

LGR-20



C A M P A I G N S

THE HOWLING OF A MIGHTY STORM

A One-Round D&D LEGACY OF THE GREEN REGENT
Adventure for 10th-Level Characters

by Greg Marks

Several members of the Circle of the Stag are missing. Those druids who keeper the Lady's Chalice and the recipe of the Greendraught that determines the Green Regent are in need of your help. Rumors suggest that the missing druids where somehow involved with altering the ritual to falsely choose Otar as the Green Regent. Surely Mielikki would not allow that! Would she? A sequel to LGR-19 *A Difference of Opinion*, optimized for 10th level PCs.

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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INTRODUCTION

This adventure is optimized for 8th-level characters. This means that it is primarily designed and balanced for a group of four or five 8th-level characters. If your group deviates from this size and strength, each encounter features a section titled *Scaling the Encounter* so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough *DUNGEONS & DRAGONS* miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the *LEGACY OF THE GREEN REGENT* campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their *LEGACY OF THE GREEN REGENT* character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the *DUNGEONS & DRAGONS PLAYER REWARDS*. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on January 21, 2004.

If you are looking for more information about *LEGACY OF THE GREEN REGENT* character creation and development, RPGA event sanctioning, and *DUNGEONS & DRAGONS PLAYER REWARDS*, see the RPGA website.

<Sidebar>

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommended you have the following miniatures:

From the *Harbinger™* set:

2 Worgs (80/80) to represent the worgs

From the *Dragoneye™* set:

3 Gold Champions (4/60) to represent the Talosian Warriors

3 Regdar Human Fighters (12/60) to represent the Guards

From the *Archfiends™* set:

A Halfling Wizard (18/60) to represent Lasharuk

A Human Cleric of Bane (35/60) to represent Nathalarius

From the *Giants of Legend™* set:

4 Quasits (57/72) to represent the amorphous Hellwasp Swarm

A Behir (66/72) to represent Mergut the Titanic

4 Fiendish Tyrannosauruses (68/72) to represent Advanced Wyverns

From the *Aberrations™* set:

A Cleric of St. Cuthbert (4/60) to represent Bolthar the Doombringer

3 Wyverns (25/72) to represent normal Wyverns (APL 9 only)

</Sidebar>

ADVENTURE BACKGROUND

The followers of Talos have always hated the peace that Mielikki has brought to the Delimbiyr Vale and have set themselves against the Green Regent several times over the years. The most famous of these attacks was 25 years ago when Kalathar Twohands, the current Highlord of Loudwater, served as the Green Regent. Worshippers of Talos summoned a tempest deep in the Greypeaks and set the creature on Llorckh and Orlbar. Rain pummeled the countryside and the tempest ripped at cottages with its fierce winds. The Greyflow flooded its banks and large portions of Llorckh were washed away. Under the domination of the cult to Talos, the tempest seemed intent to devastate the entire vale.

Kalathar led a coterie of scions against the cult, and after a fierce fight in a raging thunderstorm on a mountaintop reversed the summoning spell that bound the tempest to Faerûn. With their leaders slain and their plot undone, the cult scattered. Many thought they would never again return to trouble Loudwater and the surrounding communities. They were wrong.

Realizing that it was only the power of Mielikki's champion that was able to overcome the followers of the Destroyer, Talos' minions began to formulate a new plan. Bolthar the Doombringer has gathered the scattered followers of Talos with the aid of his minion Nathalarius, to destroy the Green Regent.

During the Shieldmeet celebration, those men and women interested in becoming the next Green Regent gather at the Risen Moon Market before the High Lord's Hall. There, a reclusive group of druid in the service Mielikki known as the Circle of the Stag leads them in a mysterious ceremony. These druids prepare a secret drink known as the Greendraught and serve it to the candidates from a magical cup called the *Lady's Chalice*. This is somehow responsible for choosing who will become a Scion of the Green Regent and a possible candidate for Green Regent. If the secret of the Greendraught where to die with the Circle of the Stag and the *Lady's Chalice* were to be destroyed, there could never again be a Green Regent and the renewal of his army of scions would end.

This is the plan the followers of Talos have nearly completed. Soon they will possess the *Lady's Chalice* and all the druids of the Circle of the Stag are already in the hands of Bolthar and his minions; all the druids but one.

ADVENTURE SUMMARY

Adventure Start: A Dinner of Secrets

The party has been invited to visit the Evening Star Inn by the matriarch of the Beutaleen'dal family, one of Loudwater's elven Houses. Owendal Beutaleen'dal believes that the PCs can help her with an extremely delicate situation; possibly because they have helped her in the past (LGR-19 *A Difference of Opinion*). Owendal introduces Tereena, the last of the Circle of the Stag still free, and explains that members of the Circle have gone missing. Tereena is afraid to return to the stone circle

where the *Lady's Chalice* is hidden, for fear of being captured. The possibility of there ever being another Green Regent or any new scions hangs in the balance, and the PCs are needed to find the missing druids and retrieve the *Lady's Chalice*.

The Stone Circle of the Stag

The PCs travel into the High Forest to the stone circle where the *Lady's Chalice* has been kept in secret for hundreds of years. There they attempt to recover the chalice and look for any clues to the disappearance of the missing druids.

Hunter or the Prey

As the PCs move to leave the stone circle, a group of Talosians attack in an attempt to claim the *Lady's Chalice*. The party can interrogate the Talosians, or backtrack them to the Mount of Storms to locate the rest of the missing druids.

Stopping at Home

This encounter deals with the PCs returning to Loudwater before looking for the Mount of Storms, troubleshooting those parties unable to locate the Mount of Storms.

The Mount of Storms

The PCs infiltrate the new headquarters of the Talosian cult in an effort to free the druidic captives.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town or city by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items "over the counter." As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. At 9th-level, the gp limit to purchase items is 18,000 gp, while the 10th-level gp limit is 24,500, the 11th-level gp limit is 33,000 gp, and the 12th-level gp limit is 44,000 gp.

In events where you will have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Raising the Dead: At this point the PCs have earned enough renown, and enough gold and experience, to come back to life. Like many things that involve XP and gp cost, *raise dead* and other spells worth differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast *raise dead* and bring the character back (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the "GP Debt" field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points reduced. The amount of experience points reduced is dependant on the current character level (see Table below) of the PC the *raise dead* was cast on. Record the proper amount on the "XP Drain" field of the Session Tracking Sheet. These two costs are the only costs for the *raise dead* (even for 1st-level characters), and override the rules found in the *Player's Handbook*. When a character is brought back from the dead, it is not recorded as a character death (don't mark yes); just record the gold debt and experience drain.

Experience Point Drain for Raised Characters

Character Level	XP Drain
10th	5,000 XP
11th	5,500 XP
12th	6,000 XP

ADVENTURE HOOKS

Assuming the PCs have played LGR-19 *A Difference of Opinion*, they have been invited to another dinner at the behest of Ovendal Beutaleen'dal whom they assisted previously. Ovendal has not given any reason for this invitation.

Those PCs that have not played in the previous module have been invited to the free dinner in honor of their previous exploits in Loudwater and the Delimbiyr Vale.

If the Party contains a Knight of the Red Fellowship, Stedd Rein asks that the PC personally aid his friend Ovendal in whatever way she requires. Good relations between the Fellowship and House Beutaleen'dal are crucial to expanding the influence of the Fellowship in Loudwater.

ADVENTURE START: A Dinner of Secrets

The midday light filters through the shuttered windows of the Evening Star as you sit down to a sumptuous meal. A wide selection of meats, cheeses, breads, and stewed vegetables compliment the abundant wine. Your host, Ovendal Beutaleen'dal, matriarch of the most prominent moon elf house in Loudwater, has yet to make her appearance. All around you, other heroes of Loudwater are seated, enjoying the free meal.

It is approximately noon, and all of the PCs are seated around a table in a private room of the Evening Star; a fine quality inn located in the High Town district of Loudwater. This gives the PCs the opportunity to introduce themselves to each other before the arrival of Ovendal Beutaleen'dal.

After the PCs have had a moment to meet each other, and wonder what has become of their host, Ovendal enters.

The white hair of an aged moon elf woman surmounts a fine blue gown of silk decorated with delicate flowers. "I am happy to see you all here. So many familiar faces; I trust you have enjoyed your meal? It seems unfortunate circumstances have brought me to you yet again. Tereena, please come in my dear." A middle-aged human woman with red curls, and brown robes shyly enters the room behind Ovendal. Rampant stags are sewn into her robe in green, and she wears a wooden holy symbol of Mielikki.

Use "Illustration 1" to help describe Ovendal. Those PCs making a DC 15 Knowledge (local) or Bardic Knowledge roll successfully recognize Ovendal as the head of the Beutaleen'dal family of Moon elves. She is a late to middle aged moon elven woman with white hair and stylish grace who has been known to be sympathetic to the Red Fellowship in the past; ever since her life was saved by Stedd Rein on the night of the Blood Moon in the Year of the Gauntlet. A similar DC 15 roll also notes that Tereena is a druid of the Circle of the Stage; the group of druids responsible for the ritual that picks the Green Regent.

Ovendal continues, "I've asked you here because we have a new problem. As you may recall, it appears that the culprit responsible recent murders was associated with some other group who had threatened to end the line of the Green Regent. I'm afraid those monsters have begun to act. What we are about to tell should remain a secret just between us for the time being. Will you agree to keep secret what we are about to tell you for now?"

Ovendal waits for the PCs to agree. Those that refuse are asked to leave. If a PC that refuses and leaves had the Favor of Owendal from LGR-19 *A Difference of Opinion* the DM should take that Story Object and destroy it. Owendal claims that this plot is not of immediate danger to the populace of Loudwater and both Stedd Rein and the Highlord Kalathar Twohands have also been informed if the PCs are uncertain whether they should agree to remain silent.

Once the PCs agree to keep her confidence, Owendal continues.

“Good, now that we are agreed, I will let Tereena tell the rest of the story.” The younger woman timidly steps toward your table.

“I am Tereena of the Circle of the Stag. As some of you may know, my peaceful order has been keepers of the Greendraught and the *Lady's Chalice* that are used to enact Mielikki's will in picking the scions of the Green Regent and the Green Regent himself. Unfortunately, it seems that something has happened to my order. We were never very close, only seeing each other quite infrequently, so it was not noticed at first that many of the order had gone missing, and by the time we had noticed, there were very few of us left.

We immediately tried to organize the order, but it was too late. As far as I know, I am the only member that remains. I fear that if I should be taken by whoever is doing this, the secret of the Greendraught will go with me. Indeed, it is because of these mystery kidnappers that I fear to even recover the *Lady's Chalice* from its age-old hiding place. And so it is that I come to you. I have asked Mistress Owendal to help me find a group of powerful adventurers of pure heart that believe in Mielikki's dream and will help me, and she has brought you to me. I need you to recover the *Lady's Chalice* and find where the others have been taken. Will you help me?”

While Tereena is nervous trusting strangers with the future of the Green Regent, she will try to answer whatever questions the PCs may have. Use the following information to answer any questions.

- The Circle of the Stag is a reclusive order of druids that worship Mielikki and have been entrusted with the recipe of the Greendraught and the care of the *Lady's Chalice*. They perform the ceremony that picks the scions of the Green Regent and allows one of the candidates to become the Green Regent.
- Tereena does not know what happened to the druids of the Circle of the Stag. All of them were taken from the High Forest while traveling alone. Both masters and novices alike have disappeared without a trace, so whoever is doing this is quite powerful. The last druid she knew to be free was a dwarf named Bladvius Ironfist, but she has not been able to find him for several days.

- Tereena does not know how any of this could be connected to the murderer who was killing elves in Loudwater, a few weeks ago but Owendal claims she believes there is a link.
- Tereena asks the PCs for total secrecy. She has arrived in Loudwater using a *transport via plants* spell, and immediately went into hiding with the help of Owendal. As she may be the last of the Circle of the Stag, she can't afford for her presence in Loudwater to get out.
- Tereena explains that the *Lady's Chalice* is hidden within in a pocket dimension that can only be opened from a secret place sacred to Mielikki in the High Forest.
- Owendal and Tereena ask that the PCs go to the circle and retrieve the *Lady's Chalice* and while there, attempt to find out what happened to the missing druids. If possible, locate them and free them if they still live. Bring the *Lady's Chalice* and any druids the party is able to find or rescue back to Loudwater and the House Beutaleen'dal compound.
- If the party agrees aid Tereena, she will give them the location of the Stone Circle of the Stag where they have hidden the *Lady's Chalice*. The PCs should follow the Delimbiyr River until the PCs come to the Heartsblood River, which they should follow north for two days. There they will find a large hill that has a well-used campsite atop of it. From this spot, they will head east for a third day along a game trail. That will take them to the stone circle they are looking for. Once there, under the moon, they say a prayer to Mielikki and spread the blood of a druid of Mielikki on the central stone. The *Lady's Chalice* will appear shortly. Tereena can give the PCs both a written prayer to Mielikki, as well as a small vial of her own blood.
- Tereena will not share the recipe for the Greendraught, no matter what the PCs may offer her, and she is disgusted with those PCs who are persistent in their requests.

Once the PCs have agreed, Tereena gives them a map, a written prayer to Mielikki and a vial with a few drops of her own blood. Owendal asks that the PCs immediately leave Loudwater, as quietly as possible.

Development: Orcs of the High Forest may be concerned about entering the High Forest due to the Curse of the Green King's Taboo, however, that curse only activates after the orc have spent a week in the High Forest. If the PC hurries, they should be able to get in and out before suffering the effects of that curse.

The Stone Circle of the Stag

Nearly three full days of travel have brought you to the circle you seek. Nine large stones stand in a rough circle placed in the center of a shallow forested valley. A flat stone covered in ivy lies in the center of the circle, and all are covered in runes. Symbols of Mielikki and images of a rampant stag are common upon the moss-covered stones. The entire area appears quite old, and in the moonlight, it is filled with a silent peace.

Use “Illustration 2” to help describe this scene. The party has arrived safely at the stone circle after three quiet days in the High Forest. When the PCs arrive, it is night and they are alone. The PCs may be nervous and can investigate as they wish. There is no sign of a struggle or the *Lady's Chalice* prior to performing the simple ritual given to them by Tereena.

A DC 20 Tracking check locates dozens of tracks that have been here over the course of many months. It is impossible to separate out much information due to the frequent use of this area, however several sets of animal tracks are present; particularly those of a bear and a large deer.

A DC 20 Search check notes that someone has recently cleared away the ivy growing around the altar, pulling out those roots clinging to the stone, and later put it loosely back. A small dark brown stain covers the symbol of Mielikki that is atop the low center stone.

The stones and the altar radiate two transmutation auras, one moderate and one strong (DC 19 and DC 23 Spellcraft, *detect magic*). The moderate aura is from the stones themselves. The circle allows druids who worship Mielikki cast spells together as though they all had the Cooperative spell feat. The strong aura comes from the pocket dimension protecting the *Lady's Chalice* that is linked to the circle.

Once the PCs are ready to perform the ritual, proceed with the read aloud text.

Dripping a few drops of Tereena's blood onto the symbol of Mielikki on the low central stone, you recite the simple prayer to Mielikki. Before you have even finished, the symbol begins to glow with a soft green light. As you say the last word of the prayer, the wind begins to howl and the crashing sound of rushing water fills the valley as the brilliance rockets toward the sky in a verdant column of dazzling light. As your sight begins to clear, a simple painted clay cup covered in imagery of stags prancing with unicorns, rests on the stone where moments before, the light was emitted.

The cup is the *Lady's Chalice*. The chalice radiates strong magic of multiple schools, and is not breakable by any means the PCs have available to them. It resists all attempts to comprehend its function and there is no way within the bounds of this scenario for the PCs to determine the uses of the chalice. Use “Illustration 3” to help describe the chalice.”

The PCs have recovered the *Lady's Chalice* but sadly the bright light given off has attracted the attention of nearby Talosians who have been hunting for the *Lady's Chalice* and the last druid of the Circle of the Stag who they expected would sometime return for the chalice. Allow a few minutes for the PCs to consider their options before proceeding to the next encounter Hunter or the Prey?

Hunter or the Prey? (EL 12)

For weeks, this group lead by Nathalarius has stalked and ambushed members of the Circle of the Stag; dragging their prey back to the Mount of Storms to be interrogated. This hunting party has nearly completed their task of capturing the entire circle and still they have not been able to find the *Lady's Chalice* despite all their searching. Divinations to Talos have lead them to believe the chalice was within the circle, but they could not find or access it. So they have been waiting in the woods nearby, hoping that the remaining druidess Tereena would return and recover it for them. They plan to swoop in and claim both prizes, and are surprised to find the PCs here instead of Tereena, but as they apparently have the chalice, the hunters are ready for a fight.

Sounds of people moving through the brush reach you a few moments before they step out into the clearing. Three armored reptilian humanoids carrying greatswords enter the clearing from three directions, preceding a human man in plate and a gnomish woman with wild red hair. The human smiles a predatory grin, “It seems you have something of mine. I hope you will see fit to hand it over with a minimum of fuss?”

Nathalarius has no intention of allowing the PCs to leave, but he is hoping he can negotiate the handing over of the *Lady's Chalice* before he attempts to take the PCs as slaves to lessen the chance that any harm could come to the apparently fragile clay cup. He will say whatever he needs to say in order to possess the chalice. Whether he is given the chalice, or the PCs refuse, he still orders his men to attack.

➤ **Talosian Warrior (3):** Hp 55; See Appendix 1.

➤ **Lasharuk:** Hp 43; See Appendix 1.

➤ **Nathalarius:** Hp 66; See Appendix 1.

Tactics: Having expected trouble due to the bright light, the Talosians have cast all the spells in their power-up suites. The three warriors try to bottle up any fighters and prevent PCs from approaching their spellcasters.

Lasharuk begins with a *haste* and then happily targets her own men and enemies alike with area of effect fire spells, since her warriors are immune to fire. Nathalarius will target spellcasters with the most devastating spells in his memory. If that seems to fail, he will cast spells to be a better melee fighter and move to aid the attack.

Development: In the unlikely event that any of the hunting party escape, they will return to the Mount of Storms and warn Bolthar of a probable attack by the PCs. Add any escaped NPCs to those in the Mount of Storms.

Assuming the PCs defeat the Talosian hunting party, they will have to determine where they came from. Five DC 17 Tracking checks are necessary to follow the path of the Talosians out of the High Forest, into the Greypeaks, and back to the Mount of Storms.

Those PCs not capable of tracking will have to utilize other options. Should the PCs take any prisoners, they can be interrogated. The warriors break easily enough with magical probing or threats of violence. Lasharuk is wholly insane, simply babbles. She can be calmed and interrogated using magical means but will refuse to otherwise be cooperative; going so far as to suggest the PCs burn her to get her to cooperate. Such methods do not help, but seem to please the twisted gnome. Nathalarius resists all attempts at questioning to the best of his ability and attempts to give false answers whenever possible. Only magical force can bend his will, and even if he is *charmed* or *dominated* he will still try to answer as vaguely as possible. It is also possible that some divination spells may help the PCs as adjudicated by the DM.

If the PCs are able to locate the path to the Mount of Storms, they may proceed to that encounter. If not, they may be forced to return to Loudwater for aid. Such parties proceed to Stopping at Home.

Scaling the Encounter

11th-level characters (EL 12): Use the EL 13 statistics in Appendix 1.

12th-level characters (EL 14): Use the EL 14 statistics in Appendix 1.

Stopping at Home

It is possible that the PCs will return to Loudwater to hand off the *Lady's Chalice* or because they are unable to locate the Mount of Storms. This encounter deals with those eventualities.

Returning the Lady's Chalice: Those parties returning to Loudwater with the *Lady's Chalice* are quickly brought into a darkened room in the center of the House Beutaleen'dal compound to meet with Tereena and Ovendal.

The door to this dimly lit room is quietly closed behind you as you enter. Ovendal and Tereena are already seated when the old woman speaks, "It is good to see that you have made it back safely. I see that you are not in the company of any druids, do you have the *Lady's Chalice*?"

Both Ovendal and Tereena are very pleased to have the *Lady's Chalice* recovered, and they both promise that it will be well protected. Tereena is ecstatic when the PCs produce the chalice, and clutches it protectively as the PCs tell their story. Ovendal will prompt the PCs to explore any leads that may help them locate the missing druids, in a grandmotherly manner. If they PCs were unable to capture any of the Talosians, perhaps they could track them back to their lair? If the PCs are unable to track, Ovendal can recommend a tracker.

If they brought back bodies of the Talosians, Ovendal can arrange for Prior Athosar, at the temple of Lathander to cast *speak with dead* (11th level caster) for them at her expense. She can also arrange for healing if the PCs are unable, or divinations to locate the Mount of Storms if the PCs request it.

Hiring a Tracker: In the event that the PCs were unable to capture any of the Talosians, did not question them utilizing a *speak with dead*, or are unable to track for themselves, they may have to hire a tracker.

The PCs can easily locate two woodsmen familiar with that area. The first is a young human lad by the name of Xereth Tumblebrook (human, Rng1). Xereth has growth up in Loudwater and is a devote follower of Mielikki. He hopes to become a scion of the Green Regent someday, and will gladly help such notable adventurers as the PCs for 5 gp, although he isn't very experienced.

The second choice is Jipsey the Swallow (halfling, Ftr2/Rng3). Jipsey is a thin and hardened veteran of eighty years who is well traveled, but very bitter. He generally assumes that whippersnappers like the PCs are going to fail and he insists on doing things himself, looking up at them over his birdlike nose. Of course he also expects everyone to attempt to carry their own weight, even if they are going to fail. Jipsey if much more experienced than Xereth and charges 30 gp to be the PCs tracker.

In neither case will the NPC ranger assist in fighting or be willing to enter the Mount of Storms with the PCs.

The Mount of Storms

Your travel through the Greypeaks has been uneventful, but the further you travel, the more the storms increase. The high winds began almost as soon as you emerged from the eastern edge of the High Forest and have not slowed noticeably.

Use "Illustration 4" to help describe the Mount of Storms.

As the PCs approach the Mount of storms, those that make a successful DC 12 Tracking check will notice that this immediate area has seen high traffic (medium-sized booted humanoids), suggesting that there is a lair nearby. The wind is currently Strong (*Dungeon Master's Guide*, p. 95), applying a -2 to ranged attacks and knocking down Tiny or smaller creatures that do not succeed in a DC 10 Fortitude save. Listen checks are at a -2 penalty

while outside the Mount, or in the entrance. As the PCs move closer, they will see the Mount of Storms.

1. The Entrance

A large mountain rises up before you, with a yawning entrance at its base and another cave near the top of the almost sheer face. A low tempest shrouds the summit of this mountain. The wind whips around the mountainside and creates a loud howling as it passes the entrance. The lower entrance appears unguarded.

There are no guards standing in the lower entrance but that does not mean it is unprotected. The opening is protected by an audible *alarm* spell (12th caster level). Anyone tripping the alarm will cause the guards in areas two and three to be aware of their presence.

2. Guard Post (EL 8)

The moaning of the wind is still quite loud as you make your way down the corridor. A short tunnel bathed in flicking torchlight proceeds to the east, into a small chamber with a few rough chairs and a rickety looking table. The smell of wet dog is prevalent.

Three guards and two worgs wait here on guard duty. Occasionally one of them gets up and checks the entranceway, but for the most part they rely on the *alarm* spell and their worgs' scent ability to notice intruders while they pass their time boasting and playing games of chance. Use "Illustration 5" to help describe this encounter.

➤ **Guard (3):** Hp 47; See Appendix 1.

➤ **Worgs (2):** Hp 30; See Monster Manual p. 256.

Tactics: If the guards notice the PCs, they immediately begin shouting and send the worgs to attack. One of the guards also rages and moves to melee combat while the other two attempt to use a tanglefoot bag and a thunderstone on a likely arcane caster (based on appearance).

Development: If the party manages to enter the hall without triggering the *alarm* spell, the worgs will make DC 15 scent checks to notice the approach of the PCs. If unsuccessful, the PCs will catch the guards unprepared, playing dice at the rickety table.

Scaling the Encounter

11th-level characters (EL 8): Use the EL 9 statistics for the guards in Appendix 1.

12th-level characters (EL 10): Use the EL 10 statistics for the guards in Appendix 1. There are three worgs.

3. Barracks (EL 10)

Light and the smell of campfires come from this large tunnel. Several crude drawings of fire and lightning are drawn haphazardly upon the tunnel walls. Inside the room, dozens of beds line the walls around a central fire pit. Dirty dishes have been randomly thrown on the ground. The smoky haze that fills the room is a testament to the poor ventilation in this room.

This room is the main barracks for the cult, and is where the guardsmen and the half-dragon hunters normally would sleep when not doing the cults' foul work. At the moment there are a few of the half-dragon Talosian warriors resting here.

➤ **Talosian Warrior (3):** Male Half-dragon (human) Brb2/Ftr4, Hp 55; See Appendix 1.

Tactics: The half-dragons are lounging when the PCs arrive, eating a deer they have recently captured. Should the *alarm* sound or the guards in area two shout for help, they grab their weapons and move to assist. If things look bad for them, they are willing to use their breath weapons regardless of where their flammable allies may be.

Scaling the Encounter

11th-level characters (EL 11): Use the EL 11 statistics in Appendix 1.

12th-level characters (EL 12): Use the EL 12 statistics in Appendix 1.

4. Lair of Mergut the Titanic (EL 9)

A sloping floor descends down to a huge pool of water that is the focus of this large cavern. The high ceiling is hidden in darkness, and a large mound of sand is heaped against the southern wall.

This room is the source of water for the complex, and home to a horrible beast known as Mergut the Titanic. The behir has only recently been converted to the worship of Talos and is still coming to grips with some of the more chaotic aspects of the faith. However, Mergut very much appreciates Talos' relationship with lightning. Use "Use Illustration 6" to help describe Mergut.

➤ **Mergut the Titanic:** Male Behir Mnk1, Hp 124; See Appendix 1.

Tactics: Mergut climbs up to the ceiling at the first sound of trouble, prepared to rain lightning down upon anyone entering into the corridor outside his chamber. Mergut makes good use of his Deflect Arrows feat to limit the damage he takes while on the ceiling. If it seems that the PCs are still able to harm him, Mergut

switches tactics to grapple the offender and use his lightning breath on a pinned foe and himself.

Development: If the PCs have managed to get this far without raising the alarm, Mergut is found lounging on the large mound of sand by the pool, considering how to reconcile his lawful nature with the inherent chaos of Talos. If the PCs should enter with surprise, Mergut will assume they belong and allow them to access the water (assuming that is the reason they have come) and pleasantly speak to them about their beliefs of Talos.

Scaling the Encounter

11th-level characters (EL 10): Use the EL 10 statistics in Appendix 1.

12th-level characters (EL 11): Use the EL 11 statistics in Appendix 1.

5. Temple of the Destroyer (EL 8)

The entrance to this dark room is festooned with unlit sticks of foul smelling incense, and the ashes of previously lit sticks lie all about the floor. Inside the room, murals decorate the walls. Amidst fire and lightning, a great uprising is depicted, setting the Highlord's Hall to a great conflagration. In the background, lightning strikes the library of the Velti'Enorethal as the scholars flee into the waiting blades of the faithful of Talos. The sound of the howling wind is once again obvious, emanating gently from small holes piercing all the walls of this room. A passage slopes upward into further darkness, behind the ash stained stone altar.

The temple is protected by a swarm of hellwasps that have made their lair inside the walls to this room. Bolthar has made a deal with the hive mind, trading bodies for the swarm to animate in exchange for its aid protecting the Temple of the Destroyer. Two rounds after anyone enters the temple without first lighting the foul smelling incense, will attract the attention of the swarm which will stream out of the walls through the thousands of holes.

The passage behind the altar climbs in a spiral for nearly two hundred feet before opening out onto the second level near the top of the mountain.

➔ **Hellwasp Swarm:** Hp 93; Monster Manual p. 238.

Tactics: As long as the swarm is able to maintain its hive mind, it acts as an intelligent being, swarming those PCs able to harm it and fleeing into the walls should be reduced below 20 hp.

Development: Should the PCs light the incense and bring it into the room, the swarm does not attack.

Scaling the Encounter

11th-level characters (EL 8): The swarm has 64 hp, and reduces the DC of its poison to DC 17.

12th-level characters (EL 8): The swarm has 147 hp.

6. Dungeon of the Stags

A heavy iron portcullis with a heavy lock, blocks passageway into this dark chamber. The smell of unwashed bodies fills your nostrils, despite the strong wind coming from the south hallway. As you approach, a hoarse voice from the darkness, "Do-na come no further, there is something draining away magic from this place. Be on your guard."

The captured members of the Circle of the Stag are chained to the rear wall of this prison. None of them are in good health, and suffered the interrogations of their captives for many days. The entire room (and the locked portcullis) is cloaked in an *anti-magic field* to prevent the druids from Wild Shaping or casting spells. Use "Illustration 7" to help describe the scene.

➔ **Iron Portcullis:** 2 in. thick; hardness 10; hp 60; AC 5; Open Lock dc 25; Break DC 28; Lift DC 25.

Nine of the twelve druids are unconscious and the other three are barely able to move, much less assist the PCs in their rescue. Bladvius Ironfist (Dwarf, Drd8) was the last to be captured, and he is currently in the best health of the captives, despite his bruises and partially burnt beard. Should the PCs approach, he will warn them of the *anti-magic field*. He can also tell the PCs that he has heard large creatures moving about, further in the complex, and suspects that Bolthar, his captor, also lives somewhere nearby, as he often walks past the cell.

Should they ask, Bladvius can give the PCs a description of Bolthar as well as what he questioned the druids about. He would frequently torture them for the information on how to make the Greendraught, as well as where the *Lady's Chalice* was kept and how to access it. He would never allow them to die, but Bladvius suspects he planned to sacrifice them to his dark god once he captured young Tereena.

Development: Should the PCs free the druids, Bladvius will rouse the unconscious druids and will lead them out of the caverns if the PCs have cleared the way behind them. None of the druids have any spells in their memory, and all are in single digit hit points with no equipment. They will be of no help to the PCs.

If the PCs flee the Mount of Storms before freeing the druids, Bolthar will take them and the wyverns and leave before they return.

7. Den of Evil (EL 13 or 0)

This brightly lit cavern is well furnished compared to all the other rooms you have seen in this hellish place. The rear of the room is separated by hanging tapestries of black and gold. Nearest to you there, is a small altar topped with a life-like statue depicting a hoary bearded man of great strength. He wears an eye patch over his right eye, and in his gauntleted right hand he wields a jagged spear shaped like a lightning bolt. Two braziers burn softly on either side of the large statue.

protected by an *unhallow* (caster level equal to Bolthar's level). The *unhallow* has a *dispel magic* tied to it, affecting all who enter the room that do not worship Talos.

Those PCs inspecting the altar that succeed in a DC 10 Spot check notice there is a small area to the gauntlet of the statue that is rubbed smooth, as though it were touched frequently. The statue radiates faint enchantment (DC 17 Spellcraft, *detect magic*) and necromancy (DC 16 Spellcraft, *detect magic*) if checked for. Worshippers of Talos that kiss the gauntlet of the Destroyer benefit from an *aid* spell (10th caster level). If a non-worshipper of Talos kisses the gauntlet (a simple touch is not enough), they are affected by a *doom* spell (DC 15 Will negates, 10th caster level). Those making a DC 25 Search check will also note that the gauntlet of the Talos statue possesses a seam, and may be unscrewed. This is where the vile clerics of the Storm Lord have hidden some of the more valuable treasures they have stolen over the years from the good people of the Delimbiyr Vale.

The rear of the room is shielded from view by heavy tapestries, and further subdivided into two sections, each containing a bed, chest, and small table. The chests contain bedding, clothing, and various personal effects (combs, hand mirror, statuette of Talos, etc...), as well a key to the cell door. On the table in the Nathalarius' partition, there is a started letter addressed to someone named Rendonil (from LGR-19 *A Difference of Opinion*) advising him to continue his work in Loudwater. The letter is not finished or signed.

Treasure: Those PCs that locate the secret compartment within the gauntlet of the statue upon the altar can locate a mix of gems and trade bars worth 2000 gp.

Development: Should the PCs have proceeded this far without raising the alarm, Bolthar will be here praying to Talos for guidance on how to recover the *lady's chalice*. If, as is more likely, the alarm has been raised or the sounds of combat have reached Bolthar, he has kissed the statue to receive an *aid* spell and moved to room 8 to make his last stand or flee, if necessary.

8. The Peak of the Tempest (EL 10 or 13)

High winds buffet this huge cavern that is open to the sheer side of the mountain at the far end. Huge saddles and other tack for very large creatures hang on the wall. What draws your attention is the creatures that the tack appears meant for. Huge flying draconic creatures mill about; the stingers on their tails reflexively stabbing in your direction as their deep throaty growls rise over the sounds of the howling storm outside.

Use "Illustration 8" to help describe this scene.

The walls of the wyvern aviary have a number of stout pegs embedded in them near the entrance. Saddles and tack hang upon them, all sized for these huge creatures. The rear of this room is open to the outside, and the storm that rages about the top of the summit. If there has been any noise in the PCs assault, Bolthar is here, preparing the wyverns to fight the intruders. He will also have saddled one incase he must make his escape.

➔ **Bolthar the Doombringer (EL 12 version):** Hp 87; See Appendix 1.

➔ **Advanced Wyverns (4):** Hp 113; See Appendix 1.

Tactics: The wyverns block the door to this room, fighting anyone who attempts to move in. As they become severely injured, they will trade position with one of the other wyverns that cannot reach the door, to receive healing from Bolthar. Bolthar supports the wyverns with spells as appropriate. Assuming he is aware of the PCs presence, he has already cast the spells in his power-up suite, regardless he has cast *hero's feast*, *magic vestment* and *stalwart pact* upon himself earlier (the modifiers for these spells are in his statistic blocks where appropriate). If the confined space of the cavern is hindering his defense, Bolthar will take to the sky using his *sky ride* ability, or riding a wyvern.

Development: Should the battle move outside the cavern, the wind at this altitude is considered a Windstorm (DMG, p. 95). This means range attacks are impossible, Small or smaller creatures are blown away, Medium creatures are knocked down, and Large creatures are checked. A successful DC 18 Fortitude saving thrown can negate these effects for one round.

Scaling the Encounter

11 th-level characters (EL 11 or 14): Use the 3 of the EL 11 wyverns and the EL 13 version of Bolthar in Appendix 1.

12th-level characters (EL 12 or 15): Use the EL 12 statistics for the wyverns and the EL 14 version of Bolthar in Appendix 1 for the wyverns.

CONCLUDING THE ADVENTURE

Once again you, are brought into a room with Owendal and Tereena; their hope evident upon their faces. Tereena excitedly broaches the subject, “Were you successful, great heroes?”

Success

If the PCs break up the cult of Talos, and return the *Lady's Chalice* and the Circle of the Stag to Loudwater, the Circle will pay the cost of a *raise dead* of any PC who was killed in the attempt to free them. This PC loses experience, but should lose no gold for their death. In addition, each of the PCs should receive the Blessing of the Circle of the Stag story object.

Failure

If the PCs have failed, they are thanked for doing what they were able, but are not otherwise rewarded.

The End

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled “Adventure Questions” fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the XP that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. **Did the PCs defeat Nathalarius' hunting party and retrieve the *Lady's Chalice*?**
 - a. Yes, the heroes squashed their enemies, and retrieved the magical cup.

- b. The PCs delivered the chalice to safety, but some of the hunters escaped to warn the Mount of Storms.
 - c. The PCs retrieved the chalice, but were forced to flee from the canny ambush.
 - d. No, the PCs were defeated and did not stop the hunting party or retrieve the *Lady's Chalice*.
2. **Did the PCs defeat the guards without raising the alarm?**
 - a. Yes, they were strong and silent.
 - b. The PCs defeated the guards with ease, but their noise alerted the rest of the complex.
 - c. No, the PCs fled from the observant guards.
 - d. The PCs quit before getting this far.
 3. **Did the PCs defeat the warriors in the barracks?**
 - a. Yes, they smashed all resistance.
 - b. No, the added forces drove the PCs away.
 - c. The PCs quit before getting this far.
 4. **Were the PCs able to defeat Mergut the Titanic?**
 - a. Yes, the party laid waste to the behir monk.
 - b. No, sneaky behir was too much for them.
 - c. The PCs quit before getting this far.
 5. **How did the PCs deal with the Hellwasp swarm?**
 - a. They lit the incense so they wouldn't have to fight them.
 - b. They stepped on the fiendish bugs and squished them flat.
 - c. Their hellish stings caused the PCs to run away.
 - d. The PCs quit before getting this far.
 6. **Did the PCs free the Circle of the Stag?**
 - a. Yes, the PCs snuck in and spirited the druids away.
 - b. The PCs saved some of them, but a few died.
 - c. No, the PCs fled, or the druids had been taken away by the time the PCs made it to the cells.
 - d. The PCs quit before getting this far.
 7. **What was the final fate of Bolthar the Doombringer?**
 - a. He was no match for the PCs who defeated him.
 - b. That slippery villain escaped.
 - c. He overcame the PCs, and drove them out of the Mount of Storms.

- d. The PCs quit before getting this far.

STORY OBJECT:

Blessing of the Circle of the Stag: You have freed Mielikki's chosen druids from captivity at the hands of the cult of Talos and saved the future of the Green Regent. As such, the Circle has seen that you have received a small piece of Mielikki's blessing. Once per module, as a Standard action that does not provoke an attack of opportunity, you may call on Mielikki to gain to the benefit of a *barkskin* spell cast at sixth level. When you do so, woody vines sprout from your skin and wrap themselves about your body. This story object is void if you ever come to blows with a member of the Circle of the Stag or the Green Regent.

APPENDIX I: NPC Statistics

Hunter or the Prey?

➤ **Lasharuk (EL 12 Version):** Female gnome Sor7; CR 7; Medium Humanoid (gnome); HD 7d4+21; hp 43; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11) [+1 Dex, +1 size]; BA/G +3/-2; Atk +3 melee (1d3-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Att +3 melee (1d3-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SA [Short descriptions of special attacks, complex descriptions go under Special Attacks]; SQ Low-light vision, gnome traits; AL CE; SV Fort +5, Ref +5, Will +5; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 16 (18).

Skills and Feats: Concentration +13, Knowledge (arcane) +9, Spellcraft +9; Energy Affinity (acid), Energy Affinity (fire), Sudden Energy Affinity (acid).

Languages: Common, gnome.

Possessions: Dagger, light crossbow, 10 bolts, Dirtclod (weasel familiar), *cloak of charisma +2*, *potion of fly*.

Physical Description: A short gnome with wild red hair wearing a bright blue cloak.

Spells Known (6/7/7/5; base DC = 14 + spell level): 0th – *acid splash*, *detect magic*, *detect poison*, *electric jolt*, *mage hand*, *ray of frost*, *read magic*; 1st – *burning hands*, *grease*, *mage armor*, *magic missile*, *silent image*, 2nd – *false life*, *mirror image*, *web*, 3rd – *fireball*, *haste*.

Power-Up Suite (*false life*, *mage armor*, *mirror image*, *shield of faith*) – hp 56; AC 19, touch 15, flat-footed 18; 4 *mirror images*.

➤ **Lasharuk (EL 13 Version):** Female gnome Sor8; CR 8; Medium Humanoid (gnome); HD 8d4+24; hp 49; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11) [+1 Dex, +1 size]; BA/G +4/-1; Atk +4 melee (1d3-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Att +4 melee (1d3-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA [Short descriptions of special attacks, complex descriptions go under Special Attacks]; SQ Low-light vision, gnome traits; AL CE; SV Fort +5, Ref +5, Will +6; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 17 (19).

Skills and Feats: Concentration +14, Knowledge (arcane) +10, Spellcraft +10; Energy Affinity (acid), Energy Affinity (fire), Sudden Energy Affinity (acid).

Languages: Common, gnome.

Possessions: Dagger, light crossbow, 10 bolts, Dirtclod (weasel familiar), *cloak of charisma +2*, *potion of fly*.

Physical Description: A short gnome with wild red hair wearing a bright blue cloak.

Spells Known (6/7/7/6/4; base DC = 14 + spell level): 0th – *acid splash*, *detect magic*, *detect poison*, *electric jolt*, *mage hand*, *ray of frost*, *read magic*; 1st – *burning hands*, *grease*, *mage armor*, *magic missile*,

silent image, 2nd – *false life*, *mirror image*, *scorching ray*, 3rd – *fireball*, *haste*; 4th – *evard's black tentacles*.

Power-Up Suite (*false life*, *mage armor*, *mirror image*, *shield of faith*) – hp 63; AC 19, touch 15, flat-footed 18; 4 *mirror images*.

➤ **Lasharuk (EL 14 Version):** Female gnome Sor9; CR 9; Medium Humanoid (gnome); HD 9d4+27; hp 55; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11) [+1 Dex, +1 size]; BA/G +4/-1; Atk +4 melee (1d3-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Att +4 melee (1d3-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); SA [Short descriptions of special attacks, complex descriptions go under Special Attacks]; SQ Low-light vision, gnome traits; AL CE; SV Fort +6, Ref +6, Will +6; Str 8, Dex 12, Con 16, Int 8, Wis 10, Cha 17 (19).

Skills and Feats: Concentration +15, Knowledge (arcane) +11, Spellcraft +11; Energy Affinity (acid), Energy Affinity (fire), Spell Focus (evocation), Sudden Energy Affinity (acid).

Languages: Common, gnome.

Possessions: Dagger, light crossbow, 10 bolts, Dirtclod (weasel familiar), *cloak of charisma +2*, *potion of fly*.

Physical Description: A short gnome with wild red hair wearing a bright blue cloak.

Spells Known (6/7/7/7/5; base DC = 14 + spell level, 15 + spell level for evocation): 0th – *acid splash*, *detect magic*, *detect poison*, *electric jolt*, *mage hand*, *ray of frost*, *read magic*; 1st – *burning hands*, *grease*, *mage armor*, *magic missile*, *silent image*, 2nd – *false life*, *mirror image*, *scorching ray*, *see invisibility*, 3rd – *fireball*, *haste*, *lightning bolt*; 4th – *enervation*, *evard's black tentacles*.

Power-Up Suite (*false life*, *mage armor*, *mirror image*, *see invisibility*, *shield of faith*) – hp 70; AC 19, touch 15, flat-footed 18; 5 *mirror images*.

➤ **Nathalarius (EL 12 Version):** Male human clr9; CR 9; Medium humanoid (human); HD 9d8+18; hp 66; Init +1; Spd 20 ft.; AC 22 (touch 13, flat-footed 21) [+9, armor, +1 Dex, +2 deflection]; BA/G +6/+7; Atk +8 melee (1d8+1/x3, spear) or +7 ranged (1d6, javelin); Full Att +8/+3 melee (1d8+1/x3, spear) or +7/+2 ranged (1d6, javelin); SQ Rebuke undead, electrical resistance 5; AL CE; SV Fort +8, Ref +4, Will +11; Str 13, Dex 12, Con 14, Int 10, Wis 16 [20], Cha 10.

Skills and Feats: Concentration +14, Knowledge (religion) +12, Spellcraft +12; Divine Metamagic (silent), Divine Spell Power, Improved Turning, Still Spell, Silent Spell.

Languages: Common.

Possessions: Holy symbol of Talos (x2), spell component pouch, masterwork spear, 5 javelins, full plate, *ring of deflection +2*, *periapt of wisdom [+4]*.

Physical Description: A pock marked man with long dark hair that hangs loosely about his shoulders.

Spells Prepared (6/6+1/5+1/4+1/3+1/2+1; base DC = 15 + spell level): 0th – *create water*, *cure minor*

wounds, detect magic, detect poison, light, read magic, 1st – bless, burning hands*, divine favor, protection from good, shield of faith (x2); 2nd – hold person, gust of wind*, resist energy, silence, sound burst, spiritual weapon; 3rd – call lightning*, dispel magic, magic vestment, prayer, wrack; 4th – death ward, divine power, freedom of movement, wall of fire*, 5th – flamestrike, ice storm*; silent still dispel magic.

*Domain spell. *Domains:* Fire (Turn water creatures, rebuke fire creatures); Storm (electrical resistance 5).

Power-Up Suite (death ward, freedom of movement, magic vestment, resist energy (fire), shield of faith) – AC 26, touch 14, flat-footed 25.

➤ **Nathalarius (EL 13 Version):** Male human clr10; CR 10; Medium humanoid (human); HD 10d8+20; hp 73; Init +1; Spd 20 ft.; AC 22 (touch 13, flat-footed 21) [+9, armor, +1 Dex, +2 deflection]; BA/G +7/+8; Atk +9 melee (1d8+1/x3, spear) or +8 ranged (1d6, javelin); Full Att +9/+4 melee (1d8+1/x3, spear) or +8/+3 ranged (1d6, javelin); SQ Rebuke undead, electrical resistance 5; AL CE; SV Fort +9, Ref +4, Will +12; Str 13, Dex 12, Con 14, Int 10, Wis 16 [20], Cha 10.

Skills and Feats: Concentration +15, Knowledge (religion) +13, Spellcraft +13; Divine Metamagic (silent), Divine Spell Power, Improved Turning, Still Spell, Silent Spell.

Languages: Common.

Possessions: Holy symbol of Talos (x2), spell component pouch, masterwork spear, 5 javelins, full plate, ring of deflection +2, periapt of wisdom [+4].

Physical Description: A pock marked man with long dark hair that hangs loosely about his shoulders.

Spells Prepared (6/6+1/5+1/4+1/4+1/3+1; base DC = 15 + spell level): 0th – create water, cure minor wounds, detect magic, detect poison, light, read magic, 1st – bless, burning hands*, divine favor, protection from good, shield of faith (x2); 2nd – hold person, gust of wind*, resist energy, silence, sound burst, spiritual weapon; 3rd – call lightning*, dispel magic, magic vestment, prayer, wrack; 4th – death ward, still dispel magic, divine power, freedom of movement, wall of fire*; 5th – flamestrike, ice storm*; silent still dispel magic, righteous might.

*Domain spell. *Domains:* Fire (Turn water creatures, rebuke fire creatures); Storm (electrical resistance 5).

Power-Up Suite (death ward, freedom of movement, magic vestment, resist energy (fire), shield of faith) – AC 26, touch 14, flat-footed 25.

➤ **Nathalarius (EL 14 Version):** Male human clr11; CR 11; Medium humanoid (human); HD 11d8+22; hp 80; Init +1; Spd 20 ft.; AC 22 (touch 13, flat-footed 21) [+9, armor, +1 Dex, +2 deflection]; BA/G +8/+9; Atk +10 melee (1d8+1/x3, spear) or +9 ranged (1d6, javelin); Full Att +10/+5 melee (1d8+1/x3, spear) or +9/+4 ranged (1d6, javelin); SQ Rebuke undead, electrical

resistance 5; AL CE; SV Fort +9, Ref +4, Will +12; Str 13, Dex 12, Con 14, Int 10, Wis 16 [20], Cha 10.

Skills and Feats: Concentration +16, Knowledge (religion) +14, Spellcraft +14; Divine Metamagic (silent), Divine Spell Power, Improved Turning, Still Spell, Silent Spell.

Languages: Common.

Possessions: Holy symbol of Talos (x2), spell component pouch, masterwork spear, 5 javelins, full plate, ring of deflection +2, periapt of wisdom [+4].

Physical Description: A pock marked man with long dark hair that hangs loosely about his shoulders.

Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; base DC = 15 + spell level): 0th – create water, cure minor wounds, detect magic, detect poison, light, read magic, 1st – bless, burning hands*, divine favor, doom, protection from good, shield of faith (x2); 2nd – hold person, gust of wind*, resist energy, silence, sound burst, spiritual weapon; 3rd – call lightning*, dispel magic, magic vestment, prayer, wrack (x2); 4th – death ward, still dispel magic, divine power, freedom of movement, wall of fire*; 5th – flamestrike, ice storm*; silent still dispel magic, righteous might; 6th – fireseeds*, heal.

*Domain spell. *Domains:* Fire (Turn water creatures, rebuke fire creatures); Storm (electrical resistance 5).

Power-Up Suite (death ward, freedom of movement, magic vestment, resist energy (fire), shield of faith) – AC 26, touch 14, flat-footed 25.

➤ **Talosian Warrior (EL 12 Version):** Male half-red dragon (human) Brb1/Ftr4; CR 7; Medium dragon (Augmented Humanoid); HD 1d12+4d10+20; hp 55; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +5/+11; Atk +13 melee (2d6+11/19-20, greatsword) or +7 ranged (1d8+4/x3, longbow); Full Att +13 melee (2d6+11/19-20, greatsword) and +6 melee (1d6+3, bite) or +7 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, sleep, and paralysis, low-light visions; AL CE; SV Fort +10, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +8, Jump +13, Listen +6, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate, potion of fly.

Physical Description: A powerful humanoid with red scales and small twisted horns.

Power-Up Suite (fly).

➤ **Talosian Warrior (EL 13 Version):** Male half- red dragon (human) Brb2/Ftr4; CR 8; Medium dragon (Augmented Humanoid); HD 2d12+4d10+24; hp 66; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +6/+12; Atk +14 melee (2d6+11/19-20, greatsword) or +8 ranged (1d8+4/x3, longbow); Full Att +14/+9 melee (2d6+11/19-20, greatsword) and +10 melee (1d6+3, bite) or +8/+3 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions, uncanny dodge; AL CE; SV Fort +11, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +9, Jump +13, Listen +11, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate, *potion of fly*.

Physical Description: A powerful humanoid with red scales and small twisted horns.

Power-Up Suite (fly).

➤ **Talosian Warrior (EL 14 Version):** Male half- red dragon (human) Brb3/Ftr4; CR 9; Medium dragon (Augmented Humanoid); HD 3d12+4d10+28; hp 77; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +7/+13; Atk +15 melee (2d6+11/19-20, greatsword) or +9 ranged (1d8+4/x3, longbow); Full Att +15/+10 melee (2d6+11/19-20, greatsword) and +11 melee (1d6+3, bite) or +9/+4 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +5, Will +5; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +10, Jump +13, Listen +11, Survival +6, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate, *potion of fly*.

Physical Description: A powerful humanoid with red scales and small twisted horns.

Power-Up Suite (fly).

Stopping at Home

➤ **Jipsey the Swallow:** Male halfling ftr2/rng3; CR 5; Small Humanoid (halfling); HD 2d10+3d8+5; hp 35; Init +2; Spd 20 ft.; AC 17 (touch 13, flat-footed 15) [+1 Size, +2 Dex, +4 armor]; BA/G +5/+3; Atk +7 melee (1d6+1/19-20, longsword) or +9 ranged (1d6+1/x3, longbow); Full Att +7 melee (1d6+1/19-20, longsword) or +9 ranged (1d6+1/x3, longbow); SA Favored enemy (goblinoids); SQ Wild empathy; AL N; SV Fort +8, Ref +6, Will +4; Str 12, Dex 14, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +5, Hide +9, Jump +5, Knowledge (geography) +6, Knowledge (nature) +6, Listen +10, Move Silently +7, Spot +8, Survival +11; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Survival), Track, Weapon Focus (longbow).

Languages: Common, halfling.

Possessions: Chain shirt, longsword, short sword, mighty composite longbow [+1], 20 arrows, 50' rope, bedroll, backpack.

Physical Description: Jipsey is a thin hawkish halfling with steel gray hair, whose gear shows lots of wear.

➤ **Xereth Tumblebrook:** Male human rng1; CR 1; Medium Humanoid (human); HD 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 16) [+1 Dex, +4 armor, +2 shield]; BA/G +1/+3; Atk +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, longbow); Full Att +4 melee (1d8+2/19-20, longsword) or +2 ranged (1d8/x3, longbow); SA Favored enemy (orcs); SQ Wild empathy; AL N; SV Fort +3, Ref +3, Will +1; Str 14, Dex 12, Con 12, Int 10, Wis 12, Cha 10.

Skills and Feats: Hide +5, Knowledge (geography) +4, Listen +5, Move Silently +5, Spot +5, Survival +5; Skill Focus (Survival), Track, Weapon Focus (longsword).

Languages: Common, halfling.

Possessions: Chain shirt, longsword, short sword, mighty composite longbow [+1], 20 arrows, 50' rope, bedroll, backpack.

Physical Description: Xereth is a teenage human boy with pale hair and water blue eyes.

The Mount of Storms

➤ **Bolthar the Doombringer (EL 12 Version):** Male human clr5/stmld7; CR 12; Medium humanoid (human); HD 12d8+24; hp 87 (98 with *hero's feast*); Init -1; Spd 20 ft.; AC 25 (touch 9, flat-footed 25) [-1 Dex, +12 armor, +3 shield]; BA/G +5/+9; Atk +11 melee (1d6+4 plus 1d6 electrical, javelin) or +8 ranged (1d6+4 plus 1d6 electrical, javelin); Full Att +11 melee (1d6+4 plus 1d6 electrical, javelin) or +8 ranged (1d6+4 plus 1d6 electrical, javelin); SA Enhance javelins +2, *shock* weapon, *thundering* weapon; SQ Immunity to fear and poison, rebuke undead, resist electricity 15, *storm ride*,

storm walk; AL CE; SV Fort +13, Ref +2, Will +16; Str 9 [13], Dex 8, Con 14, Int 10, Wis 20 [24], Cha 8 [14].

Skills and Feats: Concentration +17, Intimidate +8, Knowledge (religion) +15, Spellcraft +8; Divine Meta-Magic (quicken), Endurance, Great Fortitude, Quicken Spell, Silent Spell, Weapon Focus (javelin).

Enhanced Javelins: Any javelins thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table. At 9th level, a stormlord gains immunity to electricity.

Shock weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). This weapon loses the ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or an other natural symptom of Talos' fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as thundering weapon (see page 225 of the *Dungeon Master's Guide*). The weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Languages: Common.

Possessions: Full plate (+3 with *magic vestment*), javelin (x20), metal holy symbol (x2), spell component pouch (x2), *scroll of cure serious wounds* (x2), *large steel shield +1*, *belt of strength +4*, *periapt of wisdom +4*, *cloak of charisma +4*.

Physical Description: Bolthar is a tall thin man with dark hair, whose face is burned on the left side.

Spells Prepared (6/7+1/6+1/6+1/4+1/4+1/3+1; base DC = 17 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *light*, *read magic*; 1st – *bane*, *bless*, *divine favor*, *entropic shield**, *protection from good* (x2), *remove fear*, *shield of faith*; 2nd – *cure moderate wounds*, *gust of wind**, *hold person*, *resist energy* (x2), *silence*, *sound burst*; 3rd – *bestow curse*, *call lightning**, *dispel magic*, *invisibility purge*, *magic vestment*, *searing light*, *wrack*; 4th – *death ward*, *Silent dispel magic*, *divine power*, *freedom of movement*, *sleet storm**; 5th – *flamestrike*, *ice storm**, *mass cure light wounds*, *spell resistance*, *wall of stone*; 6th – *harm**, *heal*, *hero's feast*, quickened *hold person*.

*Domain spell. **Domains:** Destruction (Smite +4 to hit, +5 damage); Storm (gain electricity resistance 5).

Power-Up Suite (*death ward*, *divine favor*, *freedom of movement*, *invisibility purge*, *protection from good*, *resist energy (30 pt. cold)*, *resist energy (30 pt. fire)*, *shield of faith*, *spell resistance (SR 24)*, *storm ride*) – AC 29, touch 12, flat-footed 29, Fort +15, Ref +4, Will +18 vs. good; G +13; Atk +14 melee (1d6+4 plus 1d6 electrical, javelin) or +11 ranged (1d6+4 plus 1d6 electrical, javelin); Full Att +14 melee (1d6+4 plus 1d6 electrical, javelin) or +11 ranged (1d6+4 plus 1d6 electrical, javelin).

➤ **Bolthar the Doombringer (EL 13 Version):** Male human clr5/stmld8; CR 13; Medium humanoid (human); HD 13d8+26; hp 94 (105 with *hero's feast*); Init -1; Spd 20 ft.; AC 25 (touch 9, flat-footed 25) [-1 Dex, +12 armor, +3 shield]; BA/G +6/+9; Atk +12 melee (1d6+4 plus 1d6 electrical, javelin) or +9 ranged (1d6+4 plus 1d6 electrical, javelin); Full Att +12/+7 melee (1d6+4 plus 1d6 electrical, javelin) or +9/+4 ranged (1d6+4 plus 1d6 electrical, javelin); SA Enhance javelins +2, *shocking burst* weapon, *thundering* weapon; SQ Immunity to fear and poison, rebuke undead, resist electricity 10, *storm ride*, storm walk; AL CE; SV Fort +14, Ref +2, Will +17; Str 9 [13], Dex 8, Con 14, Int 10, Wis 20 [24], Cha 8 [14].

Skills and Feats: Concentration +18, Intimidate +9, Knowledge (religion) +16, Spellcraft +8; Divine Meta-Magic (quicken), Endurance, Great Fortitude, Quicken Spell, Silent Spell, Weapon Focus (javelin).

Enhanced Javelins: Any javelins thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table. At 9th level, a stormlord gains immunity to electricity.

Shock weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). This weapon loses the ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or an other natural symptom of Talos' fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as thundering weapon (see page 225 of the *Dungeon Master's Guide*). The weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking burst weapon (Su): For a stormlord of 8th level or higher, any spear or javelin he uses is treated as a shocking burst weapon. This weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's thundering weapon ability.

Languages: Common.

Possessions: Full plate (+3 with *magic vestment*), javelin (x20), metal holy symbol (x2), spell component pouch (x2), *scroll of cure serious wounds* (x2), *large steel shield +1*, *belt of strength +4*, *peripart of wisdom +4*, *cloak of charisma +4*.

Physical Description: Bolthar is a tall thin man with dark hair, whose face is burned on the left side.

Spells *Prepared*
(6/7+1/6+1/6+1/4+1/4+1/3+1/2+1; base DC = 17 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *light*, *read magic*; 1st – *bane*, *bless*, *divine favor*, *entropic shield**, *protection from good* (x2), *remove fear*, *shield of faith*; 2nd – *cure moderate wounds*, *gust of wind**, *hold person*, *resist energy* (x2), *silence*, *sound burst*; 3rd – *bestow curse*, *call lightning**, *dispel magic*, *invisibility purge*, ~~*magic vestment*~~, *searing light*, *wrack*; 4th – *death ward*, *Silent dispel magic*, *divine power*, *freedom of movement*, *remove blindness/deafness*, *sleet storm**; 5th – *flamestrike*, *ice storm**, *mass cure light wounds*, *spell resistance*, *wall of stone*; 6th – *harm**, *heal*, ~~*hero's feast*~~, *quicken*, *hold person*; 7th – *blasphemy*, *disintegrate**, *quicken wrack*.

*Domain spell. *Domains:* Destruction (Smite +4 to hit, +5 damage); Storm (gain electricity resistance 5).

Power-Up Suite (*death ward*, *divine favor*, *freedom of movement*, *invisibility purge*, *protection from good*, *resist energy (30 pt. cold)*, *resist energy (30 pt. fire)*, *shield of faith*, *spell resistance (SR 25)*, *storm ride*) – AC 29, touch 12, flat-footed 29, Fort +16, Ref +4, Will +19 vs. good; G +13; Atk +16 melee (1d6+4 plus 1d6 electrical, javelin) or +13 ranged (1d6+4 plus 1d6 electrical, javelin); Full Att +16/+11 melee (1d6+4 plus 1d6 electrical, javelin) or +13/+8 ranged (1d6+4 plus 1d6 electrical, javelin).

➤ **Bolthar the Doombringer (EL 14 Version):** Male human clr5/stmld9; CR 14; Medium humanoid (human); HD 14d8+28; hp 101 (113 with *hero's feast*); Init -1; Spd 20 ft.; AC 25 (touch 9, flat-footed 25) [-1 Dex, +12 armor, +3 shield]; BA/G +6/+9; Atk +13 melee (1d6+5 plus 1d6 electrical, javelin) or +10 ranged (1d6+5 plus 1d6 electrical, javelin); Full Att +13/+8 melee (1d6+5 plus 1d6 electrical, javelin) or +10/+5 ranged (1d6+5 plus 1d6 electrical, javelin); SA Enhance javelins +3, *shocking burst* weapon, *thundering* weapon; SQ Immunity to electricity, fear and poison, rebuke undead, *storm ride*, *storm walk*; AL CE; SV Fort

+14, Ref +3, Will +17; Str 9 [13], Dex 8, Con 14, Int 10, Wis 20 [24], Cha 8 [14].

Skills and Feats: Concentration +19, Intimidate +10, Knowledge (religion) +17, Spellcraft +8; Divine Meta-Magic (quicken), Endurance, Great Fortitude, Quicken Spell, Silent Spell, Weapon Focus (javelin).

Enhanced Javelins: Any javelins thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table. At 9th level, a stormlord gains immunity to electricity.

Shock weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). This weapon loses the ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or an other natural symptom of Talos' fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as thundering weapon (see page 225 of the *Dungeon Master's Guide*). The weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking burst weapon (Su): For a stormlord of 8th level or higher, any spear or javelin he uses is treated as a shocking burst weapon. This weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's thundering weapon ability.

Languages: Common.

Possessions: Full plate (+3 with *magic vestment*), javelin (x20), metal holy symbol (x2), spell component pouch (x2), *scroll of cure serious wounds* (x2), *large steel shield +1*, *belt of strength +4*, *peripart of wisdom +4*, *cloak of charisma +4*.

Physical Description: Bolthar is a tall thin man with dark hair, whose face is burned on the left side.

Spells *Prepared*
(6/7+1/6+1/6+1/4+1/4+1/4+1/3+1; base DC = 17 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *light*, *read magic*; 1st – *bane*, *bless*, *divine favor*, *entropic shield**, *protection from good* (x2), *remove fear*, *shield of faith*; 2nd – *cure moderate wounds*, *gust of wind**, *hold person*, *resist energy* (x2), *silence*, *sound*

burst, 3rd – bestow curse, call lightning*, invisibility purge, magic vestment, searing light, wrack (x2); 4th – death ward, Silent dispel magic, divine power, freedom of movement, remove blindness/deafness, sleet storm*; 5th – flamestrike, ice storm*, mass cure light wounds, spell resistance, wall of stone; 6th – greater dispel magic, harm*, heal, hero's feast, quickened hold person; 7th – blasphemy, disintegrate*, mass cure serious wounds, quicken wrack.

*Domain spell. *Domains*: Destruction (Smite +4 to hit, +5 damage); Storm (gain electricity resistance 5).

Power-Up Suite (*death ward, divine favor, freedom of movement, invisibility purge, protection from good, resist energy (30 pt. cold), resist energy (30 pt. fire), shield of faith, spell resistance (SR 26), storm ride*) – AC 29, touch 12, flat-footed 29, Fort +16, Ref +4, Will +19 vs. good; G +13; Atk +17 melee (1d6+5 plus 1d6 electrical, javelin) or +13 ranged (1d6+5 plus 1d6 electrical, javelin); Full Att +17/+12 melee (1d6+5 plus 1d6 electrical, javelin) or +14/+9 ranged (1d6+5 plus 1d6 electrical, javelin).

➤ **Guard (EL 8 Version)**: Male human brb2/ft3; CR 5; Medium Humanoid (human); HD 2d12+3d10+10; hp 47; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +5/+8; Atk +9 melee (2d4+4/18-20, falchion) or +6 ranged (1d6+3, javelin); Full Att +9 melee (2d4+4/18-20, falchion) or +6 ranged (1d6+3, javelin); SA Rage 1x/day; SQ Uncanny dodge; AL CE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Intimidate +7, Jump +9, Listen +6, Survival +6; Blind-fight, Improved Sunder, Power Attack, Power Critical (falchion), Weapon Focus (falchion).

Languages: Common.

Possessions: Masterwork Falchion, breastplate, 5 javelins, 2 tanglefoot bags, thunderstone.

Physical Description: The guard is a dirty male human with greasy hair wearing breastplate emblazoned with the symbol of Talos the Destroyer.

➤ **Guard (EL 9 Version)**: Male human brb2/ft4; CR 6; Medium Humanoid (human); HD 2d12+4d10+12; hp 55; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +6/+9; Atk +10 melee (2d4+6/18-20, falchion) or +7 ranged (1d6+3, javelin); Full Att +10/+5 melee (2d4+6/18-20, falchion) or +7 ranged (1d6+3, javelin); SA Rage 1x/day; SQ Uncanny dodge; AL CE; SV Fort +8, Ref +2, Will +4; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +12, Intimidate +8, Jump +10, Listen +6, Survival +6; Blind-fight, Improved Sunder, Iron Will, Power Attack, Power Critical (falchion), Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common.

Possessions: Masterwork Falchion, breastplate, 5 javelins, 2 tanglefoot bags, thunderstone.

Physical Description: The guard is a dirty male human with greasy hair wearing breastplate emblazoned with the symbol of Talos the Destroyer.

➤ **Guard (EL 10 Version)**: Male human brb3/ft4; CR 7; Medium Humanoid (human); HD 3d12+4d10+14; hp 64; Init +1; Spd 30 ft.; AC 16 (touch 11, flat-footed 15) [+1 Dex, +5 armor]; BA/G +7/+10; Atk +11 melee (2d4+6/18-20, falchion) or +8 ranged (1d6+3, javelin); Full Att +11/+6 melee (2d4+6/18-20, falchion) or +8 ranged (1d6+3, javelin); SA Rage 1x/day; SQ Trap Sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +3, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +13, Intimidate +9, Jump +8, Listen +9, Survival +6; Blind-fight, Improved Sunder, Iron Will, Power Attack, Power Critical (falchion), Weapon Focus (falchion), Weapon Specialization (falchion).

Languages: Common.

Possessions: Masterwork Falchion, breastplate, 5 javelins, 2 tanglefoot bags, thunderstone.

Physical Description: The guard is a dirty male human with greasy hair wearing breastplate emblazoned with the symbol of Talos the Destroyer.

➤ **Mergut the Titanic (EL 9 Version)**: Male behir mnk1; CR 9; Huge magical beast; HD 9d10+1d8+70; hp 124; Init +1; Spd 40 ft., climb 15 ft.; AC 22 (touch 11, flat-footed 21) [-2 size, +1 Dex, +11 natural]; BA/G +9/+25; Atk +15 melee (2d4+12, bite); Full Att +15 melee (2d4+12, bite) or +13/+13 melee (2d6+8, flurry of blows) and +10 melee (2d4+12, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, flurry of blows, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL LE; SV Fort +17, Ref +11, Will +9; Str 26, Dex 13, Con 21 [25], Int 8, Wis 14, Cha 12. Length 40 ft. Weight 4,000 lb.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2, Tumble +4; Alertness, Cleave, Improved Unarmed Strike, Power Attack, Stunning Fist, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 21 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an

opponent can use its Cleave feat to bite and grab another opponent. A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Languages: Common.

Possessions: Amulet of health +4, cloak of resistance +2.

➤ **Mergut the Titanic (EL 10 Version):** Male behir mnk2; CR 10; Huge magical beast; HD 9d10+2d8+77; hp 136; Init +1; Spd 40 ft., climb 15 ft.; AC 22 (touch 11, flat-footed 21) [-2 size, +1 Dex, +11 natural]; BA/G +10/+26; Atk +16 melee (2d4+12, bite); Full Att +16 melee (2d4+12, bite) or +14/+14 melee (2d6+8, flurry of blows) and +11 melee (2d4+12, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, flurry of blows, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., evasion, immunity to electricity, low-light vision, scent; AL LE; SV Fort +18, Ref +12, Will +10; Str 26, Dex 13, Con 21 [25], Int 8, Wis 14, Cha 12. Length 40 ft. Weight 4,000 lb.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2, Tumble +7; Alertness, Cleave, Deflect Arrows, Improved Unarmed Strike, Power Attack, Stunning Fist, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 21 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard

can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Languages: Common.

Possessions: Amulet of health +4, cloak of resistance +2.

➤ **Mergut the Titanic (EL 11 Version):** Male behir mnk3; CR 11; Huge magical beast; HD 9d10+3d8+96; hp 160; Init +1; Spd 50 ft., climb 25 ft.; AC 22 (touch 11, flat-footed 21) [-2 size, +1 Dex, +11 natural]; BA/G +11/+27; Atk +17 melee (2d4+12, bite); Full Att +17 melee (2d4+12, bite) or +15/+15 melee (2d6+8, flurry of blows) and +12 melee (2d4+12, bite); Face/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, flurry of blows, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., evasion, immunity to electricity, low-light vision, scent, still mind; AL LE; SV Fort +19, Ref +12, Will +10; Str 26, Dex 13, Con 22 [26], Int 8, Wis 14, Cha 12. Length 40 ft. Weight 4,000 lb.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2, Tumble +10; Alertness, Cleave, Deflect Arrows, Extra Stunning, Improved Unarmed Strike, Power Attack, Stunning Fist, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 21 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Languages: Common.

Possessions: Amulet of health +4, cloak of resistance +2.

➤ **Talosian Warrior (EL 9 Version):** Male half-red dragon (human) Ftr4; CR 6; Medium dragon (Augmented Humanoid); HD 4d10+16; hp 44; Init +1;

Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +4/+10; Atk +12 melee (2d6+11/19-20, greatsword) or +6 ranged (1d8+4/x3, longbow); Full Att +12 melee (2d6+11/19-20, greatsword) and +5 melee (1d6+3, bite) or +6 ranged (1d8+4/x3, longbow); SA Breath weapon; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions; AL CE; SV Fort +8, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +7, Jump +13, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate.

Physical Description: A powerful humanoid with red scales and small twisted horns.

➤ **Talosian Warrior (EL 10 Version):** Male half-red dragon (human) Brb1/Ftr4; CR 7; Medium dragon (Augmented Humanoid); HD 1d12+4d10+20; hp 55; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +5/+11; Atk +13 melee (2d6+11/19-20, greatsword) or +7 ranged (1d8+4/x3, longbow); Full Att +13 melee (2d6+11/19-20, greatsword) and +6 melee (1d6+3, bite) or +7 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions; AL CE; SV Fort +10, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +8, Jump +13, Listen +6, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate.

Physical Description: A powerful humanoid with red scales and small twisted horns.

➤ **Talosian Warrior (EL 11 Version):** Male half-red dragon (human) Brb2/Ftr4; CR 8; Medium dragon (Augmented Humanoid); HD 2d12+4d10+24; hp 66; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +6/+12; Atk +14 melee (2d6+11/19-20, greatsword) or +8 ranged (1d8+4/x3, longbow); Full Att +14/+9 melee (2d6+11/19-20, greatsword) and +10 melee (1d6+3, bite) or +8/+3 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions, uncanny

dodge; AL CE; SV Fort +11, Ref +4, Will +4; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +9, Jump +13, Listen +11, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate.

Physical Description: A powerful humanoid with red scales and small twisted horns.

➤ **Talosian Warrior (EL 12 Version):** Male half-red dragon (human) Brb3/Ftr4; CR 9; Medium dragon (Augmented Humanoid); HD 3d12+4d10+28; hp 77; Init +1; Spd 20 ft.; AC 23 (touch 11, flat-footed 22) [+1 Dex, +4 natural, +8 armor]; BA/G +7/+13; Atk +15 melee (2d6+11/19-20, greatsword) or +9 ranged (1d8+4/x3, longbow); Full Att +15/+10 melee (2d6+11/19-20, greatsword) and +11 melee (1d6+3, bite) or +9/+4 ranged (1d8+4/x3, longbow); SA Breath weapon, rage 1x/day; SQ Darkvision 60ft., immunity to fire, *sleep*, and paralysis, low-light visions, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +5, Will +5; Str 22, Dex 13, Con 18, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +13, Intimidate +10, Jump +13, Listen +11, Survival +6, Swim +13; Combat Reflexes, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Breath Weapon (Su): 30 ft. cone, once per day, damage 6d8 fire, DC 14 half. The save if Constitution based.

Languages: Common, draconic.

Possessions: Masterwork greatsword, mighty composite longbow [+4], 20 masterwork arrows, full plate.

Physical Description: A powerful humanoid with red scales and small twisted horns.

➤ **Wyvern, Advanced (EL 11 Version):** CR 7; Huge dragon; HD 9d12+45; hp 113; Init +0; Spd 20 ft., 60 ft. (poor); AC 23 (touch 8, flat-footed 23) [+4 armor, -2 size, +11 natural]; BA/G +9/+24; Atk +15 melee (1d8+8 plus poison, sting) or +15 melee (3d6+8, talon) or +15 melee (4d8+8, bite); Full Att +15 melee (1d8+8 plus poison, sting) and +13 melee (4d8+8, bite) and +13 melee (2d6+4, 2 wings) and +13 melee (3d6+8, 2 talons); Face/Reach 15 ft./10 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent; AL NE; SV Fort +11, Ref +6, Will +7; Str 27, Dex 10, Con 20, Int 6, Wis 12, Cha 9. Length 15 ft. Weight 1 ton.

Skills and Feats: Hide +8, Listen +15, Move Silently +12, Spot +18; Ability Focus (poison),

Alertness, Flyby Attack, Improved Natural Attack (bite), Multiattack^B.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Possessions: Chain shirt barding.

➤ **Wyvern, Advanced (EL 12 Version):** CR 8; Gargantuan dragon; HD 11d12+77; hp 159; Init +0; Spd 20 ft., 60 ft. (poor); AC 25 (touch 8, flat-footed 25) [+4 armor, -4 size, +15 natural]; BA/G +11/+32; Atk +19 melee (2d6+12 plus poison, sting) or +19 melee (4d6+12, talon) or +19 melee (5d8+12, bite); Full Att +19 melee (2d6+12 plus poison, sting) and +17 melee (5d8+12, bite) and +17 melee (3d6+8, 2 wings) and +17 melee (4d6+12, 2 talons); Face/Reach 20 ft./15 ft.; SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent; AL NE; SV Fort +15, Ref +8, Will +9; Str 35, Dex 10, Con 24, Int 6, Wis 12, Cha 9. Length 15 ft. Weight 1 ton.

Skills and Feats: Hide +10, Listen +17, Move Silently +14, Spot +20; Ability Focus (poison), Alertness, Flyby Attack, Improved Natural Attack (bite), Multiattack^B.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Possessions: Chain shirt barding.

APPENDIX 2: New Rules

New Feats

Divine Metamagic [Divine]

Reference: Complete Divine, page 80.

You channel energy into some of your divine spells to make them more powerful.

Prerequisites: Ability to turn undead or rebuke undead, selected metamagic feat.

Benefit: When you take this feat, choose a metamagic feat. This feat only applies to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jazon the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

Divine Spell Power [Divine]

Reference: Complete Divine, page 80.

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would apply a -1 penalty to his caster level for the next divine spell he casts in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

Energy Affinity [Metamagic]

Reference: Miniatures Handbook, page 25.

You can modify a spell that uses one type of energy to use another type (acid, cold, electrical, or fire) instead.

Prerequisites: Knowledge (arcane) 5 ranks, able to cast at least one spell of each of these energy types: acid, cold, electricity, and fire.

Benefit: Choose acid, cold, electricity, or fire. You can modify any spell with an energy descriptor to use the chosen type of energy instead. A spell so modified

works normally in all respects except the type of damage dealt.

A modified 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 you take the feat, it applies to a different type of energy.

Extra Stunning [General]

Reference: Complete Warrior, page 98.

You gain extra stunning attacks.

Prerequisites: Stunning Fist, base attack bonus +2.

Benefit: You gain the ability to make three extra stunning attacks per day.

Special: You can take this feat multiple times. Its effects stack.

Power Critical [General]

Reference: Complete Warrior, page 102.

Choose one weapon, such as a longsword or greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4.

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

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Sudden Energy Affinity [Metamagic]

Reference: Miniatures Handbook, page 25.

You can modify a spell's energy type once per day without special preparation.

Prerequisites: Energy Affinity.

Benefit: Once per day, you may apply the Energy Affinity feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Energy Affinity feat normally.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different type of energy.

New Spells

Electric Jolt

Reference: Magic of Faerun, page 91.

Evocation [Electricity]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You release a small stroke of electrical energy. You must make a ranged touch attack to deal damage to a target. The spell deals 1d3 points of electricity damage.

Stalwart Pact

Reference: Complete Divine, page 181.

Conjuration (Healing)

Level: Cleric 5, pact 5

Components: V, S, DF, XP

Casting Time: 10 minutes

Range: Touch

Area: Willing living creature touched, then 1 round/level

Duration: Permanent until triggered

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This allows the target to enter into a binding agreement with a deity that provides a measure of protection when the need is dire.

Once this spell is cast, the pact remains dormant until the target is reduced to half or less of her full normal hit points. The target immediately gains 5 temporary hit points per caster level, damage reduction of 5/magic, and a +4 luck bonus on saving throws. The hit points damage reduction, and saving throw bonus evaporate when the spell ends.

XP Cost: 250 XP

Wrack

Reference: Complete Divine, page 190.

Necromancy [Evil]

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Area: One humanoid

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A humanoid subject of the spellcaster's choosing is wracked with such pain that he doubles over and collapses. His face and hands blister and drip fluid, and the eyes cloud with blood, rendering him blind. For the duration of the spell, the subject is considered helpless and cannot take actions.

Even when the spell ends, the subject is still visibly shaken and suffers a -2 penalty to attack rolls, saves, and checks for 3d10 minutes. The subject's sight returns at the end of the spell's duration.

New Prestige Class

Stormlord

Reference: *Complete Divine*, page 65.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day
1 st	+0	+2	+0	+2	Enhanced javelins +1, resistance to electricity 5	+1 level
2 nd	+1	+3	+0	+3	Shock weapon	+1 level
3 rd	+2	+3	+1	+3	Storm walk	+1 level
4 th	+3	+4	+1	+4	Resistance to electricity 10	+1 level
5 th	+3	+4	+1	+4	Thundering weapon	+1 level
6 th	+4	+5	+2	+5	<i>Storm ride</i> , enhanced javelins +2	+1 level
7 th	+5	+5	+2	+5	Resistance to electricity 15	+1 level
8 th	+6	+6	+2	+6	Shocking burst weapon	+1 level
9 th	+6	+6	+3	+6	Immunity to electricity, enhanced javelins +3	+1 level
10 th	+7	+7	+3	+7	Elemental conflagration	+1 level

Hit Die: d8

Requirements:

Base Save Bonus: Fort +4.

Feats: Endurance, Great Fortitude, Weapon Focus (any spear or javelin).

Spells: Able to cast 3rd-level divine spells.

Patron: Talos.

Special: The character must have been hit by a bolt of lightning, whether a natural bolt or one created by magic, and survived.

Class Skills:

Concentration (Con), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Stormlords gain no weapon or armor proficiencies.

Spells per Day: At each stormlord level, the character gains new spells per day (and spells known if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, additional favored enemies, and so on). If the character had more than one divine spellcasting class before becoming a stormlord, the player must decide which class to add each stormlord level for the purpose of determining spells per day and spells known.

Enhanced Javelins: Any javelins thrown by a stormlord counts as a +1 magic weapon. This bonus increases at 6th level to +2 and at 10th to +3.

Resistance to Electricity (Ex): As a stormlord gains levels in this prestige class, he becomes increasingly resistant to electrical energy, gaining electricity resistance in the amount given on the table. At 9th level, a stormlord gains immunity to electricity.

Shock weapon (Su): Any spear or javelin used by a stormlord of 2nd level or higher is treated as a shock weapon (dealing an extra 1d6 points of electricity damage). This weapon loses the ability 1 round after leaving the hand of the stormlord.

Storm Walk (Ex): Beginning at 3rd level, a stormlord (and his mount, if any) can walk or ride through storms (natural or magical) at his regular movement rate, completely unaffected by high winds (including *gust of wind*), pounding precipitation or waves, objects driven by the wind (which always seem to miss him), great claps of thunder, natural bolts of lightning, or an other natural symptom of Talos' fury.

Thundering Weapon (Su): For a stormlord of 5th level or higher, any spear or javelin he uses is treated as thundering weapon (see page 225 of the *Dungeon Master's Guide*). The weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's shock weapon ability.

Storm Ride (Sp): At 6th level, a stormlord gains the ability to fly during any storm as if using the *fly* spell. Adverse wind conditions do not affect him; for example, even hurricane-force winds cannot knock him down or blow him away when flying.

Shocking burst weapon (Su): For a stormlord of 8th level or higher, any spear or javelin he uses is treated as a shocking burst weapon. This weapon loses the ability 1 round after leaving the hand of the stormlord. This effect stacks with that of the stormlord's thundering weapon ability.

Storm of elemental fury (Sp): At 10th level, a stormlord can summon a storm of great magnitude and power. Once per day, a stormlord can use *storm of elemental fury* as if he were a 17th-level cleric.

APPENDIX 3: DM Maps of the Mount of Storms

