burne's Badgers. "Halt, whom approaches the Doomwatch Keep and for what purpose," cries out the seasoned warrior. The odor of hot pitch and sounds of steel on steel can be heard from the other side of the fortress wall.

The sentry awaits an answer. Once the characters have explained the their presence, the sentry will call over his shoulder for the Captain Bishop of the Badgers.

To the adventures:

"Stand fast." Turning he calls out, "Captain of the Guard, freeman answering the Lordships' call to arms seeking entrance for trial."

Moments later, a weathered soldier emerges from the keep flanked by two young men with down cast eyes and dejected looks upon their face. The captain

ushers them down the road calling out, "Once you have dried behind the ears and chased more than a pig around the farm, come back and we will give ya a new martial trail."

Turning to the adventurers, "well now, don't ya look ready to fight evil and protect the Viscounty? Have you any presence of mind to duck when crossbows fire at ya?"

Pause for an answer then continue.

"By what deeds and glory do you claim the privilege to serve the Viscounty and Doomwatch Keep?"

Lord Rufus doesn't dally in hearsay and doesn't waste time with fools. Captain Bishop will turn away characters that act full of bravado or those that are overly rude. The following are examples of meeting the entrance requirements. Each character must fulfill the requirements individually.

- Knights of Verbobonc are nobility within the Viscounty therefore admitted without question. Knights of Verbobonc are shown great respect from both the sentry and Captain Bishop.
- Mounted Borderers of the rank of corporal or higher are admitted without question.
- Members of Noble House Guards of Verbobonc are admitted without question.
- Graduates of any war college, i.e. Warmaster Prestige Class that has regional campaign documentation granting them the class are admitted without question. Captain Bishop is a Warmaster and will recognize all Warmasters on sight. The Captain will also recognize the character's name from the rolls of that war college. Note, the Furyondy War College is closed. There have been no PC graduates from that college. A regional certificate exists that will grant access to the college once it has been re-opened but this is not sufficient for entrance to the interview.
- Offering the Influence from the Moat-House Temple event WF2000 as proof admits characters with the Influence of Burne and Rufus but does not void the Influence Cert.
- Characters with any associated military influence from nations in the Flanaess are admitted for an expenditure of two influence points. Mark the influence void or destroy the influence, characters choice.
- Members of military meta-organizations with regional campaign documentation are admitted without question.
- Expending two influence points or favors admits characters with influence of any noble house of the Flanaess. Mark the influence void or destroy the influence, characters choice.
- Lastly, any character able to impress Captain Bishop with words backed up with action is able to gain entrance on Diplomacy [DC 20] or Bluff [DC 25] checks. Make the character work for it.

Entering the gates of Doomwatch is oppressive as you pass under murder holes where the odor of hot pitch is strong. Reflecting on the image of unwelcome visitors covered in burning pitch brings the realization that Doomwatch is not home to a dandy secure in peaceful times; but the home of an active company of military men on the constant vigil.

The practice yard is filled with fighting manikins as Badgers practice their skill of arms. Grooms work the leather saddles and harness as a familiar ring of hammer on anvil can be heard from the armory.

Captain Bishop leads you into the main hall of Doomwatch where a weathered fighter sits at the head of a plain table with ten chairs to a side. He motions you to approach and have a seat. The captain then moves to the side and rear of the older man.

The captain introduces each character to Lord Rufus in turn. Rufus is outlined in **Appendix III - Nobles of Verbobonc**.

"Welcome to Doomwatch. It has come to our attention that the Elementals may be gathering forces once more. Six months past, a force lead by Baron Avgustin, Waldgraf Deleveu, Lord Milinous, Bishop Haufren, member of the Knights of Luna, the Gnarley Rangers and Doomwatch assaulted the Temple of Elemental Evil. We found that the forces of the Elemental Elder had once again gained access to a few portions of the temple and evil once again festered. The siege lasted for several days. In the end, the temple was cleared at heavy costs. The Bishop with the aid of the Council of Abbots resealed the individual portions of the temple as well as the outer gates. Our vigil has been in constant high state as we watch for those that escaped to return and attempt to breach the wards.

During a patrol, Captain Bishop and his men discovered a dandy attempting to enter the moat house. The dandy was arrested and brought here for questioning. As you may already know, entering the area of the Moat House and Temple are strictly forbidden by order of Viscount Wilfred. During integration, Lord Burne was observing his thoughts.

The self proclaimed royal explorer slipped and an image of an ancient elven ruin entered the thoughts of this man. The ruins were under siege by forces that wore the purple robes of the Elder Elemental Eye.

Further questioning found little to aid the efforts in determining his true cause for traveling to the temple. He has been sent to Lord Milinous' inquisitor at Greyfist for further integration.

Lord Burne was able to research several historical books and found reference to a crystal towered keep nestled in a verdant valley deep within the hills of the Kron. It is there that we believe the forces of darkness have retreated and are gathering powers to once more plague our Viscounty and the Flans. To gather forces to squelch them, we must first ensure that this is in fact a base of power for them. The Badgers and myself are needed here. The Viscount is occupied with the nuisance of the giants and mantle of state.

This is why Doomwatch has accepted the responsibility of sponsoring an expedition to this place. We offer horses if needed, supplies if desired and the thanks of all that protect the Viscounty, if this should be a nest of vileness. How say each of you to such a task?"

Lord Rufus offers neither gold nor magic for the characters services. Any magic or treasures wrestled from the hands of evil is the character's to keep as long as it can't be traced to any noble family of the Flans. Upon successful completion of the expedition, Rufus will consider providing the players with the services of his weapon master, smith or craftsman. Any character that insists on being promised pay or considerations for their services is dismissed before continuing with the briefing. Characters that insult Lord Rufus by insisting on payment are able to affect an apology on a Diplomacy [DC 25] check. Others in the party may apologize for their companion on a Diplomacy [DC 30] check. Either successful check will permit the character to remain in good graces with Lord Rufus.

Upon acceptance by the characters, Lord Rufus provides the characters with a map - *Player's Map 1: Overland Map to Crystal Valley*.

Development: This encounter introduces Lord Rufus and Captain Bishop of Burne's Badgers to the characters. Provided the characters remained and accepted the mission, they now have a map and more direction on where to go. Allow them to make preparations.

Characters not interviewed advance to Encounter Two: Elmo. Elmo offers a country entrance to the adventure for characters with little experience in the Central Flanaess or those that have character concepts

that are not as socially acceptable to the nobility of Verbobonc.

Burne's Badger Sentry, human male, War5

Lord Rufus, human male, Ftr10

Captain Bishop, human male, Ftr8/Dvdf2/Wrmstr2.

Encounter 2

Elmo

Walking from Doomwatch Keep, characters unable to gain entrance are seen approaching the Inn by Elmo. Approaching the characters, Elmo calls out, as they are about to enter the Inn.

"Hail! Buy ya all a draft? It is hard to be turned away when you are lookin' for adventure and treasure, isn't it?"

Without waiting for an answer, Elmo enters the Inn and finds an open table and sits. The barkeep brings over a few mugs and a pitcher of dark ale.

"Drink up," motioning to the mugs and pitcher of ale. "So you tried to see the Lords about that mission to fight evil?"

Elmo waits for a response.

"Well, they offered it to me but I didn't take it. I have no need to be running all over them Kron Hills looking for Crystal Palaces. Lost my brother in the "2nd" rising and almost got me killed six months ago when we went back in to reseal the temple."

Elmo looks around, "well I don't know if that man I took to Greyfist was actually an agent of the evil ones, but he sure didn't talk very clearly. Madness or fear, not sure which. But, if it was me, and I was going to Milinous' inquisitor, I would be really full of fear. That man is one that knows how to bleed the truth out of a rock, or so I hear," he shutters at the thought.

"It be a crystal elven keep about 5 days south of here on the border of the Lortmil Mountains. They may be touchy since the siege, but Rufus is always the one that takes the caution needed to keep Doomwatch and Hommlet safe, so don't think too harshly of 'em. You go and see if them elementalists are at work in that crystal place and you can keep all you can take from them. Just so it don't belong to no noble of the Flanaess and all. Nobles still don't seem to stomach the loss of that special sword from Furyondy, I guess."

He answers little more about the siege and knows too little about the Crystal Falls for much help. He will provide the party with a copy of the map *Player's Map 1: Overland Map to Crystal Valley* that Lord Rufus would have given them.

Development: This encounter introduces Elmo the ranger of legend. Provided the characters accept in good faith, they now have a map and more direction on where to go. Allow them to make preparations. Elmo has no reward for them other than the opportunity to adventure.

Elmo: human male; Rgr7

Encounter 3

Wagon Train

It is the first evening of your five-day trek into the Kron Hills. As you look to find a comfortable campsite, you see a wagon train pulling into a well-chosen position along a creek with good foraging for horses and a clear view of the countryside. The sky promises to be a starry night clear of clouds. The setting sun is full of Pelor's glorious fire. The wagon train has seven wagons and a rather large guard. A Walker of Fharlanghn makes himself comfortable under a tree, while an elven ranger walks into camp with a stag across his shoulders. Teamsters are gathering wood for a fire and a few instruments are being brought out for an impromptu performance as evening preparations are made.

Seeing your party, the Walker waves you to the camp and greets you, "Welcome wanderers, travel through the wilderness is sometimes dangerous. Care to join us for a meal and a story to pass the time?"

The wagon train is bound for Verbobonc City. No one will answer questions about their cargo. If asked or pressed for an answer, they stated that the cargo contains common goods and trade items. The number of guards would suggest a more valuable cargo but no answers to this are confirmed. The wagon train numbers 30 guards, 14 teamsters, a Walker of Fharlanghn and a ranger guide.

In fact, the cargo contains silver ingots spread between the common goods. The ingots are bound for the Furyondy Mint in Verbobonc City. When speaking with the teamsters and the guards, characters can Sense Motive [DC 15] revealing that they are cautious and nervous about their cargo.

The Walker of Fharlanghn is a friendly sort with an accent that places him more from the far east, but seems

to be a man who has gotten around. If asked where he is from, he will only answer, "from the other side of the horizon". For those who are interested in talking to him, he has this to say.

The Walker offers you a generous slice of meat from the roasting animal. The man looks to about thirty years old but still rather healthy. He wipes his hand on the end of his green tunic, getting the grease off it before speaking at any length. He speaks with his hands most of the time.

"It is good that you have come across us. There is not a tavern or inn for some ways. But I don't think the beaten trail is what you are after. How rude of me, my name is Salidius. Walker Saliduis, humble servant of the Dweller (on the horizon) and protector of all those who travel the trails He has willed blazed. It's good to get around and as the scriptures say, 'Fharlanghn pricnipatus dictum vai'.

Walker Salidius' quote is in 'old Oeridian'. Translated to common, it would be 'Fharlanghn Rules the Roads'.

Give the players some chance to ask questions. Salidius' answers are always vague, but friendly as possible (unless the information has been listed).

Should anyone ask him where he is heading next, he says;

Walker Saliduis ponders in thought for a moment before replying. "After I have done what needs to be done in Verbobonc, I think I shall go see my good friend Hurvin In Mitrik. I haven't seen him in ages. He's from back east. Assuming of course he's still in Mitrik. But I carry on. It's late and we all need some rest, for we leave early come morning."

The Walker says good night to everyone and goes off to find a comfortable tree stump to sleep against.

What do the Gnomes have to say?

Some remark that Fin, a new guard has been having nightmares about wagon trains being attacked. The guards all know of the raiding giants and the adventuring company has had heavy losses with the last seven wagon trains heading to Verbobonc City. Fin's nightmares add to the already high anxiety of the teamsters.

Player Handout 1: Nightmares tells of Fin and the nightmare that he has this night Foretelling of the wagon train's ambush tomorrow evening before dusk. The wagon train is going to be ambushed tomorrow night outside the border between Lord Milinous' lands and the Kron Hills. Lord Milinous is detailed in **Appendix III: Nobility of Verbobonc**. It's called Foreshadowing.

Development: Come morning, the PC's can safely leave and carry on with their adventure. The Walker will give them blessings of the road, but for any more powerful spell, he would require a donation (as per prices in the LGCS).

Walker Saliduis of Fharlanghn: Male human Clr10; NG.

Encounter 4

Crystal Falls

In the early morning of the forth day, the traveling through the Kron Hills continues to steadily climb in elevation. Now in the foothills of the Lortmil Mountains, the map leads to a verdant valley of flowing grasses and tall trees. A mixture of evergreen and hardwoods line the slopes valley. Nearly a mile across and half that wide, the valley's most remarkable feature is a majestic waterfall dropping from a plateau leading into the Lortmil Mountains. Crystal towers rise into the air flanking the waterfall. The grasses flow in the cold winds coming off the plateau as winter releases its grip.

Crossing the valley, buildings shaped from natural stone can be seen to the sides of the crystal towers. Arches reach from each tower passing into the waterfall 100 ft overhead.

Dead bodies wearing livery with a triangle point down and an inverted Y within it litter the ground the last 50 ft to the base of the towers. The stench of death has not set in yet. Several purple robed figures have been staked full body facing away from the majestic sight of the falls. Others seem to have possibly fallen from the towers.

The thunderous roar of nature's mighty creation nearly deafens you during your approach to the waterfall and towers. A cold mist hangs in the air caused by the pounding of the forces of nature's purest element.

The crystal city was home to over 1,000 elves over four centuries ago. The stone buildings and crystal towers radiate a faint aura of magic that when studied on a Spellcraft [DC 15] check identifies that the towers and buildings were shaped using transmutation magic so refined and subtle, it actually grew the structures from the terra. Examination of the bodies with a Heal (DC20) check determines that they have only been dead less than 48 hours.

Tracking (DC15) checks in the area reveal that about 100 humanoids fought a battle nearly half dying. A large

force of nearly 30 walked out of the valley to the southwest.

Characters that search the buildings prior to entering the towers take nearly an hour and find the following.

The stone buildings show signs of age. Upon investigating, these buildings reveal signs of use. There are kitchens with foodstuffs, sleeping quarters and a make shift slave pens with shackles on the walls. The occupants of these dwellings are not present but the signs that the battle raged within these walls are found everywhere. Blood, broken weapons and scraps of now useless armor can be seen in many rooms. The Bodies have been removed.

The water cult leader's struggle for power exploded into an internal battle for supremacy and dominance lead to the resulting conflict witnessed outside the caverns.

Approaching the west tower:

The archway leading into the tower is unobstructed. Statues of elven warriors flank the archway entrance. A circular stair can be seen winding its way up the inside tower wall.

A Tracking [DC 15] check reveals recent traffic, less than an hour old, on the footpath leading to the eastern tower.

On each level there are several small rooms and a statue of elven design. Reaching the tenth level of the tower, there is an archway leading onto the arch spanning between the tower and the falls. The bridge span passes through the falls. The mist from the thunderous pounding of the falls hangs in the air as water splashes on the far side of the bridge. The bridge arch has no guide rails.

Each level of the tower has several unoccupied rooms. Any character with an active detect magic will see a stronger aura of magic on a guardian statue on the fifth and tenth levels. The second guardian statue radiating magic is opposite the archway leading to the bridge span. Characters with detect magic will note the strong change in magic type from the transmutation to another school. On a Spellcraft (DC 15) check, the statues are abjuration magic, most likely a form of alarm spell. The alarm spell goes off if the PC's get too close and it warns Clarisa that the PC's are approaching so they may better prepare.

Remember to account for time given to search each level. Each level takes from 1 to 3 minutes to search and clear using mundane methods. Simply ask the players how careful they are being and how fast they are moving.

The bridge span is trapped with an illusionary span 20 ft. from the tower where the bridge is fractured. A detect magic notes the stronger radiation of magic. Careful study reveals it to be from the illusion school. Additionally, the bridge span on the other side of the illusion has been weakened and supports only 300 lbs before collapsing into the water below.

After negotiating the traps, crossing the remainder of the bridge requires a Balance or Dexterity (DC 15) check to avoid falling. Cooperation with other characters and use of rope or other safety measures negates the need for the Balance and Dexterity check. Falling damage 100 ft. drop to the water (2d3 subdual plus 8d6 normal, Swim (subdual) and Tumble (normal) [DC 15] to take no damage).

Illusionary Bridge Trap: CR 4; magical; touch trigger; no reset; Reflex save (DC 15) avoids; 100 ft. drop to the water (2d3 subdual plus 8d6 normal, Swim (subdual) and Tumble (normal) [DC 15] to take no damage); spell effect (permanent illusion); Search (DC 20); Disable Device (DC 10).

Weakened Bridge Span Trap: CR 4; mechanical; touch trigger; no reset; Reflex save (DC 20) avoids; 100 ft. drop to the water (2d3 subdual plus 8d6 normal, Swim (subdual) and Tumble (normal) [DC 15] to take no damage); Search (DC 20); Disable Device (DC 10).

Approaching from the east tower:

The archway leading into the tower has a staked human in purple robes. An equilateral triangle with an inverted 'Y' is stuck in his mouth. The staked body is 10 ft. from the archway leading into the tower. Damaged statues of Elven warriors flank the archway entrance. A circular stair can be seen winding its way up the inside tower wall. On each level there are several small rooms and a statue of elven design.

Examinations of the bodies discover several objects and livery on a Knowledge (religion) (DC 20) check that he is a member of the water cult. A Tracking (DC 15) check reveals recent traffic, into the tower, less than an hour old.

On each level there are several small rooms and a statue of elven design. Reaching the tenth level of the tower, there is an archway leading onto the arch spanning between the tower and the falls. The bridge span passes through the falls. The mist from the thunderous pounding of the falls hangs in the air as water splashes on the far side of the bridge. The bridge arch has no guide rails.

Each level of the tower has several unoccupied rooms. Any character with an active detect magic will see a stronger aura of magic on a guardian statue on the third and seventh levels. The second guardian statue radiating magic is opposite the archway leading to the bridge span. Characters with detect magic will note the strong change in magic type from the transmutation to another school. On a Spellcraft (DC 15) check, the statues are abjuration magic, most likely a form of alarm spell. The alarm spell goes off if the PC's get too close and it warns Clarisa that the PC's are approaching so they may better prepare.

Remember to account for time given to search each level. Each level takes from 1 to 3 minutes to search and clear using mundane methods. Simply ask the players how careful they are being and how fast they are moving.

From the archway, a cavern behind the waterfalls can be seen. Negotiating the bridge requires two Balance or Dexterity (DC 15) checks to avoid falling. Cooperation with other characters and use of rope or other safety measures negates the need for the Balance and Dexterity check. Falling damage 100 ft. drop to the water (2d3 subdual plus 8d6 normal, Swim (subdual) and Tumble (normal) [DC 15] to take no damage).

Development: Negotiating the towers and arched bridge bring the characters to the entrance cavern of the cult fortress. The remaining cultists are anxious and extremely paranoid about intruders. Their entire company is within the caverns since before dawn after learning of Clarissa's nightmare vision from the Elder Elemental.

Characters that have triggered the statue alarms have alerted Clarissa early enough to complete casting of an elemental summoning.

Encounter 5 Source of Life

Passing through waterfall, the bridge leads to a 20 ft. wide opening leading into a crystal cave formed from within the mountainside. Beautiful multi-colored light refract about the area removing all shadows causing a hypnotic pattern to be formed. An empty chair sits in an alcove just across from the water doorway.

The cavern is a wondrous sight measuring over 40 ft. high, nearly 60 ft. across and 80 ft. deep; the semi-oval shaped cavern has several crystalline formations nearer the rear of the cavern. Several exits lead off from the cavern.

Standing near the entrance opening is deafening causing difficulty in any vocal communication. Water from the falls collects to a single basin in the center

of the cavern. The crystal cavern floor is nearly an inch deep with water.

On the far side of the cavern, overturned tables form a makeshift barrier. Guards with heavy crossbows stand at the ready.

Behind the curtain of water sits a sentry observing the bridge. Characters that have not alerted the caverns by tripping the statue alarm spells are seen on an opposed Hide versus Spot checks. The sentry has a +2 circumstance bonus to spot non-invisible characters (lawn chair advantage) and a +5 circumstance bonus to spot invisible characters from the mist of the waterfall. The mist outlines invisible characters. The waterfall creates a zone of deafening noise within 30 ft. of the entrance. Spellcasting within the zone of noise has a 20% spell failure chance. Verbal communication within the area is very difficult requiring yelling to be heard.

Movement within the cavern faster than a single move requires a Balance or Dexterity (DC 10) check to prevent falling on the slippery moisture soaked crystal floor. Charging characters require a Balance or Dexterity check (DC 15) to prevent falling.

Several continual flame spells have been cast on crystals in chambers off the main cavern causing a prism effect reflecting light in a multi-colored pulse that removes all shadows from the cavern.

APL 4 (EL6)

Sentry (2): male human Ftr2; hp 20, 20; see Appendix I – NPCs.

Clarisa: female human Clr3; hp 27; see Appendix I – NPCs.

APL 6 (EL8)

Sentry (3): male human Ftr3; hp 28, 28, 28; see Appendix I – NPCs.

Clarisa: female human Clr5; hp 43; see Appendix I – NPCs.

APL 8 (EL10)

Sentry (3): male human Ftr5; hp 44, 44, 44; see Appendix I – NPCs.

Clarisa: female human Clr7; hp 59; see Appendix I – NPCs.

Water Elemental, Large: hp 68; see *Monster Manual, Lesser Planar Ally*

APL 10 (EL12)

Sentry (3): male human Ftr7; hp 60, 60, 60; see Appendix I – NPCs.

Clarisa: female human Clr9; hp 75; see Appendix I – NPCs.

Water Elemental, Large (2): hp 68, 68; see *Monster Manual, Lesser Planar Ally*

APL 12 (EL14)

Sentries (3): male human Ftr9; hp 76, 76, 76; see Appendix I – NPCs.

Clarisa: female human Clr11; hp 91; see Appendix I – NPCs.

Water Elemental, Huge: hp 152; see *Monster Manual, Planar Ally*

APL 14 (EL16)

Sentry (3): male human Ftr11; hp 92, 92, 92; see Appendix I – NPCs.

Clarisa: female human Clr11; hp 91; see Appendix I – NPCs.

Evira: female human Wiz11 (Necromancer); hp 56; see Appendix I – NPCs.

Water Elemental, Huge: hp 152; see *Monster Manual, Planar Ally*

Water Elemental, Large: hp 68; see *Monster Manual, Lesser Planar Ally*

Tactics: Clarissa had a divinely touched nightmare from the Elder Elemental last night. Having cast several auguries (removed from her spell selection) this morning, Clarissa and the other priestesses have taken extra precautions today. Clarissa has called forth various elementals to service (*Lesser Planar Ally* and *Planar Ally* spell removed from her selection). The sentries have used several buff potions. The NPC APL blocks list all spell-effects and summoned creatures in the appropriate stat blocks. Spells that are ~~crossed through~~ have been cast or used prior to the start of combat.

At APL 14, Elvira supports the sentries as much as possible while improved invisible. Her favorite technique is to use her telekinesis to throw characters out the cave entrance and off the bridge for the 100 ft drop to the water (2d3 subdual plus 8d6 normal, Tumble (normal) and Swim (subdual) [DC 15] to take no damage).

Treasure by APL (list the treasure gained from this encounter.)

APL 4: L – 200 gp; C – 20 gp; M – 0 gp.

APL 6: L – 277 gp; C – 25 gp; M – 0 gp.

APL 8: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL10: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL12: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL14: L – 350 gp; C – 25 gp; M – scroll – wall of force, 90 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Development: Clarisa first joined the Water Cult in 587 CY. It was her love for Glorianne that lead her into the clutches of the cult. Since then, she has learned quickly the ways of the Water Lord. Clarisa was a very low ranking cleric in the Water Order when all of the in fighting began. She spent most of the time hidden and unsure. She witnessed the more senior clerics plunder the treasury and flee to some unknown location. Glorianne decide that they should both stick with Mistress Aquania. Clarisa is devoutly loyal to both Glorianne and Mistress Aquania. As well, she is strong faith in the Elder Elemental Eye of Water, even if she feels the rest of his servants have betrayed him. She hates those that left, and may leak such information (their plundering and leaving) in angry spurts, should such a situation arise. She also knows that the great artifact (The Weeping Eye) of the cult was stolen away with the deserters, though she doesn't know what it does. The Sentries are just hangers on, though dementedly loyal, they know nothing.

Encounter 6

Water's Majesty

This huge cavern is formed to appear as an underwater amphitheater, centered on a basin of water made of coral. The area is nearly 40 ft. high, 80 ft wide and is 100 ft deep. The basin is 30 ft across and 3 ft. deep with an apparatus suspended over its center. The apparatus appears to have once held an object the size of a large melon.

Moisture hangs thick in the air. The floor is covered with a good inch of water and soaked rugs over lap each other, no longer in their original positions. Stains of blood are visible on the pews that circle about the center basin. In the center of the basin, just below the apparatus is a 5 ft. round stone slab fixed on a single pedestal. The apparatus is about 5 ft overhead suspended from the ceiling.

To the rear of the cavern awaits several guardians and a female elf wearing purple robes. The cavern has the same multi-colored lights pulsing from the crystalline walls removing all shadows. There appears to be only one exit from this room, behind the purple robed female elf.

The basin is clear fresh water. The signs of the recent battle are still present. Water elementals fought in this room and signs of theft of now missing treasures and religious decorations are evident on a Search (DC 15) check. This area is the main chapel to the Elder Elemental of Water.

The Unhallowing (*Dispel Magic*)

This cavern has been consecrated to Tharizdun with an *unhallow* spell. Like all *unhallow* spells in this scenario, creatures who worship Tharizdun or the Elder Elemental Eye are immune to these effects There is a targeted *dispel magic* that effects each creature individually entering the area. Roll a caster level [1d20+10] check verses each active magical effects on each creature. Spell effects from Items use the base caster level required to craft as the target DC [DC 11 + caster level]. The actual Caster Level of the *unhallow* spell is 14. The *unhallow* affects the entire room (or 140ft radius). Creatures summoned by the PCs into the area or who enter the area risk being dispelled. Creatures summoned by the bad guys are considered to be in the service (therefore worshipers) of the patron god.

The guardians having either had one of the cultists run by sounding the alarm or have heard the battles have prepared by casting summoning spells and buff spells. These summoning spells are the last spells to be cast, due to the short duration. Pre-cast spells are listed within the NPC Stat Blocks noted as Pre-cast spells. Spells and items ~~crossed through~~ have been used.

The apparatus once held the Weeping Eye, a most unholy relic to the water cult. It was taken away months ago, along with all of the other treasures of this once powerful stronghold.

APL 4 (EL5)

Water Mephit (2): small outsider; hp 16, 16; see *Monster Manual*; Neutral Evil

Glorianne: female elf Clr1; hp 9; see Appendix 1 – NPCs.

Tactics: The mephits wait in the basin in the center of the room for the characters to approach within range of their water jet. Springing from the water to hose characters down.

APL 6 (EL7)

Vardigg: water grue; hp 32; see Appendix 1 – NPCs.

Glorianne: female elf Clr5; hp 43; see Appendix 1 – NPCs.

Scarcilla: half-elf female Sor3; hp 24; see Appendix 1 – NPCs.

Tactics: The Vardigg wait in the basin churning the water, waiting until a character advances to the basin and looks into the water. The primary purpose of the Vardigg is to disrupt any cold-based spells, including but not limited to those listed in the Appendix description.

Glorianne and Scarcilla cast ranged spells targeting spell casters first. Scarcilla stands in purple robes while Glorianne is invisible casting summoning spells.

APL 8 (EL9)

Vardigg: water grue; hp 32; see Appendix 1 – NPCs.

Glorianne: female elf Clr6; hp 50; see Appendix 1 – NPCs.

Scarcilla: half-elf female Sor8; hp 63; see Appendix 1 – NPCs.

APL 10 (EL11)

Vardigg: water grue; hp 32; see Appendix 1 – NPCs.

Guardians (3): male human Ftr6; hp 60, 60, 60; see Appendix I – NPCs.

Glorianne: female elf Clr8; hp 66; see Appendix 1 – NPCs.

Scarcilla: half-elf female Sor8; hp 63; see Appendix 1 – NPCs.

APL 12 (EL13)

Vardigg: water grue; hp 32; see Appendix 1 – NPCs.

Guardians (3): male human Ftr6; hp 60, 60, 60; see Appendix I – NPCs.

Glorianne: female elf Clr11; hp 80; see Appendix 1 – NPCs.

Scarcilla: half-elf female Sor10; hp 71; see Appendix 1 – NPCs.

APL 14 (EL15)

Demonically Fused Vardigg: advanced water grue; hp 66; see Appendix 1 – NPCs.

Guardians (3): male human Ftr10; hp 84, 84, 84; see Appendix I – NPCs.

Glorianne: female elf Clr11; hp 80; see Appendix 1 – NPCs.

Scarcilla: half-elf female Sor12; hp 85; see Appendix 1 – NPCs.

Tactics (APL 8 through APL 14): The Vardigg wait in the basin churning the water, waiting until a character advances to the basin and looks into the water. The primary purpose of the Vardigg is to disrupt any cold-based spells, including but not limited to those listed in the Appendix description.

Glorianne and Scarcilla wait for the party to approach them in the *unhallow* area, casting ranged spells targeting spell casters first. Spell casters are

Scarcilla's primary targets for her *enervation* and *feeblemind* spells.

Glorianne and Scarcilla cast ranged spells targeting spell casters first. Scarcilla stands in purple robes while Glorianne is invisible casting summoning spells.

Treasure by APL (list the treasure gained from this encounter.)

APL 4: L – 3 gp; C – 5 gp; M – *+1 chain shirt*, 105 gp.

APL 6: L – 8 gp; C – 80 gp; M – *+1 chain shirt*, 105 gp.

APL 8: L – 11 gp; C – 80 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL10: L – 245 gp; C – 80 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL12: L – 245 gp; C – 98 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL14: L – 3 gp; C – 98 gp; M – *+1 longsword*, 193 gp (x3); *+1 large steel shield*, 97 gp (x3); *+1 half plate*, 146 gp (x3); *+1 mithral chain shirt*, 188 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Encounter 6B: The hallway of DOOM!

The tunnel leading out of the temple chamber stretches for 100ft before coming to six wooden doors, three on each side, spaced 10 feet apart.

Each door leads to a small apartment, itself made up of two 20ft by 30ft rooms. Five of the apartments are destroyed living quarters; the sixth is a heavily damaged kitchen. The remaining cultists use these rooms, but leave nothing of value there.

Wood Door, Simple (12): 1 in. thick; hardness 5; hp 10; AC 5; Break DC 12. No working lock and unstuck

The corridor continues another 100ft till it ends in a large set of crystal double doors. There is an inscription written in elven on the door. Long ago, this door was magically warded, but it has long since been dispelled. Now the door is merely barred with a wooden beam from the opposite side. The door does not have any magical aura.

Crystal Door: 8 in. thick; hardness 14; hp 200; AC 5; Break DC 28. Locked with wooded beam on opposite side.

The inscription (in elven) reads, “Welcome all who seek the cleansing of She That Washes”

A Knowledge Religion (DC30) or Knowledge Local (DC28) or Knowledge History (DC25) places the name as belonging to a great elven diviner that was said to have

lived in these parts of Verbobonc before moving on to Celene (and later murdered) about 1000 years ago. She had some fame in her day, for making reciting prophesy, one such was the 'Coming of the Hooked Hammer – Eater of Olven Folk'. It was a rather gruesome prediction, and several times thought to have come to be, but each time later dismissed. This was all at least 800 years ago, if not more. The details of her Prophecies have been lost to the ages for all but the most archaic libraries (except for maybe in Celene).

It should take several minutes for the PCs to bash their way through the door. This gives more preparation time for the Mistress.

On the other side of the door, is the final chamber.

Encounter 7

Chamber of Life's Essence

The Crystal Doors from the main temple leads to a large foyer chamber over just over 40 ft. high, 80 ft. wide and 60 ft. deep. The walls are dimly lit with the soft glow of continual flame spells. Two black iron torches with cupped heads rest lit in sconces casting a violet light. This room seems to be have a chill to the air.

This room is littered with the signs of battle. Scorch marks are on several bookshelves that are overturned with books ranging from ash to well burnt. Several desks are smashed. Chairs, couches and a table are all upended leaving the entire room in disarray.

In the center of this room rests a large circular basin of water 25 ft. across and 3 ft. high made of black obsidian. On the far side of the basin is an 8 ft. by 4 ft. black obsidian altar. Several doorways lead off this room. A female in purple hewed armor stands at the ready with sword drawn next to a stunning beauty in purple robes casting a spell.

The walls of this room are dimly lit without the pulsing of multi-colored lights. Evidence of a battle still lingers in this room. Pre-casts spells are listed in the NPC Stat Block. Any pre-cast spells or item that are ~~crossed through~~ have been used. Mistress Aquania casts while behind half-cover of fallen bookshelves and ruined treasures.

The Unhallowing (Dispel Magic)

This cavern has been consecrated to Tharizdun with an *unhallow* spell. Like all *unhallow* spells in this scenario,

creatures who worship Tharizdun or the Elder Elemental Eye are immune to these effects There is a targeted *dispel magic* that effects each creature individually entering the area. Roll a caster level [1d20+10] check verses each active magical effects on each creature. Spell effects from Items use the base caster level required to craft as the target DC [DC 11 + caster level]. The actual Caster Level of the *unhallow* spell is 14. The *unhallow* affects the entire room (or 140ft radius). Creatures summoned by the PCs into the area or who enter the area risk being dispelled. Creatures summoned by the bad guys are considered to be in the service (therefore worshipers) of the patron god

Mistress Aquania respects strength and loathes weakness. She, with her bodyguard, awaits the characters that have assaulted her domain. Her life works lay half destroyed by fire and ice during the battle intense uprising. Books of untold horror are little more then wet scraps now. Treasures sacked. The only remaining sense of madness that remains is her latest project. A device that acts as a teleportation mechanism is all that she retains. Mistress Aquania has been using the device to spy on the other elementalists cults around the Viscounty. Deciphering her logs reveals the key words used to teleport to one of the three other elementalists strongholds. There are several personal logs and journals outlining various rituals and rites to the Elemental Lord of Water. The journals possess several clues that can be gathered to provide Burne and Rufus with the proof they need to present to the Viscount.

The proof is that the Elder Elemental Eye cult is smashed and on the run and not setting up shop here.

APL 4 (EL7)

Mistress Aquania: female half-elf/half-elemental Clr4; hp 39; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr2; hp 24; see Appendix 1 – NPCs.

APL 6 (EL9)

Mistress Aquania: female half-elf/half-elemental Clr6 hp 57; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr4; hp 44; see Appendix 1 – NPCs.

APL 8 (EL11)

Mistress Aquania: female half-elf/half-elemental Clr7; hp 66; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr6/Dvdf2; hp 94; see Appendix 1 – NPCs.

Water Elemental, Large: hp 68; see *Monster Manual*, Lesser Planar Ally

APL 10 (EL13)

Mistress Aquania: female half-elf/half-elemental Clr8/Dom1; hp 84; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr8/Dvdf2; hp 114; see Appendix 1 – NPCs.

Water Elemental, Large: hp 68, hp 68; see *Monster Manual*, *Lesser Planar Ally*

APL 12 (EL15)

Mistress Aquania: female half-elf/half-elemental Clr8/Dom3; hp 106; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr10/Dvdf2; hp 134; see Appendix 1 – NPCs.

Water Elemental, Huge: hp 152; see *Monster Manual*, *Planar Ally*

APL 14 (EL17)

Mistress Aquania: female half-elf/half-elemental Clr8/Dom5; hp 128; see Appendix 1 – NPCs.

Devoted Guardian: female human Ftr12/Dvdf2; hp 154; see Appendix 1 – NPCs.

Water Elemental, Huge: hp 152, hp 152; see *Monster Manual*, *Planar Ally*

Tactics: The devoted guardian will protect her charge Mistress Aquania. Mistress Aquania has been observing with the characters (with her magical scrying pool) during the assault and will prepare her pre-cast spells wisely. At higher APLs, she will choose spell immunity to the type or style of spell casting the characters are using. When in doubt, choose *magic missile* spell. Mistress Aquania will toy with the characters given the opportunity by *shattering* non-magical armors or weapons, by placing the strongest of the fighters in an *Otiluke's Resilient Sphere* to deal with later, or place *touch of madness*. Overall, the characters are to be dealt extreme punishment for invading her domain.

Treasure by APL (list the treasure gained from this encounter.)

APL 4: L – 3 gp; C – 5 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; +1 *breastplate*, 113 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

APL 6: L – 3 gp; C – 5 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; +1 *half-plate*, 146 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

APL 8: L – 127 gp; C – 10 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; +1 *full plate*, 222 gp; +1 *frost longsword*, 193 gp; +1 *large steel*

shield, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

APL10: L – 127 gp; C – 10 gp; M – +1 *silver sacrificial dagger*, 195 gp; *pearl of power* (1st), 83 gp; *vest of resistance* +2, 333 gp; +1 *full plate*, 222 gp; +1 *frost longsword*, 193 gp; +1 *large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

APL12: L – 0 gp; C – 40 gp; M – +1 *silver sacrificial dagger*, 195 gp; *pearl of power* (2nd), 333 gp; *vest of resistance* +2, 333 gp; +1 *full plate* (x2), 222 gp; +1 *frost keen longsword*, 693 gp; +1 *large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

APL14: L – 0 gp; C – 40 gp; M – +1 *silver sacrificial dagger*, 195 gp; *pearl of power* (2nd), 333 gp; *vest of resistance* +3, 750 gp; +1 *full plate* (x2), 222 gp; +1 *icy burst longsword*, 1528 gp; +1 *large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Development: With the last of the remaining cultist forces vanquished, the complex is open for searching. The heroes can gather evidence. With the comfortable quarters of the high clergy of the elemental cult, rest and healing is easily had.

Conclusion of the Standard Adventure

Searching the rooms of the high clergy of the elemental, information on many rites, rituals and activities are discovered, all damaged. A room off from the only living quarters fully intact is a square basin of water 15 ft. across and 3 in. deep is found. The bottom of the basin has a seashell motif and each of the four walls has a symbol relating to one of the four elements. Three of the symbols glow with faint silvery hews. Below each of the symbols is a journal written in a strange scribbling. Throughout this private sanctum, tombs of knowledge that outline the rites and rituals to the Elder Elemental are found. Most of the intact writings are in the same scribbling as found in the journals in the room with the symbols. Of course, little of the material is intact.

The heroes have completed the standard adventure and have what is required to be returned as proof. They have confirmed that the Elemental Evil is still alive but has disbursed throughout the lands.

Detect magic reveals the silvery runes to be of a transmutation school of magic. All the remaining

documents are written in aquan. The three journals document the strengths of each of the other three elemental cults that have disbursed throughout the Viscounty. Little useful information can be discerned from casual reading due to the insane bent of the author. Each entry begins with a page containing a single word on the top most line then information about the elemental cult. On a Search (DC 25) check, a half-destroyed scroll can be found amongst the wreckage; see **Player Handout 2 – Scroll of ...**

Heroes that are able to determine that the room with the water basin is a teleportation device may continue to an optional encounter. The optional encounter faces the characters against another elemental rally point within the Viscounty. This option encounter requires the payment of one additional Time Unit by all players.

For Parties that choose **not** to continue and return to Lord Rufus:

The return trip is laden with possibilities as to what the Lords of Doomwatch Keep will be rewarding you with. Your pockets and animals are heavy with treasure from the fallen elemental temple, you approach to a through of cheers and calibration. Alas, this celebration is three other groups of adventurers. Each has felled two pockets of elemental hiding in parts of the Viscounty. The accomplishment of felling only a single pocket of evil is lost in the greater victories of the other groups.

Later that evening, Lord Rufus finally grants you an interview and personally reviews your accomplishment. He acknowledges your deeds and invites you all to a victory celebration for the other heroes that fell two elemental temples this week.

Parties that choose **not** to continue and return to Hommlet and the Welcome Wench to find Elmo:

The return trip is laden with possibilities as to what to do with your new treasure. With pockets and animals heavy with treasure from the fallen elemental temple, you arrive back in Hommlet to pay respects to Elmo and thank him for his confidence. As you approach the Welcome Wench, a crowd has gathered. Cheers and calibration ring out for three groups of adventures being honored. The crowd is buzzing with the news that those other three groups of adventurers each have felled 2 pockets of elemental hiding in parts of the Viscounty. The accomplishment of felling only a single pocket of evil is lost in the greater victories of the other groups.

Finding Elmo in good cheer he raves about the heroics of the stories being told by the other groups

as bards begin make tales. Listening to your story he simply states, "that be a grand tale and worthy of a tale to be told by the Bards of Rhynehurst. Come let us see Lord Rufus so that he can record this knowledge and reward you properly.

Later that evening, Elmo presents you to Lord Rufus who reviews your accomplishment. Acknowledges your deeds and invites you all to a victory celebration for the other heroes that fell two elemental temples this week.

THE END of the Standard Adventure

To continue with the adventure, proceed to encounter 8.

Encounter 8 Trek into the unknown

Deciphering the Aquan script, it is learned that the water basin off from the quarters of the high priestess is a teleportation device tuned to somewhere within the Flanaess. She has been using it to spy on the other elemental temples that fled the Temple of All Consumption during the assaults in the summer of 592 cy.

Suggest to the adventurers that they should rest and recover for the night in the private sanctum of Crystal Falls. Upon waking in the morning the silvery glow of the runes has dimmed but is still active. They have one chance; one trip and then the magic will be lost. The ruins require a human sacrifice each week to remain potent. Without the sacrifice the runes lose their magic and are useless scribbling on the wall.

Once they have prepared, they stand in the water basin reaching out and touching the symbol that denotes the elemental cult they are to visit. Speaking in Aquan, declare the name listed in the book for the corresponding element. This will teleport them to their desired location. Speaking the name in any other language teleports them to a random location determined by a d3 roll. One equals fire, two equals earth and three equals air.

Characters who do not actually speak Aquan may make try to correctly sound out the word on an Intelligence check of DC 22. Remember that *comprehend language* spell does not allow the ability to speak a language.

Encounter 9

Airs to the One

The Air elemental rally point is an ancient ruined tower deep in the Gnarley near the border between Celene, Verbobonc and Dyvers.

As your head clears and stomach settles, you see three ancient elven spires over the canopy of the forest. Large birds fly in a pattern over the spires. The upper portions of two spires have fallen to age over time. Approaching the spires it is easily seen that they were crafted from magic. Possibly out of the very earth and forest they once loomed over. Untold ages have passed and the spire seems to be all but forgotten.

Entering the spire that has not fallen to age, the characters enter an extra-dimensional space. This is an ancient elven pocket dimension in the fabric of the prime material. To activate the arch to return to the prime plane, the holy symbol from the evil cleric must be inserted into a molded depression on the arch. As long as the symbol is in place, the arch can be used.

Passing through a misty archway, you find yourself in an open meadow very unlike the Gnarley Forest you just left. An arch similar to the one you just passed through is about twenty feet away. The scent of the trees off in the distance is pure and refreshing. Flowing grass, nearly calf deep to an elf, is lush and full of life. The sky is blue with few clouds to obscure the rather large birds flying overhead.

Looking closely at the birds they are remarkable different from any you may have seen before. They have four wings and snake like body with a long neck. Their bodies are covered with iridescent blue scales and tufts of yellow feathers. The birds stay far up in the sky.

Looking off into the distance, a grassy knoll can be seen about a half mile off. There seems to be some small structure on it.

A quick scan of the meadow leads the party to an altar suspended in air as well as some small wooden buildings, all centered on the top of a small knoll. This is the HQ of the leader for the second string air elemental cultists. The walk takes about ten minutes for speed 30 characters. Unless they characters express they are double hustling or using some other method to cover the distance faster, assume the cultists have 11 minutes to prepare (including one casting of *Planar Ally* spell).

Atop a small knoll, you find a human in purple robes, standing behind an altar, near several small wood cottages. The altar is made of black obsidian and floats 5ft in the air. On the altar is an elf with bound wrists and ankles, wearing only a loincloth. The man in purple robes looks as if he is expecting company.

Depending on APL, insert descriptions for any who have joined him.

An apparatus similar to that of the one found in the water elemental temple is suspended above the altar by approximately 5 ft. The centerpiece that looks as if it should be holding something is empty.

Master Aurian was alerted by the arrowhawks flying about. He has had at least ten minutes to cast. At APL8 and higher, he spends the first ten minutes casting his *planar ally* spell. He then has at least ten rounds to pre-cast his listed.

The Unhallowing (*Dispel Magic*)

This area around the altar has been consecrated to Tharizdun with an *unhallowed* spell. Like all unhallow spells in this scenario, creatures who worship Tharizdun or the Elder Elemental Eye are immune to these effects. There is a targeted *dispel magic* that effects each creature individually entering the area. Roll a caster level [1d20+10] check verses each active magical effects on each creature. Spell effects from Items use the base caster level required to craft as the target DC [DC 11 + caster level]. The actual Caster Level of the *unhallow* spell is 14. The *unhallow* affects the entire room (or 140ft radius). Creatures summoned by the PCs into the area or who enter the area risk being dispelled. Creatures summoned by the bad guys are considered to be in the service (therefore worshipers) of the patron god

APL 4 (EL7)

Juvenile Arrowhawk: hp 21; see *Monster Manual*.

Master Aurian: male half-human/half-air elemental Clr4; hp 39; see Appendix I – NPCs.

APL 6 (EL9)

Adult Arrowhawk: hp 45; see *Monster Manual*.

Master Aurian: male half-human/half-air elemental Clr6; hp 57; see Appendix I – NPCs.

APL 8 (EL11)

Elder Arrowhawk: hp 123; see *Monster Manual*.

Master Aurian: male half-human/half-air elemental Clr7; hp 66; see Appendix I – NPCs.

Air Elemental, Large: hp 60; see *Monster Manual*; *Lesser Planar Ally*

APL 10 (EL13)

Elder Arrowhawk: hp 123; see *Monster Manual*.

Behir: hp 103; see *Monster Manual*.

Belker (2): hp 45, 45; see *Monster Manual*

Master Aurian: male half-human/half-air elemental Clr8/Dom1; hp 84; see Appendix I – NPCs.

Air Elemental, Large: hp 60; see *Monster Manual*; *Lesser Planar Ally*

APL 12 (EL15)

Elder Arrowhawk (2): hp 123, 123; see *Monster Manual*.

Zorggy: female Rog5/Asn7; hp 86; see Appendix I – NPCs.

Zinrame: Rog1/Ftr4/MoC5; hp 90; see Appendix I – NPCs.

Master Aurian: male half-human/half-air elemental Clr8/Dom3; hp 106; see Appendix I – NPCs.

Air Elemental, Huge: hp 136; see *Monster Manual*; *Planar Ally*

APL 14 (EL16)

Elder Arrowhawk (2): hp 123, 123; see *Monster Manual*.

Zorggy: female Rog5/Asn8; hp 93; see Appendix I – NPCs.

Zinrame: Rog1/Ftr4/MoC9; hp 126; see Appendix I – NPCs.

Master Aurian: male half-human/half-air elemental Clr8/Dom5; hp NPCs.

Air Elemental, Huge: hp 136; see *Monster Manual*; *Planar Ally*

Tactics: The arrowhawks will attack from the air with their electrical rays while Master Aurian works the ground defenses. Master Aurian has no patience for those that interrupt his studies and will dispatch with the inconvenient adventures in the quickest manner possible. Master Aurian is careful not to waste powerful spells early and will cast his wind walk and travel out of weapon's reach of characters if needed. The wind wall is cast in cylinder as high as his level allows.

Treasure by APL (list the treasure gained from this encounter.)

APL 4: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; +1 breastplate, 114 gp.

APL 6: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; +1 breastplate, 114 gp; +1 vest of resistance, 83 gp.

APL 8: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; periapt of wisdom +2, 333 gp, +1 breastplate, 114 gp.

APL10: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; periapt of wisdom +2, 333 gp, +1 breastplate, 114 gp; meta-magic feat rod of silence (lesser), 450 gp.

APL12: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; +1 spiked chain, 195 gp; +1 rapier, 194 gp; periapt of wisdom +2, 333 gp, +1 breastplate, 114 gp; meta-magic feat rod of silence (lesser), 450 gp.

APL14: L – 0 gp; C – 27 gp; M – +1 dagger, 193 gp; +1 spiked chain, 195 gp; +1 rapier, 194 gp; +1 studded leather, 98 gp; periapt of wisdom +4, 1,333 gp, +1 breastplate, 114 gp; incense of meditation, 408 gp; meta-magic feat rod of silence (lesser), 450 gp.

Development: The easiest way out of the pocket realm is to take the holy symbol of the cleric from his cold dead hands. Saving the elf sacrifice will grant the adventurers some information (including knowledge that the holy symbol is needed to exit the plane). Master Aurian will not kill the elf because he needs him for the ritual. Area of effect damage from character cast spells is the only way to kill the elf. The elf is drugged and very groggy, so he gets no saving throw.

Frink the Elf: Male elf WIZ1; hp4

What Frink knows:

- Frink knows that he will feel even worse in the morning
- Frink has been held captive for over a month. He was kept in one of the cottages most of the time, usually blindfolded.
- During this time, he has overheard pieces of many arguments.
- It seems that several months before his capture (which seems random), there was a great falling out among the cultists.
- An artifact of great importance to them (referred to as the 'Fluttering Eye') was taken away many months ago by the most powerful faction of cultists to leave, plundering all treasures as they went
- A few days after Frink was first captured, the number of cult members was much greater, but then a man with a western accent (Baklunish) came. Frink sensed much fear in the remaining cultists. This was a man of power. He seemed to be somehow involved with the jumping ship of the other cultists many months before. He was offering those left a chance to change their mind and go with him.
- All but a handful of the cultists left with the western man. Those that did not, have slowly become malcontent and left over the weeks, until all that is left is what the PC's fought.
- The only clue to where the cultists were going was the name of a nation. Ekbir.

- Frink knows that to escape from the pocket plane, the holy symbol of the cleric is needed
- In one of the cottages (Search Check DC30; magically hidden compartment with *undetectable aura* on it, located in the main cottage under the bed) are the remaining papers and rites that Master Aurian covets.
- Frink heard talk between two cult members about a powerful lich assassin, but he is not sure in what context.
- Frink just wants to go back home to Celene and vows never to wander again.

Encounter 10 Embers Bright

The Fire elemental complex is underground near Hagthar Keep.

As your head clears and stomach settles, heat blasts your faces as you look out upon a molten river of lava. Standing on a ledge with a rock bridge spanning the lava flow, you see your destination. A huge underground fortress carved from the rock. There is obvious damage to the outer wall. Upon the walls, flaming serpent like creatures with long spears stand guard. Two creatures born of fire exit the front gate and stop at their side of the bridge.

One yells with hissing and crackling at you.

<He is speaking Ignan, translate only if a PC understands the language, this one does not speak common>

"Halt. Are you here to assist the half-breed in leaving, or are you here to end his life? Either way, you must wait for the Baron before you can go any further".

About twenty more of these flaming creatures start to make their way out of the front gate and form a pathway with two rows, ending at the bridge.

Give the PCs a few minutes or so to try and communicate with the salamander, though neither he nor his partner understands common. They will allow the PC's to approach, but not pass them. After no more than two minutes the Baron makes his procession out to speak with the PCs. He does speak common. By this point, the PC's should realize that they are vastly out numbered. Should then insist on combat, throw up to 40 salamanders, 4 noble salamanders and 20 flame brothers at them until they flee or die. The recently captured fortress has no treasure left in it.

From the gate, three larger versions of these flame covered creatures make a procession out towards you. Once at the far end of the bridge, the largest one speaks in common.

"I am the Baron of this fortress. You do not look like allies of the Azer who held it before us. If you are though, you have come too late. We are blessed with divine foresight to the secrets of the keep. We slew them all, except for the half-breed, sparing him only because of the nature of his servitude. His kind once shared this place with the Azer, but now they are gone as well. He and those few who have decided to join his sect, are held up in the lower section of the fortress. For the amusement value only, it will be worth while to grant you safe access to slay them or haul them away. Their lease upon my land is up now. They have overstayed their welcome.

The Baron is not interested in giving too many more details. It will be much more amusing for he and his troops to watch the surprises unfold. He swears out one hours safe passage in and out of his domain (assuming the PC's do not start attacking). For today any ways, he will keep his word.

Characters with Knowledge (Planes) [DC 15] check recognize the creatures as salamanders.

The Air Down There

The temperature outside the fortress is over 140° causing the characters to suffer from the effects of abysmal heat damage.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, characters must make Fortitude saves (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage every 5 minutes. Those wearing heavy clothing or any sort of armor have a -4 penalty to their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (see the *Player's Handbook* for the spell description).

A character sustaining subdual damage from heat exposure now suffers from heatstroke and is fatigued. Fatigued characters cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. These penalties end when the character recovers the subdual damage she took from the heat.

After agreeing to the Barons terms, he and what seems like the entire garrison gather in the center of the keep.

Crossing the bridge and entering the gate takes the party into the heart of the fortress. The temperature inside the fortress is just as hot as the out side.

The Baron points towards a staircase leading into the ground at one end of the courtyard. "This leads to their temple. Only a handful remain. Take my sprite with you. It shall relay everything it sees for us. This is the price that you pay for entrance", with that a small flaming orb, with a noticeable set of eye like organs floats from the crowd towards the staircase. "Let no harm come to my pet, don't dally".

Once on the stairs the air is remarkable cooler at 120° reducing the effects of heat damage to very hot conditions.

The Air Even Father Down There

In conditions of extreme heat (above 110° F), characters must make Fortitude saves once every 10 minutes or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty on their saving throws. A character with the Wilderness Lore skill may receive a +2 competence bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10 minute period).

A character sustaining subdual damage from heat exposure now suffers from heatstroke and is fatigued. Fatigued characters cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. These penalties end when the character recovers the subdual damage she took from the heat.

The tiny sized flaming sphere keeps near the back and out of every ones way. It does not communicate with the PCs nor help them.

The stairs eventually end in a large (40ft by 40ft) room with an archway. The attached corridor is 10ft high and 10ft wide. It ends in a door some 100ft away.

Assuming the PCs approach the door; only read at APL8 or higher. The cleric has just finished casting *planar ally* and the fire elemental has agreed to guard him. At lower APL's, the cleric is alone with the dwarf prisoner.

You can hear flame crackling and a noise that could be speech. The sound of flame and moving about seem to fill the room beyond the door.

Characters that understand Ignan can on a Listen [DC 15] check hear what was said. *"Then it is agreed, you shall*

protect me and my servants. We leave for a warmer home tonight. Our service is now needed elsewhere, we go with the stronger ones, despite there blasphemy" spoken in a refined Ignan tongue. Answering in a submissive tone, "yes, lord. I will obey."

The closed double doors are 10 ft high and 10 ft wide and made of ironwood. The doors are not locked and have no traps on them. A strength [DC 20] check is needed to push them open.

Entering the temple, you immediately see that it is dedicated to the Element of Fire in an impressive display of flame. The walls are covered in red tiles that resemble a lava flow. The floor is covered in wreathing bubbles of lava.

The center of the room has a great censer of red coals as smoke lightly wafers to the ceiling 50 ft above. An apparatus similar to that of the one found in the water elemental temple is suspended above the censer approximately 5 ft. The centerpiece that looks as if it should be holding something is empty.

To the opposite side of the room is an altar of black obsidian. On the altar, there is a dwarf bound by wrist and ankle wearing only a loincloth.

Standing behind the altar is a priest chanting and arms raised with an ornate dagger in his left hand. On both sides of the altar are censers with purplish smoke rising and the room is filled with a pungent smell of incense. Hundreds of black and red candles are a flame on racks that create a semi-circle wall behind the priest.

Not far from the altar is an apparatus suspended from the ceiling. It looks to have once held an orb about the size of a melon. On the ground below the empty holder, a large metal brazier rests, filled with ash.

The characters have arrived at the beginning of a Dark Communion Ritual. Characters with *detect magic* running will notice that both censers radiate magic. A Spellcraft [DC 30] check reveals them to be *black thuribles burning incense of dreaming*. The *incense of dreaming* suppresses the tentacles from the floor in a 15 ft radius.

The Unhallowing (Dispel Magic)

This area around the altar has been consecrated to Tharizdun with an *unhallowed* spell. Like all unhallow spells in this scenario, creatures who worship Tharizdun or the Elder Elemental Eye are immune to these effects. There is a targeted *dispel magic* that effects each creature individually entering the area. Roll a caster level

[1d20+10] check verses each active magical effects on each creature. Spell effects from Items use the base caster level required to craft as the target DC [DC 11 + caster level]. The actual Caster Level of the *unhallow* spell is 14. The *unhallow* affects the entire room (or 140ft radius). Creatures summoned by the PCs into the area or who enter the area risk being dispelled. Creatures summoned by the bad guys are considered to be in the service (therefore worshipers) of the patron god

The priest and his guardians (if any) are unaware of the character's presence, granting the party a surprise initiative round if they don't announce their presence before entering the room. Entering immediately alerts the priest and his companions.

At APL8 and higher, the fire elemental stands guard right by the door. The lava floor will not attack the fire elemental.

Lava Floor: The lava floor attacks anyone that approaches the altar who is not within the nimbus of the black thuribles. The tentacles of lava sprout from the floor have a 15 ft reach. Tentacles sprout from the squares marked on the map by APL. A tentacle that hits attempts to start a grapple (treat as a large creature) and also deals 6 points of heat damage per strike. Anyone struck by three tentacles in a round must make Fortitude [DC by APL] saves or be slowed for 10 rounds. Anyone struck by six tentacles in a round must make a successful Fortitude [DC by APL] save or suffer 1 point of permanent Dexterity drain. Grappling tentacles count as striking for this purpose, so someone who is grappled by a tentacle in 1 round then struck by two or more the next, while still grappled, has been "struck" by three and must make a Fortitude save.

The floor is allowed one attack of opportunity per square on anyone who attempts to pass those threaten squares.

APL 4 (EL7)

Lava Floor: hp 50; see Appendix I – NPCs.

Master Inferno: male half-human/half-fire elemental Clr4; hp 39; see Appendix I – NPCs.

APL 6 (EL9)

Lava Floor: hp 100; see Appendix I – NPCs.

Master Inferno: male half-human/half-fire elemental Clr6; hp 57; see Appendix I – NPCs.

APL 8 (EL11)

Lava Floor: hp 200; see Appendix I – NPCs.

Master Inferno: male half-human/half-fire elemental Clr7; hp 66; see Appendix I – NPCs.

Fire Elemental, Large: hp 60; see *Monster Manual*, *Lesser Planar Ally*

APL 10 (EL13)

Lava Floor: hp 200; see Appendix I – NPCs.

Noble Salamander: hp 123; see *Monster Manual*.

Master Inferno: male half-human/half-fire elemental Clr8/Dom1; hp 84; see Appendix I – NPCs.

Fire Elemental, Large: hp 60; see *Monster Manual*, *Lesser Planar Ally*

APL 12 (EL15)

Lava Floor: hp 200; see Appendix I – NPCs.

Noble Salamander: hp 123; see *Monster Manual*.

Fire Giant: male giant; hp 142; see *Monster Manual*.

Lavonia: female human Wiz11 (Necromancer); hp 56; see Appendix I – NPCs.

Master Inferno: male half-human/half-fire elemental Clr8/Dom3; hp 106; see Appendix I – NPCs.

Fire Elemental, Huge: hp 136; As per the *Monster Manual*, *Planar Ally*

APL 14 (EL17)

Lava Floor: hp 200; see Appendix I – NPCs.

Noble Salamander: hp 123; see *Monster Manual*.

Fire Giant: male giant; hp 142, 142; see *Monster Manual*.

Lavonia: female human Wiz11 (Necromancer); hp 56; see Appendix I – NPCs.

Brother Flame: human male Mnk13; hp 96; see Appendix I – NPCs.

Master Inferno: male half-human/half-fire elemental Clr8/Dom5; hp 128; see Appendix I – NPCs.

Fire Elemental, Huge: hp 136; see *Monster Manual*, *Planar Ally*

Tactics: The dark communion ritual has just begun. The elemental will wait until the characters approach and are attacked by the lava tentacles. The priest will use this time to begin casting spells to bolster himself and his allies. Standing behind the altar gives him ¾ cover. Master Inferno will cast ranged spells or put up a wall of force at higher APLs to ensure they are able to prepare before engaging the characters. At APL8 and higher, Master Inferno will use *Summon Monster III* to call 1d3 Thoquas.

Master Inferno has no patience for those that have interrupt his ritual ruining it for the week. He will dispatch with the inconvenient adventures in the quickest manner possible with as little risk as possible.

Treasure:

APL 4: L – 75 gp; C – 17 gp; M – +1 dagger, 193 gp.

APL 6: L – 150 gp; C – 17 gp; M – +1 dagger, 193 gp.

APL 8: L – 150 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *peripat of wisdom +2*, 333 gp.
 APL10: L – 150 gp; C – 17 gp; M – 976 (*+1 dagger*, 193 gp; *peripat of wisdom +2*, 333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp).
 APL12: L – 350 gp; C – 167 gp; M – *+1 dagger*, 193 gp; *peripat of wisdom +2*, 333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.
 APL14: L – 350 gp; C – 167 gp; M – *+1 dagger*, 193 gp; *+2 kama*, 193 gp; *incense of meditation*, 408 gp; *peripat of wisdom +4*, 1,333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.

Development: The easiest way to find the surface is to save the dwarf sacrifice. Any who attempt to find the surface without the aid of the dwarf are charged an additional TU for the search for the surface. Master Inferno will not kill the dwarf because he needs him for the ritual. Area of effect from the characters spells is the only way to kill the dwarf. The dwarf is drugged so he gets no saving throw.

Lobo the Dwarf: Male dwarf Ftr6; hp86

What the Lobo knows:

- Lobo knows that he will feel even worse in the morning
- Lobo has been held captive for over a month. He was kept in a chamber by some stairs most of the time, usually blindfolded.
- He came down following rumors of Azers, hopping to do some dealings. He was instead captured by the Baron, and thrown down the stairs as amusement.
- During this time, he has over heard pieces of many arguments.
- It seems that several months before his capture (which seems random), there was a great falling out among the cultists. This was during the time that Azer still controlled this fortress. Seems there was a bargain of some sort made.
- An artifact of great importance to them (referred to as the ‘Blazing Eye’) was taken away many months ago by the most powerful faction of cultists to leave, plundering all treasures as they went
- A few days after Lobo was first captured, the number of cult members was much greater, but then a man a creature Lobo is sure was a giant (fire) came. Lobo sensed much fear in the remaining cultists. This was a creature of power. He seemed to be somehow involved with the jumping ship of the other cultists many months before. He was offering those left a chance to change their mind and go with him.

- All but a handful of the cultists left with the supposed fire giant. Those that did not, have slowly become malcontent and left over the weeks, until all that is left is what the PC's fought.
- The only clue to where the cultists were going was that “were going to stay local,” said one leaving cultist to another that did not leave.
- Lobo knows a quick and safe way back to the surface.
- In the room by the stairs (Search (DC 30) check; magically hidden compartment with *undetected aura* on it, located a floor stone) are the remaining papers and rites that Master Inferno covets.
- Lobo heard Master Inferno warn one of the leaving clerics to beware the vampire and stay away from his lair under the cobbler shop in Verbobonc City.

Lobo just wants to go back home to the Kron Hills and vows never to wander again.

Encounter 13

Return to the Soil

The Earth elemental rally point is a cavern off of the abandoned portion of the penal camp in the granite quarry between Rhynehurst Town and Verbobonc City.

As your head clears and stomach settles, you find yourself overlooking a granite quarry that has been abandoned for years. Looking down the trail leading into the quarry, there is a cavern entrance nearly 40 ft across and 30 ft high at the center of the quarry wall. Looking back at you is a young dwarf. With a start, he takes off into the cave screaming! As you approach the cave, you see several dwarven runes etched along the quarry wall along the trail leading to the cavern entrance.

Allow the party to approach the cavern entrance; there are no guards now that the apprentice cleric has run off to give warning. Now the area is very quiet. Dwarves in the party recognize that the cavern entrance has been created and reinforced by earth magic or elementals.

Looking into the cavern, you see only darkness beyond where the sunlight ends. The walls of the cavern have been worked by those skilled with shaping rock. This is not part of the quarry.

Entering the cavern, you travel only five minutes before coming to stand in front of a huge granite door. The door is nearly 20 ft high and 10 ft across. There is no visible lock or other sign of a way to open the door.

The door radiates as magical. Abjuration school. The door will open with a password. Otherwise the door needs to be forced open or tunneled through. The door is immune to some magic.

Magical Stone Door: 8 in. thick; hardness 12; hp 200; AC 5; Break DC 30. Immune to magical effects from spells 3rd level or lower.

After this main door, the tunnels form a multi branch network loop around the center eventually ending up at a chamber with another set of doors. There is no magic on these. They are opened with pushing.

Stone Door: 4 in. thick; hardness 10; hp 60; AC 5; Break DC 20. No locking mechanism;

The trek here should have taken at least twenty-five minutes for the PC's who are unfamiliar with the route and terrain. This has gives the apprentice enough time to hustle down the tunnels, and warn his master. At APL8 and higher, the master immediately casts his planar ally spell and other protections and is waiting for the attacking adventurers.

Pushing on the doors, they open. Looking in you see a large natural cavern with a single visible statue standing in the middle. Suddenly, the statue looks at you and bellows a sound. Then it sinks into the earth showing no signs that it was there a moment ago.

An obsidian altar stands near the opposite wall of the cavern with a small humanoid form bound on its surface. An apparatus similar to that of the one found in the water elemental temple supports the altar. The centerpiece that looks as if it should be holding something is empty.

The lights from many torches about the cavern alert you that you are not alone. Behind the altar stands what appears to be a dwarf. The dwarf is wearing robes of purple and holds a silver dagger in his hands. His expression is one of irritation. The bound gnome before him has an expression of 'why me?'

The Unhallowing(Dispel Magic)

This area around the altar has been consecrated to Tharizdun with an *unhallowed* spell. Like all unhallow spells in this scenario, creatures who worship Tharizdun or the Elder Elemental Eye are immune to these effects. There is a targeted *dispel magic* that effects each creature individually entering the area. Roll a caster level [1d20+10] check versus each active magical effects on each creature. Spell effects from Items use the base caster level required to craft as the target DC [DC 11 + caster level]. The actual Caster Level of the *unhallow* spell is 14.

The *unhallow* affects the entire room (or 140ft radius). Creatures summoned by the PCs into the area or who enter the area risk being dispelled. Creatures summoned by the bad guys are considered to be in the service (therefore worshipers) of the patron god

ALL APLS

Rhotim The Apprentice: Male dwarf Nob1: hp8 (non-combatant)

APL 4 (EL7)

Earth Elemental (2): medium elemental (earth); hp 35, 35; see *Monster Manual*.

Master Terra: male half-human/half-earth elemental Clr4; hp 39; see Appendix I – NPCs.

APL 6 (EL9)

Earth Elemental (2): large elemental (earth); hp 75, 75; see *Monster Manual*.

Master Terra: male half-human/half-earth elemental Clr6; hp 57; see Appendix I – NPCs.

APL 8 (EL11)

Minotaur Guards (2): male minotaur; hp 86, 86; see Appendix I – NPCs.

Master Terra: male half-human/half-earth elemental Clr7; hp 66; see Appendix I – NPCs.

Fire Elemental, Large: hp 68; see *Monster Manual*, *Lesser Planar Ally*

APL 10 (EL13)

Cranite: male half-fiend/half-stone giant; hp 188; see Appendix I – NPCs.

Obsidian: female human Wiz10 (Necromancer); hp 71; see Appendix I – NPCs.

Master Terra: male half-human/half-earth elemental Clr8/Dom1; hp 84; see Appendix I – NPCs.

Fire Elemental, Large: hp 68; see *Monster Manual*, *Lesser Planar Ally*

APL 12 (EL15)

Cranite: male half-fiend/half-stone giant; hp 188; see Appendix I – NPCs.

Obsidian: female human Wiz12 (Necromancer); hp 85; see Appendix I – NPCs.

Rip: male human Rog7/Shd2/Asn1; hp 68; see Appendix I – NPCs.

Master Terra: male half-human/half-earth elemental Clr8/Dom3; hp 106; see Appendix I – NPCs.

Fire Elemental, Huge: hp 152; see *Monster Manual*, *Lesser Planar Ally*

APL 14 (EL17)

Cranite: male half-fiend/half-stone giant; hp 188; see Appendix I – NPCs.

Obsidian: female human Wiz14 (Necromancer); hp 99; see Appendix I – NPCs.

Rip: male human Rog10/Shd2/Asn1; hp 92; see Appendix I – NPCs.

Master Terra: male half-human/half-earth elemental Clr8/Dom5; hp 128; see Appendix I – NPCs.

Fire Elemental, Huge: hp 152; see *Monster Manual, Lesser Planar Ally*

Tactics: The dark communion ritual has just been interrupted. Supporting combatants are in positions to protect the elemental. If present, the Planar Ally waits near the entrance, submerged in the stone waiting to strike casters in the tunnel. The priest has had several minutes to use spells to bolster up his forces. Casts spells from his list at your discretion. Master Terra will cast ranged spells and summoning spells.

Master Terra has no patience for those that have interrupted his ritual ruining it for the week. He will dispatch the inconvenient adventures in the quickest manner possible with as little risk as possible. Rhotim The Apprentice spends the whole time cowering by the altar.

Treasure:

APL 4: L – 117 gp; C – 17 gp; M – +1 dagger, 193 gp.

APL 6: L – 85 gp; C – 17 gp; M – +1 dagger, 193 gp; +1 breastplate, 113 gp.

APL 8: L – 117 gp; C – 17 gp; M – +1 dagger, 193 gp; *periapt of wisdom* +2, 333 gp.

APL10: L – 117 gp; C – 17 gp; M – +1 dagger, 193 gp; +1 *huge greatclub*, 194 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +2, 333 gp.

APL12: L – 117 gp; C – 17 gp; M – +1 dagger, 193 gp; +1 *huge greatclub*, 194 gp; +1 *rapier*, 194 gp; *dust of disappearance*, 292 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +2, 333 gp.

APL14: L – 117 gp; C – 17 gp; M – +1 dagger, 193 gp; +1 *huge greatclub*, 194 gp; +1 *rapier*, 194 gp; *dust of disappearance*, 292 gp; *incense of meditation*, 408 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +4, 1,333 gp.

Development: Master Terra does not kill the gnome because he needs him for the ritual. Area of effect from the characters spells is the only way to kill the gnome. The gnome is drugged so he gets no saving throw.

Dalip: Male gnome Com1; hp5

What the Dalip knows:

- Dalip knows that he will feel even worse in the morning
- Dalip has been held captive for over a month. He was kept in this large most of the time, usually blindfolded.
- He came through the quarry looking for cast off ore and gems.
- During this time, he has over heard pieces of many arguments.
- It seems that several months before his capture (which seems to be just bad timing), there was a great falling out among the cultists.
- An artifact of great importance to them (referred to as the ‘Dense Eye’) was taken away many months ago by the most powerful faction of cultists to leave, plundering all treasures as they went
- A few days after Dalip was first captured, the number of cult members was much greater, but then a creature Dalip is sure was an ogre came. Dalip sensed much fear in the remaining cultists. This was a creature of power. He seemed to be somehow involved with the jumping ship of the other cultists many months before. He was offering those left a chance to change their mind and go with him.
- All but a handful of the cultists left with the supposed ogre. Those that did not, have slowly become malcontent and left over the weeks, until all that is left is what the PC’s fought.
- The only clue to where the cultists were going was that “Veluna is much more entertaining, if you change your mind, we can spend time at that gambling hall I told you about” said one leaving cultist to another that did not leave.
- In this chamber, near the northwest corner (Search Check DC30; magically hidden compartment with *undetectable aura* on it, located a floor stone) are the remaining papers and rites that Master Terra covets.
- Dalip heard two of the leaving Clerics talking about “The Eye Tyrant and his gambling problem and fondness for drink” Dalip just wants to go back home to the Kron Hills and vows never to wander again.

Conclusion

Parties that vanquished a second elemental pocket before returning to Lord Rufus:

The return trip is laden with possibilities as to what the Lords of Doomwatch Keep will be rewarding you with. Your pockets and animals are heavy with treasure from the second fallen elemental cult

temple. As you near Hommlet, a boy sees you and offers to run ahead so you can get a proper welcome. You arrive in Hommlet to cheers and celebration for your victories. Other parties of adventurers have returned beaten and bruised. Few return with victories as great as yours.

Lord Rufus approaches with members of Burne's Badgers to escort you to Doomwatch Keep to be debriefed. A patrol is dispatched to retrieve the items you left behind at Crystal Falls when you courageously sought out to defeat a second elemental pocket of evil. The Canoness Y'dey attends the captive rescued from the sacrificial altar as your every need is looked to. Later that evening, a celebration feast is held in your honor by the town. Lord Burne asks you some quick questions, and liking the answers he replies with a reassuring "excellent..."

Later, the two Lords inform you that some of the documents you captured explain the secrets of elemental infusion to weapons. They are willing to reward you with access to an upgrade at cost.

Only PC's who were originally granted the mission by the Lord Burne and Rufus are able to gain these awards (on an individual basis). Also, the hidden cultist documents must have been recovered as well.

Parties that vanquished a second elemental pocket before returning to Hommlet and the Welcome Wench to find Elmo:

The return trip is laden with possibilities as to what to do with your new treasure. With your pockets and new animals heavy with treasure from the second fallen elemental cult temple, you near Hommlet. A boy sees you and offers to run ahead so you can get a proper welcome. You arrive in Hommlet to cheers and celebration for your victories. Other parties of adventurers have returned beaten and bruised. Few return with victories as great as yours.

Elmo approaches in good cheer raving about your good fortune to Lord Rufus and members of Burne's Badgers. Elmo introduces Lord Rufus as you are escorted to Doomwatch Keep to be debriefed. A patrol is dispatched to retrieve the items you left behind at Crystal Falls when you courageously sought out to defeat a second elemental pocket of evil. The Canoness Y'dey attends the captive rescued from the sacrificial altar as your every need is looked to. Later that evening, a celebration feast is held in your honor by the town.

Those that did were not given the task by Lords Burne and Rufus are not given access to weapon upgrades.

The End

Experience Point Summary

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

Encounter Three: Wagon Train

Award if the players question Fin about his nightmares, figure out that they are going to be ambushed tomorrow night, and warn the Walker:

Story Reward:

APL4	30 xp.
APL6	45 xp.
APL8	60 xp.
APL10	75 xp.
APL12	90 xp.
APL14	105 xp.

Encounter Four: Crystal Falls

Successfully negotiating the bridge:

All APL's	60 xp.
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Encounter Five: Source of Life

Defeat the guardians: (EL 6/8/10/12/14/16)

APL 4:	180 xp.
APL 6:	240 xp.
APL 8:	300 xp.
APL 10:	360 xp.
APL 12:	420 xp.
APL 14:	480 xp.

Encounter Six: Water's Majesty

Defeat the Elementalist guard: (EL 5/7/9/11/13/15)

APL 4:	150 xp.
APL 6:	210 xp.
APL 8:	270 xp.
APL 10:	330 xp.
APL 12:	390 xp.
APL 14:	450 xp.

Encounter Seven: Chamber of Life's Essence

Defeat the cult leader and gather the evidence needed for Burne and Rufus (EL 7/9/11/13/15/17)

APL 4:	210 xp.
APL 6:	270 xp.
APL 8:	330 xp.

APL 10:	360 xp.
APL 12:	450 xp.
APL 14:	510 xp.

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

Bonus Combat Heroic Experience

The following should be given singularly to PCs that perform daring combat heroics or those spellcaster that go to extraordinarily measures to ensure the party has spell support. Examples range from the fighter that charges to the strongest foe where that over matches his skill; the cleric that moves to heal a companion giving the opponent attack opportunities while saving the life or keeping the fighter alive; or the arcane caster that buffs the party then flies cover support with spells at the ready.

Those that should not get this reward range from the character that engages a character that mounts not serious threat to them or the character that hangs in the background buffing themselves with spells at the cost of their companions being exposed to combat without their support. An example of this is the cleric of Heironeous that casts buff spells on himself while the dwarven fight immediately engages a foe with greater skill of combat or the loud mouthed character that doesn't engage until he has a flanking position and it is safer for me to enter the melee.

APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP
APL 14	105 XP

Bonus Role-Playing Experience

The following should be given singularly to PCs that portray their character in a meaningful and heroic manner. This is a game of heroic deeds and those that are heroic vanquish evil and protect the weak and innocent. Those that are not heroic stand in the background and heckle their companions for being champions of good should not receive this reward. Characters that portray their character in with a shady or greed stricken personality are not heroic but may by your judgment role-play that persona well.

APL 4	75 XP
APL 5	90 XP
APL 6	105 XP
APL 10	120 XP
APL 12	135 XP
APL 14	150 XP

Total Possible Experience (Standard Play)

APL 4	675 XP
APL 6	900 XP

EXTENDED PLAY OPTION:

Encounter Eight: Airs to the One

Defeat the Air Elementalist (EL 7/9/11/13/15/17)

APL 4:	210 xp.
APL 6:	270 xp.
APL 8:	330 xp.
APL 10:	390 xp.
APL 12:	450 xp.
APL 14:	510 xp.

Encounter Nine: Embers Bright

Defeat the Fire Elementalist (EL 7/9/11/13/15/17)

APL 4:	210 xp.
APL 6:	270 xp.
APL 8:	330 xp.
APL 10:	390 xp.
APL 12:	450 xp.
APL 14:	510 xp.

Encounter Ten: Return to the Soil

Defeat the Earth Elementalist (EL 7/9/11/13/15/17)

APL 4:	210 xp.
APL 6:	270 xp.
APL 8:	330 xp.
APL 10:	390 xp.
APL 12:	450 xp.
APL 14:	510 xp.

Bonus Combat Heroic Experience

The following should be given singularly to PCs that perform daring combat heroics or those spellcaster that go to extraordinarily measures to ensure the party has spell support. Examples range from the fighter that charges to the strongest foe where that over matches his skill; the cleric that moves to heal a companion giving the opponent attack opportunities while saving the life or keeping the fighter alive; or the arcane caster that buffs the party then flies cover support with spells at the ready.

APL 4	30 XP
APL 6	45 XP
APL 8	60 XP
APL 10	75 XP
APL 12	90 XP
APL 14	105 XP

Bonus Role-Playing Experience

The following should be given singularly to PCs that portray their character in a meaningful and heroic manner. This is a game of heroic deeds and those that are heroic vanquish evil and protect the weak and innocent. Those that are not heroic stand in the background and heckle their companions for being champions of good should not receive this reward. Characters that portray their character in with a shady or greed stricken personality are not heroic but may by your judgment role-play that persona well.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP
APL 14	120 XP

Total Possible Experience (Extended Play)

APL 4	285 XP
APL 6	375 XP
APL 8	465 XP
APL 10	555 XP
APL 12	645 XP
APL 14	735 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 character's total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy (calculated at 50% of book price); C = Coin, Gems, Jewelry, and other valuables (calculated at 100% of value); M = Magic Items (calculated at 50% of book price). Divide the calculated percentage by 5 to determine the reward per PC.

Special Note: Due to the heavy ornamentation of the equipment of the cultist, many items didn't bring full value during salvage and resale. The loss of gold is limited to the difference between the total gained and the treasure maximum per APL. Since all cultists fight to the defeat, if the party successfully completes an encounter – defeats the foes, maximum gold value will be achieved. GMs should still subtract for extreme circumstances such as destruction of items intentionally or through failed saves.

Encounter Five: Source of Life

Defeat the guardians: (EL 5/7/9/11/13/15)

APL 4: L – 200 gp; C – 20 gp; M – 0 gp.

APL 6: L – 277 gp; C – 25 gp; M – 0 gp.

APL 8: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL10: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL12: L – 350 gp; C – 25 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL14: L – 350 gp; C – 25 gp; M – scroll – wall of force, 90 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Encounter Six: Water's Majesty

Defeat the Elemental guard: (EL 5/7/9/11/13/15)

APL 4: L – 3 gp; C – 5 gp; M – +1 *chain shirt*, 105 gp.

APL 6: L – 8 gp; C – 80 gp; M – +1 *chain shirt*, 105 gp.

APL 8: L – 11 gp; C – 80 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].

APL10: L – 245 gp; C – 80 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL12: L – 245 gp; C – 98 gp; M – *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL14: L – 3 gp; C – 98 gp; M – *+1 longsword*, 193 gp (x3); *+1 large steel shield*, 97 gp (x3); *+1 half plate*, 146 gp (x3); *+1 mithral chain shirt*, 188 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Encounter Seven: Chamber of Life's Essence

Defeat the cult leader and gather the evidence needed for Burne and Rufus (EL 6/8/10/12/14/16)

APL 4: L – 3 gp; C – 5 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; *+1 breastplate*, 113 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL 6: L – 3 gp; C – 5 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; *+1 half-plate*, 146 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL 8: L – 127 gp; C – 10 gp; M – *pearl of power* (1st), 83 gp; *vest of resistance* +1, 83 gp; *+1 full plate*, 222 gp; *+1 Frost longsword*, 678 gp; *+1 large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL10: L – 127 gp; C – 10 gp; M – *+1 silver sacrificial dagger*, 195 gp; *pearl of power* (1st), 83 gp; *vest of resistance* +2, 333 gp; *+1 full plate*, 222 gp; *+1 Frost longsword*, 678 gp; *+1 large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL12: L – 0 gp; C – 40 gp; M – *+1 silver sacrificial dagger*, 195 gp; *pearl of power* (2nd), 333 gp; *vest of resistance* +2, 333 gp; *+1 full plate* (x2), 222 gp; *+1 frost keen longsword*, 2174 gp; *+1 large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].
 APL14: L – 0 gp; C – 40 gp; M – *+1 silver icy burst sacrificial dagger*, 1528 gp; *pearl of power* (2nd), 333 gp; *vest of resistance* +3, 750 gp; *+1 full plate* (x2), 222 gp; *+1 frost keen longsword*, *+1 large steel shield*, 97 gp; *brooch of shielding*, 150 gp [-2 gp per charge used].

Total Possible Treasure (Standard Play)

APL 4: 600 gp
 APL 6: 800 gp
 APL 8: 1250 gp
 APL 10: 2100 gp
 APL 12: 3000 gp
 APL 14: 6000 gp

EXTENDED PLAY OPTION:

Encounter Eight: Airs to the One

Defeat the Air Elemental (EL 7/9/11/13/15/17)

APL 4: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *+1 breastplate*, 114 gp.
 APL 6: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *+1 breastplate*, 114 gp; *+1 vest of resistance*, 83 gp.
 APL 8: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp; *+1 breastplate*, 114 gp.
 APL10: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp; *+1 breastplate*, 114 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.
 APL12: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *+1 spiked chain*, 195 gp; *+1 rapier*, 194 gp; *periapt of wisdom* +2, 333 gp; *+1 breastplate*, 114 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.
 APL14: L – 0 gp; C – 27 gp; M – *+1 dagger*, 193 gp; *+1 spiked chain*, 195 gp; *+1 rapier*, 194 gp; *+1 studded leather*, 98 gp; *periapt of wisdom* +4, 1,333 gp; *+1 breastplate*, 114 gp; *incense of meditation*, 408 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.

Encounter Nine: Embers Bright

Defeat the Fire Elemental (EL 7/9/11/13/15/17)

APL 4: L – 75 gp; C – 17 gp; M – *+1 dagger*, 193 gp.
 APL 6: L – 150 gp; C – 17 gp; M – *+1 dagger*, 193 gp.
 APL 8: L – 150 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp.
 APL10: L – 150 gp; C – 17 gp; M – 976 (*+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp).
 APL12: L – 350 gp; C – 167 gp; M – *+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.
 APL14: L – 350 gp; C – 167 gp; M – *+1 dagger*, 193 gp; *+2 kama*, 193 gp; *incense of meditation*, 408 gp; *periapt of wisdom* +4, 1,333 gp; *meta-magic feat rod of silence (lesser)*, 450 gp.

Encounter Ten: Return to the Soil

Defeat the Earth Elemental (EL 7/9/11/13/15/17)

APL 4: L – 117 gp; C – 17 gp; M – *+1 dagger*, 193 gp.
 APL 6: L – 85 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *+1 breastplate*, 113 gp.
 APL 8: L – 117 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *periapt of wisdom* +2, 333 gp.
 APL10: L – 117 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *+1 huge greatclub*, 194 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +2, 333 gp.
 APL12: L – 117 gp; C – 17 gp; M – *+1 dagger*, 193 gp; *+1 huge greatclub*, 194 gp; *+1 rapier*, 194 gp; *dust of*

disappearance, 292 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +2, 333 gp.
APL14: L – 117 gp; C – 17 gp; M – +1 *dagger*, 193 gp; +1 *huge greatclub*, 194 gp; +1 *rapier*, 194 gp; *dust of disappearance*, 292 gp; *incense of mediation*, 408 gp; *headband of intelligence* +2, 333 gp; *periapt of wisdom* +4, 1,333 gp.

Total Possible Treasure (Extended Play)

APL 4:	300 gp
APL 6:	400 gp
APL 8:	625 gp
APL 10:	1,050 gp
APL 12:	1,500 gp
APL 14:	3,000 gp

Appendix I: NPCs

ENCOUNTER 5: SOURCE OF LIFE

APL 4

Sentry (APL 4 version): CR2; male human Ftr2; medium humanoid (human); HD 2d10+4; hp 20; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +7 melee (1d8+3 [19-20/x2], longsword), +3 ranged (1d10 [19-20/x2], heavy crossbow); AL CN; SV Fort +4, Ref +1, Will +1. Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats. Listen +4, Ride +6, Spot +3; Expertise, Knock-Down**, Improved Trip, Weapon Focus (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 20, Atk +9 melee (1d8+5 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 2d10+8; hp 24; Fort +6) *greater magic weapon* (5-heavy crossbow bolts +2; Atk +5 damage 1d10+2).

Equipment: ~~*potion of bull's strength*, *potion of endurance*~~, masterwork longsword, half-plate, heavy crossbow (3 each loaded and ready), pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Clarisa (APL4 Version): CR3; female human Clr3 (Elder Elemental Eye); medium humanoid (human); HD 3d8+3; hp 21; Init +0; Spd 30 ft.; AC15 (touch 9; flatfooted 16); Atk +3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +7, Ref +0, Will +7. Str 10, Dex 8, Con 12, Int 10, Wis 18, Cha 12.

Skills and Feats. Concentration +9, Knowledge (Arcana) +4, Knowledge (Religion) +4, Scry +4, Spellcraft +4; Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; HD 3d8+9; hp 27; Concentration +12, Fort +7; Con 16), *protection from good* (+2 verse good aligned).

Insanity (Ex): Insanity score +1, Wis 19 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Spells Prepared (4/3+1/2+1; base DC = 15 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic*, *guidance*, *read magic*, *resistance*, 1st-*bane*, *bless*, *cause fear*, ~~*protection from good*~~*, 2nd-*calm emotions*, *hold person*, *touch of madness***.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*~~, *brooch of shielding* (15-charges), scroll-(*monster summoning III* (small elemental)), silver sacrificial dagger, masterwork breastplate, and pouch with 60 gp.

** New rule – see Appendix II: New Rules.

APL 6

Sentry (APL 6 version): CR3; male human Ftr3; medium humanoid (human); HD 3d10+6; hp 28; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +8 melee (1d8+3 [19-20/x2], longsword), +4 ranged (1d10 [19-20/x2], heavy crossbow); AL CN; SV Fort +4, Ref +2, Will +2. Str 16, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats. Listen +5, Ride +8, Spot +4; Expertise, Knock-Down**, Improved Trip, Power Attack, Weapon Focus (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 20, Atk +10 melee (1d8+5 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 3d10+12; hp 32; Fort +6). *greater magic weapon* (5-heavy crossbow bolts +2; Atk +6 damage 1d10+2).

Equipment: ~~*potion of bull's strength*, *potion of endurance*~~, masterwork longsword, half-plate, heavy crossbow (3 each loaded and ready), pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Clarisa (APL6 Version): CR5; female human Clr5 (Elder Elemental Eye); medium humanoid (human); HD 5d8+5; hp 33; Init +0; Spd 30 ft.; AC15 (touch 9; flatfooted 16); Atk +3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +5, Ref +0, Will +7. Str 10, Dex 8, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats. Concentration +11, Knowledge (Arcana) +6, Knowledge (Religion) +6, Scry +6, Spellcraft +6; Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; HD 5d8+15; hp 43; Concentration +13, Fort +7; Con 16), *endure elements (fire)*, *protection from good* (+2 verse good aligned).

Insanity (Ex): Insanity score +2, Wis 21 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Spells Prepared (5/5+1/3+1/2+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st-*bane*, *bless*, *cause fear*, ~~*endure elements (fire)*, *protection from good*~~*, 2nd-~~*augury*~~(2), *hold person*, *touch of*

*madness** **; 3rd—*dispel magic*, *monster summoning III* (small elemental), *rage** **.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*~~, *brooch of shielding* (25—charges), scroll—(*monster summoning III* (small elemental), *monster summoning IV* (howler)), silver sacrificial dagger, masterwork breastplate, and pouch with 60 gp.

** New rule – see Appendix II: New Rules.

APL 8

Sentry (APL 8 version): CR5; male human Ftr5; medium humanoid (human); HD 5d10+10; hp 44; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +10 melee (1d8+5 [19-20/x2], longsword), +6 ranged (1d10 [19-20/x2], heavy crossbow); AL CN; SV Fort +6, Ref +2, Will +2. Str 17, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +6, Ride +10, Spot +5; Expertise, Knock-Down**, Improved Trip, Power Attack, Weapon Focus (longsword), Weapons Specialization (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 21, Atk +10 melee (1d8+5 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 5d10+20; hp 54; Fort +8), *greater magic weapon* (5—heavy crossbow bolts +2; Atk +8 damage 1d10+2).

Equipment: ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, *potion of haste*, masterwork longsword, heavy crossbow (3 each loaded and ready), half-plate, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Clarisa (APL8 Version): CR7; female human Clr7 (Elder Elemental Eye); medium humanoid (human); HD 7d8+7; hp 45; Init +0; Spd 30 ft.; AC18 (touch 9; flatfooted 19); Atk +5 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +6, Ref +1, Will +8. Str 10, Dex 8, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +13, Knowledge (Arcana) +8, Knowledge (Religion) +8, Scry +8, Spellcraft +8; Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; HD 7d8+21; hp 59; Concentration +15, Fort +8; Con 16), *detect magic*, ~~*endure elements (sonic)*~~, *freedom of movement*, *lesser planer ally* (large water elemental; 8 HD; service to guard for 1 day), *protection*

from good (+2 verse good aligned), *resist elements (cold—84 pts)*, *spell immunity (fireball)*.

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (5/6+1/5+1/3+1/2+1; base DC = 16 + spell level +4 Necromancy – including all inflict wound spells): 0—~~*detect magic*~~, *detect poison*, *guidance*, *read magic*, *resistance*, 1st—*bles*, *bane*, *cause fear*, *doom*, ~~*endure elements (sonic)*~~, ~~*protection from good*~~*, *random action*; 2nd—~~*augury*~~(2), *hold person*, *knife spray****, ~~*resist elements (cold)*~~, *touch of madness** **; 3rd—*dispel magic*, *monster summoning III* (small elemental), *rage** **, *sword stream****, 4th—~~*freedom of movement*~~, *spell immunity*, *unholy blight**.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*~~, *potion of haste*, scroll—(*monster summoning III* (small elemental), ~~*lesser planer ally*~~), *brooch of shielding* (35—charges), silver sacrificial dagger, full plate, and pouch with 60 gp.

** New rule – see Appendix II: New Rules.

APL 10

Sentry (APL 10 version): CR7; male human Ftr7; medium humanoid (human); HD 7d10+14; hp 60; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +11/+6 melee (1d8+5 [19-20/x2], longsword), +8/+3 ranged (1d8 [x3], mighty composite longbow +4); AL CN; SV Fort +7, Ref +3, Will +3. Str 17, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +7, Ride +12, Spot +7; Expertise, Hold the Line**, Knock-Down**, Improved Disarm, Improved Trip, Power Attack, Weapon Focus (longsword), Weapons Specialization (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 21, Atk +13/+8 melee (1d8+7 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 7d10+28; hp 74; Fort +9), *greater magic weapon* (15—mighty composite longbow arrows +2; Atk +10/+5 damage 1d8+6).

Equipment: ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, *potion of haste*, masterwork longsword, mighty composite longbow +4, half-plate, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Clarisa (APL10 Version): CR9; female human Clr9 (Elder Elemental Eye); medium humanoid (human); HD 9d8+9; hp 57; Init +0; Spd 30 ft.; AC18 (touch 9; flatfooted 19); Atk +6/+1 melee (1d4 [19-20/x2],

dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +7, Ref +2, Will +9. Str 10, Dex 8, Con 12, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +15, Knowledge (Arcana) +9, Knowledge (Religion) +10, Scry +10, Spellcraft +10; Chain Spell**, Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *detect magic*, *dispel good* (+4 AC verse good aligned – 8 rounds), *endurance* (+4 Con; HD 9d8+27; hp 75; Concentration +17, Fort +9; Con 16), ~~*endure elements (sonic)*~~, *freedom of movement*, *lesser planer ally*(2)(large water elemental; 8 HD; service to guard for 1 day), *protection from good* (+2 AC verses good aligned), *resist elements (cold–108 pts)*, *spell immunity (fireball, holy smite)*.

Insanity (Ex): Insanity score +4, Wis 24 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (5/6+1/6+1/5+1/3+1/2+1; base DC = 17 + spell level +4 Necromancy – including all inflict wound spells): 0 ~~*detect magic*~~, *detect poison*, *guidance*, *read magic*, *resistance*, 1st ~~*–bless*~~, *bane*, *cause fear*, *doom*, *endure elements (sonic)*, ~~*protection from good*~~, *random action*; 2nd ~~*–augury(2)*~~, *hold person*, *hold person*, *knife spray***, ~~*resist elements (cold)*~~, *touch of madness** **, 3rd ~~*–dispel magic*~~, *invisibility purge*, *rage** **, *summon monster III*, *shatter*, *sword stream** **, 4th ~~*–unholy blight*~~, ~~*freedom of movement*~~, ~~*lesser planer ally*~~, ~~*spell immunity*~~; 5th ~~*–dispel good*~~, *hold person (chain spell)*, *slay living*.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*~~, *potion of haste*, scroll–(*monster summoning III* (small elemental), *monster summoning IV* (howler), ~~*lesser planer ally*~~, *brooch of shielding* (45–charges), silver sacrificial dagger, full plate, and pouch with 60 gp.

** New rule – see Appendix II: New Rules.

APL 12

Sentry (APL 12 version): CR9; male human Ftr9; medium humanoid (human); HD 9d10+18; hp 76; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +14/+8 melee (1d8+6 [17-20/x2], longsword), +10/+5 ranged (1d8+4 [x3], mighty composite longbow +4); AL CN; SV Fort +8, Ref +4, Will +4. Str 18, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +8, Ride +14, Spot +8; Expertise, Hold the Line**, Knock-Down**, Improved Critical (longsword), Improved Disarm, Improved

Trip, Power Attack, Power Lunge**, Weapon Focus (longsword), Weapons Specialization (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 22, Atk +16/+10 melee (1d8+8 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 9d10+36; hp 94; Fort +10), *greater magic weapon* (15–arrows +2; Atk +12/+7 damage 1d8+6).

Equipment: ~~*potion of bull's strength*~~, ~~*potion of endurance*~~, *potion of haste*, masterwork longsword, mighty composite bow +4, half-plate, pouch with 30 gp.

** New Feat – See Appendix: New Rules.

Clarisa (APL12 Version): CR9; female human Clr9 (Elder Elemental Eye); medium humanoid (human); HD 9d8+9; hp 57; Init +0; Spd 30 ft.; AC18 (touch 9; flatfooted 19); Atk +6/+1 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +7, Ref +2, Will +9. Str 10, Dex 8, Con 12, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +15, Knowledge (Arcana) +9, Knowledge (Religion) +10, Scry +10, Spellcraft +10; Chain Spell**, Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *detect magic*, *dispel good* (+4 AC verse good aligned – 8 rounds), *endurance* (+4 Con; HD 9d8+27; hp 75; Concentration +17, Fort +9; Con 16), ~~*endure elements (sonic)*~~, *freedom of movement*, *lesser planer ally* (large water elemental; 8 HD; service to guard for 1 day), *protection from good* (+2 AC verses good aligned), *resist elements (cold–108 pts)*, *spell immunity (fireball, holy smite)*.

Insanity (Ex): Insanity score +4, Wis 24 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (5/6+1/6+1/5+1/3+1/2+1; base DC = 17 + spell level +4 Necromancy – including all inflict wound spells): 0 ~~*detect magic*~~, *detect poison*, *guidance*, *read magic*, *resistance*, 1st ~~*–bless*~~, *bane*, *cause fear*, *doom*, *endure elements (sonic)*, ~~*protection from good*~~, *random action*; 2nd ~~*–augury(2)*~~, *hold person*, *hold person*, *knife spray***, ~~*resist elements (cold)*~~, *touch of madness** **, 3rd ~~*–dispel magic*~~, *invisibility purge*, *rage** **, *summon monster III*, *shatter*, *sword stream** **, 4th ~~*–unholy blight*~~, ~~*freedom of movement*~~, ~~*lesser planer ally*~~, ~~*spell immunity*~~; 5th ~~*–dispel good*~~, *hold person (chain spell)*, *slay living*.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*~~, *potion of haste*, scroll–(*summon monster III* (small elemental), *summon monster IV* (howler), ~~*lesser planer ally*~~,

brooch of shielding (45–charges), silver sacrificial dagger, full plate, and pouch with 60 gp.

** New rule – see Appendix II: New Rules.

APL 14

Sentry (APL 14 version): CR11; male human Ftr11; medium humanoid (human); HD 11d10+22; hp 92; Init +1; Spd 20 ft.; AC18 (touch 11; flatfooted 17); Atk +16/+11/+6 melee (1d8+6 [17-20/x2], longsword), +12/+7/+2 ranged (1d8+4 [x3], mighty composite longbow +4); AL CN; SV Fort +9, Ref +4, Will +4. Str 18, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +9, Ride +16, Spot +9; Expertise, Hold the Line**, Knock-Down**, Improved Critical (longsword), Improved Disarm, Improved Trip, Power Attack, Power Lunge**, Weapon Focus (longsword), Weapons Specialization (longsword).

Pre-Cast spells: the sentry has the following spells effects active at the beginning of combat *bull's strength* (+4 Str; Str 22, Atk +18/+13/+8 melee (1d8+8 [19-20/x2], longsword)), *endurance* (+4 Con; Con 18; 11d10+44; hp 114; Fort +11), *greater magic weapon* (15–arrows +2; Atk +14/+9/+4 damage 1d8+6), *haste* (9 rounds).

Equipment: ~~*potion of bull's strength*, *potion of endurance*~~, masterwork longsword, mighty composite bow +4, half-plate, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Clarisa (APL14 version): CR11; female human Clr11 (Elder Elemental Eye); medium humanoid (human); HD 11d8+11; hp 69; Init +0; Spd 30 ft.; AC18 (touch 9; flatfooted 19); Atk +8/+3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +8, Ref +3, Will +9. Str 10, Dex 8, Con 12, Int 10, Wis 20, Cha 12.

Skills and Feats: Concentration +17, Knowledge (Arcana) +12, Knowledge (Religion) +12, Scry +12, Spellcraft +12; Chain Spell**, Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Clarisa has the following spells pre-cast at the beginning of combat *detect magic*, *dispel good* (+4 AC verse good aligned – 8 rounds), *endurance* (+4 Con; HD 11d8+33; hp 91; Concentration +19, Fort +10; Con 16), ~~*endure elements (sonic)*~~, *freedom of movement*, *haste* (9 rounds), *planer ally* (huge water elemental; 8 HD; service to guard for 1 day), *protection from good* (+2 AC verses good aligned), *resist elements (cold–132 pts)*, *spell immunity* (fireball, unholy blight), *true seeing*.

Insanity (Ex): Insanity score +5, Wis 25 for bonus spells and DCs; Wis 15 for all other Wis-based checks.

5th ~~*dispel good*~~, *hold person* (chain spell), *slay living*.

Spells Prepared (5/7+1/6+1/6+1/4+1/3+1/2+1; base DC = 17 + spell level +4 Necromancy – including all inflict wound spells): 0–~~*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*~~, 1st–*bless*, *bane*, *cause fear*, *doom*, ~~*endure elements (sonic)*~~, *entropic shield*, ~~*protection from good*~~, random action; 2nd–~~*augury*~~(2), *hold person*, *hold person*, *knife spray***, ~~*resist elements (cold)*~~, *touch of madness*** **; 3rd–*dispel magic*, *invisibility purge*, *meld into stone*, *monster summing III*, *rage*** **, *shatter*, *sword stream***, 4th–*unholy blight*, *divine power*, ~~*lesser planer ally*~~, ~~*spell immunity*, *true seeing*~~; 5th–*dispel good*, *righteous might*, *hold person* (Chain), *slay living*; 6th–~~*planer ally*~~, *poison* (Reach), *phantasmal killer***.

*Domain spell. Domains: Madness (Clarity of True Madness); Evil (cast evil spells at +1 caster level).

Equipment: ~~*potion of endurance*, *scrolls: freedom of movement*~~, *summon monster III* (small elemental), *summon monster IV* (howler)), *brooch of shielding* (55–charges), silver sacrificial dagger, full plate, and pouch with 70 gp.

** New rule – see Appendix II: New Rules.

Evira: CR11; female human Wiz11 (Necromancer); medium humanoid (human); HD 11d4+22; hp 54; Init +2; Spd 30 ft.; AC 12 (touch 12; flatfooted 10); Atk +5 melee (1d6, quarterstaff), +5 melee (1d4 [19-20/x2], dagger); SQ casts spells, familiar (toad); AL CE; SV Fort +5, Ref +4, Will +8. Str 10, Dex 12, Con 14, Int 18, Wis 12, Cha 10.

Skills and Feats: Concentration +12, Listen +4, Knowledge (Arcana) +14, Knowledge (Planes) +14, Scry +14, Spellcraft +14, Spot +4; Chain Spell**, Combat Casting, Heighten Spell, Extra Spell Slot** (4th), Greater Spell Focus** (Necromancy), Spell Focus (Transmutation), Spell Focus (Necromancy).

Pre-Cast spells: Evira has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; 11d4+44; hp 78; Concentration +14; SV Fort +7), *hasted* (9 rounds), *improved invisibility*, *mage armor* (AC16 (touch 12, flat-footed 14)), *magic circle against good* (+2 AC verses good aligned), *potion of intelligence* (+4 Int; Int 22; spell DC 16; Knowledge (Arcana) +16; Knowledge (Planes) +16, Scry +16, Spellcraft +16), *shield*.

Spells Prepared (4/6/6/6/6/3/2 base DC = 14 + spell level +4 Necromancy or +2 Transmutation): 0–*detect magic*, *flare*, *ray of frost*, *read magic*; 1st–*charm person*, *lesser cold orb***, *lesser cold orb***, ~~*mage armor*~~, *ray of enfeeblement*, ~~*shield*~~; 2nd–*cat's grace*, *choke***, ~~*endurance*~~, *ghoul touch*, *Melf's Acid Arrow*, *ray of enfeeblement*; 3rd–*displacement*, *greater magic*

weapon, ~~magic circle against good~~, negative energy burst**, slow, vampiric touch; 4th-cold orb**, enervation, enervation, fear, ~~improved invisibility~~, minor globe of invulnerability, solid fog; 5^h-spirit wall**, telekinesis, wall of force; 6^h-acid fog, enervation (heightened).

Spell Book: 0-arcane mark, detect magic, flare, open/close, prestidigitation, ray of frost, read magic; 1st-alarm, cause fear, charm person, chill touch, erase, lesser cold orb**, mage armor, ray of enfeeblement, shield, shocking grasp; 2nd-bull's strength, cat's grace, choke**, endurance, ghoul touch, Melf's Acid Arrow, ray of enfeeblement, scare, whispering wind; 3rd-displacement, gentle repose, greater magic weapon, magic circle against good, negative energy burst**, slow, vampiric touch; 4th-acid orb**, cold orb**, contagion, dimension door, enervation, fear, improved invisibility, minor globe of invulnerability, solid fog; 5^h-animate dead, cone of cold, magic jar, spirit wall**, telekinesis, teleport, wall of force; 6^h-acid fog, circle of death, flesh to stone, mass haste, true seeing.

Equipment: ~~potion of intelligence~~, scroll-cone of cold, wall of force, ~~mass haste~~, brooch of shielding (55-charges), dagger, quarterstaff, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

ENCOUNTER 6: WATER'S MAJESTY

APL 4

Glorianne (APL4 Version): CR1; female elf Clr1 (Elder Elemental Eye); medium humanoid (elf); HD 1d8+1; hp 9; Init +0; Spd 30 ft.; AC15 (touch 10; flatfooted 15) +2 verse good aligned; Atk +0 melee (1d4 [19-20/x2], dagger); SQ Insanity score +1, *protection from good*; AL CE; SV Fort +3, Ref +1, Will +4. Str 10, Dex 12, Con 12, Int 14, Wis 16, Cha 12.

Skills and Feats: Concentration +5, Knowledge (Arcana) +3, Knowledge (Religion) +6, Scry +6, Spellcraft +6; Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *protection from good*.

Insanity (Ex): Insanity score +1, Wis 17 for bonus spells and DCs; Wis 15 for all other Wis-based checks.

Spells Prepared (3/2+1; base DC = 13 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic*, *guidance*, *resistance*, 1st-*random action**, *bane*, *cause fear*.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll-~~protection from good~~, silver sacrificial dagger (35 gp), +1 *chain shirt*, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

APL 6

Vardigg: CR4; water grue; medium elemental (water); HD 5d8+10; hp 32; Init +1; Spd 40 ft., swim 60 ft.; AC 14 (touch 11, flatfooted 13); Atk +4 melee (1d6+1, slam); SA water spray; SQ Damage resistance 15/+1; cold immunity, spell disruption; AL NE; SV Fort +5, Ref +2, Will +0, Str 12, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Spells and Feats: Hide +7, Listen +7, Spot +7.

Special Attack: Water Spray (Sp): Water grues can create a 30 ft. jet of water (5 ft. wide) that shoots away from them. Creatures caught in the path take 3d6 points of damage (Reflex save for half-damage DC 10).

Special Qualities: Spell Disruption: The following spells cannot be cast within 40 ft of a water grue: create water; obscuring mist; fog cloud, control water, ice storm, cone of cold, and horrid wilting as well as other water based spells at the DM's option. If these, spells are active when the grue comes within 40 ft, are dispelled as if a dispel magic was cast up them as a 10th level sorcerer.

Glorianne (APL6 Version): CR5; female elf Clr5 (Elder Elemental Eye); medium humanoid (elf); HD 5d8+10; hp 43; Init +0; Spd 30 ft.; AC15 (touch 10; flatfooted 15) +2 verse good aligned; Atk +3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +7, Ref +1, Will +6. Str 10, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Knowledge (Arcana) +8, Knowledge (Religion) +9, Scry +9, Spellcraft +9; Skill Focus (Concentration), Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *endure elements (fire)*, *owl's wisdom* (+4 Wis, Wis 23 for spell DCs, spell Base DC 16; SV Will +8), *protection from good*.

Insanity (Ex): Insanity score +2, Wis 19 for bonus spells and for DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st-*random action**, *bane*, *cause fear*, *endure elements (fire)*, *random action*; 2nd-*Touch of Madness***, *calm emotions*, *hold person*, ~~*owl's wisdom*~~; 3rd-*rage***, *dispel magic*, *sword stream***.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll– ~~protection from good~~, silver sacrificial dagger (35 gp), +1 chain shirt, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Scarcilla (APL6 version): CR3; female half-elf Sor3; medium humanoid (half-elf); HD 3d4+6; hp 18; Init +2; Spd 30 ft.; AC12 (touch 12, flat-footed 10); Atk +4 (1d4 [19-20/x2], dagger), +6 ranged (1d8/19-20, light crossbow); SQ immune to sleep, +2 bonus to save verses enchantment, low light vision, toad familiar; AL CE; SV Fort +1, Ref +1, Will +3; Str 10, Dex 14, Con 18, Int 12, Wis 12, Cha 20.

Skills and Feats: Appraise +3, Bluff +2, Concentration +8, Hide +3, Knowledge (Arcana) +6, Listen +2, Search +3, Spellcraft +6, Spoken Languages (Common, Draconic, Elven), Spot +2; Combat Casting, Spell Focus (Enchantment).

Pre-Cast spells: Scarcilla has the following spells effects at the beginning of combat *endurance* (+4 Con; Con 18; HD 3d4+12; hp 24; Concentration +10; SV Fort +5), *eagle's splendor* (+4 Cha; Cha 22; spell DC 15; Bluff +5), *mage armor* (AC16 (touch 12, flat-footed 14)), *protection from good, shield*.

Spells Known (6/5/5/5/2; base DC = 13 + spell level +2 Enchantment): 0 – *daze, detect magic, flare, ghost sound, read magic*; 1st – *charm person, protection from good, shield*.

Equipment: dagger, light crossbow with 10 bolts, ~~potion of eagle's splendor, potion of endurance, scroll of mage armor (5th)~~.

** New rule – see Appendix II: New Rules.

APL 8

Vardigg: CR4; water grue; medium elemental (water); HD 5d8+10; hp 32; Init +1; Spd 40 ft., swim 60 ft.; AC 14 (touch 11, flatfooted 13); Atk +4 melee (1d6+1, slam); SA water spray; SQ Damage resistance 15/+1; cold immunity, spell disruption; AL NE; SV Fort +5, Ref +2, Will +0, Str 12, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Spells and Feats: Hide +7, Listen +7, Spot +7.

Special Attack: Water Spray (Sp): Water grues can create a 30 ft. jet of water (5 ft. wide) that shoots away from them. Creatures caught in the path take 3d6 points of damage (Reflex save for half-damage DC 10).

Special Qualities: Spell Disruption: The following spells cannot be cast within 40 ft of a water grue: create water; obscuring mist; fog cloud, control water, ice storm, cone of cold, and horrid wilting as well as other water based spells at the DM's option. If these, spells

are active when the grue comes within 40 ft, are dispelled as if a dispel magic was cast up them as a 10th level sorcerer.

Glorianne (APL8 Version): CR6; female elf Clr6 (Elder Elemental Eye); medium humanoid (elf); HD 6d8+12; hp 50; Init +0; Spd 30 ft.; AC15 (touch 10; flatfooted 15) +2 verse good aligned; Atk +4 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +8, Ref +2, Will +8. Str 10, Dex 10, Con 14, Int 16, Wis 17, Cha 12.

Skills and Feats: Concentration +13, Knowledge (Arcana) +8, Knowledge (Religion) +9, Scry +9, Spellcraft +9; Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *endure elements (fire)*, *owl's wisdom* (+4 Wis; Wis 24 for spell DC and 18 for all other Wis-based checks; Spell base DC 17), *protection from good*.

Insanity (Ex): Insanity score +3, Wis 20 for bonus spells and DCs; Wis 14 for all other Wis-based checks.

Spells Prepared (5/4+1/4+1/3+1; base DC = 15 + spell level +4 Necromancy – including all inflict wound spells): 0–*detect magic, detect poison, guidance, read magic, resistance*, 1st–*random action**, *bane, cause fear, endure elements (fire), random action*; 2nd–*Touch of Madness***, *calm emotions, hold person, owl's wisdom, knife spray***, 3rd–*rage***, *dispel magic, sword stream***, *sword stream***.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll– ~~protection from good~~, dagger, chain shirt, and pouch with 25 gp.

** New rule – see Appendix II: New Rules.

Scarcilla (APL8 version): CR8; female half-elf Sor8; medium humanoid (half-elf); HD 8d4+16 hp 47; Init +2; Spd 30 ft.; AC12 (touch 12, flat-footed 10); Atk +4 (1d4 [19-20/x2], dagger), +6 ranged (1d8/19-20, light crossbow); SQ immune to sleep, +2 bonus to save verses enchantment, low light vision, toad familiar; AL CE; SV Fort +4, Ref +1, Will +3; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 18.

Skills and Feats: Appraise +3, Bluff +3, Concentration +14, Hide +3, Knowledge (Arcana) +6, Listen +2, Search +3, Spellcraft +6, Spoken Languages (Common, Draconic, Elven), Spot +2; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *displacement*, *eagle's splendor* (+4 Cha; Cha 22; spell DC 16; Bluff +5), *endurance* (+4 Con; Con 18; HD 8d4+32 hp 63; Concentration +10; SV Fort +6), *mage armor* (AC16 (touch 12, flat-footed 14)), *protection from good*, *shield*.

Spells Known (6/5/6/5/3; base DC = 14 + spell level +4 Enchantment): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st – *charm person*, *lesser cold orb***, *magic missile*, *protection from good*, *shield*; 2nd – *eagle's splendor***, *Melf's Acid Arrow*, *shatter*; 3rd – *displacement*, *lightning bolt*; 4th – *enervation*.

Equipment: dagger, light crossbow with 10 bolts, belt pouch with 60 gp, necklace of gold with 2 aquamarine stones (value 400 gp), ~~*potion of endurance*~~, ~~*scroll of mage armor*~~ (5th).

** New rule – see Appendix II: New Rules.

APL 10

Vardigg: CR4; water grue; medium elemental (water); HD 5d8+10; hp 32; Init +1; Spd 40 ft., swim 60 ft.; AC 14 (touch 11, flatfooted 13); Atk +4 melee (1d6+1, slam); SA water spray; SQ Damage resistance 15/+1; cold immunity, spell disruption; AL NE; SV Fort +5, Ref +2, Will +0, Str 12, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Spells and Feats: Hide +7, Listen +7, Spot +7.

Special Attack: Water Spray (Sp): Water grues can create a 30 ft. jet of water (5 ft. wide) that shoots away from them. Creatures caught in the path take 3d6 points of damage (Reflex save for half-damage DC 10).

Special Qualities: Spell Disruption: The following spells cannot be cast within 40 ft of a water grue: create water; obscuring mist; fog cloud, control water, ice storm, cone of cold, and horrid wilting as well as other water based spells at the DM's option. If these, spells are active when the grue comes within 40 ft, are dispelled as if a dispel magic was cast up them as a 10th level sorcerer.

Guardians (APL10 version): CR6; male human Ftr6; medium humanoid (human); HD 6d10+12; hp 60; Init +1; Spd 20 ft.; AC20 (touch 11; flatfooted 19); Atk +11/+6 melee (1d8+6 [19-20/x2], longsword); AL LN; SV Fort +7, Ref +3, Will +3. Str 17, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +5, Ride +9, Spot +5; Combat Reflexes, Dodge, Expertise, Hold the Line**, Improved Trip, Knock Down**, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: masterwork longsword, half-plate, large steel shield, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

Glorianne (APL10 version): CR8; female elf Clr8 (Elder Elemental Eye); medium humanoid (elf); HD 8d8+16; hp 66; Init +0; Spd 30 ft.; AC15 (touch 10; flatfooted 15) +2 verse good aligned; Atk +4 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +8, Ref +2, Will +8. Str 10, Dex 10, Con 14, Int 16, Wis 18, Cha 12.

Skills and Feats: Concentration +15, Knowledge (Arcana) +10, Knowledge (Religion) +11, Scry +11, Spellcraft +11; Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *owl's wisdom* (+4 Wis, Wis 26 for spell DCs; spell Base DC 18; SV Will +10), *protection from good*. All spell effects are included in the scores above.

Insanity (Ex): Insanity score +4, Wis 22 for bonus spells and DC; Wis 14 for all other Wis-based checks.

Spells Prepared (6/5+1/4+1/5+1/3+1; base DC = 16 + spell level +4 Necromancy – including all inflict wound spells): 0 – *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st – *random action**, *bane*, *cause fear*, ~~*endure elements (fire)*~~, *random action*; 2nd – *Touch of Madness***, *calm emotions*, *hold person*, ~~*owl's wisdom*~~, *knife spray***, 3rd – *rage***, *dispel magic*, *sword stream***, *sword stream***.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll – ~~*protection from good*~~, dagger, chain shirt, and pouch with 25 gp.

** New rule – see Appendix II: New Rules.

Scarcilla (APL10 version): CR8; female half-elf Sor8; medium humanoid (half-elf); HD 8d4+16 hp 47; Init +2; Spd 30 ft.; AC12 (touch 12, flat-footed 10); Atk +4 (1d4 [19-20/x2], dagger), +6 ranged (1d8/19-20, light crossbow); SQ immune to sleep, +2 bonus to save verses enchantment, low light vision, toad familiar; AL CE; SV Fort +4, Ref +1, Will +3; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 18.

Skills and Feats: Appraise +3, Bluff +3, Concentration +14, Hide +3, Knowledge (Arcana) +6, Listen +2, Search +3, Spellcraft +6, Spoken Languages (Common, Draconic, Elven), Spot +2; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *displacement*, *eagle's splendor* (+4 Cha; Cha 22; spell DC 16; Bluff +5), *endurance* (+4 Con; Con 18; HD 8d4+32 hp 63; Concentration +10; SV Fort +6), *mage armor* (AC16 (touch 12, flat-footed 14)), *protection from good*, *shield*.

Spells Known (6/5/6/5/3; base DC = 14 + spell level +4 Enchantment): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*; 1st – *charm person*, *lesser cold orb****, *magic missile*, *protection from good*, *shield*; 2nd – *eagle's splendor****, *Melf's Acid Arrow*, *shatter*; 3rd – *displacement*, *lightning bolt*; 4th – *enervation*.

Equipment: dagger, light crossbow with 10 bolts, belt pouch with 60 gp, necklace of gold with 2 aquamarine stones (value 400 gp), ~~*potion of endurance*~~, ~~*scroll of mage armor*~~ (5th).

*** New rule – see Appendix II: New Rules.

APL 12

Vardigg: CR4; water grue; medium elemental (water); HD 5d8+10; hp 32; Init +1; Spd 40 ft., swim 60 ft.; AC 14 (touch 11, flatfooted 13); Atk +4 melee (1d6+1, slam); SA water spray; SQ Damage resistance 15/+1; cold immunity, spell disruption; AL NE; SV Fort +5, Ref +2, Will +0, Str 12, Dex 12, Con 13, Int 8, Wis 9, Cha 8.

Spells and Feats: Hide +7, Listen +7, Spot +7.

Special Attack: Water Spray (Sp): Water grues can create a 30 ft. jet of water (5 ft. wide) that shoots away from them. Creatures caught in the path take 3d6 points of damage (Reflex save for half-damage DC 10).

Special Qualities: Spell Disruption: The following spells cannot be cast within 40 ft of a water grue: create water; obscuring mist; fog cloud, control water, ice storm, cone of cold, and horrid wilting as well as other water based spells at the DM's option. If these, spells are active when the grue comes within 40 ft, are dispelled as if a dispel magic was cast up them as a 10th level sorcerer.

Guardians (APL12 version): CR6; male human Ftr6; medium humanoid (human); HD 6d10+12; hp 60; Init +1; Spd 20 ft.; AC20 (touch 11; flatfooted 19); Atk +11/+6 melee (1d8+6 [19-20/x2], longsword); AL LN; SV Fort +7, Ref +3, Will +3. Str 17, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +5, Ride +9, Spot +5; Combat Reflexes, Dodge, Expertise, Hold the Line**, Improved Trip, Knock Down**, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: masterwork longsword, half-plate, large steel shield, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

Glorianne (APL12 version): CR11; female elf Clr11 (Elder Elemental Eye); medium humanoid (elf); HD 11d8+22; hp 80; Init +1; Spd 30 ft.; AC20 (touch 11; flatfooted 19) +2 verse good aligned; Atk +8/+3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +10, Ref +3, Will +8. Str 10, Dex 12, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +19, Knowledge (Arcana) +14, Knowledge (Religion) +15, Scry +15, Spellcraft +15; Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; HD 11d8+44; hp 102; Concentration +21, Fort +12), *detect magic*, *freedom of movement*, *haste* (9 rounds), *owl's wisdom* (+4 Wis, Wis 22; Wis 27 for spell DCs; spell Base DC 18; SV Will +10), *protection from good*, *spell immunity* (fireball, holy smite), *true seeing*.

Insanity (Ex): Insanity score +5, Wis 23 for bonus spells and DC; Wis 13 for all other Wis-based checks.

Spells Prepared (5/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level +4 Necromancy – including all inflict wound spells): 0 – ~~*detect magic*~~, *detect poison*, *guidance*, *read magic*, *resistance*, 1st – *random action**, *bane*, *cause fear*, *doom*, ~~*protection from good*~~, *random action*; 2nd – *Touch of Madness*** **, *calm emotions*, *death knell*, *hold person*, *hold person*, *knife spray****; 3rd – *rage*** **, *dispel magic*, *dispel magic*, *meld into stone*, *shatter*, *sword stream****; 4th – *confusion**, *divine power*, *poison*, ~~*spell immunity*~~, ~~*true seeing*~~; 5th – *righteous might*, *hold person* (Chain), *slay living*, *wall of force**; 6th – *blade barrier*, *poison* (Reach), *repulsion**.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll – ~~*potion of endurance*~~, ~~*potion of wisdom*~~, ~~*protection from good*~~, dagger, chain shirt, and pouch with 25 gp.

** New rule – see Appendix II: New Rules.

Scarcilla (APL12 version): CR10; female half-elf Sor10: medium humanoid (half-elf); HD 10d4+20 hp 51; Init +2; Spd 30 ft.; AC12 (touch 12, flat-footed 10); Atk +4 (1d4 [19-20/x2], dagger), +6 ranged (1d8/19-20, light crossbow); SA spells; SQ immune to sleep, +2 bonus to save verses enchantment, low light vision, toad familiar; AL CE; SV Fort +5, Ref +5, Will +8; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 20.

Skills and Feats: Appraise +3, Bluff +2, Concentration +13, Hide +3, Knowledge (Arcana) +6, Listen +2, Search +3, Spellcraft +6, Spoken Languages (Common, Draconic, Elven), Spot +2; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment).

Pre-Cast spells: Scarcilla has the following spells pre-cast at the beginning of combat *displacement*, *eagle's splendor* (+4 Cha; Cha 24; spell DC 17; Bluff +6), *endurance* (+4 Con; Con 18; 10d4+40; hp 71; Concentration +15; SV Fort +7), *hasted* (9 rounds), *mage armor* (AC16 (touch 12, flat-footed 14)), *protection from good*, *shield*.

Spells Known (6/5/5/6/6/4; base DC = 15 + spell level +4 Enchantment): 0 – *daze*, *detect magic*, *flare*, *ghost sound*, *mage hand*, *open/close*, *ray of frost*, *read magic*, *prestidigitation*; 1st – *charm person*, *lesser cold orb***, *magic missile*, *protection from good*, *shield*; 2nd – *choke***, *eagle's splendor***, *Melf's Acid Arrow*, *shatter*; 3rd – *displacement*, *lightning bolt*, *negative energy burst***, 4th – *enervation*, *ice storm*; 5th – *feeblemind*.

Equipment: dagger, light crossbow with 10 bolts, belt pouch with 60 gp, necklace of gold with 2 aquamarine stones (value 400 gp), ~~*potion of endurance*~~, ~~*scroll of mass haste*~~, ~~*mage armor*~~.

** New rule – see Appendix II: New Rules.

APL 14

Demonically Fused Vardigg: CR6; water grue; large elemental (water); HD 7d8+28; hp 66; Init +1; Spd 40 ft., swim 60 ft.; AC 16 (touch 11, flatfooted 14); Atk +11 melee (1d6+7, slam); SA haste, smite good, water spray; SQ Darkvision 60 ft, fire resistance 10, Damage resistance 15/+1; cold immunity, spell disruption; SR 14; AL CE; SV Fort +5, Ref +2, Will +0, Str 24, Dex 14, Con 19, Int 12, Wis 9, Cha 10.

Skills and Feats: Hide +7, Listen +7, Spot +7.

Haste (Su): Because the creature is an actual composite entity, and both the demon and elemental are – at least somewhat – separately aware, the demonically fused elemental gains an additional partial action and a +4 haste modifier to AC as if always *hasted*.

Smite Good (Su): Once per day the creature can make a normal attack to deal additional damage equal to its HD total (maximum +20) against a good foe. The creature must decide to use its smite power before its attack. A missed Smite Good attack is wasted.

Water Spray (Sp): Water grues can create a 30 ft. jet of water (5 ft. wide) that shoots away from them. Creatures caught in the path take 3d6 points of damage (Reflex save for half-damage DC 10).

Spell Disruption (Su): The following spells cannot be cast within 40 ft of a water grue: *create water*, *obscuring mist*, *fog cloud*, *control water*, *ice storm*, *cone of cold*, and *horrid wilting* as well as other water based spells at the DM's option. If these spells are active when the grue comes within 40 ft, they are dispelled as if by *dispel magic* cast by a 10th level sorcerer.

Guardians (APL 14 version): CR10; male human Ftr10; medium humanoid (human); HD 10d10+20; hp 84; Init +1; Spd 20 ft.; AC21 (touch 10; flatfooted 20); Atk +16/+11 melee (1d8+7 [17-20/x2], longsword), AL NE; SV Fort +9, Ref +4, Will +4. Str 18, Dex 12, Con 14, Int 13, Wis 12, Cha 8.

Skills and Feats: Listen +5, Ride +9, Spot +5; Blind Fighting, Combat Reflexes, Dodge, Expertise, Hold the Line**, Improved Critical (Longsword), Improved Disarm, Improved Trip, Knock Down**, Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: +1 longsword, +1 half-plate of madness, +1 large steel shield of madness, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

Glorianne (APL14 version): CR11; female elf Clr11 (Elder Elemental Eye); medium humanoid (elf); HD 11d8+22; hp 80; Init +1; Spd 30 ft.; AC20 (touch 11; flatfooted 19) +2 verse good aligned; Atk +8/+3 melee (1d4 [19-20/x2], dagger); SQ Insanity, rebuke undead 4/day; AL CE; SV Fort +10, Ref +3, Will +8. Str 10, Dex 12, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +19, Knowledge (Arcana) +14, Knowledge (Religion) +15, Scry +15, Spellcraft +15; Greater Spell Focus** (Necromancy), Skill Focus (Concentration), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Glorianne has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; HD 11d8+44; hp 102; Concentration +21, Fort +12), *detect magic*, *freedom of movement*, *haste* (9 rounds), *owl's wisdom* (+4 Wis, Wis 22; Wis 27 for spell DCs; spell Base DC 18; SV Will +10), *protection from good*, *spell immunity* (fireball, holy smite), *true seeing*.

Insanity (Ex): Insanity score +5, Wis 23 for bonus spells and DC; Wis 13 for all other Wis-based checks.

Spells Prepared (5/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 17 + spell level +4 Necromancy – including all inflict wound spells): 0 – ~~*detect magic*~~, *detect poison*, *guidance*, *read magic*, *resistance*, 1st – *random action**, *bane*, *cause fear*, *doom*, ~~*protection from good*~~, *random action*; 2nd – *Touch of Madness**, *calm emotions*,

*death knell, hold person, hold person, knife spray***;
3rd – *rage** **, *dispel magic, dispel magic, meld into
stone, shatter, sword stream***;
4th – *confusion**, *divine
power, poison, spell immunity, true seeing*;
5th – *righteous might, hold person (Chain), slay living, wall
of force**;
6th – *blade barrier, poison (Reach), repulsion**.

*Domain spell. Domains: Madness (Clarity of True Madness); Water (Turn or destroy fire creatures, rebuke or command water creatures).

Equipment: scroll – ~~*potion of endurance, potion of wisdom, protection from good*~~, dagger, chain shirt, and pouch with 25 gp.

** New rule – see Appendix II: New Rules.

Scarcilla (APL14 version): CR12; female half-elf Sor12; medium humanoid (half-elf); HD 12d4+24 hp 61; Init +2; Spd 30 ft.; AC12 (touch 12, flat-footed 10); Atk +4 (1d4 [19-20/x2], dagger), +6 ranged (1d8/19-20, light crossbow); SA spells; SQ immune to sleep, +2 bonus to save verses enchantment, low light vision, toad familiar; AL CE; SV Fort +6, Ref +6, Will +9; Str 10, Dex 14, Con 14, Int 12, Wis 12, Cha 21.

Skills and Feats: Appraise +3, Bluff +3, Concentration +15, Hide +3, Knowledge (Arcana) +8, Listen +4, Search +4, Spellcraft +8, Spoken Languages (Common, Draconic, Elven), Spot +2; Combat Casting, Greater Spell Focus (Enchantment), Spell Focus (Enchantment).

Pre-Cast spells: Scarcilla has the following spells pre-cast at the beginning of combat *displacement, eagle's splendor* (+4 Cha; Cha 25; spell DC 17; Bluff +6), *endurance* (+4 Con; Con 18; 12d4+48; hp 85; Concentration +17; SV Fort +8), *hasted* (9 rounds), *detect thoughts, displacement, mage armor* (AC16 (touch 12, flat-footed 14)), *protection from good, shield*.

Spells Known (6/6/5/6/7/6/3; base DC = 15 + spell level +4 Enchantment): 0 – *daze, detect magic, flare, ghost sound, mage hand, open/close, ray of frost, read magic, prestidigitation*; 1st – *charm person, lesser cold orb***
*, *magic missile, protection from good, shield*; 2nd – *choke***
*, *detect thoughts, eagle's splendor***
*, *Melf's Acid Arrow, shatter*; 3rd – *displacement, fireball, lightning bolt, negative energy burst***
*, 4th – *enervation, ice storm, Otiluke's Resilient Sphere*; 5th – *cone of cold, feeblemind*; 6th – *acid fog*.

Equipment: dagger, light crossbow with 10 bolts, belt pouch with 60 gp, necklace of gold with 2 aquamarine stones (value 400 gp), ~~*potion of endurance, scroll of mass haste, mage armor*~~.

** New rule – see Appendix II: New Rules.

ENCOUNTER 7: CHAMBER OF LIFE'S ESSENCE

APL 4

Mistress Aquania (APL4 Version): CR6; female half-elf/half-water elemental Clr4 (Tharizdun); medium humanoid (human); HD 4d8+8; hp 31; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +3 melee (1d4 [19-20/x2], dagger); SQ Elemental abilities, insanity; AL CE; SV Fort +6, Ref +2, Will +6. Str 10, Dex 12, Con 14, Int 14, Wis 17, Cha 16.

Skills and Feats: Concentration +8, Knowledge (Arcana) +10, Knowledge (Planes) +7, Knowledge (Religion) +10, Scry +8, Spellcraft +8; Energy Substitution (cold)**
*, Spell Focus (Necromancy).

Pre-Cast spells: Mistress Aquania has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; HD 4d8+16; hp 39; Concentration +10, Fort +8), *protection from good*.

Half-elemental abilities (Sp): 1/day – *fog cloud, obscuring mist*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +2, Wis 20 for bonus spells and DCs; Wis 15 for all other Wis-based checks.

Spells Prepared (5/4+1/3+1; base DC = 15 + spell level +2 Necromancy – including all inflict wound spells): 0 – *detect magic, detect poison, guidance, read magic, resistance*, 1st – *bane, cause fear, doom, mage armor**, ~~*protection from good*~~; 2nd – *calm emotions, hold person, shatter, touch of madness***
**.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of endurance*~~, scroll – ~~*greater magic weapon*~~, Silver sacrificial dagger (value 35 gp), +1 breastplate, pearl of power (1st level), vest of resistance +1, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

APL 6

Mistress Aquania (APL6 Version): CR8; female half-elf/half-water elemental Clr6 (Tharizdun); medium humanoid (human); HD 6d8+12; hp 45; Init +1; Spd 30 ft.; AC19 (touch 10; flatfooted 18) +2 verse good aligned; Atk +4 melee (1d4 [19-20/x2], dagger); SQ Elemental abilities, insanity; AL CE; SV Fort +7, Ref +4, Will +8. Str 10, Dex 12, Con 14, Int 16, Wis 19, Cha 16.

Skills and Feats: Concentration +10, Knowledge (Arcana) +12, Knowledge (Planes) +8, Knowledge (Religion) +12, Scry +9, Spellcraft +9; Chain Spell**
**.

Energy Substitution (cold)**; Spell Focus (Necromancy).

Pre-Cast spells: Mistress Aquania has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; 6d8+24; hp 57; Concentration +12, Fort +9), *protection from elements* (fire – 72 pts), *protection from good*.

Half-elemental abilities (Sp): 1/day–*fog cloud*, *obscuring mist*, *water breathing*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (5/4+1/4+1/3+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0–*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st–*bane*, *cause fear*, *doom*, *mage armor**, ~~*protection from good*~~; 2nd–*calm emotions*, *death kneel*, *hold person*, *shatter*, *touch of madness** **, 3rd–*blast of force** **, ~~*protection from elements*~~ (fire), *sword stream**, *wind wall*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of endurance*~~, scroll–~~*greater magic weapon*~~, Silver sacrificial dagger (value 35 gp), +1 *half-plate of madness*, *pearl of power* (1st level), *vest of resistance* +1, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

APL 8

Mistress Aquania (APL8 Version): CR9; female half-elf/half-water elemental Clr7 (Tharizdun); medium humanoid (human); HD 7d8+12; hp 54; Init +1; Spd 30 ft.; AC21 (touch 11; flatfooted 20) +2 verse good aligned; Atk +5 melee (1d4 [19-20/x2], dagger); SQ Elemental abilities, insanity; AL CE; SV Fort +7, Ref +3, Will +7. Str 10, Dex 12, Con 14, Int 16, Wis 19, Cha 16.

Skills and Feats: Concentration +11, Knowledge (Arcana) +13, Knowledge (Planes) +8, Knowledge (Religion) +13, Scry +10, Spellcraft +10; Chain Spell**, Energy Substitution (cold)**, Spell Focus (Necromancy).

Pre-Cast spells: Mistress Aquania has the following spells pre-cast at the beginning of combat *endurance* (+4 Con; Con 18; HD 7d8+24; hp 66; Concentration +13, Fort +9), *haste* (5 rounds), *protection from elements* (fire – 84 pts), *protection from good*.

Half-Elemental Abilities (Sp): 1/day–*control weather*, *fog cloud*, *obscuring mist*, *water breathing*,

DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0–*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st–*bane*, *cause fear*, *doom*, *mage armor**, ~~*protection from good*~~, *shield of faith*; 2nd–*calm emotions*, *death kneel*, *hold person*, *shatter*, *Tharizdun's Touch** **, 3rd–*blast of force** **, ~~*protection from elements*~~ (fire), *sword stream**, *summon monster III*; 4th–~~*lesser planer ally*~~, *Otiluke's Resilient Sphere** **, *spell immunity*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of haste*~~, ~~*potion of endurance*~~, scroll–~~*greater magic weapon*~~, ~~*protection from good*~~, Silver sacrificial dagger (value 35 gp), +1 *full plate of madness*, *pearl of power* (1st level), *vest of resistance* +1, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Devoted Guardian (APL8 version): CR8; female human Ftr6/Dvdf2; medium humanoid (human); HD 6d10+12 plus 2d12+4; hp 78; Init +1; Spd 20 ft.; AC22 (touch 11; flatfooted 21) +2 verses good aligned; Atk +14/+9 melee (1d8+7 +1d6 cold [17-20/x2], longsword); SA Defensive strike +1; SQ harm's way; AL LE; SV Fort +10, Ref +6, Will +3. Str 18, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Listen +5, Ride +9, Spot +5; Combat Reflexes, Expertise, Hold the Line**, Improved Critical (longsword), Improved Trip, Knock Down**, Weapon Focus (longsword), Weapon Specialization (longsword).

Pre-Cast spells: The devoted defender has the following spells effects active *endurance* (+4 Con; Con 18; HD 6d10+24 plus 2d12+8; hp 94; Fort +12), *haste* (5 rounds), *protection from good*.

Defensive Strike (Ex): you can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 every two levels after 2nd.

Harm's Way (Ex): The devoted defender may elect to pace herself in the path of danger as a free action in order to protect her single charge. Any time that you are within 5 feet of your charge, and you charge suffers an attack, you may switch places with your charge and receive the attack in his place.

Equipment: ~~potion of endurance, potion of haste~~, +1 frost longsword, +1 large steel shield, full plate, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

APL 10

Mistress Aquania (APL10 Version): CR11; female half-elf/half-water elemental Clr8/Dom1 (Tharizdun); medium humanoid (human); HD 9d8+36; hp 84; Init +1; Spd 30 ft.; AC20 (touch 11; flatfooted 19) +2 verse good aligned; Atk +7/+2 melee (1d4 [19-20/x2], dagger); SQ Doomdreamer secrets, elemental abilities, Insanity; AL CE; SV Fort +12, Ref +5, Will +14, Str 10, Dex 12, Con 18, Int 16, Wis 24, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +15, Knowledge (Planes) +10, Knowledge (Religion) +15, Scry +11, Spellcraft +11; Chain Spell**, Energy Substitution (cold)**, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score).

Half-elemental abilities (Sp): 1/day—*control weather, fog cloud, ice storm, obscuring mist, water breathing*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +6, Wis 30 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Mistress Aquania has the following spells pre-cast at the beginning of combat *endurance, haste, protection from elements (fire – 108 pts), protection from good*. All spell effects are included in the scores above.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 25 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, protection from good, shield of faith*; 2nd—*calm emotions, death kneel, hold person, shatter, owl's wisdom**; Tharizdun's Touch* **, 3rd—*blast of force* **, dispel magic, protection from elements (fire), sword stream**; wind walk, 4th—*divine power, Otiluke's Resilient Sphere* **, lesser planer ally, spell immunity*; 5th—*bolts of bedevilment* **, hold person (chain), slay living*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~Potion of haste, potion of endurance, scroll—greater magic weapon~~, Scroll (flame strike (cold), ~~freedom of movement~~, bestow curse, ~~bull's strength~~, cause fear, ~~protection from good~~), +1 silver

sacrificial dagger, +1 full plate, pearl of power (1st level), vest of resistance +2, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Devoted Guardian (APL10 version): CR10; female human Ftr8/DDf2; medium humanoid (human); HD 8d10+32 plus 2d12+8; hp 114; Init +1; Spd 20 ft.; AC22 (touch 11; flatfooted 21) +2 verse good aligned; Atk +18/+13 melee (1d8+9 +1d6 cold [17-20/x2], longsword); SA Defensive strike +1; SQ harm's way; AL LN; SV Fort +14, Ref +7, Will +4. Str 22, Dex 12, Con 18, Int 13, Wis 12, Cha 12.

Skills and Feats: Listen +5, Ride +9, Spot +5; Combat Reflexes, Expertise, Hold the Line**, Improved Critical (longsword), Improved Trip, Knock Down**, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Defensive Strike (Ex): you can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 every two levels after 2nd.

Harm's Way (Ex): The devoted defender may elect to pace herself in the path of danger as a free action in order to protect her single charge. Any time that you are within 5 feet of your charge, and you charge suffers an attack, you may switch places with your charge and receive the attack in his place.

Pre-Cast spells: The devoted defender has the following spells effects active *bull's strength, freedom of movement, hasted, protection from good*. All spell effects are included in the scores above.

Equipment: ~~potion of endurance, potion of haste~~, +1 frost longsword, +1 large steel shield, brooch of shielding, full plate, pouch with 30 gp.

** New rule – see Appendix II: New Rules.

APL 12

Mistress Aquania (APL12 Version): CR13; female half-elf/half-water elemental Clr8/Dom3 (Tharizdun); medium humanoid (human); HD 11d8+44; hp 84; Init +1; Spd 30 ft.; AC20 (touch 11; flatfooted 19) +2 verse good aligned; Atk +8/+3 melee (1d4 [19-20/x2], dagger); SA Chill soul, dark lore; SQ Doomdreamer secrets, Insanity; AL CE; SV Fort +13, Ref +6, Will +12. Str 10, Dex 12, Con 18, Int 16, Wis 20, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +17, Knowledge (Planes) +12, Knowledge (Religion) +17, Scry +12, Spellcraft +12; Chain Spell**, Energy Substitution (cold)**, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Pre-Cast spells: Mistress Aquania has the following spell effects active at the beginning of combat *endurance* (+4 Con; Con 22; HD 11d8+66; hp

106; Concentration +17, Fort +15), *haste* (5 rounds), *freedom of movement*, *owl's wisdom*** (+4 Wis; Wis 24; Wis 31 for spell DCs; spell Base DC 20; SV Will +14), *protection from elements* (fire – 132 pts), *protection from good*, *spell immunity* (fireball, holy smite), *spell resistance* (SR 23), *wind wall*.

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 18) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects).

Half-elemental abilities (Sp): 1/day–*cone of cold*, *control weather*, *fog cloud*, *ice storm*, *obscuring mist*, *water breathing*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +7, Wis 27 for bonus spells and DCs; Wis 13 for all other Wis-based checks.

Spells Prepared (6/7+1/6+1/6+1/5+1/3+1/1+1; base DC = 18 + spell level +4 Necromancy – including all inflict wound spells): 0–*cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*, 1st–*bane*, *cause fear*, *doom*, *entropic shield*, *mage armor**, ~~*protection from good*~~, *random action*, *shield of faith*; 2nd–*calm emotions*, *death kneel*, *hold person*, *shatter*, ~~*owl's wisdom*~~**, *sound burst* (cold), *touch of madness*** **, 3rd–*blast of force*** **, *endurance*, *dispel magic*, *meld into stone*, ~~*protection from elements*~~ (fire), *sword stream**, ~~*wind wall*~~, 4th–*air walk*, *divine power*, *Otiluke's Resilient Sphere**, *poison*, *spell immunity*, ~~*spell immunity*~~, 5th–*bolts of bedevilment*** **, *hold person* (chain), *slay living*, ~~*spell resistance*~~, 6th–~~*planer ally*~~, *repulsion**.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of haste*~~, ~~*potion of endurance*~~, scroll–~~*greater magic weapon*~~, *Scroll* (flame strike (cold), ~~*freedom of movement*~~, ~~*freedom of movement*~~, *bestow curse*, ~~*bull's strength*~~, *cause fear*, ~~*protection from good*~~), +1 silver sacrificial dagger, +1 full plate of

madness, *pearl of power* (2nd level), *vest of resistance* +2, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Devoted Guardian (APL12 version): CR12; female human Ftr10/Dvdf2; medium humanoid (human); HD 10d10+20 plus 2d12+4; hp 110; Init +1; Spd 20 ft.; AC23 (touch 11; flatfooted 22) +2 verse good aligned; Atk +20/+15/+10 melee (1d8+9 [15-20/x2], longsword); SA Defensive strike +1; SQ harm's way; AL LN; SV Fort +12, Ref +6, Will +4. Str 20, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Listen +5, Ride +9, Spot +5; Combat Reflexes, Expertise, Hold the Line**, Improved Critical (longsword), Improved Disarm, Improved Trip, Knock Down**, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Pre-Cast spells: The devoted defender has the following spells effects active *bull's strength* (+4 Str; Str 22; Atk +22/+17/+12 melee (1d8+10 [15-20/x2], longsword)), *endurance* (+4 Con; Con 18; HD 10d10+40 plus 2d12+8; hp 134; Fort +14), *freedom of movement*, *hasted* (5 rounds), *protection from good*.

Defensive Strike (Ex): you can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 every two levels after 2nd.

Harm's Way (Ex): The devoted defender may elect to pace herself in the path of danger as a free action in order to protect her single charge. Any time that you are within 5 feet of your charge, and you charge suffers an attack, you may switch places with your charge and receive the attack in his place.

Equipment: ~~*potion of endurance*~~, ~~*potion of haste*~~, +1 frost keen longsword, +1 large steel shield of *madness*, *brooch of shielding*, +1 full plate of *madness*, pouch with 30 gp and 2 aquamarine stones (value 180 gp).

** New rule – see Appendix II: New Rules.

APL 14

Mistress Aquania (APL14 Version): CR15; female half-elf/half-water elemental Clr8/Dom5 (Tharizdun); medium humanoid (human); HD 13d8+52; hp 102; Init +1; Spd 30 ft.; AC20 (touch 11; flatfooted 19) +2 verse good aligned; Atk +6/+1 melee (1d4 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, SQ Doomdreamer secrets, *dark communion ritual*, Elemental abilities, insanity; SR 25; AL CE; SV Fort +15, Ref +8, Will +12. Str 10, Dex 12, Con 18, Int 16, Wis 20, Cha 16.

Skills and Feats: Concentration +19, Knowledge (Arcana) +19, Knowledge (Planes) +14, Knowledge (Religion) +19, Scry +13, Spellcraft +13; Chain Spell**, Energy Substitution (cold)**, Greater Spell Focus (Necromancy), Reach Spell**, Spell Focus (Necromancy).

Pre-Cast spells: Mistress Aquania has the following spell effects active at the beginning of combat *endurance* (+4 Con; Con 22; HD 13d8+78; hp 128; Concentration +21, Fort +17), *haste* (5 rounds), *freedom of movement*, *owl's wisdom** (+4 Wis; Wis 25; Wis 32 for spell DCs; spell Base DC 21; SV Will +15), *protection from elements* (fire – 156 pts), *protection from good*, *spell immunity* (fireball, holy smite), *spell resistance*, *true seeing*, *wind wall*.

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects), unholy pack (1/week, no payment needed for planar ally).

Half-elemental abilities (Sp): 1/day–*acid fog*, *cone of cold*, *control weather*, *fog cloud*, *ice storm*, *obscuring mist*, *water breathing*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +8, Wis 28 for bonus spells and DCs; Wis 12 for all other Wis-based checks.

Spells	Prepared
(6/8+1/7+1/6+1/5+1/3+1/2+1; base DC = 19 + spell level +2 Enchantment or +4 Necromancy – including all inflict wound spells): 0– <i>cure minor wounds</i> , <i>detect magic</i> , <i>detect poison</i> , <i>guidance</i> , <i>read magic</i> , <i>resistance</i> , 1 st – <i>bane</i> , <i>cause fear</i> , <i>doom</i> , <i>entropic shield</i> , <i>mage armor</i> *, <i>protection from good</i> , <i>random action</i> , <i>shield of faith</i> ; 2 nd – <i>calm emotions</i> , <i>death kneel</i> , <i>hold person</i> , <i>hold person</i> , <i>shatter</i> , <i>owl's wisdom</i> **, <i>sound burst</i> (cold), <i>touch of madness</i> * **, 3 rd – <i>blast of force</i> * **, <i>endurance</i> , <i>dispel magic</i> , <i>invisibility purge</i> , <i>meld into stone</i> , <i>protection from elements</i> (fire) , <i>sword stream</i> **, <i>wind wall</i> , 4 th – <i>air walk</i> , <i>divine power</i> , <i>Otiluke's Resilient Sphere</i> *, <i>poison</i> , <i>spell immunity</i> , <i>spell</i>	

~~*immunity*~~, 5th–*bolts of bedevilment** **, *hold person* (chain), *slay living*, ~~*spell resistance*~~, ~~*true seeing*~~, 6th–~~*planar ally*~~, *heal*, *poison* (Reach), *repulsion**; 7th– *Word of Chaos*, *insanity**, *slime wave***.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of haste*~~, ~~*potion of endurance*~~, scroll–~~*greater magic weapon*~~, Scroll (flame strike (cold), ~~*freedom of movement*~~, ~~*freedom of movement*~~, *bestow curse*, ~~*bull's strength*~~, *cause fear*, ~~*protection from good*~~), +1 icy burst silver sacrificial dagger, +1 full plate, *pearl of power* (2nd level), *vest of resistance* +3, and pouch with 30 gp.

** New rule – see Appendix II: New Rules.

Devoted Guardian (APL14 version): CR14; female human Ftr12/Dvdf2; medium humanoid (human); HD 12d10+24 plus 2d12+4; hp 126; Init +1; Spd 20 ft.; AC23 (touch 11; flatfooted 22) +2 verse good aligned; Atk +22/+17/+12 melee (1d8+8 +1d6 cold [17-20/x2], longsword); SA Defensive strike +1; SQ harm's way; AL LN; SV Fort +13, Ref +8, Will +5. Str 20, Dex 12, Con 14, Int 13, Wis 12, Cha 12.

Skills and Feats: Listen +6, Ride +14, Spot +6; Blind Fight, Combat Reflexes, Expertise, Hold the Line**, Improved Critical (longsword), Improved Disarm, Improved Sunder, Improved Trip, Knock Down**, Power Attack, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Pre-Cast spells: The devoted defender has the following spells effects active *bull's strength* (+4 Str; Str 22; Atk +24/+19/+14 melee (1d8+10 +1d6 cold [15-20/x2], longsword)), *endurance* (+4 Con; Con 18; HD 12d10+48 plus 2d12+8; hp 154; Fort +16), *freedom of movement*, *hasted* (5 rounds), *protection from good*.

Defensive Strike (Ex): you can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 every two levels after 2nd.

Harm's Way (Ex): The devoted defender may elect to pace herself in the path of danger as a free action in order to protect her single charge. Any time that you are within 5 feet of your charge, and you charge suffers an attack, you may switch places with your charge and receive the attack in his place.

Equipment: ~~*potion of endurance*~~, ~~*potion of haste*~~, +1 icy burst longsword, +1 large steel shield of madness, *brooch of shielding*, +1 full plate of madness, pouch with 30 gp and 2 aquamarine stones (value 180 gp).

** New rule – see Appendix II: New Rules.

ENCOUNTER 11 AIRS TO THE ONE

APL 4

Master Aurian (APL4 Version): CR6; male half-human/half-air elemental Clr4 (Tharizdun); medium humanoid (human); HD 4d8+16; hp 39; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +6 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +8, Ref +2, Will +8. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 17.

Skills and Feats: Concentration +10, Knowledge (Arcana) +10, Knowledge (Planes) +7, Knowledge (Religion) +10, Scry +8, Spellcraft +8; Energy Substitution (electricity)**; Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day-*obscuring mist*, ~~wind-wall~~, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from good*. All spell effects are included in the scores above.

Spells Prepared (5/4+1/3+1; base DC = 15 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic, detect poison, guidance, read magic, resistance*; 1st-*bane, cause fear, doom, mage armor**; ~~protection from good~~; 2nd-*calm emotions, hold person, shatter, Tharizdun's Touch****.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~Potion of endurance, potion of bull's strength~~, +1 dagger, +1 breastplate, pouch with 32 gp and a small sapphire (value 70 gp).

** New rule – see Appendix II: New Rules.

APL 6

Master Aurian (APL6 Version): CR8; male half-human/half-air elemental Clr6 (Tharizdun); medium humanoid (human); HD 6d8+24; hp 57; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +7 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +10, Ref +4, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 10.

Skills and Feats: Concentration +12, Knowledge (Arcana) +12, Knowledge (Planes) +8, Knowledge (Religion) +12, Scry +9, Spellcraft +9; Chain Spell**;

Energy Substitution (electricity)**; Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day-*gaseous form, obscuring mist*, ~~wind-wall~~, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (acid – 72 pts), protection from good*. All spell effects are included in the scores above.

Spells Prepared (5/4+1/4+1/3+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0-*detect magic, detect poison, guidance, read magic, resistance*; 1st-*bane, cause fear, doom, mage armor**; ~~protection from good~~; 2nd-*calm emotions, death kneel, hold person, shatter, Tharizdun's Touch****; 3rd-*blast of force***, ice burst** (electricity), protection from elements (acid – 72 pts), sword stream***.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of bull's strength, potion of endurance~~, +1 dagger, +1 breastplate, vest of resistance +1, pouch with 32 gp and a small sapphire (value 70 gp).

** New rule – see Appendix II: New Rules.

APL 8

Master Aurian (APL8 Version): CR9; male half-human/half-air elemental Clr7 (Tharizdun); medium humanoid (human); HD 7d8+24; hp 66; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +8 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +9, Ref +3, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 21, Cha 17.

Skills and Feats: Concentration +13, Knowledge (Arcana) +13, Knowledge (Planes) +8, Knowledge (Religion) +13, Scry +10, Spellcraft +10; Chain Spell**, Energy Substitution (electricity)**; Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day-*air walk, gaseous form, obscuring mist*, ~~wind-wall~~, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 24 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *bull's strength, endurance, haste, protection from elements (acid – 84 pts), protection from good*. All spell effects are included in the scores above.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 17 + spell level +2 Necromancy – including all inflict wound spells): 0–*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance*; 1st–*bane, cause fear, doom, mage armor**, ~~protection from good~~, *shield of faith*; 2nd–*calm emotions, death kneel, hold person, shatter, Tharizdun's Touch** **, 3rd–*blast of force** **, *ice burst** ** (electricity), *summon monster III, sword stream** **, 4th–~~freedom of movement~~, *Otiluke's Resilient Sphere** **, ~~lesser planer ally~~

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of bull's strength, potion of endurance, potion of haste~~, +1 dagger, +1 breastplate, *periapt of wisdom +2*, pouch with 32 gp and a small sapphire (value 70 gp).

** New rule – see Appendix II: New Rules.

APL 10

Master Aurian (APL10 Version): CR11; male human/half-air elemental Clr8/Dom1 (Tharizdun); medium humanoid (human); HD 9d8+36; hp 84; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +10/+5 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +12, Ref +5, Will +14, Str 14, Dex 12, Con 18, Int 16, Wis 22, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +15, Knowledge (Planes) +10, Knowledge (Religion) +15, Scry +11, Spellcraft +11; Chain Spell**, Energy Substitution (electricity)***, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score).

Half-elemental abilities (Sp): 1/day–*air walk, control winds, gaseous form, obscuring mist, wind wall*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +6, Wis 30 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *bull's strength, endurance, haste, protection from elements*

(*acid – 108 pts*), *protection from good*. All spell effects are included in the scores above.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 25 + spell level +4 Necromancy – including all inflict wound spells): 0–*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance*; 1st–*bane, cause fear, doom, mage armor**, ~~protection from good~~, *shield of faith*; 2nd–*calm emotions, death kneel, hold person, shatter, sound burst (electricity), Tharizdun's Touch** **, 3rd–*blast of force** **, *dispel magic, ice burst** ** (electricity), *summon monster III, sword stream** **, 4th–*divine power, Otiluke's Resilient Sphere** **, ~~lesser planer ally~~, *spell immunity*; 5th–*bolts of bedevilment** **, *hold person (chain), slay living*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste~~, Scroll (*flame strike (cold)*, ~~freedom of movement~~, *bestow curse, bull's strength, cause fear, protection from good*), +1 dagger, +1 breastplate, *meta-magic feat rod of silence (lesser)*, *periapt of wisdom +2*, pouch with 32 gp and a small sapphire (value 70 gp).

** New rule – see Appendix II: New Rules.

APL 12

Master Aurian (APL12 Version): CR13; male human/half-air elemental Clr8/Dom3 (Tharizdun); medium humanoid (human); HD 11d8+44; hp 106; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +12/+7 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; SR 23; AL CE; SV Fort +15, Ref +6, Will +15. Str 10, Dex 12, Con 18, Int 16, Wis 24, Cha 17.

Skills and Feats: Concentration +17, Knowledge (Arcana) +17, Knowledge (Planes) +12, Knowledge (Religion) +17, Scry +12, Spellcraft +12; Chain Spell**, Energy Substitution (*electricity*)**, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves

(DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects).

Half-elemental abilities (Sp): 1/day—*air walk, chain lightning, control winds, gaseous form, obscuring mist, ~~wind wall~~*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +7, Wis 31 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *bull's strength, endurance, haste, protection from elements (acid – 132 pts), protection from good, spell resistance*. All spell effects are included in the scores above.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 26 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, ~~protection from good~~, random action, shield of faith; 2nd—calm emotions, death kneel, hold person, shatter, sound burst (electricity), Tharizdun's Touch* **, 3rd—blast of force* **, ~~endurance~~, dispel magic, ice burst** (electricity), ~~protection from elements (acid – 72 pts)~~, sword stream**, 4th—divine power, Otiluke's Resilient Sphere*, poison, spell immunity, summon monster IV; 5th—bolts of bedevilment* **, hold person (chain), slay living, ~~spell resistance~~, 6th—~~planer ally~~, repulsion*.*

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike (cold), freedom of movement, bestow curse, bull's strength, bull's strength, cat's grace, cat's grace, endurance, cause fear, protection from good), +1 dagger, +1 breastplate, meta-magic feat rod of silence (lesser), periapt of wisdom +2, pouch with 32 gp and a small sapphire (value 70 gp).~~

** New rule – see Appendix II: New Rules.

Zorggy (APL12 version): CR12; female human Rog5/Asn7; medium humanoid (human); HD 5d6+15 plus 7d6+21; hp 86; Init +7; Spd 30 ft.; AC 17 (touch 17, flat-footed 17) +2 versus good creatures; Atk +15/+10 melee (1d6+1/18-20, rapier) or +14/+9 ranged (5d6 lightning 2, javelin of lightning); SA Death attack, Sneak attack +7d6; SQ Evasion, locate traps, poison use, uncanny dodge (Dex bonus to AC when flat-footed, can't be flanked, +1 to traps), +3 saves against poison;

AL CE; SV Fort +6, Ref +16, Will 4; Str 10, Dex 24, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +16, Bluff +40, Decipher Script +8, Disable Device +14, Disguise +10, Escape Artist +9, Gather Information +2, Hide +21, Innuendo +5, Intimidate +4, Jump +2, Listen +7, Move Silently +31, Spot +11, Tumble +21, Use Magic Device +15; Combat Reflexes, Dodge, Expert Tactician, Mobility, Spring Attack, Weapon Finesse (rapier).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 14 to resist.

Pre-Cast spells: Zorggy has the following spells effects active *cat's grace, endurance, glibness, haste, protection from good*. All spell effects are included in the scores above.

Spells Prepared (3/2/1; base DC 12 + spell level): 1st—*ghost sound, ghost sound, obscuring mists; 2nd—darkness, pass without trace; 3rd—misdirection,*

Spellbook: 1st—*change self, detect poison, ghost sound, obscuring mist, spider climb; 2nd—alter self, darkness, pass without trace, undetectable alignment; 3rd—deeper darkness, invisibility, misdirection, nondetection.*

Equipment: ~~Potion of haste, potion of endurance, scroll – protection from good, potion of glibness, dust of disappearance, +1 rapier, javelin of lightning, javelin of lightning, and pouch with 30 gp.~~

Zinrame (APL12 version): CR10; male human Rog1/Ftr4/MoC5; medium humanoid (human); HD 1d6+3 plus 4d10+12 plus 5d10+15; hp 90; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +16/+11 melee (2d4+8, +1 spike chain); SA, Chain bind, double chain, scare, superior weapon focus, sneak attack +1d6; SQ Climb fighting; AL NE; SV Fort +8, Ref +11, Will 3; Str 20, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Escape Artist +9, Gather Information +4, Hide +8, Intimidate +7, Listen +6, Open Lock +6, Ride +6, Sense Motive +5, Spot +5, Tumble +12, Use Magic Device +4; Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Pre-Cast spells: Zinrame has the following spells effects active *bull's strength, cat's grace, endurance, haste*. All spell effects are included in the scores above.

Equipment: ~~Potion of haste~~, +1 spiked chain, coil of chain 30 ft, and pouch with 30 gp.

APL 14

Master Aurian (APL14 Version): CR15; male human/half-air elemental Clr8/Dom5 (Tharizdun); medium humanoid (human); HD 13d8+78; hp 128; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +13/+8 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Dark communion ritual, Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; SR 25; AL CE; SV Fort +16, Ref +6, Will +16. Str 14, Dex 12, Con 18, Int 16, Wis 26, Cha 17.

Skills and Feats: Concentration +19, Knowledge (Arcana) +19, Knowledge (Planes) +14, Knowledge (Religion) +19, Scry +13, Spellcraft +13; Chain Spell**, Energy Substitution (*electricity*)**, Greater Spell Focus (Necromancy), Spell Focus (Enchantment), Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will save (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects), unholy pack (1/week, no payment needed for planar ally).

Half-elemental abilities (Sp): 1/day—*air walk, chain lightning, control weather, control winds, gaseous form, obscuring mist, wind wall*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +8, Wis 34 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Aurian has the following spells pre-cast at the beginning of combat *endurance, haste, protection from elements (acid - 156 pts), protection from good, spell resistance, wind wall*. All spell effects are included in the scores above. Spells were prayed for while incense of meditation was burning – all spells are at affected by the Maximizer Spell metamagic feat but are at their normal level.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 26 + spell level +2 Enchantment or +4

Necromancy – including all inflict wound spells): *ocure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, ~~protection from good~~, random action, random action; 2nd—calm emotions, death kneel, hold person, shatter, sound burst (electricity), Tharizdun's Touch* **, 3rd—blast of force* **, ~~endurance~~, dispel magic, ice burst** (electricity), ~~protection from elements (acid)~~, sword stream**; 4th—Divine Power, Otiluke's Resilient Sphere*, poison, spell immunity, summon monster IV 5th—bolts of bedevilment* **, hold person (chain), slay living, ~~spell resistance~~, 6th—~~planer ally~~, heal, repulsion**

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike (cold), freedom of movement, bestow curse, bull's strength, bull's strength, cat's grace, cat's grace, endurance, cause fear, ~~protection from good, protection from good~~, +1 dagger, +1 breastplate, meta-magic feat rod of silence (lesser), periapt of wisdom +4, incense of mediation, incense of mediation, pouch with 32 gp and a small sapphire (value 70 gp).~~

** New rule – see Appendix II: New Rules.

Zorggy (APL14 version): CR13; female human Rog5/Asn8; medium humanoid (human); HD 5d6+15 plus 8d6+24; hp 93; Init +7; Spd 30 ft.; AC 21 (touch 17, flat-footed 21) +2 verses good creatures; Atk +16/+11 melee (1d6+1/18-20, rapier) or +15/+10 ranged (5d6 lightning 2, javelin of lightning); SA Death attack, Sneak attack +7d6; SQ Evasion, locate traps, poison use, uncanny dodge (Dex bonus to AC when flat-footed, can't be flanked, +1 to traps), +4 saves against poison; AL CE; SV Fort +6, Ref +17, Will 4; Str 10, Dex 24, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Balance +16, Bluff +40, Decipher Script +9, Disable Device +15, Disguise +11, Escape Artist +9, Gather Information +2, Hide +22, Innuendo +5, Intimidate +4, Jump +2, Listen +7, Move Silently +22, Spot +11, Tumble +22, Use Magic Device +16; Combat Reflexes, Dodge, Expert Tactician, Mobility, Spring Attack, Weapon Finesse (rapier).

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 14 to resist.

Pre-Cast spells: Zorggy has the following spells effects active *cat's grace, endurance, freedom of*

movement, glibness, haste, protection from good. All spell effects are included in the scores above.

Spells Prepared (3/2/1; base DC 12 + spell level): 1st—*ghost sound, ghost sound, obscuring mists*; 2nd—*darkness, pass without trace*; 3rd—*misdirection*; 4th—*freedom of movement*.

Spellbook: 1st—*change self, detect poison, ghost sound, obscuring mist, spider climb*; 2nd—*alter self, darkness, pass without trace, undetectable alignment*; 3rd—*deeper darkness, invisibility, misdirection, nondetection*; 4th—*dimension door, freedom of movement, improved invisibility, poison*.

Equipment: ~~Potion of haste, potion of endurance, scroll — protection from good, potion of glibness, dust of disappearance~~, +1 rapier, +1 studded leather armor, javelin of lightning, javelin of lightning, and pouch with 30 gp.

Zinrame (APL14 version): CR14; male human Rog1/Ftr4/MoC9; medium humanoid (human); HD 1d6+3 plus 4d10+12 plus 9d10+27; hp 126; Init +4; Spd 30 ft.; AC 19 (touch 14, flat-footed 15); Atk +20/+15/+10 melee (2d4+10, +1 spike chain); SA, Chain bind, double chain, scare, sneak attack +1d6, superior barbed chain, superior weapon focus, superior weapon specialization, swing attack; SQ Climb fighting, deflect attacks; AL NE; SV Fort +10, Ref +13, Will 5; Str 21, Dex 18, Con 16, Int 14, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Escape Artist +9, Gather Information +4, Hide +8, Intimidate +9, Listen +7, Open Lock +6, Ride +6, Sense Motive +5, Spot +5, Tumble +14, Use Magic Device +4; Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Pre-Cast spells: Zinrame has the following spells effects active *bull's strength, cat's grace, endurance, haste, protection from good*. All spell effects are included in the scores above.

Equipment: ~~Potion of haste~~, +1 spiked chain, coil of chain 30 ft, and pouch with 30 gp.

ENCOUNTER 12 EMBERS BRIGHT

APL 4

Master Inferno (APL4 Version): CR6; male half-human/half-fire elemental Clr4 (Tharizdun); medium humanoid (human); HD 4d8+16; hp 39; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16); Atk +6 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +8, Ref +2, Will +8. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 17.

Skills and Feats: Concentration +10, Knowledge (Arcana) +10, Knowledge (Planes) +7, Knowledge (Religion) +10, Scry +8, Spellcraft +8; Energy Substitution (flame)**; Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day—*burning hands, produce flame*, DC 13 + spell level. Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *bull's strength, endurance*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Spells Prepared (5/4+1/3+1; base DC = 15 + spell level +2 Necromancy — including all inflict wound spells): 0—*detect magic, detect poison, guidance, read magic, resistance*; 1st—*bane, cause fear, doom, mage armor**; *protection from good*; 2nd—*calm emotions, hold person, shatter, Tharizdun's Touch** **.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~Potion of endurance, potion of bull's strength~~, +1 dagger, half-plate, pouch with 32 gp and a small ruby (value 70 gp).

** New rule — see Appendix II: New Rules.

Lava Floor: CR5; spell effect; hp 50, AC 20; +5 attack bonus; 2 tentacles from each square; Fortitude [DC 13]; fire sub-type (immune to fire, double damage from cold except on successful save).

APL 6

Master Inferno (APL6 Version): CR8; male half-human/half-fire elemental Clr6 (Tharizdun); medium humanoid (human); HD 6d8+24; hp 57; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16); Atk +7 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +10, Ref +4, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 10.

Skills and Feats: Concentration +12, Knowledge (Arcana) +12, Knowledge (Planes) +8, Knowledge (Religion) +12, Scry +9, Spellcraft +9; Chain Spell**, Energy Substitution (fire)**; Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day—*burning hands, flaming sphere, produce flame*, DC 13 + spell

level. Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (cold – 72 pts)*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Spells Prepared (5/4+1/4+1/3+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0–*detect magic, detect poison, guidance, read magic, resistance*; 1st–*bane, cause fear, doom, mage armor*, protection from good*; 2nd–*calm emotions, death kneel, hold person, shatter, Tharizdun's Touch***; 3rd–*blast of force***, *ice burst** (fire)*, ~~*protection from elements (cold)*~~, *sword stream***.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of endurance, potion of bull's strength*~~, +1 dagger, half-plate, pouch with 32 gp and a small ruby (value 70 gp).

** New rule – see Appendix II: New Rules.

Lava Floor: CR7; spell effect; hp 100, AC 20; +10 attack bonus; 2 tentacles from each square; Fortitude [DC 15]; fire sub-type (immune to fire, double damage from cold except on successful save).

APL 8

Master Inferno (APL8 Version): CR9; male half-human/half-fire elemental Clr7 (Tharizdun); medium humanoid (human); HD 7d8+24; hp 66; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16); Atk +8 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +9, Ref +3, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 21, Cha 17.

Skills and Feats: Concentration +13, Knowledge (Arcana) +13, Knowledge (Planes) +8, Knowledge (Religion) +13, Scry +10, Spellcraft +10; Chain Spell**, Energy Substitution (fire)**, Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day–*burning hands, flaming sphere, produce flame, wall of fire*; DC 13 + spell level. Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +3, Wis 24 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (cold – 84 pts)*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 17 + spell level +2 Necromancy – including all inflict wound spells): 0–*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance*; 1st–*bane, cause fear, doom, mage armor*, protection from good, shield of faith*; 2nd–*calm emotions, death kneel, hold person, shatter, Tharizdun's Touch***; 3rd–*blast of force***, *ice burst** (fire)*, ~~*protection from elements (cold)*~~, *summon monster III*; 4th–~~*lesser planer ally, Otiluke's Resilient Sphere***~~, *spell immunity*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*Potion of endurance, potion of bull's strength*~~, *potion of haste*, +1 dagger, *periapt of wisdom* +2, half-plate, pouch with 32 gp and a small ruby (value 70 gp).

** New rule – see Appendix II: New Rules.

Lava Floor: CR10; spell effect; hp 200, AC 20; +15 attack bonus; 3 tentacles from each square; Fortitude [DC 17]; fire sub-type (immune to fire, double damage from cold except on successful save).

APL 10

Master Inferno (APL10 Version): CR11; male half-human/half-fire elemental Clr8/Dom1 (Tharizdun); medium humanoid (human); HD 9d8+36; hp 84; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16); Atk +10/+5 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +12, Ref +5, Will +14, Str 14, Dex 12, Con 18, Int 16, Wis 22, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +15, Knowledge (Planes) +10, Knowledge (Religion) +15, Scry +11, Spellcraft +11; Chain Spell**, Energy Substitution (fire)**, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score).

Half-elemental abilities (Sp): 1/day—*burning hands, fire shield, flaming sphere, produce flame, wall of fire*; DC 13 + spell level. Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +6, Wis 30 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (cold – 108 pts)*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 25 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, protection from good, shield of faith*; 2nd—*calm emotions, death kneel, hold person, shatter, sound burst (fire), Tharizdun's Touch* **, 3rd—blast of force* **, dispel magic, ice burst** (fire), ~~protection from elements (cold), sword stream**~~; 4th—*summon monster IV, Otiluke's Resilient Sphere* **, ~~lesser planer ally~~, spell immunity*; 5th—*hold person (chain), slay living, wall of force**.*

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike, bestow curse, bull's strength, cause fear, protection from good)~~, +1 dagger, periapt of wisdom +2, meta-magic feat rod of silence (lesser), half-plate, pouch with 32 gp and a small ruby (value 70 gp).

** New rule – see Appendix II: New Rules.

Lava Floor: CR10; spell effect; hp 200, AC 20; +15 attack bonus; 3 tentacles from each square; Fortitude [DC 17]; fire sub-type (immune to fire, double damage from cold except on successful save).

APL 12

Master Inferno (APL12 Version): CR13; male half-human/half-fire elemental Clr8/Dom3 (Tharizdun); medium humanoid (human); HD 11d8+44; hp 106; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16); Atk +12/+7 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; SR 23; AL CE; SV Fort +15,

Ref +6, Will +15. Str 10, Dex 12, Con 18, Int 16, Wis 24, Cha 17.

Skills and Feats: Concentration +17, Knowledge (Arcana) +17, Knowledge (Planes) +12, Knowledge (Religion) +17, Scry +12, Spellcraft +12; Chain Spell**, Energy Substitution (*fire*)**, Greater Spell Focus (Necromancy), Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects).

Half-elemental abilities (Sp): 1/day—*burning hands, fire seeds, fire shield, flaming sphere, produce flame, wall of fire*; DC 13 + spell level. Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +7, Wis 31 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (cold – 132 pts)*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 26 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, protection from good, random action, shield of faith*; 2nd—*calm emotions, death kneel, hold person, shatter, sound burst (fire), Tharizdun's Touch* **, 3rd—blast of force* **, ~~endurance, dispel magic, ice burst** (fire), ~~protection from elements (cold), sword stream**~~~~; 4th—*divine power, Otiluke's Resilient Sphere*, summon monster IV(2), spell immunity*; 5th—*hold person (chain), slay living, spell resistance, wall of force**; 6th—*~~planer ally~~, repulsion**.*

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon,

spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike, bestow curse, bull's strength, bull's strength, cat's grace, cat's grace, endurance, cause fear, protection from good), +1 dagger, periapt of wisdom +2, meta-magic feat rod of silence (lesser), half-plate, pouch with 32 gp and a small ruby (value 70 gp).~~

** New rule – see Appendix II: New Rules.

Lava Floor: CR10; spell effect; hp 200, AC 20; +15 attack bonus; 3 tentacles from each square; Fortitude [DC 17]; fire sub-type (immune to fire, double damage from cold except on successful save).

APL 14

Master Inferno (APL14 Version): CR15; male half-human/half-fire elemental Clr8/Dom5 (Tharizdun); medium humanoid (human); HD 13d8+78; hp 128; Init +1; Spd 30 ft.; AC17 (touch 11; flatfooted 16) +2 verse good aligned; Atk +13/+8 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Dark communion ritual, Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; SR 25; AL CE; SV Fort +16, Ref +6, Will +16. Str 14, Dex 12, Con 18, Int 16, Wis 26, Cha 17.

Skills and Feats: Concentration +19, Knowledge (Arcana) +19, Knowledge (Planes) +14, Knowledge (Religion) +19, Scry +13, Spellcraft +13; Chain Spell**, Energy Substitution (*fire*)**, Greater Spell Focus (Necromancy), Spell Focus (Enchantment), Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects), unholy pack (1/week, no payment needed for planar ally).

Half-elemental abilities (Sp): 1/day–*burning hands, fire seeds, fire shield, firestorm, flaming sphere, produce flame, wall of fire*; DC 13 + spell level.

Immune to fire and disease, +4 racial bonus on saves against poison

Insanity (Ex): Insanity score +8, Wis 34 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Inferno has the following spells pre-cast at the beginning of combat *endurance, protection from elements (cold – 156 pts)*. As long as Master Inferno stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above. Spells were prayed for while incense of meditation was burning – all spells are at affected by the Maximize Spell metamagic feat but are at their normal level.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 26 + spell level +2 Enchantment or +4 Necromancy – including all inflict wound spells): 0–*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st–bane, cause fear, doom, mage armor*, protection from good, random action, random action*; 2nd–*calm emotions, death kneel, hold person, shatter, sound burst (fire), Tharizdun's Touch* **, 3rd – blast of force* **, endurance, dispel magic, ice burst** (fire), ~~protection from elements (cold), sword stream**~~; 4th–*divine power, Otiluke's Resilient Sphere*, summon monster IV(2), spell immunity, ; 5th–hold person (chain), slay living, spell resistance, wall of force**; 6th–~~planer ally, heal, repulsion*~~*

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike, bestow curse, bull's strength, bull's strength, cat's grace, cat's grace, endurance, protection from elements (cold), cause fear, protection from good, protection from good), +1 dagger, periapt of wisdom +4, meta-magic feat rod of silence (lesser), ~~incense of meditation~~, incense of meditation, chitin half-plate, pouch with 32 gp and a small ruby (value 70 gp).~~

** New rule – see Appendix II: New Rules.

Lava Floor: CR10; spell effect; hp 200, AC 20; +15 attack bonus; 3 tentacles from each square; Fortitude [DC 17]; fire sub-type (immune to fire, double damage from cold except on successful save).

Brother Flame: CR13; male human Mnk13; medium humanoid (human); HD 13d8+39; hp 96; Init +4; Spd 70 ft.; AC22 (touch 22; flat-footed 22); Atk +12/+9/+6 melee (1d12+3, unarmed strike), +10/+10/+7/+4 (1d12+3, flurry of blows), or +13/+10/+7 (1d6+5, +2 kama); SA *Ki* strike +2, Stunning attack; SQ Monk

abilities, pre-casts spells; SR 23; AL LE; SV Fort +11, Ref +12, Will +15. Str 16, Dex 18, Con 16, Int 10, Wis 23, Cha 10.

Skills and Feats: Balance +10, Climb +8, Hide +19, Jump +13, Listen +11, Move Silently +19, Spot +8, Tumble +19; Deflect Arrows, Dodge, Extra Stunning Attacks**, Knock-Down**, Improved Trip, Mobility, snatch Arrows**, Spring Attack.

Monk Abilities: *Abundant step*, diamond body, diamond soul, improved evasion, purity of body, leap of the clouds, slow fall 50 ft., still mind, wholeness of body.

Pre-Cast spells: Brother Flame has the following spells effects during the day of combat *bull's strength*, *cat's grace*, *endurance*, *owl's wisdom*, *protection from elements (cold – 156 pts)*. As long as Brother Flame stays within the *unhallowed* area, he is affected by a *freedom of movement*. All spell effects are included in the scores above.

Equipment: +2 *kama*

** New rule – see Appendix II: New Rules

ENCOUNTER 13: RETURN TO THE SOIL

APL 4

Master Terra (APL4 version): CR6; male half-human/half-earth elemental Clr4 (Tharizdun); medium humanoid (human); HD 4d8+16; hp 39; Init +1; Spd 30 ft.; AC18 (touch 11; flatfooted 17); Atk +6 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +8, Ref +2, Will +8. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 17.

Skills and Feats: Concentration +10, Knowledge (Arcana) +10, Knowledge (Planes) +7, Knowledge (Religion) +10, Scry +8, Spellcraft +8; Energy Substitution (sonic)**, Silent Spell, Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day–*magic stone*, *soften earth and stone*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +2, Wis 21 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *bull's strength*, *endurance*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (5/4+1/3+1; base DC = 15 + spell level +2 Necromancy – including all inflict wound spells): 0–*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st–*bane*, *cause fear*, *doom*, *mage armor**, *protection from good*; 2nd–*calm emotions*, *hold person*, *shatter*, *Tharizdun's Touch** **.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*potion of endurance*, *potion of bull's strength*~~, +1 dagger, masterwork breastplate, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).

** New rule – see Appendix II: New Rules.

APL 6

Master Terra (APL6 version): CR8; male half-human/half-earth Clr6 (Tharizdun); medium humanoid (human); HD 6d8+24; hp 57; Init +1; Spd 30 ft.; AC19 (touch 11; flatfooted 18); Atk +7 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +10, Ref +4, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 19, Cha 17.

Skills and Feats: Concentration +12, Knowledge (Arcana) +12, Knowledge (Planes) +8, Knowledge (Religion) +12, Scry +9, Spellcraft +9; Chain Spell**, Energy Substitution (sonic)**, Silent Spell, Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day–*magic stone*, *soften earth and stone*, *stone shape*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +3, Wis 22 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *bull's strength*, *endurance*, *protection from elements (fire – 72 pts)*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (5/4+1/4+1/3+1; base DC = 16 + spell level +2 Necromancy – including all inflict wound spells): 0–*detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st–*bane*, *cause fear*, *doom*, *mage armor**, *protection from good*; 2nd–*calm emotions*, *death kneel*, *hold person*, *shatter*, *Tharizdun's Touch** **, 3rd–*blast of force** **, *ice burst** (sonic), ~~*protection from elements (fire)*~~, *sword stream** **.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*potion of bull's strength, potion of endurance, +1 dagger, +1 breastplate, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).*~~

** New rule – see Appendix II: New Rules.

APL 8

Master Terra (APL8 version): CR9; male half-human/half-elemental Clr7 (Tharizdun); medium humanoid (human); HD 7d8+24; hp 66; Init +1; Spd 30 ft.; AC18 (touch 11; flatfooted 17); Atk +8 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +9, Ref +3, Will +9. Str 14, Dex 12, Con 18, Int 16, Wis 21, Cha 17.

Skills and Feats: Concentration +13, Knowledge (Arcana) +13, Knowledge (Planes) +8, Knowledge (Religion) +13, Scry +10, Spellcraft +10; Chain Spell**, Energy Substitution (sonic)**, Silent Spell, Spell Focus (Necromancy).

Half-elemental abilities (Sp): 1/day—*magic stone, soften earth and stone, stone shape, stone spikes*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +3, Wis 24 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (fire – 84 pts)*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (6/5+1/4+1/3+1/2+1; base DC = 17 + spell level +2 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance*, 1st—*bane, cause fear, doom, mage armor*, protection from good, shield of faith*; 2nd—*calm emotions, death kneel, hold person, shatter, Tharizdun's Touch* ***; 3rd—*blast of force* **, ice burst* (sonic), protection from elements (fire), sword stream* **, 4th—dispel magic (silent), Otiluke's Resilient Sphere* **, lesser planer ally*.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*potion of bull's strength, potion of endurance, potion of haste, +1 dagger, periapt of wisdom +2, masterwork large shield, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).*~~

** New rule – see Appendix II: New Rules.

Minotaur Guard: CR7; Male minotaur Brb3; large monstrous humanoid; HD 6d8+12 plus 3d12+6; hp 86; Init –1; Spd 40 ft.; AC 18 (touch 8, flat-footed 18); Atk +15/+10 melee (2d8+6 [x3], huge masterwork greataxe) and +9 melee (1d8+3, gore); Reach 10 ft.; SA charge, rage; SQ Natural cunning, scent uncanny dodge (Dex bonus to AC when flat-footed); AL CE; SV Fort +9, Ref +5, Will +6; Str 22, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Hide–6, Intimidate +9, Jump +7, Listen +10, Search +6, Spot +10; Dirty Fighting**, Great Fortitude, Power Attack, Power Lunge**.

Charge (Ex): In addition to the normal effects of a charge, the minotaur's gore attack does 4d6+9 points of damage (or 4d6+12 when raging).

Rage (Ex): 1/day – hp +16; AC 16 (touch 6, flat-footed 16); Atk +16/+11 melee (2d8+8 [x3], huge masterwork greataxe) and +10 melee (1d8+5, gore); SV Fort +11, Will +7, Str 26, Con 19. Jump +9. Last 7 rounds, then fatigued.

Pre-Cast spells: Minotaur guards have the following spells pre-cast at the beginning of combat *protection from elements (fire – 84 pts)*. All spell effects are included in the scores above. As long as the minotaur guard stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Equipment: *potion of haste, masterwork huge greataxe.*

** New rule – see Appendix II: New Rules.

APL 10

Master Terra (APL10 version): CR11; male half-human/half-elemental Clr8/Dom1 (Tharizdun); medium humanoid (human); HD 9d8+36; hp 84; Init +1; Spd 30 ft.; AC18 (touch 11; flatfooted 17); Atk +10/+5 melee (1d4+3 [19-20/x2], dagger); SA rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +12, Ref +5, Will +14, Str 14, Dex 12, Con 18, Int 16, Wis 22, Cha 10.

Skills and Feats: Concentration +15, Knowledge (Arcana) +15, Knowledge (Planes) +10, Knowledge (Religion) +15, Scry +11, Spellcraft +11; Chain Spell**, Energy Substitution (sonic)**, Greater Spell Focus (Necromancy), Silent Spell, Spell Focus (Necromancy).

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score).

Half-elemental abilities (Sp): 1/day—*magic stone, soften earth and stone, stone shape, stone spikes, wall of stone*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +6, Wis 30 for bonus spells and DCs; Wis 18 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (fire – 108 pts)*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (6/5+1/5+1/4+1/3+1/2+1; base DC = 25 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, protection from good, shield of faith; 2nd—calm emotions, death kneel, hold person, shatter, sound burst, Tharizdun's Touch* **, 3rd—blast of force* **, dispel magic, ice burst** (sonic), ~~protection from elements (fire)~~, sword stream**; 4th—dispel magic (silent), Otiluke's Resilient Sphere* **, ~~lesser planer ally~~, spell immunity; 5th—hold person (chain), slay living, wall of force*.*

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance~~, *potion of haste*, Scroll (*flame strike (sonic), freedom of movement, bestow curse, bull's strength, cause fear*), +1 dagger, *periapt of wisdom* +2, masterwork large shield, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).

** New rule – see Appendix II: New Rules.

Cranite (APL 10 version): CR10; Male half-fiend/half-stone giant; Large outsider (evil, chaotic); HD 14d8+98; hp 188; Init +4; Spd 40 ft.; AC 28 (touch 13, flatfooted 24); Atk +20/+15 melee (2d6+16 [19-20/x2], huge greatclub, or +19 melee (1d8+10, bite) and +14 melee (1d6+5, 2 claws), or +14/+9 ranged (2d8+10, rock); Reach 10ft.; SA Rock throwing, spell-like abilities; SQ Acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison, rock catching; AL CE; SV fort +14, Ref +8, Will +4; Str 31, Dex 19, Con 25, Int 14 Wis 10, Cha 13.

Skills and Feats: Bluff +8, Climb +24, Diplomacy +5, Hide +12 (+20 in rocky terrain), Intimidate +9, Jump +24, Knowledge (religion) +8, Listen +6, Search +8, Sense Motive +6, Spot +17; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing: Range increment 180 ft.

Spell-Like Abilities (Sp): 3/day – darkness, poison, unholy aura; 1/day – desecrate, unholy blight, contagion, blasphemy, unhallow (all as Sor14). DC 11 + spell level.

Rock Catching: Can catch small, medium-size, or large rocks with successful Ref save (DC 15, 20, or 25 respectively) if ready for and aware of the attack.

Pre-Cast spells: Cranite has the following spells pre-cast at the beginning of combat *endurance*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Equipment: Large hide armor, +1 *huge greatclub*, ~~potion of endurance~~, *potion of haste*.

Obsidian (APL 10 version): CR10; female human Wiz10 (Necromancer); medium humanoid (human); HD 10d4+40; hp 71; Init +2; Spd 30 ft.; AC 12 (touch 12; flatfooted 10) or with mage armor cast AC 16 (touch 16, flatfooted 14); Atk +5 melee (1d4 [19-20/x2], dagger); SQ familiar (toad); AL CE; SV Fort +7, Ref +4, Will +8, Str 10, Dex 12, Con 18, Int 20, Wis 12, Cha 10.

Skills and Feats: Concentration +13 Listen +4, Knowledge (Arcana) +15, Knowledge (Planes) +15, Scry +15, Spellcraft +15, Spot +4; Chain Spell**, Heighten Spell, Energy Substitution** (acid), Extra Spell Slot** (4th), Silent Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Focus (Necromancy).

Pre-Cast spells: Obsidian has the following spells pre-cast at the beginning of combat *endurance*. All spell effects are included in the scores above.

Spells Prepared (4/6/6/5/6/3 base DC = 15 + spell level +2 Necromancy or +2 Transmutation): 0—*detect magic, flare, ray of frost, read magic; 1st—charm person, lesser cold orb***, lesser sonic orb***, mage armor, ray of enfeeblement, shield; 2nd—cat's grace, choke***, ~~endurance~~, Melf's Acid Arrow, ray of enfeeblement, scare; 3rd—dispel magic, displacement, magic circle against good, negative energy burst**, slow; 4th—dispel magic (silent), enervation, improved invisibility, minor globe of invulnerability, solid fog; 5^h—cone of cold, spirit wall***, wall of force.*

Equipment: scroll—*enervation, haste, wall of force; headband of intelligence* +2, dagger, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

APL 12

Master Terra (APL12 Version): CR13; male half-human/half-elemental Clr8/Dom3 (Tharizdun); medium humanoid (human); HD 11d8+44; hp 106; Init +1; Spd 30 ft.; AC18 (touch 11; flatfooted 17); Atk

+12/+7 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; AL CE; SV Fort +15, Ref +6, Will +15. Str 10, Dex 12, Con 18, Int 16, Wis 24, Cha 17.

Skills and Feats: Concentration +17, Knowledge (Arcana) +17, Knowledge (Planes) +12, Knowledge (Religion) +17, Scry +12, Spellcraft +12; Chain Spell**, Energy Substitution (*sonic*)**, Greater Spell Focus (Necromancy), Silent Spell, Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will saves (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects).

Half-elemental abilities (Sp): 1/day—*magic stone, soften earth and stone, stoneskin, stone shape, stone spikes, wall of stone*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +7, Wis 31 for bonus spells and DCs; Wis 17 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *bull's strength, endurance, protection from elements (fire – 132 pts)*. All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 26 + spell level +4 Necromancy – including all inflict wound spells): 0—*cure minor wounds, detect magic, detect poison, guidance, read magic, resistance, 1st—bane, cause fear, doom, mage armor*, protection from good, random action, shield of faith; 2nd—calm emotions, death kneel, hold person, shatter, sound burst, Tharizdun's Touch* **, 3rd—blast of force* **, ~~endurance, dispel magic, ice burst** (sonic), protection from elements (acid—72 pts), sword stream**~~; 4th—*dispel magic (silent), Otiluke's Resilient Sphere*, poison, spell immunity, spell immunity, 5th—hold**

person (chain), slay living, spell resistance, wall of force; 6th—~~planer ally, repulsion*~~.

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~potion of endurance, potion of haste, Scroll (flame strike (sonic), bestow curse, bull's strength, bull's strength, cat's grace, cat's grace, endurance, cause fear)~~, +1 dagger, *periapt of wisdom* +2, masterwork large shield, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).

** New rule – see Appendix II: New Rules.

Cranite (APL 12 version): CR 10; Male half-fiend/half-stone giant; Large outsider (evil, chaotic); HD 14d8+98; hp 188; Init +4; Spd 40 ft.; AC 28 (touch 13, flatfooted 24); Atk +20/+15 melee (2d6+16 [19-20/x2], huge greatclub, or +19 melee (1d8+10, bite) and +14 melee (1d6+5, 2 claws), or +14/+9 ranged (2d8+10, rock); Reach 10ft.; SA Rock throwing, spell-like abilities; SQ Acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison, rock catching; AL CE; SV fort +14, Ref +8, Will +4; Str 31, Dex 19, Con 25, Int 14 Wis 10, Cha 13.

Skills and Feats: Bluff +8, Climb +24, Diplomacy +5, Hide +12 (+20 in rocky terrain), Intimidate +9, Jump +24, Knowledge (religion) +8, Listen +6, Search +8, Sense Motive +6, Spot +17; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing: Range increment 180 ft.

Spell-Like Abilities (Sp): 3/day – darkness, poison, unholy aura; 1/day – desecrate, unholy blight, contagion, blasphemy, unhallow (all as Sor14). DC 11 + spell level.

Rock Catching: Can catch small, medium-size, or large rocks with successful Ref save (DC 15, 20, or 25 respectively) if ready for and aware of the attack.

Pre-Cast spells: Cranite has the following spells pre-cast at the beginning of combat *endurance*. All spell effects are included in the scores above. As long as Cranite stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Equipment: Large hide armor, +1 huge greatclub, ~~potion of endurance, potion of haste~~.

Obsidian (APL 12 version): CR12; female human Wiz12 (Necromancer); medium humanoid (human); HD 12d4+48; hp 85; Init +2; Spd 30 ft.; AC 12 (touch 12; flatfooted 10) or with mage armor cast AC16 (touch 16, flatfooted 14); Atk ++6/+1 melee (1d4 [19-20/x2], dagger); SQ familiar (toad); AL CE; SV Fort +8, Ref +5, Will +9. Str 10, Dex 12, Con 18, Int 21, Wis 12, Cha 10.

Skills and Feats: Concentration +17 Listen +4, Knowledge (Arcana) +17, Knowledge (Planes) +17, Scry +15, Spellcraft +15, Spot +4; Chain Spell**, Heighten Spell, Energy Admixture (acid), Energy Substitution** (acid), Extra Spell Slot** (4th), Silent Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Focus (Necromancy).

Pre-Cast spells: Obsidian has the following spells pre-cast at the beginning of combat *endurance*. All spell effects are included in the scores above. As long as Obsidian stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (4/6/6/6/6/4/3 base DC = 15 + spell level +2 Necromancy or +2 Transmutation): 0—*detect magic, flare, ray of frost, read magic*; 1st—*charm person, lesser electrical orb**, lesser acid orb**, mage armor, ray of enfeeblement, shield*; 2nd—*cat's grace, choke**, ~~endurance~~, Melf's Acid Arrow, ray of enfeeblement, scare*; 3rd—*dispel magic, displacement, fireball (acid), magic circle against good, negative energy burst**, slow*; 4th—*dispel magic (silent), enervation, fear, improved invisibility, minor globe of invulnerability, solid fog*; 5th—*cone of cold, spirit wall***; 6th—*acid fog, ray of enfeeblement (heighten), flesh to stone*.

Equipment: *scroll—enervation, greater dispel magic, mass haste, stone to flesh, wall of force; headband of intelligence* +2, dagger, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

Rip (APL 12 version): CR10; Male human Rog7/Shd2/Asn1; medium humanoid (human); HD 7d6+21 plus 2d8+6 plus 1d6+3; hp 68; Init +6; Spd 30; AC 16 (touch 16, flat-footed 16); Atk +5 (1d6+1 [18-20/x2], rapier); or +11 ranged (5d6 lightning 2, javelin of lightning); SA Death attack, Sneak attack +5d6; SQ Darkvision, evasion, locate traps, poison use, uncanny dodge (Dex bonus to AC when flat-footed, can't be flanked); AL CE; SV Fort +5, Ref +16, Will +3; Str 12, Dex 22, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Decipher Script +8, Disable Device +8, Disguise +5, Gather Information +5, Hide +19, Innuendo +4, Listen +11, Move Silently +19, Open Lock +12, Perform +5, Search +6, Speak Language +5, Spellcraft +2, Spot +8, Tumble +19, Use Magic Device +13; Combat Reflexes, Dodge, Mobility, Weapon Finesse: Rapier.

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 14 to resist.

Pre-Cast spells: Rip has the following spells effects active *cat's grace, endurance*. All spell effects are

included in the scores above. As long as Rip stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (2; base DC 12 + spell level): 1st—*ghost sound, ghost sound*.

Spellbook: 1st—*change self, detect poison, ghost sound, obscuring mist, spider climb*.

Equipment: ~~*potion of cat's grace, potion of endurance*~~, *potion of glibness, potion of haste, dust of disappearance, scroll—protection from good*, +1 rapier, javelin of lightning, javelin of lightning, and pouch with masterwork thieves' tools.

APL 14

Master Terra (APL14 Version): CR15; male half-human/half-elemental Clr8/Dom5 (Tharizdun); medium humanoid (human); HD 13d8+78; hp 128; Init +1; Spd 30 ft.; AC18 (touch 11; flatfooted 17); Atk +13/+8 melee (1d4+3 [19-20/x2], dagger); SA Chill soul, dark lore, *maddening howl*, rebuke undead 6/day; SQ Dark communion ritual, Doomdreamer secrets, half-elemental abilities, insanity, pre-casts spells; SR 25; AL CE; SV Fort +16, Ref +6, Will +16. Str 14, Dex 12, Con 18, Int 16, Wis 26, Cha 17.

Skills and Feats: Concentration +19, Knowledge (Arcana) +19, Knowledge (Planes) +14, Knowledge (Religion) +19, Scry +13, Spellcraft +13; Chain Spell**, Energy Substitution (*sonic*)**, Greater Spell Focus (Necromancy), Silent Spell, Spell Focus (Enchantment), Spell Focus (Necromancy).

Chill Soul (Su): Can touch a living creature and inflict 3d8 points of damage. This can be used in conjunction with an inflict wounds spell, but is negated if the victim is wearing the purple robes of Tharizdun. This can be used once per day.

Dark Lore (Su): 1/day speak a creature's secret. Target must make a Will save (DC 20) or be stunned for 1d3 rounds.

Maddening howl (Sp): 1/day, as a standard action, give a howl that affects all living creatures within 50 ft. Those in the area must make a Will save (DC 20). Failure means that the victim stands still (treat as dazed) for 1 round.

Doomdreamer Secrets: Deeper madness (+2 bonus to Insanity score), paying fealty to death (+1 DC to spells causing death effects), unholy pack (1/week, no payment needed for planar ally).

Half-elemental abilities (Sp): 1/day—*iron body, magic stone, soften earth and stone, stoneskin, stone shape, stone spikes, wall of stone*, DC 13 + spell level. Immune to cold and disease, +4 racial bonus on saves against poison.

Insanity (Ex): Insanity score +8, Wis 34 for bonus spells and DCs; Wis 16 for all other Wis-based checks.

Pre-Cast spells: Master Terra has the following spells pre-cast at the beginning of combat *endurance*, *protection from elements* (fire – 156 pts). All spell effects are included in the scores above. As long as Master Terra stays within the *unhallowed* area, he is affected by a *freedom of movement*. Spells were prayed for while incense of meditation was burning – all spells are at affected by the Maximize Spell metamagic feat but are at their normal level.

Spells Prepared (6/6+1/5+1/5+1/4+1/3+1/2+1; base DC = 26 + spell level +2 Enchantment or +4 Necromancy – including all inflict wound spells): 0 – *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *read magic*, *resistance*; 1st – *bane*, *cause fear*, *doom*, *mage armor**, *protection from good*, *random action*, *random action*; 2nd – *calm emotions*, *death kneel*, *hold person*, *shatter*, *sound burst*, *Tharizdun's Touch**; 3rd – *blast of force**; 4th – *dispel magic*, *ice burst** (sonic), *protection from elements* (acid), *sword stream**; 5th – *dispel magic* (silent), *Otiluke's Resilient Sphere**, *poison*, *spell immunity*, *spell immunity*; 6th – *hold person* (chain), *slay living*, *spell resistance*, *wall of force*; 7th – *planerally*, *heal*, *repulsion**

*Domain spell. Domains: Madness (Clarity of True Madness); Force (re-roll any damage roll (weapon, spell, or ability) once per day and take the better of the two rolls).

Equipment: ~~*potion of endurance*~~, *potion of haste*, *Scroll (flame strike (sonic))*, *bestow curse*, ~~*bull's strength*~~, ~~*bull's strength*~~, ~~*cat's grace*~~, ~~*cat's grace*~~, ~~*endurance*~~, *cause fear*), +1 dagger, *periapt of wisdom* +4, ~~*incense of meditation*~~, *incense of meditation*, masterwork large shield, mithral large shield, pouch with 32 gp and a small garnet (value 70 gp).

** New rule – see Appendix II: New Rules.

Cranite (APL 14 version): CR 10; Male half-fiend/half-stone giant; Large outsider (evil, chaotic); HD 14d8+98; hp 188; Init +4; Spd 40 ft.; AC 28 (touch 13, flatfooted 24); Atk +20/+15 melee (2d6+16 [19-20/x2], huge greatclub, or +19 melee (1d8+10, bite) and +14 melee (1d6+5, 2 claws), or +14/+9 ranged (2d8+10, rock); Reach 10ft.; SA Rock throwing, spell-like abilities; SQ Acid, cold, electricity, and fire resistance 20, darkvision 60 ft., immune to poison, rock catching; AL CE; SV fort +14, Ref +8, Will +4; Str 31, Dex 19, Con 25, Int 14 Wis 10, Cha 13.

Skills and Feats: Bluff +8, Climb +24, Diplomacy +5, Hide +12 (+20 in rocky terrain), Intimidate +9, Jump +24, Knowledge (religion) +8, Listen +6, Search

+8, Sense Motive +6, Spot +17; Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing: Range increment 180 ft.

Spell-Like Abilities (Sp): 3/day – darkness, poison, unholy aura; 1/day – desecrate, unholy blight, contagion, blasphemy, unhallow (all as Sor14). DC 11 + spell level.

Rock Catching: Can catch small, medium-size, or large rocks with successful Ref save (DC 15, 20, or 25 respectively) if ready for and aware of the attack.

Pre-Cast spells: Cranite has the following spells pre-cast at the beginning of combat *endurance*. All spell effects are included in the scores above. As long as Cranite stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Equipment: Large hide armor, +1 huge greatclub, ~~*potion of endurance*~~, *potion of haste*.

Obsidian (APL 14 version): CR14; female human Wiz14 (Necromancer); medium humanoid (human); HD 14d4+56; hp 99; Init +2; Spd 30 ft.; AC 12 (touch 12; flatfooted 10) or with mage armor cast AC16 (touch 16, flatfooted 14); Atk +7/+2 melee (1d4 [19-20/x2], dagger); SQ familiar (toad); AL CE; SV Fort +8, Ref +5, Will +10. Str 10, Dex 12, Con 18, Int 23, Wis 12, Cha 10.

Skills and Feats: Concentration +19 Listen +4, Knowledge (Arcana) +19, Knowledge (Planes) +19, Scry +17, Spellcraft +17, Spot +4; Chain Spell*, Heighten Spell, Energy Admixture (acid), Energy Substitution** (acid), Extra Spell Slot* (4th), Silent Spell, Scribe Scroll, Spell Focus (Transmutation), Spell Focus (Necromancy).

Pre-Cast spells: Obsidian has the following spells pre-cast at the beginning of combat *endurance*, *fox's cunning*. All spell effects are included in the scores above. As long as Obsidian stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (4/6/6/6/7/5/4/2 base DC = 15 + spell level +2 Necromancy or +2 Transmutation): 0 – *detect magic*, *flare*, *ray of frost*, *read magic*; 1st – *lesser electrical orb**, *lesser acid orb**, *mage armor*, *protection from good*, *ray of enfeeblement*, *shield*; 2nd – *cat's grace*, *choke**, ~~*endurance*~~, *Melf's Acid Arrow*, *ray of enfeeblement*, *scare*; 3rd – *dispel magic*, *displacement*, *fireball* (acid), *fly*, *negative energy burst**; 4th – *dispel magic* (silent), *enervation*, *ice storm*, *ice storm* (acid), *improved invisibility*, *minor globe of invulnerability*, *solid fog*; 5th – *choke** (chain), *cone of cold*, *spirit wall**, *transmute rock to mud*, *wall of stone*; 6th – *acid fog*, *ray of enfeeblement* (heighten), *flesh to stone*, *Tenser's Transformation*§; 7th – *acid fireball* (Energy Admixture), *Finger of Death*.

§ *Tenser's Transformation*: When casting this spell, the following spell effects are granted: hp +35; AC +4 natural armor; Str 16, Dex 18, +14/+9/+4 melee +3 damage, Fort +13.

Equipment: ~~scroll—enervation, fox's—cunning~~**
greater dispel magic, mass haste, stone to flesh, wall of force; headband of intelligence +2, dagger, pouch with 35 gp.

** New rule – see Appendix II: New Rules.

Rip (APL 14 version): CR13; Male human Rog10/Shd2/Asn1; medium humanoid (human); HD 10d6+30 plus 2d8+6 plus 1d6+3; hp 92; Init +6; Spd 30; AC 16 (touch 16, flat-footed 16); Atk +5 (1d6+1 [18-20/x2], rapier); or +11 ranged (5d6 lightning 2, javelin of lightning); SA Death attack, Sneak attack +6d6; SQ Darkvision, improved evasion, locate traps, poison use, uncanny dodge (Dex bonus to AC when flat-footed, can't be flanked, +1 versus traps); AL CE; SV Fort + 5, Ref + 16, Will + 3; Str 12, Dex 23, Con 16, Int 12, Wis 12, Cha 14.

Skills and Feats: Decipher Script +12, Disable Device +12, Disguise +5, Gather Information +5, Hide +22, Innuendo +4, Listen +15, Move Silently +22, Open Lock +12, Perform +5, Search +6, Speak Language (common, elven, infernal, terran, undercommon, giant), Spellcraft +2, Spot +12, Tumble +22, Use Magic Device +22; Combat Reflexes, Dodge, Expert Tactician, Mobility, Weapon Finesse: Rapier.

Death Attack (Ex): If the assassin studies a target for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack can also paralyze (for 1d6+4 rounds) or kill the victim Fort save DC 14 to resist.

Pre-Cast spells: Rip has the following spells effects active *cat's grace, endurance*. All spell effects are included in the scores above. As long as Rip stays within the *unhallowed* area, he is affected by a *freedom of movement*.

Spells Prepared (2; base DC 12 + spell level): 1st—*ghost sound, ghost sound*.

Spellbook: 1st—*change self, detect poison, ghost sound, obscuring mist, spider climb*.

Equipment: ~~*potion of cat's grace, potion of endurance*~~, *potion of glibness, potion of haste, dust of disappearance, scroll – protection from good, +1 rapier, javelin of lightning, javelin of lightning*, and pouch with masterwork thieves' tools.

Appendix II: New Rules

SPELLS

BLAST OF FORCE AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: Instantaneous

Saving Throw: Fortitude (see text)

Spell Resistance: Yes

You direct single, invisible blast of force at a chosen target. This is a ranged touch attack that inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if this were a bull rush).

BOLTS OF BEDEVILMENT AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

CHOKER AS PRESENTED IN TOME AND BLOOD

Conjuration (Creation) [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Target: One creature up to size Large (see text)

Duration: 1 round/level

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A pair of invisible hands made of pure force spring into existence around the target's throat and begin to strangle it. Only aberrations, animals, beasts, fey, giants, humanoids, magical beasts, monstrous humanoids, outsiders, and shapechangers can be affected. Creatures without necks, such as beholders, cannot be affected. The hands cannot be attacked or damaged.

The target takes 1d4 points of damage per round but can make a Reflex save each round for half damage. All attack rolls and checks the target makes while being choked suffer a -2 circumstance penalty; if the check involves speaking, the circumstance penalty is -4. Spell casting is possible, but the target must make a successful Concentration check (DC10 + spell level +1/2 the last damage dealt) or lose the spell. The -2 circumstance penalty also applies to the check, or -4 if the spell has a verbal component.

Material Component: A handkerchief or similar-sized piece of cloth that has been tied in a knot.

COLD ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Cold]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half (see text)

Spell Resistance: Yes

One or more orbs of cold about 3 inches across shoots from your palm to their targets. You must succeed at a ranged touch attack to hit your target. The orbs deal a total of ad6 points of cold damage per caster level (maximum of 15d6), divided any way you see fit, but a single orb must deal at least 1d6 points of damage. You

declare the damage division before making your attack rolls.

A creature struck directly takes the orb's damage and is blinded by a shower of ice crystals for 1 round. A successful Fortitude save reduces the damage by half and negates the blindness.

If you miss, the ice crystals splash in a 10-foot burst, dealing 2 points per die of damage dealt by that orb. A successful Reflex reduces splash damage by half.

EAGLE'S SPLENDOR AS PRESENTED IN TOME AND BLOOD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants an enhancement bonus to Charisma of 1d4+1 points, adding the usual benefits to Charisma-based skills. Sorcerers and bards who receive eagle's splendor do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few feathers or a pinch of droppings from an eagle.

FOX'S CUNNING AS PRESENTED IN TOME AND BLOOD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes smarter. The spell grants an enhancement bonus to Intelligence of 1d4+1 points, adding the usual benefits to Intelligence-based skills. Wizards who receive fox's cunning do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few hairs or a pinch of dung from a fox.

ICE BURST AS PRESENTED IN TOME AND BLOOD

Evocation [Cold]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Area: 30-ft-radius burst

Duration: Instantaneous

Saving Throw: Reflex half (see text)

Spell Resistance: Yes

A hail of magical ice chunks erupts from a point in space. The chunks fly in all directions, hitting everything within the burst. The pelting ice deals 1d4 points of cold damage +1 point of blunt damage per caster level, to a maximum of 10d4+10.

Material component: A chunk of ice or a single pearl.

KNIFE SPRAY AS PRESENTED IN DEFENDERS OF THE FAITH

Evocation

Level: Clr 2

Components: V, S

Casting Time: 1 action

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

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You cause moisture in the air to sparkle, coalesce, then spray away from your fingertips, driving into all creatures in the cone of effect. Each creature in the area takes 1d6 points of damage, plus 1 additional point per caster level to a maximum of +5. A Reflex save is allowed for half damage.

LESSER ACID ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Acid]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 pints of acid damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LESSER COLD ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Cold]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 pints of cold damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LESSER ELECTRIC ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Electricity]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of electricity about 2 inches across shoots from your palm at its target, dealing 1d8 pints of electrical damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

LESSER SONIC ORB AS PRESENTED IN TOME AND BLOOD

Evocation [Sonic]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: Up to five creatures or objects, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

An orb of sonic about 2 inches across shoots from your palm at its target, dealing 1d8 pints of sonic damage. You must succeed at a ranged touch attack to hit your target. If you miss, there is no splash damage.

For every two levels of experience past 1st, you gain an additional orb that you shoot at the same time. You have two at 3rd level, three at 5th level, four at 7th level, and the maximum of five orbs at 9th level or higher. If you shot multiple orbs, you can have the strike a single creature or several creatures. A single orb can strike only one creature. You must designate targets before you roll for SR or roll damage.

NEGATIVE ENERGY BURST AS PRESENTED IN TOME AND BLOOD

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

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

Target: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

You release a silent burst of negative energy from a point you indicate.

The burst deals 1d8 points of damage to living creatures in the area +1 point per caster level (maximum of 1d8+10-). A successful will save reduces the damage by half.

Since undead are powered by negative energy, this spell cures them of a like amount of damage, rather than harming them.

OWL'S WISDOM AS PRESENTED IN TOME AND BLOOD

Transmutation

Level: Brd 2, Clr 2, Sor/Wiz 2

Components: V, S, M/DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creature becomes wiser. The spell grants an enhancement bonus to Wisdom of 1d4+1 points, adding the usual benefits to Wisdom-based skills. Clerics, druids, paladins, and rangers who receive owl's wisdom do not gain extra spells, but the save DCs for their spells increase.

Arcane material component: A few feathers or a pinch of droppings from an owl.

RECITATION AS PRESENTED IN DEFENDERS OF THE FAITH

Conjuration (Creation)

Level: Clr 4

Components: V, S, DF

Casting Time: 1 action

Range: 60 ft.

Area: All allies and foes within a 60-ft.-radius burst centered on you

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon *yourself* and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

RAGE AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You put a creature into a screaming blood frenzy. In this rage, the target gains +4 to Strength, +4 to Constitution, and a +2 to morale bonus on Will saves. Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

SPIRITWALL AS PRESENTED IN TOME AND BLOOD

Necromancy

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius of up to 1 ft./level

Duration: 1 minutes/level (D)

Saving Throw: None

Spell Resistance: No

This spell creates an immobile, swirling mass of greenish-white forms that look like tortured spirits. One side of the wall, selected by you, emits a low groaning that causes creatures within a 60-foot spread to make a Will save or flee in panic for 1d4 rounds (this is a sonic fear effect).

The barrier is semi material and opaque, providing total concealment. It blocks magical effect and provides nine-tenths cover against physical attacks. Creatures can easily move through a spiritwall, but at a cost. A living creature that merely touches the wall takes 1d10 points of damage as its life force is disrupted. A living creature that actually passes through the wall takes 1d10 points of damage, as above and must make a successful fortitude save or receive one negative level.

Material Component: a clear, faceted gemstone.

SWORD STREAM AS PRESENTED IN DEFENDERS OF THE FAITH

Evocation

Level: Clr 3

Components: V, S

Casting Time: 1 action

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

Effect: 5 ft. wide out to limit of range

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Sword stream cause moisture in the air to sparkle, coalesce, then shoot away from your fingertips in a high-pressure stream. Each creature in the effect takes 1d8 points of damage, Plus 1 additional point per caster level to a maximum of +10.

TOUCH OF MADNESS AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get on special advantage against it), but can't move, cast spells, use mental abilities, and so on.

ITEMS

METAMAGIC FEAT ROD, SILENCE (LESSER) AS PRESENTED IN THE TOME OF BLOOD

The user can cast up to three spells per day without verbal components as though using the Silent Spell feat. The Lesser Metamagic Feat Rods can be used with 1st – 3rd level spells.

Metamagic Feat Rod, Silence (Lesser): Cost 5,400 gp

DOMAINS

Madness Domain

Deity: Boccob, Elder Elemental Eye, Erythnul, Tharizdun, Vecna.

Granted Power: You gain an "Insanity score" equal to half your class level (add cleric levels to prestige class levels for this purpose). For spellcasting (determining bonus spells and DCs), add this score to your Wisdom score and use the result in place of Wisdom alone. For all other purposes, such as skill checks and saving throws, subtract this score from your Wisdom score and use the result in place of Wisdom alone. This means that your spells are very difficult to resist, but you are in general unaware of your surroundings and act imprudently—often erratically.

Once per day, you can see and act with the clarity of true madness. Use your Insanity score as a bonus on a single roll involving Wisdom, such as a Listen check or a Will saving throw. Choose to use this power before the roll is made.

Madness Domain Spells

1 Random Action. One creature acts randomly for one round.

2 Touch of Madness †. Dazes one creature for 1 round/level

3 Rage †. Gives +4 Str, +4 Con, +2 morale bonus on Will saves.

4 Confusion. Makes subject behave oddly for 1 round/level.

5 Bolts of Bedevilment †. One ray/round, dazes 1d3 rounds.

6 Phantasmal Killer. Fearsome illusion kills one creature or deals 3d6 damage.

7 Insanity. Subject suffers continuous *confusion*.

8 Maddening Scream †. Subject has -4 AC, no shield, Reflex save on 20 only.

9 Weird. As *phantasmal killer*, but affects all within 30 ft.

BOLTS OF BEDEVILMENT AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment [Mind-Affecting]

Level: Madness 5

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The

creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

MADDENING SCREAM AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment (Compulsion)[Mind-Affecting]

Level: Madness 8

Components: V

Casting Time: One action

Range: Touch

Target: Living creature touched

Duration: 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep himself from screaming, gibbering, and leaping about as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling, worsens the Armor Class of the subject by -4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

RAGE AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment (Compulsion) [Mind-Affecting]

Level: Madness 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You put a creature into a screaming blood frenzy. In this rage, the target gains +4 to Strength, +4 to Constitution, and a +2 to morale bonus on Will saves. Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period comes after the rage is over.

TOUCH OF MADNESS AS PRESENTED IN DEFENDERS OF THE FAITH

Enchantment [Mind-Affecting]

Level: Madness 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed creature is not stunned (so attackers get on special advantage against it), but can't move, cast spells, use mental abilities, and so on.

Force Domain

Deity: Elder Elemental Eye, Tharizdun.

Granted Power: By manipulating cosmic forces of destruction, once per day the cleric can re-roll any damage roll (for a weapon, a spell, or an ability) and take the better of the two rolls.

Force Domain Spells

1 Mage Armor.

2 Magic Missile.

3 Blast of Force †.

4 Otiluke's Resilient Sphere.

5 Wall of Force.

6 Repulsion.

7 Forcecage.

8 Otiluke's Telekinetic Sphere.

9 Annihilation †.

Annihilation AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Evocation [Force]

Level: Force 9

Components: V, S

Casting Time: 1 action

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

Effect: 2-foot globe of nothingness

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Using a blast of incredible force, you tear a temporary hole in the fabric of reality. This hole takes on the form of a sphere of annihilation. You control the sphere as if you possessed a talisman of the sphere. At the end of the duration, the hole seals itself and the sphere disappears, leaving a path of destruction in its wake.

BLAST OF FORCE AS PRESENTED IN RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Evocation [Force]

Level: Force 3

Components: V, S

Casting Time: 1 action

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

Effect: Ray
Duration: Instantaneous
Saving Throw: Fortitude (see text)
Spell Resistance: Yes

You direct single, invisible blast of force at a chosen target. This is a ranged touch attack that inflicts 1d6 points of damage for every two levels, to a maximum of 5d6. In addition, a successful hit forces the target to make a Fortitude save or be knocked down (size and stability modifiers apply to the saving throw as if this were a bull rush).

FEATS

CHAIN SPELL [METAMAGIC] AS PRESENTED IN THE TOME AND BLOOD

You can cast spells that arc to another target or targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must be all within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained cause fear on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a Will save against a DC 14, while those affected by the secondary arcs save against DC10.

DIRTY FIGHTING [GENERAL] AS PRESENTED IN THE SWORD AND FIST

You know the brutal and effective fighting tactics of the streets and back alleys.

Prerequisites: Base attack bonus +2

Benefit: Make a melee attack roll normally. If you are successful, you inflict an additional +1d4 points of damage. This feat requires the full attack action.

Source: *Sword and Fist: a Guidebook to Fighters and Monks* page 6.

ENERGY ADMIXTURE [METAMAGIC] AS PRESENTED IN TOME AND BLOOD

You can modify a spell that uses one type of energy to mix in an equal amount of another type of energy.

Prerequisite: Energy Substitution, one other metamagic feat, 5 ranks in Knowledge (arcane).

Benefit: choose one type of energy: acid, cold, electricity, fire or sonic. You can modify a spell with an energy designator to add an equal amount of the chosen type of energy. The altered spell works normally in all respects except that type of damage dealt. Thus, an acid fireball cast at 6th level deals 6d6 fire damage and 6d6 acid damage (roll each set of dice separately). The damage cap for the spell cast using this feat remains the same as the base spell but counts separately for each type of energy. So an acid fireball casts at 10th level or higher deals 10d6 fire and 10d6 acid damage.

When a spell deals some damage that is not energy-based, that portion of the spell cannot be affected by Energy Admixture or Energy Substitution. For example, ice storm deals 3d6 of impact damage and 2d6 points of cold damage. Energy Admixture, however, matches the full amount of damage dealt by the spell. For example, an electric ice storm would deal 3d6 points of impact damage, 2d6 points of impact damage, and 5d6 points of electricity damage.

Even opposed type of energy, such as fire and cold, can be combined using this feat. An admixed spell uses up a spell level four levels higher than the spell's actual level.

Special: You can gain this feat multiple times, choosing a different type of energy each time. You can use Energy Admixture to further alter a spell that has already been modified with Energy Substitution. You can also use Energy Admixture to include your chosen energy type with a spell that uses the same type, in effect doubling the damage dice.

ENERGY SUBSTITUTION [METAMAGIC] AS PRESENTED IN TOME AND BLOOD

You can modify a spell that uses one type of energy to use another type of energy

Prerequisite: Any other metamagic feat, 5 ranks in Knowledge (Arcana).

Benefit: Choose one type of energy: acid, cold, electricity, fire, or sonic. You can modify a spell with an energy designator to use the chosen type of energy instead. A substituted spell works normally in all respects except the type of damage dealt (see sidebar).

A substituted spell uses a spell slot of the spell's normal level, modified by any other metamagic feats.

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

EXPERT TACTICIAN [GENERAL] AS PRESENTED IN THE SONG AND SILENCE

Your tactical skills work to your advantage.

Prerequisites: Dex 13+, base attack bonus +2, Combat Reflexes.

Benefit: You can make one extra melee attack (or do anything that be can done as a melee attack or a melee touch attack, including attempts to disarm, trip, or make a grab to start a grapple) against one foe who is within melee reach and denied a Dexterity bonus against your. Reduction ends when the target receives healing (a successful Heal check, any cure spell, or other magical healing) or after 24 hours, whichever comes first. A hamstring attack does not slow creatures that are immune to sneak attack damage or those that have either no legs at all or more than four legs. It takes two successful hamstring attacks to affect a quadruped.

EXTRA SPELL SLOT [METAMAGIC] AS PRESENTED IN *TOME AND BLOOD*

You can cast an extra spell.

Prerequisite: Spellcaster level 4th +

Benefit: You gain one extra spell slot in your daily allotment. This extra slot can be at any level up to one level lower than the highest-level spell you can cast. For example, a 4th-level sorcerer gains either an extra 0-level or 1st-level slot, allowing him to cast any known spell of the chose level one more time each day. A 4th level wizard can prepare any extra 0-level or 1st-level spell she knows. Once selected, the extra spell slot never migrates up or down in level.

Special: You can gain this feat multiple times. Each time, you gain an extra spell slot at any level up to one level lower than the highest-level spell you can cast.

EXTRA STUNNING ATTACKS [GENERAL] AS PRESENTED IN THE SWORD AND FIST

You gain extra stunning attacks when fighting unarmed.

Prerequisite: Base attack bonus +2, Stunning Fist.

Benefit: You gain the ability to make three extra stunning attacks per day. You may take this feat multiple times.

GREATER SPELL FOCUS [GENERAL] AS PRESENTED IN *TOME AND BLOOD*

Choose a school of magic to which you already have applied the Spell Focus feat. Your magic spells of this school are no even more potent than before.

Prerequisite: Spell Focus.

Benefit: Add +4 to the DC for all saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from the Spell Focus.

Special: you can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

HOLD THE LINE [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

You are trained in defensive techniques against charging opponents.

Prerequisites: Base attack bonus +2 Combat Reflexes.

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

IMPROVED SUNDER [GENERAL] AS PRESENTED IN THE SWORD AND FIST

You are adept at placing your attacks precisely where you want them to land.

Prerequisites: Base attack bonus +2, Sunder.

Benefit: When you strike an opponent's weapon, you inflict double damage.

KNOCK DOWN [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

Your mighty blows can knock foes off their feet.

Prerequisites: Base attack bonus +2, Improved Trip, Str 15+.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target.

POWER LUNGE [GENERAL] AS PRESENTED IN THE *SWORD AND FIST*

Your ferocious attack may catch an opponent unprepared.

Prerequisites: Base attack bonus +3, Power Attack.

Benefit: A successful attack roll during a charge allows you to inflict double your normal strength modifier in addition to the attack's damage. You provide an attack of opportunity from the opponent you charge.

REACH SPELL [METAMAGIC] AS PRESENTED IN THE DEFENDERS OF THE FAITH

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of "touch" at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

SNATCH ARROWS [GENERAL] AS PRESENTED IN THE SWORD AND FIST

Prerequisites: Base attack bonus +3, Deflect Arrow, Dex 15+, Improved Unarmed Strike.

Benefit: You must have at least one hand free (holding nothing) to use this feat. When using the Deflect Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons such as spears or axes can be through back at the original attack as an immediate free action or kept. Projectile weapons such as arrows or bolts can be fired back normally on your next turn or later, if you possess the proper kind of bow or crossbow.

PRESTIGE CLASS

DEVOTED DEFENDER AS PRESENTED IN THE SWORD AND FIST

The devoted defender is a professional guardian. She is an individual who is skilled at protecting a designated client from harm, often by taking her charge's place as the target of threats and attacks. In return for these services, the devoted defender usually receives compensation in the form of coin, room and boards, and sometimes in resources such as access to magic healing, but the exact details of the agreement are between the individual devoted defender and her employer. It is not uncommon for a noble or other important personage to number at least one devoted defender among his person retinue, and sometimes to make a devoted defender the chief of his security services.

Most devoted defenders are fighters but any character who becomes a devoted defender benefits from the attack, save and Armor class bonuses. Monks sometime become devoted defenders, as do clerics, when they are reassigned to protect important individual within their order or clergy. NPC devoted defenders are mostly fighters either left military service and turned to security work to make a living.

Hit Die: d12

Requirements

To qualify to become a devoted defender, a character must fulfill the following criteria.

Base Attack: +5.

Feats: Weapon focus (any melee weapon), Alertness.

Search: 4 ranks.

Sense Motive: 4 ranks.

Spot: 4 ranks.

Class Skills

The devoted defenders class skills (and the key ability for each skill) are Climb (Str), Innuendo (Wis), Jump (Str), Listen (Wis), Profession (Int), Sense Motive (Wis), Search (Int), and Spot (Wis). See Chapter 4 Skills in the Player's Handbook for skill descriptions.

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiency: the devoted defender is proficient with all simple and martial weapons, all type of armor, and shields.

Armor Class Bonus: The devoted defender concentrates on defense, both for herself and her charge. She receives this armor bonus to AC as a result of that focus.

Harm's Way: Beginning at 1st – level, the devoted defender may elect to place herself in the path of danger in order to protect her single charge. Any time that you are within 5 feet of your charge and your charge suffers an attack, you may switch places with your charge and receive the attack in his place. You must declare this before the attack roll is made. You select your charge when you roll initiative and it is a free action to do so. You may to change your charge for the duration of that combat.

Defensive strike: you can make an attack of opportunity against any adjacent opponent who attacks your charge in melee. You gain a +1 bonus to this attack for every two levels after 2nd.

Deflect Attack: beginning at 3rd – level, the devoted defender can attempt to parry a melee attack against her charge. She must be within 5 feet of her charge to attempt this and hold a melee weapon or shield to deflect the attack. Once per round when your charge would normally be hit with a melee weapon, you may make a Reflex saving throw against DC 20. (If the melee weapon has a magic bonus to attack, the DC increases by that amount.) You gain a competence bonus to your Reflex save as indicated on the charge. If you succeed, you deflect the blow as a free action. You must be aware of the attack beforehand and not flat-footed.

The Devoted Defender

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC Bonus	Special
1 st	+1	+2	+2	+0	+1	Harm's Way
2 nd	+2	+3	+3	+0	+1	Defensive strike
3 rd	+3	+3	+3	+1	+2	Deflect attack +1
4 th	+4	+4	+4	+1	+2	Defensive strike +1
5 th	+5	+4	+4	+1	+3	Deflect attack +2
6 th	+6	+5	+5	+2	+3	Defensive strike +2
7 th	+7	+5	+5	+2	+4	Deflect attack +3
8 th	+8	+6	+6	+2	+4	Defensive strike +3
9 th	+9	+6	+6	+3	+5	Deflect attack +4
10 th	+10	+7	+7	+3	+5	Defensive strike +4

DOOMDREAMER AS PRESENTED IN THE RETURN TO THE TEMPLE OF ELEMENTAL EVIL

Doomdreamers are the elite among the ranks of the cult of Tharizdun. The name comes from that they all claim to have been contacted by the Dark God in their dreams. They are all extremely evil, raving lunatics or sadistic, brooding and cruel individual of singular corruption. All doomdreamers are devoted to nihilism.

Most doomdreamers are clerics, but it is possible for an evil wizards or sorcerer to become one.

The doomdreamers all lived in the then Inner Fane of the Fallen Temple of All-Consumption. They travel far and wide, however working out the steps of their mysterious, convoluted plans to bring their deity out of imprisonment. They know that such an act would bring an end to the work—both the do not care. In fact, they are so mad that they revel in the thought of it.

Hit Die: d8

Requirements

To qualify to become a doomdreamer, a character must fulfill all the following criteria.

Spellcasting: Ability to cast any three of the following spells: *random action*, *touch of madness*, *rage*, *confusion*, *bolts of bedevilment*, *phantasmal killer*, *insanity*, *maddening scream*, *weird*, *mage armor*, *magic missile*, *blast of force*, *Otiluke's Resilient Sphere*, *wall of force*, *repulsion*, *forcecage*, *Otiluke's Telekinetic Sphere*, or *annihilation*.

Knowledge (religion): 9 ranks.

Knowledge (arcane): 9 ranks.

Feats: Spell Focus (Necromancy).

Special: Must have had a dream involving communication with Tharizdun, the Dark God.

Class Skills

The doomdreamer's class skills (and their key ability for each skill) are Alchemy (Int), Concentration (Con), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for more skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

Weapon and Armor Proficiency: Doomdreamers gain no proficiency in any weapon or armor.

Spells per Day: A doomdreamer continues training in magic as well as her field of research. Thus when a new doomdreamer level is gained, the character gains new spells per day as if she had also gained a level in cleric. She does not, however, gain any other benefits of a cleric would have gained (improved chance of controlling or rebuking undead, for example). This essentially means that she add the level of doomdreamer to the level of cleric, then determines per day and caster level accordingly.

Secret: in their studies of forbidden lore, doomdreamers stumble upon all sorts of foul but useful knowledge and secrets. Some of these come in from experimenting with dangerous drugs, speaking with demons, or mad visions. At 1st-level and every second level afterward (3rd and 5th), the doomdreamer chooses one secret from the following lists. Her level

plus Intelligence modifier determines which secrets she can choose. A doomdreamer can voluntarily choose a weaker secret than her maximum (that is, a 1st-level doomdreamer with an Int modifier of +2 could select unnatural vitality). She can't choose the same secret twice.

Dark Lore (Su): Once per day, the doomdreamer can as a standard action, look at one intelligent creature and learn some dark secret (involving a past transgression or mistake, a horrible experience, etc.). Speaking of that secret, the target creature must make a will save (DC 15 + doomdreamer levels or treat as stunned for 1d3 rounds).

Chill Soul (Su): At 3rd level, a doomdreamer can make a touch attack against a living creature and inflict 3d8 points of damage by chilling their soul. This can be used in conjunction with an *inflict wounds* spell, but is negated if the victim is wearing the *purple robes of*

Tharizdun. This can be used once per day.

Maddening Howl (Sp): At 4th-level, the doomdreamer can give a howl that affects all living creatures within 50 feet. Those in that area must make a will save (DC 15 + doomdreamer levels). Failure means that the victim stands still (treat as dazed) for 1 round, his mind reeling with insane thoughts. This is usable once per day.

Dark Communion (Sp): At 5th level, once per week, the doomdreamer can perform a ritual (this takes a full night and must be performed at a temple with a human sacrifice) that allows her to gain knowledge from her deity. This is effectively a commune spell, although the answers are more generous than simply yes or no. And the Dark God may choose to give an entirely different bit of information than the one asked for, if it suits his dread purposes.

Doomdreamer Secrets

Level + Int Modifier	Secret	Effect
1	Demon's name (Ex)	May call a demon of up to 10 HD when casting lesser planar ally
2	Unnatural vitality (Ex)	+3 hit points
3	Deeper madness (Ex)	+2 bonus to Insanity score
4	Curse of power (Su)	+1 caster level when casting evil spells
5	Paying fealty to death (Su)	+1 to DC of spells cause death effects
6	Kiss of undeath (Su)	Doubling character's effective turning level when rebuking or commanding undead (including maximum number of undead commanded)
7	Unholy pact (Ex)	Once per week, no payment is needed when using any of the planar ally spells.

THE DOOMDREAMER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 st	+0	+0	+0	+2	Secret	+1 Level of cleric
2 nd	+1	+0	+0	+3	Dark Lore	+1 Level of cleric
3 rd	+2	+1	+1	+3	Secret, chill soul	+1 Level of cleric
4 th	+3	+1	+1	+4	<i>Maddening howl</i>	+1 Level of cleric
5 th	+3	+1	+1	+4	Secret, <i>dark communion</i>	+1 Level of cleric

Master of Chains AS PRESENTED IN THE SWORD AND FIST

The master of chains is combatant specializing in the use of chains – specifically the spiked chain – as a weapon. They usually have a sinister aura about them, and are never completely good. They use chains as tools of terror and intimidate as much as weapons. Along with their use of chains, they are good with locks as well.

Fighters are best equipped to become masters of chains, although rogues, rangers and barbarians make excellent members of this rare, fighting groups as well. A master of chains often creates a lair underground filled with chains on the ground and hanging from the ceiling. Whole rooms of rattling chains suspended from above create an unnerving and dangerous setting for their foes. Members of this prestige class usually do not work together, although a master of chains gladly teams up with those of other classes for mutual benefit. Due to their similar affinities, these individuals ally themselves with outsiders known as Kytons (see *Monster Manual*).

Hit Die: d10

Requirements

To qualify to become a master of chains, a character must fulfill all the following criteria.

Alignment: any non-good

Escape Artist: 6 ranks,

Open Locks: 4 ranks.

Intimidate: 4 ranks.

Feats: Exotic Weapon Proficiency (spiked chain), Expertise, Improved Trip, Improved Disarm, Weapon Focus (spiked chain), Weapon Specialization (spiked chain).

Ability Score: Int 13+ (required for Expertise).

CLASS SKILLS

The masters of chains' class skill (and their key ability for each skill) are Balance (Dex), Climb (Str), Craft (metalworking) (Int), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), and Open Lock (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill Descriptions.

Skill Points at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: The master of chains is proficient with no weapons and no type of armor or shield.

Scare: By rattling his chains as a standard action, the master can induce fear in creatures as the spell of

the same name, using his class level as caster level (see the *Player's Handbook*). The master can use this extraordinary ability only once per day.

Climb Fighting: If a master of chains is climbing on a rope or chain, he suffers no penalty to attacks and foes gain no bonus to attack him, rather than the master of chains losing his Dexterity modifier while climbing and his enemy gain a +2 on attack rolls against the master of chains. If the master of chains is hanging from a chain that has the ability to swing more than 5 feet, he can use that to his advantage to gain a +2 dodge AC bonus.

Superior Weapon Focus: Stacking on top of any existing Weapon Focus bonus, this ability grants the master of chains an additional +1 to attack rolls with a spiked chain.

Chain Bind: at 4th level, the master of chains can use his weapon as a quick application of a lock (the whole process requiring a full-round action) to bind a single Small, Medium or Large creature. This should be treated as an attack with a net, except that the Escape Artist check to escape has a DC of 25, and the burst DC is 30. A chain of at least 10 ft. long is required to accomplish this. If it is a spiked chain, the entangled creature suffers 1 point of damage per round while entangled unless they remain motionless.

Chain Armor: at 5th level, a master of chains can wrap himself in chains (as long as he has at least 6 feet of chain) to provide him with a +4 armor bonus to AC. For him, there is only a –2 maneuver penalty and no max Dex modifier, and a 30% arcane spell failure chance. Speed is not affected.

Double Chain: at 5th level, the master of chains can choose to use a spiked chain as a double weapon instead of a weapon with reach. (Each round, he can switch how he uses it.)

Extra Lash: At 6th level, a master of chains inflicts an additional +1d6 points of damage with a spiked chain, slashing the foe with extra slack in the gain. He must use the full attack action to use this ability.

Deflect Attacks: as a move – equivalent action 6th – level master of chains can use a spinning chain to provide a +4 deflection AC bonus against all attacks coming from a chosen 180 – degree arc. This is an extraordinary ability.

Superior Weapon Specialization: stacking on top of any existing weapons specialization bonus, this adds an additional +2 to all damage rolls made with a chain or spiked chain.

Superior Spiked Chain: at 8th level, the master of chains can modify his spiked chain so that it leaves cruel barbs behind in the targets it strikes. Using the chain in this way causes victims to bleed 1 hit point per round until a successful heal check is used to bind the

wound (DC15) or until magical healing is applied to them. It costs 25 gp to modify a chain in this manner and 10 gp to add new spikes once the modified chain has been used five times. (After five uses, the modified chain can be used as a normal spiked chain.) Only 8th level and above master of chains can make and use these specially modified weapons properly – in anyone else's hands they are simply spiked chains.

Swinging Attack: At 9th level, as a full-round action the master of chains can wrap the end of his chain around an overhead object (something that can sustain his weight) and swing at any target within 10-feet. The foe so attached is treated as flat-footed and the master gains a +2 attack bonus in and inflicts +3d6 damage with this single attack (only one attack is allowed).

Chain Mastery: as supernatural ability, the master of chains can animate a chain (as the spell animate rope, but with chains) of up to 50 feet in sight for 10 rounds. The master of chains can use this ability three times per day plus a number of times equal to his Charisma bonus.

MASTER OF CHAINS

Class	Base Attack	Fort	Ref	Will	Special
Level	Bonus	Save	Save	Save	
1 st	+1	+0	+2	+0	Scare
2 nd	+2	+0	+3	+0	Climb fighting
3 rd	+3	+1	+3	+1	Superior Weapon Focus
4 th	+4	+1	+4	+1	Climb bind
5 th	+5	+1	+4	+1	Chain armor, double chain
6 th	+6	+2	+5	+2	Deflect attacks
7 th	+7	+2	+5	+2	Superior Weapon Specialization
8 th	+8	+2	+6	+2	Superior barbed chain
9 th	+9	+3	+6	+3	Swinging attack
10 th	+10	+3	+7	+3	Chain mastery

Appendix III – Nobility of Verbobonc

HIS MOST HONORABLE SIR SIMON MILINOUS

His Most Honorable Sir Simon Milinous left Griffon Manor under the banner of His Most Honorable Sir Jacque Kolgrim in early CY583 with 100 Black Griffon Men-at-Arms to join the battle of the Greyhawk wars. He left a shining example of kind compassionate man very much in love with Lady Elinor Asbury. His betrothal to Lady Asbury earlier that spring resulted in many joyous festivals and performances from renowned Bards across the entire Viscounty at both Griffon Manor and Asbury Manor. Viscount Wilfrick gave his blessings and gave Simon leave of his duties with the Mounted Borderers to seek a position in the great wars to the north. By the end of his first year of battle under the flag of Furyondy, Sir Milinous was elevated in rank to Right Honorable Sir for gallantry in battle. Tragedy befell his unit as Sir Milinous fell protecting Sir Kolgrim in a battle that turned back a host of over 1,000 of the old ones most decorated horde. Sir Milinous and Sir Kolgrim were captured and held for ransom.

The ransom for both lords, and their 20 surviving men, was paid by his Most Honorable Sir Kilgrave Milinous, Simon's father. Sir Kolgrim returned to Verbobonc with grave injuries. Right Honorable Sir Simon Milinous refused to return to Verbobonc and continued to distinguish his unit with victory after victory. Each victory was one with greater and greater losses but still the young noble pushed forward. Returning to Verbobonc only after killing the commander of the unit that captured Lord Kolgrim and himself four years earlier.

Upon returning to Verbobonc, Lord Milinous returned to his duties as a Knight Captain of the Mounted Borderers. His disposition had changed greatly. Many said that he would come back to his own after the marriage and children. Lady Elinor was not pleased with his change of heart, the lack of tolerance and kindness causing them to separate further and further. Eventually, Lady Asbury denounced the betrothal and Lord Milinous sunk further into his solitude. He attempted to use Lady Asbury's family debt to House Milinous as a leverage point to force the marriage, but this failed when Lady Asbury was able to recover her house treasury with the aid of several kind adventurers and good luck.

Lord Simon Milinous is a very strong military leader believing that might grants right and that Nobility is won by the use of a sword. He has little tolerance towards any race other than human and disdains gnomes and half-elves. He loathes the forces of the old one and will slay any orc on sight. Half-orcs are not attacked immediately for they have shown useful in combat with the right amount of discipline if they are loyal. To be weak in his presence is to be unseen forever. Warriors and some adventurers that believe in his martial discipline are welcome in his camp as long as they show him complete loyalty. To break the trust and loyalty that House Milinous places in a warrior is the warriors death, immediate and without mercy.

LORD RUFUS AND LORD BURNE OF DOOMWATCH KEEP

The fortress of Doomwatch Keep is the home to Lord Burne, a wizard, and Lord Rufus, a fighter. Both are well-respected and powerful adventurers who settled down in this area about fifteen years ago and decided to make it their home. Burne and Rufus don't get involved in adventurers any more. Adventurers who come to their door asking for help – or worse, demanding – are sent to Elmo and the town militia.

In general, Lord Rufus is forthright but a little crass at times while Lord Burne is careful thinker and long – term planner who is sometimes quick to anger. Neither suffers fools.

These two essentially run the town. When the old village elder passed away, leadership unofficially passed to them by default. They rule very casually – without asking about the keep, a visitor could stay for days in town without knowing they exist.

Fin: male human Ft5; hp 54 (currently at 13 from the nightmares).

Fin is a Mounted Borderer Corporal assigned to remain under cover and assist Ranger Scout Kelia with discovering the cause of the silver wagon's raiding. He believes there is an inside force working for the giant raiders but hasn't been able to discern who the plant may be. All Fin's life in Loren's Ford he experienced visions in his sleep. The local folk believe it was because his mother was taken to the Temple of Nerull there to be a sacrifice while she was carrying him. She was rescued by a force of Velunite Knights and he was born several months later. When old enough, Fin joined the Mounted Borderers and rose to the rank of corporal rather quickly. His skill with a sword and young appearance marked him well for this assignment.

Fin's nightmares have been of the previous seven silver shipments attacks. Each was ambushed in a different location and each only had a few survivors. Several of the survivors are on this wagon train and his memories of the nightmares are causing a lot of anxiety among those few.

The night the characters spend with the wagon train marks the 8th day of travel. Fin who hopes to get a good night's sleep is visited by the most horrific nightmare to date. One that marks his own death.

Fin won't tell anyone of his true purpose with the guard company but does absently use familiar military terms and on occasions automatically react to any other mounted borderers or Knights of Verbobonc or anyone else that denotes a military background.

This section may be read aloud or paraphrased for a dreadful feeling sort of effect.

'the battle rages on, with 3 of my men already down and on my left stand Graff and to my right is Norggy. Norggy is badly wounded and fighting a large wolf. I have an ogre in melee with me. Behind him, I can see more wolves and a giant coming with a huge greataxe of blue light. Norggy falls and his ripped to shreds. I dispatch my foe with a deft faint and slice of his throat as he leans over balanced forward at me like a boar gouging at a root. Dispatching only brings 2 wolves on me. That giant that now looks at me felled Graff. What, a strange feeling up my spine, my muscles start to not work, must fight it off. There it is gone and with a slice to the maw, the wolf I am fighting goes down. Another strange feeling, I duck and shocks run down my arm as a ball of electricity strikes in front of me. An assault from inside the caravan, or is from the other side. No matter, the giant comes to me. I die or he does it is only a matter of being struck once by that. I am laying on my back looking at the trees. The country side is beautify, there is a sense of peace' He is woken up. Sitting straight up.

Fin doesn't remember much of the nightmare. He does know that it is in the future and not a past experience.

THE DEATHS NOW WORKS WELL: THE LOCATIONS
TURNED TO ENCA REFUGE OF THE
THE MINUSCULE NORMIES OF GODS WILL BNY
THEIR TRANSGRESSIONS INTO OUR TEMPLE AND
MINSTER TERRN AND GROUNDED AT SUPPORT
MINSTER INFERNO AND TAKEN THE FINE
MINSTER NURINN AND TAKEN THE MINTEL OF

The device now works well. The locations
tuned to each refuge of the
The minuscule armies of good will pay
their transgressions into our temple have
Master Terra has grounded his support
Master Inferno has taken the flame
Master Aurian has taken the mantel of

