

LGR-22



C A M P A I G N S

As Seconds Slip Away

A One-Round D&D LEGACY OF THE GREEN REGENT
Adventure for 13th-Level Characters

by Greg Marks

It may be that the Delimbiyr Vale is on the edge of war. If so, the proud defenders of Loudwater need information about their enemies. Their eyes once again turn to those heroes that have aided them in the past. Part Two of the Tides of War.

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of the author. To learn more about the Open Gaming License and the d20 system license, please visit www.wizards.com/d20

DUNGEONS & DRAGONS, D&D, GREYHAWK and RPGA are registered trademarks of Wizards of the Coast, Inc. LIVING GREYHAWK is a trademark of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

INTRODUCTION

This adventure is optimized for 13th-level characters. This means that it is primarily designed and balanced for a group of four or five 13th-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 December 31, 2005

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.

DUNGEONS & DRAGONS MINIATURES

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

From the Archfiends™ set:

Evermeet Wizard (15/60) to represent Gwene Eldrinst
Erinyes (33/60) to represent Shierana
Human Cleric of Bane (35/60) to represent the Banite Investigator
Several Zhentarim Fighters (40/60) to represent the Zhentarim Soldiers

From the Giants of Legend™ set:

City Guard (23/72) to represent the Guards
Bladeling Fighters (28/72) to represent the Bearded Devils
6 Hobgoblin Sergeants (32/72) represent the Hobgoblins
Quasit (57/72) to represent Xerit the Imp

From the Aberrations™ set:

Man-at-Arms (08/60) to represent Baynor the Steel Rider
5 Sharn Cutthroats (20/60) to represent Bendorn, Goer, Riler, Stodar, and Thene
2 Ice Trolls (53/60) to represent the Troll Hunters

From the Deathkneel™ set:

2 Soldiers of Thrane (9/60) to represent Maradion and Caranausus
Dark Traveler (16/60) to represent the Guard Lieutenant Rask, Half-Orc Chainfighter (22/60) to represent a Chain Devil
Dire Bear (26/60) to represent a Hellcat
6 Timber Wolves (27/60) to represent the Wardogs
2 Grells (35/60) to represent the Ropers
2 Skullcrusher Ogres (41/60) to represent the Ogre Mages

Warpriest of Hextor (45/60) to represent Grei Lorlarr

ADVENTURE BACKGROUND

Three weeks ago, Baern Karneme, a spy for the Zhentarim, was captured by adventurers and turned traitor against his former masters (*LGR-21 The Truth of Hearts*). Baern has informed the High Lord that the Zhentarim is currently mustering an army to march on Loudwater with plans to bring all of the Delimbyr Vale under the iron-shod heel of Bane and his followers.

Further, the Zhentarim is not alone. An offshoot of the diabolist Rensha family, that once controlled Loudwater and broke the line of the Green Regent, has arrived from far off Calimishan and offered their aid to the Zhentarim of Llorck, bringing a measure of arcane might, as well as justification, to the Zhentarim's plan to take the Vale. After all, they are only helping to replace the rightful ruler of Loudwater who was expelled by the line of the Green Regent.

ADVENTURE SUMMARY

While High Lord Kalahar Twohands believes the reformed spy Baern, he is unwilling to commit himself without further information, and thus he needs the aid of powerful heroes once again.

Adventure Start – A Quiet Evening: The PCs are quietly ushered into a private residence in High Town where they meet with the High Lord to discuss the possibility that the Zhentarim will soon march on Loudwater with plans of conquest. The High Lord will ask the PCs to investigate Baern's claims.

To Slip Across A Border: The party must slip into Zhentarim controlled lands with raising the suspicions of a Zhent patrol they encounter. If they are unsuccessful and must fight, it will go harder for them in future encounters.

The Viper's False Skin: The PCs arrive in Llorck, only to initially find that nothing seems amiss. A deeper investigation suggests that the party should explore the abandoned mines used to house the Zhentarim garrison of Llorck to find more information.

The Depths of War: The PCs sneak into the mines on a mission of stealth and subterfuge. While there they are in great danger, but those with skill and clever planning can learn much about the Zhentarim's plans of invasion. This encounter is largely freeform, allowing the PCs the ability to decide how to proceed.

Conclusion: Fleeing back to the safety of the City of Grottos, the party informs there is little time before the invasion begins. War is coming.

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 11th-level, the gp limit to purchase items is 33,000 gp, while the 12th-level gp limit is 44,000, the 13th-level gp limit is 56,000 gp, and the 14th-level gp limit is 75,000 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 LGR22-1, 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.

LGR22—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
12th	6,000 XP
13th	6,500 XP
14th	7,000 XP
15th	7,500 XP

ADVENTURE HOOK

The majority of PCs were likely involved in the retrieval of the spy Baern at the behest of High Lord Kalahar Twohands. As such, the High Lord sends a messenger to each such PC and asks them to meet in secret at a nearby residence.

For those PCs that have not played part one in this series (*LGR21 The Truth of Hearts*), they are contacted at their home or inn by a messenger requesting the PCs meet with a private employer. The employer has heard of the PC's exploits and hopes to lay a great quest before them that may save Loudwater itself. The messenger says no more, other than to give the address of the private home.

Should any of the PCs refuse to attend, they encounter a scion of the Green Regent Nuial Treestrider (Male half-elf Brd5) who they may have previously met (*LGR5 Dark Exodus*). Nuial performs at many taverns and other local venues, so it is likely that the PC has seen him perform, if they have not previously met. The bard has sandy blonde hair above Mielikki's unicorn, and hazel eyes below. Wearing a bright blue tunic and sea foam green hose, the bard is strumming a lute and trying to compose a song as he walks. He has heard rumors of some secret calamity about to befall the city of Loudwater. No one seems to know what this great peril is, but all agree that they hope someone will meet the challenge soon before it is too late. He is happy to share this with the PCs. If that is not enough to perk their interest, they are not true heroes and their adventure is over.

Once all the PCs gather in the private residence proceed to **Adventure Start: A Quiet Evening**.

ADVENTURE START: A QUIET EVENING

You are seated comfortably in the library of an elegant home in High Town, not far from The Houses of Morning. Seated around you are a wide selection of well-known heroes, all of whom have been given a goblet of fine wine. A large plate of bread and cheese has been laid out on a center table, and fine cigars of Maztican leaf have been provided. While the fireplace is not lit due to the warm season, a handful of oil lamps brighten the room. The window to this room is open to let in the cool night air, giving you a view of the secluded gardens behind the home. You have seen no one else except a single butler who answered door and delivered you to this room.

The PCs are seated in a comfortable home in High Town where they wait to meet their mysterious benefactor. They have a few moments to introduce themselves to each other before the High Lord enters.

As you continue to make yourselves comfortable, the door to the room opens and a darkly cloaked figure

enters. Closing the door the figure lets the cowl fall from his head to reveal the High Lord, Kalahar Twohands. Grimly regarding you, he helps himself to a goblet. "I'm glad you came. Loudwater is in need of help that only you can provide."

The High Lord has chosen to meet with the PCs in secret because he needs them to proceed upon a covert mission. Use the following details to answer the party's questions.

- Three weeks ago, a group of heroes (possibly even some of the PCs), recovered a Zhent spy named Baern Karneme. Baern had been sent to Loudwater two years ago to gather information to aid in a Zhentarim invasion of the Delimbiyr Vale.
- It turns out that Baern has had a change of heart. While living in Loudwater he grew to cherish the town and ran from Loudwater not to aid his Zhentarim masters, but to keep what he knew out of their hands.
- While Baern has submitted to the magical interrogation of Prior Athosar, the high priest of Lathander from the Houses of Morning, Kalahar still doesn't entirely trust him. The High Lord fears that even if Baern is telling the truth, he may be a plant sent to trick Loudwater into publicly breaking the Oath of Orlbar, and giving the Zhentarim a legal and very public reason to cause trouble.
- Baern is currently in seclusion attempting to report as much detail as he knows about the Zhentarim to agents of the High Lord. If he is telling the truth, his aid will be invaluable to repulsing any attack by the Zhentarim.
- The High Lord requires a group of powerful heroes to sneak across the river and pass by Orlbar, and from there, travel to Llorckh, and determine if the Zhents truly are preparing an invasion.
- If the PCs are willing to investigate Baern's claims, he asks that they leave as soon as possible, and reminds them that this should be a mission of stealth. If the Zhentarim is mustering a force against Loudwater, and they were to discover that Loudwater was aware of their duplicity, they would attack before Loudwater could fully raise their defenses or find allies. The PCs are not to engage any significant force of the Zhentarim, or the Zhents might become suspicious and accelerate any timetable they might have.
- The PCs are to tell no one of their mission. The less people that see, or know of the party, the less likely the Zhentarim could learn of their covert mission.
- Once the PCs have garnered as much information as possible, they should return to this home.

Development: The High Lord is very nervous about the delicate nature of the situation. He expects the PCs will either volunteer, or walk away. He is not prepared to negotiate for their services. Anyone asking for money will be rewarded with a look of disgust. The High Lord offers such a PC 100 gp. If any such PC is a member of the Order of the Jade Blade, immediately destroy that Story Object. PCs that ask for a reward do not qualify for the **Favor of the High Lord** story object, regardless of their success. If that is not enough for the greedy PC, the High Lord becomes angry and orders the PC out of his sight. For the next few weeks, the PC is hounded by members of the guard, watching them to make certain they are not also Zhentarim spies or the like.

<Sidebar>

What is the Oath of Orlbar?

The Oath of Orlbar is a treaty between Loudwater and Llorckh splitting the region into two spheres of influence. Loudwater controls the area west of Orlbar and the River Loagrann, while Llorckh controls the area to the east. The overall agreement is that each side will not interfere with or invade the other side. It is likely that over the course of the campaign, the PCs as agents of Loudwater, have secretly broken the treaty many times. The same could be said of Llorckh.

</Sidebar>

TO SLIP ACROSS A BORDER (EL 15)

Assuming the PCs leave immediately, proceed with the following read aloud text. Should they wait until morning, or sometime later, adjust the text accordingly.

Slipping out of Loudwater during the late lazy summer night is easily accomplished. Few pass you on the street and no one catches your eye. You travel through the night and camp in secret near the South Wood before traveling east.

For several days, you travel along the edge of the wood, hiding from any that may travel the road that parallels the river. Passing close to the dreaded Phantom's Cloister, the woods grow silent, but no foul undead trouble your passage.

Two nights later, you pass Orlbar in the dark. Asleep, the small village of 800 shows little activity. Indeed there is almost no sign that the Zhentarim occupies the town at all. Leaving Orlbar behind, you must now pass the most dangerous part of your journey, the open plains between Orlbar to Llorckh.

Allow the PCs to determine their marching order, manner of travel, and any watch order for when they camp. Once they have done so, adjust this encounter such that it occurs in some way that is plausible, likely while the party camps, but also while traveling on the road is plausible.

The sounds of horses reach you moments before the riders come into view. A group of armored men, displaying the symbol of the Zhentarim ride openly in your direction. They do not appear hurried, but they are looking toward you. The horse of the lead rider appears to be made of stone.

This Zhentarim patrol has been notified by their superiors to be on the look out for the minions of Loudwater and to thoroughly question anyone traveling near Llorckh. The patrol has been in the field for sometime and while they are aware of an increase in the number of soldiers in Llorckh, they do not know any details about any plans for an invasion of Loudwater.

The patrol rides to within 80 feet of the party, whether they are on the road, or camped in the wild. If the PCs are entirely hidden through magical means, Gwene is using *detect magic* intermittently to look for people sneaking near Llorckh. Assuming the PCs radiate some magic, this is what has attracted their attention. If the PCs are completely undetectable by the Zhents, they just ride by the PCs unnoticed.

Baynor the Steel Rider: Male human ftr12; hp 109; see *Appendix One*.

Gwene Eldrinst: Female human wiz12; hp 77; see *Appendix One*.

Maradion and Caranaus, Zhent Cavalry (2): Male human Ftr10; hp 84; see *Appendix One*.

As the Zhentarim patrol approaches, Gwene has a *detect magic* spell active and examines the area for traps of hidden foes. Those travelers who radiate a lot of magic are automatically deemed suspicious and will have a good deal of explaining to do. Baynor asks the PCs their business in great detail; including their names and the names of anyone they may be traveling to see. If the PCs seem to have reasonable answers, Baynor demands that they submit to magical detections performed by Gwene. If at any time Baynor feels the PCs are lying or being disrespectful, the rigid disciplinarian grows tired of the PCs and orders their deaths.

Tactics: The Zhents have approached the PCs in a flat open area (as all the area near Llorckh is), righting heavy warhorses (*Monster Manual*, p. 273; all wearing mithral breastplate barding for +5 AC). Should combat begin, Gwene casts *greater invisibility* upon herself and takes to the air as soon as possible, using her spells as devastatingly as possible. Baynor charges spellcasters using his ride by attack, smiting on those PCs displaying symbols of good. Maradion and Caranaus do their best to provide cover by tying up dangerous fighters who might try to stop him.

Development: Should the PCs manage to capture any of the Zhent patrol alive they may question them (or attempt a *speak with dead* if none are captured alive). If somehow forced to talk, none of the patrol know anything about a planned attack against Loudwater, although they can confirm a quiet military build up in the abandoned mines. They do not know any particular

details, as the patrol is in the field for long periods of time.

Scaling the Encounter

12th-level characters (EL 14): Use the EL 14 statistics for the Zhent patrol found in *Appendix One*.

14th-level characters (EL 16): Use the EL 16 statistics for the Zhent patrol found in *Appendix One*.

15th-level characters (EL 17): Use the EL 17 statistics for the Zhent patrol found in *Appendix One*.

THE VIPER'S FALSE SKIN

Once an important mining town of humans and dwarves, the iron and silver mines of Llorkh have now all but exhausted themselves. As the town shrunk, the Zhentarim found it easy to claim the town as their own and make it the center of their operations in the Delimbiyr. Now ruled by Mayor Geildarr Ithym from Lord's Keep, Llorkh is a place of mixed blessings. With the arrival of Zhentarim caravans came prosperity, but also came the iron fist of the Zhentarim that stamped out all dissent. All of this can be learned from a successful DC 10 Knowledge (local) check.

Should the PCs have slain the mounted patrol in the previous encounter such that they were unable to report in, there is heightened state of alert in Llorkh.

Overlooking Llorkh, you can see the entire town is surrounding by a deep ditch filled with water and sharp poles pointing away from the wall that surrounds the town. A caravan enters through the wooden palisade that surrounds Llorkh just inside the moat, and construction of a stone wall is well underway, and appearing as though it has been ongoing for several years. Small camps of soldiers are set up to the south and east of town, although they appear no more than suitable for a garrison of a town of this size; certainly not enough for an invading army. In the distance, activity suggesting miners can be seen in nearby the hills.

How the PCs proceed is up to them. If at any time the party investigates the mines, proceed to **The Depth's of War**, otherwise use the information presented in this encounter to adjudicate the PCs investigations.

<Sidebar>

Covering the Mark of the Scion

If a Scion of the Green Regent covers the symbol of Mielikki upon their forehead to escape detection in Llorkh, or elsewhere in this adventure, they suffer a -1 penalty to all saving throws for the rest of the adventure. Such is the goddess's disapproval at hiding her boon.

</Sidebar>

The Front Gate: Perhaps the best way to enter the city is through one of the gates. Being an active caravan stop, Llorkh sees a great deal of traffic, from the

occasional barge to Zhentarim caravans. There are gates to the east and west, along the road, as well as a lightly manned gate that connects to the dock area. Should the PCs attempt to enter the city through one of the gates, they will be briefly questioned as to their identity and purpose in the city. The guards are most concerned with shape-changing tanar'ri attempting to infiltrate the town from Hellgate Keep; although they are also on the lookout for known good adventurers such as scions of the Green Regent. Provided the PCs do not openly bear a holy symbol of a good deity openly, or include elves in their company; they PCs should be able to Bluff their way inside easily. However, a company that includes scions or elves in their number will draw extra attention, and a cleric of Bane and his problem response team will be summoned to further interrogate the party. Such scions or elves must radiate evil (as per *detect evil*) and succeed in passing through an interrogation involving a *zone of truth*, or combat will ensue. Combat is not in the party's best interest. These guards are posted each of the three city gates. The river gate is more lightly guarded (as it is thought generally harder to approach), and has half the number of guards. If Llorkh is on state of alert, add a Banite Investigator to each gate.

Guard Lieutenant: Male human ari1/frt1; hp 16; see *Appendix One*.

Hobgoblin (6): Hp 6, *Monster Manual*, p. 153.

Guards (12): Male or female human war1; hp 6; see *Appendix One*.

Wardogs (6): Hp 13, *Monster Manual*, p. 272.

The Docks: It is a simple matter to approach the city by swimming to the city docks under the cover of darkness, however, the dock area is not inside the city and the PCs would still have to pass through one of the gates (see The Front Gate above). So while this may be the best way to get close to the city, it does not get one inside. The dock gate is the same as the east or west gates, only the guards are more lax and for more likely to allow those with questionable stories to pass.

The Walls: It is possible that especially stealthy PCs may attempt to climb over the wall between the passes of sentries and those workers working on raising the stone wall. To do so requires the PC to swim (DC 10) across the moat will avoiding the dangerous debris and sharpened poles in the moat (+15 melee, 2d6 damage, DC 15 Reflex negates), remaining hidden from the sentries. Free climbing the twenty-foot wooden and stone wall requires a DC 25 Climb check in addition opposed Hide and Move Silently rolls (the guards have only a +5 Listen/Spot). However, should a PC attempt to throw up a grappling hook, the sentries should get should DC 15 Listen check to hear the grapple connect with the wall (this assumes optimally favorable conditions for the PC). Of course the PCs could also attempt to pass through the areas being worked on by the stonemasons (human, exp1). In such a case, the DM will have to determine the PC's likelihood of success. Two hundred and fifty Zhentarim soldiers openly garrison Llorkh. At any point and time, dozens of groups of the soldiers prowl the walls.

Guards (groups of 4 to 6): Male human war1; hp 6; see *Appendix One*.

A Bird's Eye: This is extremely dangerous, as the skies are patrol by devils, and there is no place to hide between the walls and the cleared open area surrounding the river and the city. The high priest of bane, Mythkar Leng (human male, clr13), has made a deal with two erinyes (*Monster Manual*, p. 54) to watch over the skies of Llorkh. The erinyes are capricious creatures and do not deal with any threats except those in the air; just as they promised. Invisible PCs however, may be able to bypass this threat if they are especially quick.

Problem Response Team: Should the PCs attract attention at one of the gates, or require extensive questioning, one of the following teams will be dispatched from the nearby barracks; arriving within four rounds. One such group exists for each gate.

Guard Lieutenant (6): Male human ari1/fr1; hp 16; see *Appendix One*.

Troll Hunter (2): Hp 130, *Monster Manual*, p. 247.

Ogre Mage (2): Hp 37, *Monster Manual*, p. 200.

Banite Investigator: Male human clr9; hp 58; see *Appendix One*.

Inside Llorkh: Once the PCs have managed to get inside Llorkh, they will have to be careful about how they proceed. While the town is overall a quiet place, it is still an enemy stronghold. The PCs will likely wish to ask around. They might visit the Ten Bell's Tavern, the Drover's Cup, or the Wet Wizard; all squat ugly drinking establishments filled with soldiers and caravan drivers. Those looking for a place to stay might frequent the Six Shields, an inn filled with disreputable Zhent soldiers, or more likely Tantarn's Inn. Locals will direct the PCs towards the later. Tantarn, a veteran innkeeper from Iriaebor, has fallen on hard times since the arrival of the Zhentarim, but still tries to run a comfortable and safe place for those traveling with the caravans that don't want to worry about the excesses of the soldiers. It is one of the few places the PCs might ask questions without drawing attention. See below.

As the PCs travel through the town, the DM should feel free to improvise signs of everyday life, as within Llorkh there are no signs of a coming war and none of the inhabitants appear aware of anything beyond their normal day.

Gathering Information: Eventually the PCs will want to gather information to locate any signs of a planned invasion or learn more about the general activity of this enemy stronghold. The following is provided as an example of some things the PCs may learn. Feel free to role-play out these encounters, or use the Gather Information skill as fits the temperament of the table. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with, without rolling. Those PCs making Gather Information skill rolls should receive an additional +1 to their check for every extra 10 gp they spend (up to +5 for 50 gp spent). Assume rolling Gather Information costs the PC 3d4 gp in drinks and bribes and takes two hours. Each PC making a Gather Information

check (or assisting in one) should also make a DC 10 Bluff check to avoid attracting attention for asking so many questions. Within Tantarn's Inn, the PC gains a +5 circumstance bonus to such Bluff checks, due to the disposition of the inn. If Llorkh is on a heightened state of alert, the PCs receive a -5 circumstance penalty to this roll. Those that do attract attention will encounter the Problem Response Team (see above) who have a few questions for them. Observant PCs (DC 20 Spot), may notice one of the people they had previously talked to speaking with a Banite and pointing in their direction. Quick thinking PCs may avoid questioning by fleeing. Depending on whom the PCs specifically approach, the DM may also allow Bluff or Diplomacy checks with certain NPCs.

- DC 5: "What are you asking me for? Say, where are you from? You don't sound like you are from around here. You don't want no trouble with the guards friend, I'd keep myself quiet if I were you."
- DC 10: "There's nothing going on in Llorkh. Now that the mines are played out, there's nothing left but fishing on the river and caravan work."
- DC 15: "Caravans used to pass through two times a week, but times must be good, three or four arrive every week nowadays."
- DC 20: "I thought that the mines had run dry, but some operation started up there a few months back. They don't come into town much, but caravans go out to them often enough. I know that the mayor had previous looked at using three of the old tunnels as barracks from the garrison. I'd be afraid of all the monsters they say live in those tunnels, especially the abandoned ones." (Gives directions to the abandoned tunnel.)
- DC 25: "I was out with one of the caravans yesterday, and it sure didn't seem like those miners were doing anything. They just waited for us, and insisted on unloading everything themselves rather than letting our teamsters bring the stuff into the caves. What were we bringing? No idea, it was all crated up tight."
- DC 30: "I've noticed that there have been a lot of lights on at night in the three southern most tunnels that the mayor had previous attempted to turn into a barracks, odd that the miners aren't also working in the tunnel round the back of those same hills, they should connect. They best be careful though, horrible beasts dwell in all those tunnels."

Once the PCs have enough information to begin exploring the suspicious mines, proceed to **The Depth's of War**.

THE DEPTH'S OF WAR

4. Guardroom

If the PCs approach from the front entrance they see a group of supposed miners (See **Appendix #3** for a map). Note that some of the encounters are not scaled, as they are should not be fought. The PCs only fight these encounters if they are doing something wrong and not relying on stealth. Inside the mine complex, the rooms are dynamic. Occasional patrols move through the tunnels, or a group of soldiers return to their barracks after time in the dining hall. The DM should ad-lib such encounters to keep a high level of tension as the PCs sneak through the tunnels and gather information. It is up to the PCs to decide how much information to gather or when to leave.

If an alarm is raised, there are patrols of four soldiers, 2 dogs, a bearded devil and a chain devil in every hall for at least a day; time depending on how severe the breach of security was. If Llorckh is on a heightened state of alert due to the missing mounted patrol, add two soldiers to each guard post.

1. Front Entrance A

The dusty mine entrance is boarded over with the words "Keep Out" painted in red across the old boards.

The Zhents have left the boards in place over this entrance and have instead excavated a connection to the neighboring mine further in. To enter through this entrance, PCs will have to avoid notice by the miners watching entrance B only sixty feet away and somehow manage to get through the timbers nailed over the entrance.

2. Storage Room

Many crates rest here, stacked in a recently widened area. Two tunnels enter onto this room and a set of wooden doors block exit to the south of this room, their newness obvious by their lack of wear. Unlit torches rest in nearby wall scones.

The crates stacked here contain tents, rope, bedrolls, backpacks, lanterns (but no oil), standards with the symbol of the Zhentarim, and other things an army might need to march on Loudwater. There are enough supplies for more than one thousand men.

3. Small Tunnel

This small tunnel narrows as it proceeds further into the hillside, such that a grown man would have to crawl on his stomach to continue.

This unguarded narrow crawl space connects to room 4 in the abandoned mine. It takes approximately thirty minutes to crawl from one room to the other.

A handful of bedrolls are scattered about the room. A rickety table with a lantern balanced upon it sits in the center of the room. Several men and dogs reside here.

The "miners" who guard the front entrance sleep in this room during the evening hours. There are always a handful of soldiers and some guard dogs waiting here during all hours, in case the miners require aid.

Zhentarim Soldiers (4): Male human ftr6; hp 50; see *Appendix One*.

War Dogs (2): hp 13; see *Monster Manual*, p. 272.

Tactics: The soldiers rush to aid the miners if they hear any alarm raised. They primarily use their glaives to target melee combatants, but are not afraid to sunder weapons (particularly wooden weapons) or use their longbows if it would be beneficial.

5. Front Entrance B

Five men, covered in the dust of the mine, mill about the front of three mine tunnels. The dusty men note your approach and offer a smiling wave to you.

Should the PCs watch the miners without their knowledge for any significant length of time, it becomes clear that they more than they appear. The miners' purpose is to give the impression that they have reopened the mines, and thus give an excuse for the deliveries of supplies and any lights or activities noticed. The miners mill about the front, sifting through dirt in various bins and moving rocks or tools from one pile to another, while they watch for trouble.

If the PCs approach openly, the miners happily speak with the PCs. They claim to be miners working for a man named Kundonyn Shulspar, who lives in Red Larch. They claim Kundonyn recently purchased the mines from the mayor of Llorckh. While those are lies, they are quite truthful when they say tours of the mines are not allowed. If the PCs are too curious, they call for help and move to silence the party.

Bendorn, Goer, Riler, Stodar, Thene (Miners): Male human ftr2/rog4; hp 36; see *Appendix One*.

Tactics: If a fight begins, the miners immediately call for help. Alerting the installation is their primary purpose. They then proceed to surround one enemy, preferably one who is lightly armored, and attack with their picks and sneak attack until aid comes.

6. Barracks

The sounds of many voices reach your ears before opening the door. In the dim light, dozens of men sit in tight quarters at their bunk beds, or playing games of chance over small tables. A set of earthen stairs descends further at the far end of the room, with more echoes emanating from below.

This room houses a large number of elite soldiers, who have arrived here over the course of weeks via magical means or through the various Zhent caravans. The soldiers wait here, passing the time, until their orders to march on Loudwater finally arrive.

Zhentarim Soldiers (100): Male human ftr6; hp 50; see *Appendix One*.

If the PCs find some way to move through the room and get to the stairs, they find the stairs lead to another cavern. The cavern below is rough, but nearly twice the size. In it, more soldiers wait, sharing company with some devils. It is clear they are excavating the room to increase its size for future occupants.

Zhentarim Soldiers (100): Male human ftr6; hp 50; see *Appendix One*.

Bearded Devils (20): hp 45; see *Monster Manual*, p. 52.

Chain Devils (15): hp 52; see *Monster Manual*, p. 53.

7. Excavation

This tunnel seems in the process of being widened. Piles of dirt are obvious at both ends of the tunnel.

The soldiers have been put to work here, connecting the tunnels to facilitate movement between the separate mines.

8. Officer's Room (EL 16)

The furnishings in this room are nicer than any you have seen in this complex. A banner depicting the heraldry of the Zhentarim hangs on the wall opposite door. Two well-made beds, with chests at their foot, flank the door and a desk is positioned under the banner.

Wooden Door: 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18, Open Locks DC 30.

This room is home to the officers charged with keeping the men in line while waiting for more recruits or the orders to march. Grei Lorlarr and Shierana are normally found within, although they do occasionally inspect the men or take their turns in the dining hall. In the desk under the banner are Grei's orders. Detailed lists of the number of soldiers hidden in the complex, and the supplies needed to house them, are fully explained. In addition to the current numbers, there is a timeline detailing the arrival of more troops. The numbers are increasing exponentially, and while there are only hundreds in hiding here, soon there will be thousands. The timeline stops in just less than two months, no reason given. Under the troop reports, there is a detailed map of Loudwater. Several important buildings are circled: militia barracks, the homes of prominent elven families, the High Lord's Hall, and the like. Accurate notes in the margins list known defenders of those places.

Grei Lorlarr: Female human ftr4/mnk2/OcSl5/Ptemp3; hp 100; see *Appendix One*.

Shierana: Female erinyes sor5; hp 144; see *Appendix One*.

Tactics: Shierana begins any combat by casting *arrow mind* so she threatens with her bow, and then attempts to entangle a likely melee fighter with her rope. Grei hates all casters, and only barely tolerates those divine casters who are blessed by Bane. As such, she charges any likely casters using her Leap Attack feat. They call for help immediately, hoping to alert the rest of the complex. If more help is needed, Shierana attempts to summon more devils. If she is in dire threat of dying, she *teleports* away to another part of the complex to find help.

Development: If captured and somehow made to talk, but of the officers can give details of the complex, as well as the plan to assault Loudwater within two months. They are both aware that the generals of the Zhent army have not yet arrived, but a member of the Rensha family has been coming and going, deliver more devils to aid in the cause with each visit.

Scaling the Encounter

12th-level characters (EL 15): Use the EL 15 statistics for Grei Lorlarr and Shierana found in *Appendix One*.

14th-level characters (EL 17): Use the EL 17 statistics for Grei Lorlarr and Shierana found in *Appendix One*.

15th-level characters (EL 18): Use the EL 18 statistics for Grei Lorlarr and Shierana found in *Appendix One*.

9. Front Entrance C

Dust hangs heavy in the air, floating in the dark cavern that yawns before you. The low ground here is covered with a thick gravel, to keep the entrance way from becoming thick with mud.

This entrance is not guarded, but the thick gravel results in a -5 circumstance penalty to Move Silently checks made to move through the entrance. To enter through this entrance, PCs will have to avoid notice by the miners watching entrance B only fifty feet away.

10. Guard Post

Two men and a dog wait here, rolling dice on the surface of a beat up table.

Two soldiers are placed here to watch for those attempting sneak into the mine, as well as those devils that might try to sneak into Llorkh for an evening of bloody fun.

Zhentarim Soldiers (2): Male human ftr6; hp 50; see *Appendix One*.

War Dog: hp 13; see *Monster Manual*, p. 272.

11. Armory

Inside a wooden door, reinforced with metal, racks filled with weapons and stacks of arrows pack this room. In the left corner, several barrels of oil are stacked to the ceiling.

Reinforced Wooden Door: 1 in. thick; hardness 7; hp 20; AC 5; Break DC 20, Open Locks DC 30.

Inside this locked room, the Zhentarim has stored the oil and weapons they are stockpiling for their eventual attack on Loudwater. There are hundreds of longswords, longbows, glaives, and thousands of arrows. Five large barrels of oil are packed against the north wall.

12. Kitchen

Four men and a small infernal creature bustle about this well lit, smoky room, hard at work stirring large pots and preparing a huge meal. In addition to three hearths venting to natural chimneys, and many tables, a well squats in the south end of the room.

Xerit the imp is in charge of the four cooks that spend their lives attempting to meet the massive culinary needs of the army encamped here. None of them are combatants and run from the PCs should they encounter them. The cooks can be easily bullied into describing the complex and rough numbers of soldiers present. Xerit however, attempts to use his *invisibility* at the first sign of trouble and run for help. If this is not possible, he attempts to make a deal exchanging information about the complex for his life.

Xerit the Imp: hp 13; see *Monster Manual*, p. 56.

13. Dining Hall

This torch lit busy hall is filled with tables covered in food. Men in armor mill about, socializing and eating their fill. At the rear of the hall, earthen stairs proceed below.

At all hours, this room is filled with soldiers talking and eating. Given the amount of men in the complex and the limitations of space, the soldiers eat in shifts.

Zhentarim Soldiers (50): Male human ftr6; hp 50; see *Appendix One*.

The stairs to the rear lead down to a cavern nearly three times larger than the dining hall, that contains a large freshwater lake and more barracks. The men and devils here spend their time playing games of chance and fishing in the lake for more rations. This lake connects to the pool in room 3 of the abandoned mine.

Zhentarim Soldiers (100): Male human ftr6; hp 50; see *Appendix One*.

Bearded Devils (20): hp 45; see *Monster Manual*, p. 52.

Chain Devils (15): hp 52; see *Monster Manual*, p. 53.

Hellcat (5): hp 60; see *Monster Manual*, p. 54.

Abandoned Mine

If the PCs approach the rear tunnel, whether because of information they gathered while in Llorkh, or because they choose to investigate the hills near the mines, they find a discarded mining tunnel (See **Appendix #4** for a map).

Well out of view of Llorkh, or the busy mines that face it, you have traveled through the hills only to find a dark tunnel. Rotting wooden braces and growing weeds show this mine to be long abandoned.

There are no obvious signs of inhabitation, but those who search for tracks and succeed in a DC 15 Tracking check note several paths, made by a large creature with only one foot (like a snail), coming in and out of the cave. There is no light in the cave but that which the PCs bring with them.

1. Entrance Cave

The tunnel expands into a cavern that has been enlarged by obvious mining, before branching into two separate exits. To the left a timber box is filled with rocks the size of a fist, nearby several piles of dirt and a broken wheelbarrow.

Investigating this cavern shows that it is long abandoned. Those that succeed in a DC 15 Knowledge (Dungeoneering) can determine from the abandoned tools and the collected rocks that this was once an iron mine. The rocks in the crate, as well as the wall above the piled dirt, contain thin veins of metal not large enough to be worth recovering. The air increases in moisture as the party proceeds further into the cavern.

2. Stalagmite Cavern (EL 14)

The dripping of water can be heard as you approach this room. The slick floor is studded with stalagmites, rising up from the ground like so many spears. The smell of rot is prominent.

This room is home to a group of ropers that occasionally feast on wild game. Grown too large to proceed into the deeper caverns from which they came, the ropers cannot make the trip to threaten the Zhentarim soldiers in the other tunnels. As the PCs proceed into the cave, a pile of bones are obviously spread at the rear; the glint of gems shine from the pile.

Roper (2): hp 85, *Monster Manual*, p. 215.

Tactics: The ropers hide (+18) amidst the stalagmites, attempting to blend in until the party comes within reach. Once they come within reach, they reach out with their strands and attempt to drag their prey near.

Treasure: The remains of previous victims are mixed with their wealth at the rear of the cave. Those picking through the bones find a mixture of raw gems and worked jewelry totaling 5000 gp.

Scaling the Encounter

12th-level characters (EL 13): The ropers each have 60 Hp.

14th-level characters (EL 15): There are three ropers.

15th-level characters (EL 16): There are four ropers.

3. Natural Pool

A pool of black water fills the far end of this cavern. Several pale fish swim near the surface confused by your light reflecting off the lapping water.

The ropers in the stalagmite cavern frequently use this natural pool, and their tracks are present, similar to those in the front cavern. The fish in the pool are harmless. This pool connects to the lake under room 13 in the mine complex, but a swimmer must cover 30,000 feet to swim there.

4. The Gorge

A wide gorge cuts through the floor, walls and ceiling, barring access to the tunnel that narrows beyond. A whistling wind whirls up from below, suggesting that it is a long drop to the bottom.

Past this ten-foot wide gorge, that passes through the floor, walls, and ceiling for as far as the eye can see, the passage narrows such that eventually medium-sized creatures must crawl. Eventually, the gorge connects to room 3 in the front caverns. It takes approximately thirty minutes to crawl from one room to the other. The PCs must find some way to cross the gorge in order to continue.

Conclusion

Once the PCs leave the caves for the last time, whether they decide to flee or have all the information they can get, the PCs are to return to the private residence where they met the High Lord. If they attempt to contact the High Lord in some other way, he refuses to see them, and they are turned away. When they do eventually meet with him, he is displeased with their inability to follow directions.

Once again comfortably seated in the library of the unremarkable, but comfortable house, you are served another round of drinks by the quiet butler before the High Lord eventually makes his cloaked appearance. Removing his cloak he gazes around the room, as if appraising your thoughts before even hearing your report. "Tell me what you found."

The High Lord waits patiently for the party to offer a full report and asks a few pointed questions about the likelihood of war. If the PCs discovered the soldiers hidden in the mines, it is clear the Zhentarim is preparing for something, and war seems likely.

If the PCs have succeeded in bringing back proof that the Zhentarim is planning war, such as a captive or the reports found in the officer's quarters, the High Lord is especially pleased. These PCs earn the **High Lord's Favor**.

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. **How did the PCs deal with the mounted Zhent patrol?**
 - a. Due to their stealth or manner of transport, they never encountered them.
 - b. The party lied through their teeth and avoided the deadly fight.
 - c. The PCs attack the poor horsemen and slaughtered them all.
 - d. The PCs couldn't avoid the disastrous conflict and were forced to flee from the mounted steel.
2. **Which best describes how the PCs investigated Llorkh?**
 - a. The party silent snuck into the walled city; completely unnoticed.
 - b. Consummate liars, the PCs bluffed their way into the city.
 - c. The bullies attacked and killed anyone that stood in their way, forcing the citizens to tell them what they needed.

- d. They bypassed the town entirely.
3. **Which way did the PCs enter the mine complex?**
- a. The party took the hard road through the front door.
 - b. The PCs defeated the ropers and used the abandoned mine to sneak into the complex.
4. **Which best describes how the PCs dealt with the mine complex?**
- a. The party slipped in unnoticed and acquired what they needed without raising the alarm.
 - b. The Zhents were aware some force was present due to strange occurrences or a handful of dead guards, but no one lived to identify the party, or raise an alarm until after the party had left.
 - c. The party was loud and violent and fought the entire way.
5. **Which level of information did the party bring back to the High Lord?**
- a. Nothing is happening in Llorkh and there is nothing to fear.
 - b. There are a few more troops, and a handful of devils. Something might be going on.
 - c. The party found significant details, including the plans for more troops to arrive and attack Loudwater within less than two months.

STORY OBJECT:

High Lord's Favor: This PC has earned the favor of the High Lord of Loudwater by exposing the Zhentarim's plans for war. In order to protect these valuable warriors defending Loudwater in future conflicts, the High Lord has agreed to partially subsidize the cost of new armor. This PC receives a 500 gp discount on any one suit of magical armor, magical shield, or pair of *bracers of armor*.

APPENDIX I: NPC Statistics

To Slip Across the Border

Baynor the Steel Rider (EL 14 version): Male human fr4/rng2/bkg2/cav3; CR 11; Medium humanoid (human); HD 2d8+9d10+33; hp 100; Init +0; Spd 20 ft.; AC 24, touch 12, flat-footed 24 [+9 armor, +3 shield, +2 deflection]; BAB/Grp: +11/+16; Atk: +18 melee (1d8+8+1d6 electrical/19-20, lance) or +12 ranged (1d8+4/x3, longbow); Full Atk: +18/+13/+8 melee (1d8+8+1d6 electrical/19-20, lance) or +10/+10/+5/+0 ranged (1d8+4/x3, longbow); SA Deadly charge 1/day, favored enemy +2 (human), mounted weapon bonus (lance and sword) +1, smite good 1/day; SQ Aura of evil, burst of speed, dark blessing, *detect good*, poison use, wild empathy; AL LE; SV Fort +19, Ref +8, Will +9; Str 16 [20], Dex 10, Con 14 [16], Int 12, Wis 14, Cha 14 [16].

Skills and Feats: Concentration +9, Diplomacy +6, Handle Animal +11, Hide +5, Intimidate +6, Knowledge (nobility and royalty) +11, Knowledge (religion) +3, Listen +7, Ride +16, Spot +7, Survival +6; Cleave, Improved Critical (lance), Improved Sunder, Mounted Combat, Power Attack, Rapid Shot, Ride-by Attack, Spirited Charge, Track, Weapon Focus (lance), Weapon Specialization (lance).

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter. (*Bonus not included in above stat block*)

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Languages: Common, Infernal.

Possessions: +1 shocking burst lance, +1 medium fortification fullplate, +1 heavy steel shield, ring of protection +2, *peript of health* +2, *belt of strength* +4, masterwork lance, masterwork mighty composite longbow [+4], 10 adamantite arrows, 10 silver arrows, 20 arrows, masterwork longsword, *stone horse (drestrier)*, *potion of cure serious wounds*, *potion of fly*, *potion of invisibility*, *cloak of charisma* +2.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (2; base DC = 12 + spell level): 1st – *corrupt weapon* (x2).

Baynor the Steel Rider (EL 15 version): Male human fr4/rng2/bkg2/cav4; CR 12; Medium humanoid (human); HD 2d8+10d10+36; hp 109; Init +0; Spd 20 ft.; AC 24, touch 12, flat-footed 24 [+9 armor, +3 shield, +2 deflection]; BAB/Grp: +12/+17; Atk: +19 melee (1d8+8+1d6 electrical/19-20, lance) or +13 ranged (1d8+4/x3, longbow); Full Atk: +19/+14/+9 melee (1d8+8+1d6 electrical/19-20, lance) or +11/+11/+6/+1 ranged (1d8+4/x3, longbow); SA Deadly charge 2/day, favored enemy +2 (human), mounted weapon bonus (lance and sword) +1, smite good 1/day; SQ Aura of evil, burst of speed, dark blessing, *detect good*, poison use, wild empathy; AL LE; SV Fort +20, Ref +8, Will +10; Str 17 [21], Dex 10, Con 14 [16], Int 12, Wis 14, Cha 14 [16].

Skills and Feats: Concentration +9, Diplomacy +7, Handle Animal +11, Hide +5, Intimidate +7, Knowledge (nobility and royalty) +12, Knowledge (religion) +3, Listen +7, Ride +19, Spot +7, Survival +6; Cleave, Favored Power Attack, Improved Critical (lance), Improved Sunder, Mounted Combat, Power Attack, Rapid Shot, Ride-by Attack, Spirited Charge, Track, Weapon Focus (lance), Weapon Specialization (lance).

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may

declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter. (**Bonus not included in above stat block**)

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Languages: Common, Infernal.

Possessions: +1 shocking burst lance, +1 medium fortification fullplate, +1 heavy steel shield, ring of protection +2, periapt of health +2, belt of strength +4, masterwork lance, masterwork mighty composite longbow [+4], 10 adamantine arrows, 10 silver arrows, 20 arrows, masterwork longsword, stone horse (detrigger), potion of cure serious wounds, potion of fly, potion of invisibility, cloak of charisma +2.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (2; base DC = 12 + spell level): 1st – corrupt weapon (x2).

Baynor the Steel Rider (EL 16 version): Male human ftr4/rng2/bkg2/cav5; CR 13; Medium humanoid (human); HD 2d8+11d10+39; hp 118; Init +0; Spd 20 ft.; AC 24, touch 12, flat-footed 24 [+9 armor, +3 shield, +2 deflection]; BAB/Grp: +13/+18; Atk: +20 melee (1d8+8+1d6 electrical/19-20, lance) or +14 ranged (1d8+4/x3, longbow); Full Atk: +20/+15/+10 melee (1d8+8+1d6 electrical/19-20, lance) or +12/+12/+8/+3 ranged (1d8+4/x3, longbow); SA Deadly charge 2/day, favored enemy +2 (human), mounted weapon bonus (lance +2 and sword +1), smite good 1/day; SQ Aura of evil, burst of speed, dark blessing, *detect good*, poison use, wild empathy; AL LE; SV Fort +20, Ref +8, Will +10; Str 17 [21], Dex 10, Con 14 [16], Int 12, Wis 14, Cha 14 [16].

Skills and Feats: Concentration +9, Diplomacy +8, Handle Animal +12, Hide +5, Intimidate +7, Knowledge (nobility and royalty) +13, Knowledge (religion) +3, Listen +7, Ride +20, Spot +7, Survival +6; Cleave, Favored Power Attack, Improved Critical (lance), Improved Sunder, Mounted Combat, Power Attack, Rapid Shot, Ride-by Attack, Spirited Charge,

Track, Weapon Focus (lance), Weapon Specialization (lance).

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter. (**Bonus not included in above stat block**)

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Languages: Common, Infernal.

Possessions: +1 shocking burst lance, +1 medium fortification fullplate, +1 heavy steel shield, ring of protection +2, periapt of health +2, belt of strength +4, masterwork lance, masterwork mighty composite longbow [+4], 10 adamantine arrows, 10 silver arrows, 20 arrows, masterwork longsword, stone horse (detrigger), potion of cure serious wounds, potion of fly, potion of invisibility, cloak of charisma +2.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (2; base DC = 12 + spell level): 1st – corrupt weapon (x2).

Baynor the Steel Rider (EL 17 version): Male human ftr4/rng2/bkg2/cav6; CR 14; Medium humanoid (human); HD 2d8+12d10+42; hp 127; Init +0; Spd 20 ft.; AC 24, touch 12, flat-footed 24 [+9 armor, +3 shield, +2 deflection]; BAB/Grp: +14/+19; Atk: +21 melee (1d8+8+1d6 electrical/19-20, lance) or +15 ranged (1d8+4/x3, longbow); Full Atk: +21/+16/+11 melee (1d8+8+1d6 electrical/19-20, lance) or +13/+13/+9/+4

ranged (1d8+4/x3, longbow); SA Deadly charge 3/day, favored enemy +2 (human), full mounted attack, mounted weapon bonus (lance and sword) +2, smite good 1/day; SQ Aura of evil, burst of speed, dark blessing, *detect good*, poison use, wild empathy; AL LE; SV Fort +21, Ref +9, Will +11; Str 17 [21], Dex 10, Con 14 [16], Int 12, Wis 14, Cha 14 [16].

Skills and Feats: Concentration +9, Diplomacy +8, Handle Animal +12, Hide +5, Intimidate +7, Knowledge (nobility and royalty) +13, Knowledge (religion) +3, Listen +7, Ride +20, Spot +7, Survival +6; Cleave, Favored Power Attack, Improved Critical (lance), Improved Sunder, Mounted Combat, Power Attack, Rapid Shot, Ride-by Attack, Spirited Charge, Track, Weapon Focus (lance), Weapon Specialization (lance).

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Full Mounted Attack (Ex): At 6th level and higher, a mounted cavalier can make a full attack when his mount moves more than five feet but no farther than a single move action would carry it. The cavalier cannot combine this full attack with a charge.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter. (*Bonus not included in above stat block*)

Smite Good (Su): Once a day, a blackguard of 2nd level or higher may attempt to smite good with one normal melee attack. He adds his Charisma modifier (if positive) to his attack roll and deals 1 extra point of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Languages: Common, Infernal.

Possessions: +1 shocking burst lance, +1 medium fortification fullplate, +1 heavy steel shield, ring of

protection +2, *peripart of health* +2, *belt of strength* +4, masterwork lance, masterwork mighty composite longbow [+4], 10 adamantine arrows, 10 silver arrows, 20 arrows, masterwork longsword, *stone horse (drestrier)*, *potion of cure serious wounds*, *potion of fly*, *potion of invisibility*, *cloak of charisma* +2.

Physical Description: (if significant) [Details about appearance]

Spells Prepared (2; base DC = 12 + spell level): 1st – *corrupt weapon* (x2).

Gwene Eldrinst (EL 14 version): Female human Wiz11; CR 11; Medium humanoid (human); HD 11d4+22; hp 56; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13 [+3 deflection]; BAB/Grp: +5/+4; Atk: +4 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); Full Atk: +4 melee (1d4-1/19-20, dagger) or +5 ranged (1d8/19-20, light crossbow); SQ Rat familiar; AL LE; SV Fort +7, Ref +3, Will +8; Str 8, Dex 10, Con 12 [14], Int 18 [22], Wis 12, Cha 11.

Skills and Feats: Concentration +16, Knowledge (arcana) +20, Knowledge (local) +20, Ride +7, Spellcraft +20; Alertness, Mobile Spellcasting, Mounted Combat, Rapid Spell, Scribe Scroll, Sudden Maximize, Sudden Silent, Sudden Still.

Languages: Abyssal, Chondathan, Common, Draconic, Infernal.

Possessions: *Headband of intellect* +4, *ring of protection* +3, *peripart of health* +2, dagger, light crossbow, 20 bolts, rat familiar.

Physical Description: Gwene is a tall lanky woman with dull orange hair and sunken eyes.

Spells Prepared (4/6/6/5/4/3/2; base DC = 16 + spell level): 0th – *detect magic* (x3), *detect poison*; 1st – *grease*, *magic missile* (x2), *mordenkainen's buzzing bee*, *mount*, *ray of enfeeblement*; 2nd – *detect thoughts*, *false life*, *glitterdust*, *scorching ray*, *see invisibility*, *undeniable gravity*; 3rd – *displacement*, *fireball*, *fly*, *greater mage armor*, *haste*; 4th – *eneration*, *greater invisibility*, *ice storm*, *wall of fire*; 5th – *cone of cold*, *teleport*, *waves of fatigue*; 6th – *disintegrate*, rapid summon monster V.

Power-Up Suite (contingency, false life, greater mage armor) – hp 72; AC 19 (touch 13, flat-footed 19); *contingency:* teleport out of a grapple.

Gwene Eldrinst (EL 15 version): Female human Wiz12; CR 12; Medium humanoid (human); HD 12d4+24; hp 61; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13 [+3 deflection]; BAB/Grp: +6/+5; Atk: +5 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk: +5/+0 melee (1d4-1/19-20, dagger) or +6/+1 ranged (1d8/19-20, light crossbow); SQ Rat familiar; AL LE; SV Fort +8, Ref +4, Will +9; Str 9, Dex 10, Con 12 [14], Int 18 [22], Wis 12, Cha 11.

Skills and Feats: Concentration +20, Knowledge (arcana) +21, Knowledge (local) +21, Ride +7.5, Spellcraft +21; Alertness, Mobile Spellcasting, Mounted Combat, Rapid Spell, Scribe Scroll, Skill

Focus (Concentration), Sudden Maximize, Sudden Silent, Sudden Still.

Languages: Languages.

Possessions: *Headband of intellect +4, ring of protection +3, periapt of health +2, potion of cure moderate wounds*, dagger, light crossbow, 20 bolts, rat familiar.

Physical Description: Gwene is a tall lanky woman with dull orange hair and sunken eyes.

Spells Prepared (4/6/6/5/4/4/3; base DC = 16 + spell level): 0th – *detect magic (x3), detect poison*; 1st – *grease, magic missile (x2), mordenkainen's buzzing bee, mount, ray of enfeeblement*; 2nd – *detect thoughts, false life, glitterdust, scorching ray, see invisibility, undeniable gravity*; 3rd – *displacement, fireball, fly, greater mage armor, haste*; 4th – *enervation, greater invisibility, ice storm, wall of fire*; 5th – *cone of cold, feeblemind, teleport, waves of fatigue*; 6th – *disintegrate, greater dispel magic, rapid summon monster V*.

Power-Up Suite (contingency, false life, greater mage armor) – hp 77; AC 19 (touch 13, flat-footed 19); *contingency: teleport* out of a grapple.

Gwene Eldrinist (EL 16 version): Female human Wiz13; CR 13; Medium humanoid (human); HD 13d4+26; hp 66; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13 [+3 deflection]; BAB/Grp: +6/+5; Atk: +5 melee (1d4-1/19-20, dagger) or +6 ranged (1d8/19-20, light crossbow); Full Atk: +5/+0 melee (1d4-1/19-20, dagger) or +6/+1 ranged (1d8/19-20, light crossbow); SQ Rat familiar; AL LE; SV Fort +8, Ref +4, Will +9; Str 9, Dex 10, Con 12 [14], Int 18 [22], Wis 12, Cha 11.

Skills and Feats: Concentration +21, Knowledge (arcana) +22, Knowledge (local) +22, Ride +8, Spellcraft +22; Alertness, Mobile Spellcasting, Mounted Combat, Rapid Spell, Scribe Scroll, Sudden Maximize, Sudden Silent, Sudden Still.

Languages: Languages.

Possessions: *Headband of intellect +4, ring of protection +3, periapt of health +2, potion of cure serious wounds*, dagger, light crossbow, 20 bolts, rat familiar.

Physical Description: Gwene is a tall lanky woman with dull orange hair and sunken eyes.

Spells Prepared (4/6/6/5/5/4/3/1; base DC = 16 + spell level): 0th – *detect magic (x3), detect poison*; 1st – *grease, magic missile (x2), mordenkainen's buzzing bee, mount, ray of enfeeblement*; 2nd – *detect thoughts, false life, glitterdust, scorching ray, see invisibility, undeniable gravity*; 3rd – *displacement, fireball, fly, greater mage armor, haste, slow*; 4th – *enervation, greater invisibility, ice storm, wall of fire*; 5th – *cone of cold, feeblemind, teleport, waves of fatigue*; 6th – *disintegrate, greater dispel magic, rapid summon monster V*; 7th – *limited wish*.

Power-Up Suite (contingency, false life, greater mage armor) – hp 82; AC 19 (touch 13, flat-footed 19); *contingency: teleport* out of a grapple.

Gwene Eldrinist (EL 17 version): Female human Wiz14; CR 14; Medium humanoid (human); HD 14d4+28; hp 71; Init +0; Spd 30 ft.; AC 13, touch 13, flat-footed 13 [+3 deflection]; BAB/Grp: +7/+6; Atk: +6 melee (1d4-1/19-20, dagger) or +7 ranged (1d8/19-20, light crossbow); Full Atk: +6/+1 melee (1d4-1/19-20, dagger) or +7/+2 ranged (1d8/19-20, light crossbow); SQ Rat familiar; AL LE; SV Fort +8, Ref +4, Will +10; Str 9, Dex 10, Con 12 [14], Int 18 [22], Wis 12, Cha 11.

Skills and Feats: Concentration +22, Decipher Script +7, Knowledge (arcana) +23, Knowledge (local) +23, Ride +8, Spellcraft +23; Alertness, Mobile Spellcasting, Mounted Combat, Rapid Spell, Scribe Scroll, Sudden Maximize, Sudden Silent, Sudden Still.

Languages: Languages.

Possessions: *Headband of intellect +4, ring of protection +3, periapt of health +2, potion of cure serious wounds*, dagger, light crossbow, 20 bolts, rat familiar.

Physical Description: Gwene is a tall lanky woman with dull orange hair and sunken eyes.

Spells Prepared (4/6/6/5/5/4/4/2; base DC = 16 + spell level): 0th – *detect magic (x3), detect poison*; 1st – *grease, magic missile (x2), mordenkainen's buzzing bee, mount, ray of enfeeblement*; 2nd – *detect thoughts, false life, glitterdust, scorching ray, see invisibility, undeniable gravity*; 3rd – *displacement, fireball, fly, greater mage armor, haste, slow*; 4th – *enervation, greater invisibility, ice storm, wall of fire*; 5th – *cone of cold, feeblemind, teleport, waves of fatigue*; 6th – *disintegrate, globe of invulnerability, greater dispel magic, rapid summon monster V*; 7th – *limited wish, rapid summon monster VI*.

Power-Up Suite (contingency, false life, greater mage armor) – hp 87; AC 19 (touch 13, flat-footed 19); *contingency: teleport* out of a grapple.

Maradion and Caranausus, Zhent Cavalry (EL 14 version): Male human fir9; CR 9; Medium humanoid (human); HD 9d10+18; hp 76; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 [+9 armor, +3 shield]; BAB/Grp: +9/+14; Atk: +17 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +10 ranged (1d8/x3, masterwork longbow); Full Atk: +17/+12 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +10/+5 ranged (1d8/x3, masterwork longbow); AL LE; SV Fort +9, Ref +4, Will +5; Str 18 [20], Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +11, Jump +17, Ride +12; Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Track, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Languages: Common.

Possessions: *Full plate +1, heavy steel shield +1, potion of fly, +1 frosting lance*, masterwork lance, longsword, masterwork longbow, 20 arrows, *gauntlets of ogre power, cloak of resistance +1*.

Physical Description: Maradion and Caranausus are rough looking soldiers with dark complexions.

Baynor requires them to stay cleanly, and proudly display their shields, which are emblazoned with the yellow “Z” of the Zhentarim.

Maradion and Caranaus, Zhent Cavalry (EL 15 version): Male human fr10; CR 10; Medium humanoid (human); HD 10d10+20; hp 84; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 [+9 armor, +3 shield]; BAB/Grp: +10/+15; Atk: +18 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +11 ranged (1d8/x3, masterwork longbow); Full Atk: +18/+13 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +11/+6 ranged (1d8/x3, masterwork longbow); AL LE; SV Fort +10, Ref +4, Will +5; Str 18 [20], Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +12, Jump +18, Ride +13; Blind-fight, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Track, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Languages: Common.

Possessions: Full plate +1, heavy steel shield +1, potion of fly, +1 frosting lance, masterwork lance, longsword, masterwork longbow, 20 arrows, gauntlets of ogre power, cloak of resistance +1.

Physical Description: Maradion and Caranaus are rough looking soldiers with dark complexions. Baynor requires them to stay cleanly, and proudly display their shields, which are emblazoned with the yellow “Z” of the Zhentarim.

Maradion and Caranaus, Zhent Cavalry (EL 16 version): Male human fr11; CR 11; Medium humanoid (human); HD 11d10+22; hp 92; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 [+9 armor, +3 shield]; BAB/Grp: +11/+16; Atk: +19 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +12 ranged (1d8/x3, masterwork longbow); Full Atk: +19/+14/+9 melee (1d8+8+1d6 cold/19-20 x3, +1 frosting lance) or +12/+7/+2 ranged (1d8/x3, masterwork longbow); AL LE; SV Fort +10, Ref +4, Will +5; Str 18 [20], Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +13, Jump +19, Ride +14; Blind-fight, Greater Weapon Focus (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Track, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Languages: Common.

Possessions: Full plate +1, heavy steel shield +1, potion of fly, +1 frosting lance, masterwork lance, longsword, masterwork longbow, 20 arrows, gauntlets of ogre power, cloak of resistance +1.

Physical Description: Maradion and Caranaus are rough looking soldiers with dark complexions. Baynor requires them to stay cleanly, and proudly display their shields, which are emblazoned with the yellow “Z” of the Zhentarim.

Maradion and Caranaus, Zhent Cavalry (EL 17 version): Male human fr12; CR 12; Medium humanoid (human); HD 12d10+24; hp 100; Init +0; Spd 20 ft.; AC 22, touch 10, flat-footed 22 [+9 armor, +3 shield]; BAB/Grp: +12/+17; Atk: +20 melee (1d8+10+1d6 cold/19-20 x3, +1 frosting lance) or +13 ranged (1d8/x3, masterwork longbow); Full Atk: +20/+15/+10 melee (1d8+10+1d6 cold/19-20 x3, +1 frosting lance) or +13/+8/+3 ranged (1d8/x3, masterwork longbow); AL LE; SV Fort +11, Ref +5, Will +6; Str 19 [21], Dex 10, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Handle Animal +14, Jump +20, Ride +15; Blind-fight, Greater Weapon Focus (lance), Greater Weapon Specialization (lance), Improved Critical (lance), Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Track, Trample, Weapon Focus (lance), Weapon Specialization (lance).

Languages: Common.

Possessions: Full plate +1, heavy steel shield +1, potion of fly, +1 frosting lance, masterwork lance, longsword, masterwork longbow, 20 arrows, gauntlets of ogre power, cloak of resistance +1.

Physical Description: Maradion and Caranaus are rough looking soldiers with dark complexions. Baynor requires them to stay cleanly, and proudly display their shields, which are emblazoned with the yellow “Z” of the Zhentarim.

The Viper’s False Skin

Banite Investigator: male human Clr9 (Bane); CR 9; medium humanoid (human); HD 9d8+9, hp 58; Init +0; Spd 20 ft.; AC 22 (touch 10, flat-footed 22) [+9 armor, +3 shield]; BA/G +6/+6; Atk +7 melee (1d8, morning star) or +7 ranged (1d8/19-20 crit., light crossbow); Full Att +7/+2 melee (1d8, morning star) or +7/+2 ranged (1d8/19-20 crit., light crossbow); AL LE; SV Fort +7, Ref +3, Will +10; Str 11, Dex 10, Con 12, Int 16, Wis 18, Cha 13.

Skills and Feats: Bluff +7, Concentration +13, Diplomacy +5, Gather Information +3, Knowledge (local) +9, Knowledge (religion) +15, Search +5, Sense Motive +12, Spellcraft +15; Investigator, Negotiator, Silent Spell, Spell Focus (enchantment), Still Spell.

Languages: Abyssal, Common, Elven, Giant, Orc.

Possessions: Full plate +1, heavy steel shield +1, masterwork morning star, light crossbow, 10 bolts, scroll of cure moderate wounds, holy symbol, spell component pouch.

Physical Description: A thin human in dark clothing with piercing eyes and menacing bearing.

Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; base DC = 14 + spell level, 15 + spell level for enchantment): 0th – create water, detect magic (x2), detect poison, light, mending, 1st – bane, comprehend languages, detect good, doom*, sanctuary, shield of faith; 2nd – calm emotions, enthrall*, hold person, silence, sound burst, zone of truth; 3rd – bestow curse*, blindness/deafness, cure serious wounds, invisibility purge, searing light,

4th – *air walk, discern lies, fear**, *freedom of movement*,
5th – *silent still dispel magic, righteous might* *.

*Domain spell. *Domains*: Hatred (Su/free action, +2 profane attack, saving throws, and AC against one opponent for 1 minute); Tyranny (Compulsion spells +2 DC).

Guards: male or female human War1: CR 1/2; Medium humanoid (human); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 [+1 Dex, +3 armor]; BAB/Grp: +1/+3; Full Atk +4 melee (1d8+2/19-20, longsword), or +3 melee (1d4+2/19-20 dagger), or +2 ranged (1d8/19-20, light crossbow); Atk +4 melee (1d8+2/19-20, longsword), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL LE, LN, or NE; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +5, Profession (soldier) +4, Spot +5; Alertness, Weapon Focus (longsword).

Possessions: Studded leather armor, longsword, dagger, light crossbow with 20 bolts, horn.

Guard Lieutenant: male or female human Ari1/Ftr1: CR 1; Medium humanoid (human); HD 1d8+1 + 1d10+1; hp 16; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 13 [+1 Dex, +3 armor]; BAB/Grp: +1/+3; Full Atk +4 melee (1d8+2/19-20, longsword), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); Atk +4 melee (1d8+2/19-20, longsword), or +3 melee (1d4+2/19-20, dagger), or +2 ranged (1d8/19-20, light crossbow); AL LE; SV Fort +3, Ref +1, Will +3; Str 14, Dex 12, Con 12, Int 14, Wis 13, Cha 14.

Skills and Feats: Diplomacy +6, Handle Animal +6, Listen +11, Profession (soldier) +4, Ride +6, Spot +11, Survival +5; Alertness, Skill Focus (Listen), Skill Focus (Spot).

Possessions: Masterwork studded leather armor, masterwork longsword, dagger, light crossbow with 20 masterwork bolts, *everburning torch, gate ring (detect good at will)*.

The Depths of War

Bendorn, Goer, Riler, Strodar, Thene: Male human ftr2/rog4; CR 6; Medium humanoid (human); HD 2d10+4d6+6; hp 36; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 12 [+2 armor, +1 Dex]; BAB/Grp: +5/+7; Atk: +7 melee (1d6+4/x4, masterwork heavy pick); Full Atk: ++7 melee (1d6+4/x4, masterwork heavy pick); SA Sneak attack +2d6; SQ Evasion, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +5, Will +1; Str 15, Dex 13, Con 12, Int 10, Wis 11, Cha 12.

Skills and Feats: Bluff +10, Diplomacy +12, Disguise +8 (+10 acting), Gather Information +8, Listen +9, Profession (miner) +7, Sense Motive +7, Spot +9, Tumble +9; Alertness, Danger Sense, Improved Initiative, Power Critical (heavy pick), Weapon Focus (heavy pick).

Languages: Common.

Possessions: Masterwork heavy pick, leather armor.

Physical Description: Dusty miners with well-worn hands.

Grei Lorlarr (EL 15 version): Female human ftr4/mnk2/OcSl5/Ptemp2 (Bane); CR 13; Medium humanoid (human); HD 6d10+7d8+26; hp 92; Init +5; Spd 30 ft.; AC 24, touch 13, flat-footed 23 [+1 Dex, +7 armor, +4 shield, +2 deflection]; BAB/Grp: +12/+18; Atk: +20 melee (1d8+10/19-20, morningstar) or +14 ranged (1d8+5, masterwork composite longbow); Full Atk: +20/+15/+10 melee (1d8+10/19-20, morningstar) or +14/+9/+4 ranged (1d8+5, masterwork composite longbow); SA Flurry of blows, smite, vicious strike, weapon bond; SQ Auravision, blank thoughts, evasion, magical defense, mettle, mind over magic, nondetection cloak; AL LE; SV Fort +15, Ref +8, Will +14; Str 20 [22], Dex 12, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Jump +17, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +16, Tumble +13; Blind-fight, Close Quarter's Fighting, Combat Reflexes, Danger Sense, Improved Critical (morningstar), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap Attack, Power Attack, True Believer, Weapon Focus (morningstar).

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

Languages: Common.

Possessions: *Mithral breastplate +2*, *+2 animated heavy steel shield*, *ring of protection +2*, *+1 unholy morningstar*, *gauntlets of ogre power*, *cloak of resistance +2*, masterwork composite longbow [+5 Str], 40 adamantine arrows, masterwork morningstar.

Physical Description: Grei is a lanky woman with her brown hair done in a ponytail. Her eyes have a bulging wild look about them.

Spells Prepared (2; base DC = 11 + spell level): 1st – *corrupt weapon* (x2).

Grei Lorrarr (EL 16 version): Female human ftr4/mnk2/OcSl5/Ptemp3 (Bane); CR 14; Medium humanoid (human); HD 7d10+7d8+28; hp 100; Init +5; Spd 30 ft.; AC 24, touch 13, flat-footed 23 [+1 Dex, +7 armor, +4 shield, +2 deflection]; BAB/Grp: +13/+19; Atk: +21 melee (1d8+12/19-20, morningstar) or +15 ranged (1d8+5, masterwork composite longbow); Full Atk: +21/+16/+11 melee (1d8+12/19-20, morningstar) or +15/+10/+5 ranged (1d8+5, masterwork composite longbow); SA Flurry of blows, smite, vicious strike, weapon bond; SQ Auravision, blank thoughts, DR 1/-, evasion, magical defense, mettle, mind over magic,

nondetection cloak; AL LE; SV Fort +15, Ref +9, Will +14; Str 20 [22], Dex 12, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Jump +20, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +16, Tumble +13; Blind-fight, Close Quarter's Fighting, Combat Reflexes, Danger Sense, Improved Critical (morningstar), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap Attack, Power Attack, True Believer, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral

effects). She can suppress or resume this ability as a free action.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

Languages: Common.

Possessions: Mithral breastplate +2, +2 animated heavy steel shield, ring of protection +2, +1 unholy morningstar, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow [+5 Str], 40 adamantine arrows, masterwork morningstar.

Physical Description: Grei is a lanky woman with her brown hair done in a ponytail. Her eyes have a bulging wild look about them.

Spells Prepared (2; base DC = 11 + spell level): 1st – corrupt weapon (x2).

Grei Lorlarr (EL 17 version): Female human ftr4/mnk2/OcSl5/Ptemp4 (Bane); CR 15; Medium humanoid (human); HD 8d10+7d8+30; hp 108; Init +5; Spd 30 ft.; AC 24, touch 13, flat-footed 23 [+1 Dex, +7 armor, +4 shield, +2 deflection]; BAB/Grp: +14/+20; Atk: +22 melee (1d8+12/19-20, morningstar) or +16 ranged (1d8+5, masterwork composite longbow); Full Atk: +22/+17/+12 melee (1d8+12/19-20, morningstar) or +16/+11/+6 ranged (1d8+5, masterwork composite longbow); SA Flurry of blows, smite, vicious strike, weapon bond; SQ Auravision, blank thoughts, DR 1/–, evasion, magical defense, mettle, mind over magic, nondetection cloak; AL LE; SV Fort +16, Ref +9, Will +15; Str 20 [22], Dex 13, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +18, Jump +23, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +16, Tumble +13; Blind-fight, Close Quarter's Deflect Arrows, Fighting, Combat Reflexes, Danger Sense, Improved Critical (morningstar), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap Attack, Power Attack, Quick Draw, True Believer, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she

immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

Languages: Common.

Possessions: Mithral breastplate +2, +2 animated heavy steel shield, ring of protection +2, +1 unholy morningstar, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow [+5 Str], 40 adamantine arrows, masterwork morningstar.

Physical Description: Grei is a lanky woman with her brown hair done in a ponytail. Her eyes have a bulging wild look about them.

Spells Prepared (2; base DC = 11 + spell level): 1st – *corrupt weapon* (x2); 2nd – *delay poison*.

Grei Lorlarr (EL 18 version): Female human ftr4/mnk2/OcSl5/Ptemp5 (Bane); CR 16; Medium humanoid (human); HD 9d10+7d8+48; hp 132; Init +5; Spd 30 ft.; AC 24, touch 13, flat-footed 23 [+1 Dex, +7 armor, +4 shield, +2 deflection]; BAB/Grp: +15/+21; Atk: +23 melee (1d8+12/19-20, morningstar) or +17 ranged (1d8+5, masterwork composite longbow); Full Atk: +23/+18/+13 melee (1d8+12/19-20, morningstar) or +17/+12/+8 ranged (1d8+5, masterwork composite longbow); SA Flurry of blows, smite, vicious strike, weapon bond; SQ Auravision, blank thoughts, DR 1/–, evasion, magical defense, mettle, mind over magic, nondetection cloak; AL LE; SV Fort +17, Ref +9, Will +15; Str 20 [22], Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Concentration +19, Jump +26, Knowledge (arcana) +5, Knowledge (religion) +4, Spellcraft +16, Tumble +13; Blind-fight, Close Quarter's Deflect Arrows, Fighting, Combat Reflexes, Danger Sense, Improved Critical (morningstar), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Leap Attack, Power Attack, Quick Draw, True Believer, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's

occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

Languages: Common.

Possessions: Mithral breastplate +2, +2 animated heavy steel shield, ring of protection +2, +1 unholy morningstar, gauntlets of ogre power, cloak of resistance +2, masterwork composite longbow [+5 Str], 40 adamantine arrows, masterwork morningstar.

Physical Description: Grei is a lanky woman with her brown hair done in a ponytail. Her eyes have a bulging wild look about them.

Spells Prepared (2; base DC = 11 + spell level): 1st – *corrupt weapon* (x2); 2nd – *delay poison*.

Shierana (EL 15 version): Female erinyes sor4; CR 13; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+4d4+65; hp 125; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; BAB/Grp: +11/+16; Atk: +17 melee (1d8+5/19-20, longsword) or +18 ranged (1d8+6+1d6 fire/x3, +1 *flaming composite longbow*) or +17 ranged (entangle,

rope); Full Atk: +17/+12/+7 melee (1d8+5/19-20, longsword) or +18/+13/+8 ranged or +16/+16/+11/+6 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +17 ranged (entangle, rope); SA Entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing, AL LE; SV Fort +14, Ref +13, Will +14; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +21, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +14, Spot +18, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

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

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

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

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

Languages: Celestial, Draconic, and Infernal.

Possessions: Rat familiar ("Lust"), masterwork longsword, +1 flaming composite longbow [+5 Str], 40 adamantine arrows, 50' silk rope, bracers of armor +4.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermilion feathered wings.

Spells Known (6/8/4; base DC = 15 + spell level): 0th - *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st - *arrow mind*, *magic missile*, *protection from good*; 2nd - *false life*.

Power-Up Suite (false life) - hp 135.

Shierana (EL 16 version): Female erinyes sor5; CR 14; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+5d4+70; hp 133; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; BAB/Grp: +11/+16; Atk: +17 melee (1d8+5/19-20, longsword) or +18 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +17 ranged (entangle, rope); Full Atk: +17/+12/+7 melee (1d8+5/19-20, longsword) or +18/+13/+8 ranged or +16/+16/+11/+6 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +17 ranged (entangle, rope); SA Entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison,

resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing, AL LE; SV Fort +14, Ref +13, Will +14; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +22, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +17, Spot +18, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

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

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will* - *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

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

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

Languages: Celestial, Draconic, and Infernal.

Possessions: Rat familiar ("Lust"), masterwork longsword, +1 flaming composite longbow [+5 Str], 40 adamantine arrows, 50' silk rope, bracers of armor +4.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermilion feathered wings.

Spells Known (6/8/5; base DC = 15 + spell level): 0th - *arcane mark*, *detect magic*, *mage hand*, *mending*, *prestidigitation*, *read magic*; 1st - *arrow mind*, *comprehend languages*, *magic missile*, *protection from good*; 2nd - *false life*, *web*.

Power-Up Suite (false life) - hp 144.

Shierana (EL 17 version): Female erinyes sor6; CR 15; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+6d4+75; hp 141; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; BAB/Grp: +12/+17; Atk: +18 melee (1d8+5/19-20, longsword) or +20 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +18 ranged (entangle, rope); Full Atk: +18/+13/+6 melee (1d8+5/19-20, longsword) or +20/+15/+10 ranged or +18/+18/+13/+8 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +18 ranged (entangle, rope); SA Entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing, AL LE; SV Fort +15, Ref +14, Will +15; Str 21, Dex 22, Con 21, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +23, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +20, Spot +18, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow).

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

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will - greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

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

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

Languages: Celestial, Draconic, and Infernal.

Possessions: Rat familiar (“Lust”), masterwork longsword, +1 flaming composite longbow [+5 Str], 40 adamantine arrows, 50’ silk rope, bracers of armor +4.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermilion feathered wings.

Spells Known (6/8/5/4; base DC = 15 + spell level): 0th – *arcane mark, detect magic, mage hand, mending, prestidigitation, read magic*; 1st – *arrow mind, comprehend languages, magic missile, obscuring mist, protection from good*; 2nd – *false life, mirror image, web*; 3rd – *bands of steel*.

Power-Up Suite (false life) – hp 153.

Shierana (EL 18 version): Female erinyes sor7; CR 16; Medium outsider (Evil, Extraplanar, Lawful); HD 9d8+7d4+96; hp 165; Init +6; Spd 30 ft., fly 50 ft. (good); AC 28, touch 16, flat-footed 22 [+6 Dex, +4 armor, +8 natural]; BAB/Grp: +12/+17; Atk: +18 melee (1d8+5/19-20, longsword) or +20 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +18 ranged (entangle, rope); Full Atk: +18/+13/+6 melee (1d8+5/19-20, longsword) or +20/+15/+10 ranged or +18/+18/+13/+8 ranged (1d8+6+1d6 fire/x3, +1 flaming composite longbow) or +18 ranged (entangle, rope); SA Entangle, spell-like abilities, summon devil; SQ DR 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, SR 20, telepathy 100 ft., true seeing; AL LE; SV Fort +16, Ref +14, Will +15; Str 21, Dex 22, Con 22, Int 14, Wis 18, Cha 20.

Skills and Feats: Concentration +23, Diplomacy +7, Escape Artist +18, Hide +18, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +18, Move Silently +18, Search +14, Sense Motive +16, Spellcraft

+21, Spot +19, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Alertness, Dodge, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Weapon Focus (composite longbow).

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

Spell-Like Abilities: Caster level 12th. The save DCs are Charisma-based. *At will - greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *minor image* (DC 17), *unholy blight* (DC 19).

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

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

Languages: Celestial, Draconic, and Infernal.

Possessions: Rat familiar (“Lust”), masterwork longsword, +1 flaming composite longbow [+5 Str], 40 adamantine arrows, 50’ silk rope, bracers of armor +4.

Physical Description: An extremely attractive woman in risqué black leather clothing with vermilion feathered wings.

Spells Known (6/8/6/5; base DC = 15 + spell level): 0th – *arcane mark, detect magic, mage hand, mending, prestidigitation, read magic*; 1st – *arrow mind, comprehend languages, magic missile, obscuring mist, protection from good*; 2nd – *false life, mirror image, web*; 3rd – *bands of steel, displacement*.

Power-Up Suite (false life) – hp 176.

Zhentarim Soldiers: Male or Female human ftr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 50; Init +0; Spd 20 ft.; AC #, touch #, flat-footed # [+7 armor]; BAB/Grp: +6/+10; Atk: +12 melee (1d10+8/x3, masterwork glaive) or +6 ranged (1d8/x3, longbow); Full Atk: +12/+7 melee (1d10+8/x3, masterwork glaive) or +6/+1 ranged (1d8/x3, longbow); AL LE; SV Fort +7, Ref +4, Will +5; Str 18, Dex 10, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Climb +5, Handle Animal +8, Listen +5; Blind-fight, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Quick Draw, Weapon Focus (glaive), Weapon Specialization (glaive).

Languages: Common.

Possessions: Half-plate, masterwork glaive, longsword, dagger, longbow, 20 masterwork arrows, oil of magic weapon, potion of spider climb, potion of cure moderate wounds.

Physical Description: A dark man with long black hair, in black half-plate wielding a glaive.

APPENDIX 2: New Rules

New Feats

Close-Quarters Fighting [General]

Reference: Complete Warrior, page 97.

You are skill at fighting at close range, and resisting grapple attempts.

Prerequisites: Base Attack +3.

Benefit: You gain an attack of opportunity whenever an enemy attempts to grapple you, even if the enemy has a feat or special ability that would normally bypass the attack. If you deal damage with this attack, the enemy fails to start the grapple, unless it has the Improved Grapple feat or a special ability such as improved grab. If the enemy has such an ability, you may add the damage you deal as a bonus on your opposed check to resist being grappled. This feat does not give you an extra attack of opportunity during a round or allow you to make an attack of opportunity when you would be denied one for being surprised, helpless, or in a similar situation.

For example, an ogre attempts to grapple Tordek. Tordek gains an attack of opportunity, hits, and causes damage. Since the ogre does not have any type of grappling special ability or feat, it fails to start a grapple. Then an ankhog – a creature with the improved grab special ability – attempts to grapple Tordek. He takes an attack of opportunity, hits, and deals 10 points of damage to the creature. Tordek then adds a +10 to his opposed check to resist being grappled.

Normal: Creatures with Improved Grapple, improved grab, or similar feats or special abilities do not provoke attacks of opportunity when attempting to start a grapple.

Special: A fighter may select Close-Quarters Fighting as one of his bonus fighter feats.

Danger Sense

Reference: Complete Adventurer, p. 107.

You are one twitchy individual.

Prerequisites: Improved Initiative.

Benefits: Once per day, you can reroll an initiative check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Favored Power Attack [General]

Reference: Complete Warrior, page 98.

You are able to deal more damage against your favored enemies.

Prerequisites: Favored enemy ability, Power Attack, base attack +4.

Benefit: When you use the Power Attack feat against a favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you attack with

a weapon in two hands, add three times the number. The normal restrictions of the Power Attack feat apply.

Leap Attack

Reference: Complete Adventurer, p. 110.

You can combine a powerful charge and a mighty leap into one devastating attack.

Prerequisites: Jump 8 ranks, Power Attack.

Benefits: You can combine a jump with a charge against an opponent. If you cover at least 10 feet of horizontal distance with your jump, and you end your jump in a square from which you threaten your target, you can double the extra damage dealt by your use of the Power Attack feat. If you use this tactic with a two-handed weapon, you instead triple the extra damage from Power Attack.

This attack must follow all the normal rules for using the Jump skill and for making a charge, except that you ignore rough terrain in any squares you jump over.

Mobile Spellcasting

Reference: Complete Adventurer, p. 111.

Your focused concentration allows you to move while casting a spell.

Prerequisites: Concentration 8 ranks.

Benefits: You can make a special Concentration check (DC 20 + spell level) when casting a spell. If the check succeeds, you can cast the spell and move up to your speed as a single standard action. (You can't use this ability to cast a spell that takes longer than 1 standard action to cast). If the check fails, you lose the spell and fail to cast it, just as if you had failed a Concentration check to cast the spell defensively.

You still provoke attacks of opportunity for casting spells from any creatures who threaten you at any point in your movement. You can cast defensively while using this feat, but doing so increases the Concentration DC 25 + spell level.

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.

Rapid Spell [Metamagic]

Reference: Complete Divine, p.84.

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

Sudden Maximize [Metamagic]

Reference: Miniatures Handbook, p. 28.

You can cast one spell per day to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Maximize Spell 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 Maximize Spell feat normally, if you have it.

Sudden Silent [Metamagic]

Reference: Miniatures Handbook, p. 28.

Once per day you may cast a spell silently without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Silent Spell 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 Silent Spell feat normally, if you have it.

Sudden Still [Metamagic]

Reference: Miniatures Handbook, p. 28.

Once per day you may cast a spell stilled without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you may apply the Still Spell 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 Still Spell feat normally, if you have it.

True Believer [General]

Reference: Complete Divine, p. 86.

Your deity rewards your unquestioning faith and dedication.

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

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic (see relics, page 88 of *Complete Divine*) of the deity you worship.

New Spells

Arrow Mind

Reference: Complete Arcane, page 143.

Divination

Level: Ranger 1, Sorcerer/Wizard 1

Components: V, S, M

Casting Time: 1 immediate action

Range: Personal

Target: You

Duration: 1 minute/level (D)

You sharpen your senses and focus your mind on the use of a bow. While this spell is in effect and you are wielding a longbow, shortbow, greatbow, composite greatbow, composite shortbow, or composite longbow, you threaten all squares within your normal melee reach (5 feet if Small or Medium, or 10 feet if Large) with your bow, allowing you to make attacks of opportunity with arrows shot from the bow. In addition, you do not provoke attacks of opportunity when you shoot a bow while you are in another creature's threatened square.

Material Component: A flint arrowhead.

Bands of Steel

Reference: Complete Arcane, page 98.

Conjuration (Creation)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex partial

Spell Resistance: No

You conjure a number of shining metallic bands out of thin air, encircling a medium or smaller creature. The victim must succeed on a Reflex save or be immobilized (helpless). If the saving throw succeeds, the victim is only partially trapped by the bands (treat as entangled).

A creature immobilized by the bands can attempt escape as a full-round action, either by bursting free (Strength DC 18) or wriggling out (Escape Artist DC 18). An entangled creature can use a full-round action to break or disentangle itself with a DC 13 Strength check or a DC 13 Escape Artist check. Large or larger creatures are too big to be captured or impeded by the bands.

Material Component: Three small silver hoops, interlocked.

Greater Mage Armor

Reference: Complete Arcane, p.114.

Conjuration (Creation) [Force]

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Material Component: A tiny platinum shield worth 25 gp.

Mordenkainen's Buzzing Bee

Reference: Miniatures Handbook, p. 37.

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

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

Effect: A phantom bee

Duration: 1 min./level

Saving Throw: None

Spell Resistance: No

This spell causes a small but extremely loud bee to appear. It buzzes around the head of the creature you designate. (The creature must be within range, and you must be touching or be able to see the creature. Once you designate a creature, the bee stays with it; you cannot designate another creature.)

The bee creates an unnerving noise that disrupts the subject's concentration. The subject takes a -10 penalty to all Move Silently and Concentration checks. (Creatures that can't hear don't take the penalty on Concentration checks.) If the subject attempts to cast or maintain a spell, it must make a DC 10 Concentration check even if there are no other distractions.

The bee has a fly speed of 180 ft. (perfect). It remains near the subject in spite of darkness, *invisibility*, polymorphing, cover, concealment, or any other attempt at disguising or hiding. The bee remains until the spell's duration expires or the subject moves out of range.

The bee cannot be attacked, but it can be dispelled.

Material Component: A dab of honey.

Undeniable Gravity

Reference: Miniatures Handbook, p. 40.

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: 1 flying creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

A flying creature, which can be a creature that can fly by means of the *fly* spell or some similar magical effect, is grounded. If this spell is cast on a creature currently flying, that creature descends at a speed of 60 ft. per round but does not fall (and thus is not subject to falling damage). The creature can still use its fly speed to move horizontally or down, but not up. Once it is on the ground, the subject can no longer use its fly speed.

This spell does not affect incorporeal creatures.

Material Component: A wing torn from a fly.

New Prestige Classes

Cavalier

Reference: *Complete Warrior*, p. 19.

TABLE 2-4: THE CAVALIER

*Special: Cavalier class levels stack with paladin levels for determining the characteristics of a paladin's mount.

Level*	BAB Save	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	<i>Special mount</i> , mounted weapon bonus (lance) +1, Ride bonus +2, courtly knowledge
2 nd	+2	+3	+0	+3	Deadly charge 1 /day, mounted weapon bonus (sword) +1
3 rd	+3	+3	+1	+3	Burst of speed
4 th	+4	+4	+1	+4	Deadly charge 2/day, Ride bonus +4
5 th	+5	+4	+1	+4	Mounted weapon bonus (lance) +2
6 th	+6	+5	+2	+5	Deadly charge 3/day, full mounted attack, mounted weapon bonus (sword) +2
7 th	+7	+5	+2	+5	Ride bonus +6
8 th	+8	+6	+2	+6	Deadly charge 4/day
9 th	+9	+6	+3	+6	Mounted weapon bonus (lance) +3, Ride bonus +8
10 th	+10	+7	+3	+7	Unstoppable charge 5/day, mounted weapon bonus (sword) +3

Hit Die: d10.

Requirements:

To qualify to become a cavalier one must fulfill all the following criteria:

Alignment: Any lawful

Base Attack Bonus: +8

Skills: Handle Animal 4 ranks, Knowledge (nobility and royalty) 4 ranks, Ride 6 ranks

Feats: Spirited Charge, Mounted Combat, Ride By Attack.

Class Skills: The cavalier's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Profession (Int), and Ride (Dex). Skill Points at Each Level: 2+Int modifier.

Class Features

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

Weapon and Armor Proficiency: Cavaliers are proficient with all simple and martial weapons, all types of armor, and shields.

Special Mount (Sp): A cavalier's class levels stack with any paladin levels the character may have for determining the characteristics of a paladin's mount.

Mounted Weapon Bonus (Ex): A cavalier gains a competence bonus on his attack roll when using the indicated weapon while mounted. For the lance, this bonus starts out at +1 at 1st level and increases by +1 every four levels thereafter. For the sword, this bonus starts out at +1 at 2nd level and increases by +1 every four levels thereafter.

Ride Bonus (Ex): A cavalier gains a competence bonus on Ride checks. This bonus starts out at +2 and improves to +4 at 4th level, +6 at 7th level, and +8 at 9th level.

Courtly Knowledge (Ex): A cavalier adds his class level to his Knowledge (nobility and royalty) checks as a competence bonus.

Deadly Charge (Ex): When mounted and using the charge action, a cavalier of 2nd level or higher may declare a "deadly charge" before making his attack roll (thus, a failed attack ruins the attempt). If he hits, he deals triple damage with a melee weapon (or quadruple damage with a lance). This ability does not stack with the benefit of the Spirited Charge feat.

Burst of Speed (Ex): At 3rd level and higher, a cavalier can urge his mount to greater than normal speed when charging. This ability doubles the maximum distance the mount can travel when making a charge, up to four times its speed. This ability can be used once per day without penalty to the mount. Each additional use of the ability in a single day requires the mount to make a DC 20 Will save immediately after the conclusion of the charge; failure results in the mount taking 2d6 points of damage.

Full Mounted Attack (Ex): At 6th level and higher, a mounted cavalier can make a full attack when his

mount moves more than 5 feet but no farther than a single move action would carry it. The cavalier cannot combine this full attack with a charge.

Unstoppable Charge (Ex): When making a deadly charge, a 10th-level cavalier deals quadruple damage with a melee weapon (or quintuple damage with a lance).

Multiclass Note: A paladin who becomes a cavalier may continue advancing as a paladin.

Occult Slayer

Reference: *Complete Warrior*, page 66.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+0	+2	Magic defense +1, weapon bond
2 nd	+2	+0	+0	+3	Vicious strike, mind over magic 1/day
3 rd	+3	+1	+1	+3	Auravision, magic defense +2
4 th	+4	+1	+1	+4	Mind over magic 2/day, nondetection cloak
5 th	+5	+1	+1	+4	Blank thoughts, magic defense +3

Hit Die: d8

Requirements:

Base Attack Bonus: +5

Skills: Knowledge (arcane) 4 ranks, Spellcraft 3 ranks

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills:

Bluff (Cha), Craft (Int), Gather Information (Cha), Knowledge (arcane) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

Weapon and Armor Proficiency: Occult Slayers are proficient with all simple and martial weapons and all armor and shields.

Magical Defense (Ex): An occult slayer's constant training in countering magic of all types manifests itself as a bonus on saving throws against all spells or spell-like abilities. This bonus is +1 at 1st level, and it increases to +2 at 3rd level and to +3 at 5th level.

Weapon Bond (Su): An occult slayer must choose a particular weapon of at masterwork quality as the focus of her power. Upon making her selection, she immediately forms a bond with the chosen weapon that imbues it with the force of her hatred for spellcasters. Thereafter, any successful attack she makes with that weapon against a spell-caster or a creature with spell-like abilities deals an extra 1d6 points of damage. If this particular weapon is lost or destroyed, the occult slayer loses the ability to deal the extra damage until she acquires and bonds with another weapon of the same kind if at least masterwork quality. The occult slayer must spend one day per character level practicing with the replacement weapon and doing little else (no adventuring) to create a new weapon bond.

Mind Over Magic (Su): Starting at 2nd level, an occult slayer can cause a spell or spell-like ability targeted against her to rebound upon the originator as a free action. This ability otherwise functions as the *spell turning* spell (caster level equals the character's occult slayer level + 5). An occult slayer can use this ability once per day at 2nd level and twice per day at 4th level.

Vicious Strike (Ex): At 2nd level and higher, an occult slayer who readies an action to disrupt a spellcaster deals double damage if the attack hits.

Auravision (Su): At 3rd level, an occult slayer gains the ability to see magical auras at a range of up to 60 feet as a free action. This ability otherwise functions as a *detect magic* spell. The character cannot use this ability to determine anything but the number of magical auras present.

Nondetection Cloak (Su): Upon reaching 4th level, an occult slayer (and any gear she wears or carries) becomes more difficult to locate through divinations such as *clairaudience/clairvoyance*, *locate object*, and other detect spells. The occult slayer gains protection against divinations equivalent to a *nondetection* spell (caster level equals occult slayer level), except that it affect only the occult slayer and her possessions.

Blank Thoughts (Ex): At 5th level, an occult slayer can induce within herself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and moral effects). She can suppress or resume this ability as a free action.

Pious Templar

Reference: *Complete Divine*, page 50.

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day:			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	0	+2	Mettle	0	--	--	--
2 nd	+2	+3	0	+3	Smite 1/day	1	--	--	--
3 rd	+3	+3	+1	+3	Damage Reduction 1/--, Weapon Specialization	1	0	--	--
4 th	+4	+4	+1	+4	Bonus Feat	1	1	--	--
5 th	+5	+4	+1	+4	--	1	1	0	--
6 th	+6	+5	+2	+5	Smite 2/day	1	1	1	--
7 th	+7	+5	+2	+5	Damage Reduction 2/day	2	1	1	0
8 th	+8	+6	+2	+6	Bonus Feat	2	1	1	1
9 th	+9	+6	+3	+6	--	2	2	1	1
10 th	+10	+7	+3	+7	Smite 3/day	2	2	2	1

Hit Die: d10.

Requirements

To qualify to become a pious templar, a character must fulfill all the following criteria.

Base Attack Bonus: +5

Skills: Knowledge (religion) 4 ranks.

Feats: True Believer, Weapon Focus (with her deity's favored weapon).

Class Skills

The pious templar's class skills (and the key ability for each skill) are: Climb (Str), Concentration (Con), Craft (Int), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Profession (Wis), and Swim (Str). See chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int Modifier.

Class Features

All of the following are features of the pious templar prestige class.

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

Mettle (Su): A pious templar's special blessing allows her to shrug off magical effects that would otherwise harm her. If a Pious Templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Spells per Day: A pious templar has the ability to cast a small number of divine spells. To cast a spell, the pious templar must have a Wisdom score of at least 10+ the spell's level, so a pious templar with a Wisdom of 10 or lower can not cast these spells. Pious templar bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + Spell level + the pious templars Wisdom modifier. When the pious templar gets 0 spells of a given level, such as 0 first level spells at 1st level, she gets only bonus spells. (A pious templar without a bonus spell for that level cannot yet cast a spell of that level.) A pious templar has access to any spell on the list and can freely choose which to prepare, just like a cleric. A pious templar prepares and casts spells just as a cleric does (though the pious templar cannot spontaneously cast *cure* or *inflict* spells).

A good pious templar (or a neutral pious templar of a good deity) uses the paladin spell list. An evil pious templar (or a neutral pious templar of an evil deity) uses the blackguard spell list. A pious templar who is neither good nor evil and whose deity is neither good nor evil can choose to use to use the paladin or the blackguard spell list. Once the player makes this choice, it cannot be reversed.

Smite (Su): Once per day, a pious templar of 2nd level or higher may make a single melee attack with a +4 attack bonus and a damage bonus equal to her pious templar level (if she hits). The pious templar must declare the smite before making the attack. Starting at 6th level, a pious templar can smite twice per day and at 10th three times per day.

If a pious templar has a smite evil or smite ability (for being a paladin or a cleric with the Destruction domain) already, she can use the ability one extra time per day (two extra at 6th level). The attack bonus does not increase, but the damage bonus is based on the character's combined level (pious templar plus cleric or paladin level).

Damage Reduction (Ex): Starting at 3rd level, pious templars have the ability to shrug off some amount of injury from each blow or attack. A pious templar gains damage reduction 1/--. At 7th level, this damage reduction rises to 2/--.

Weapon Specialization: At 3rd level, a pious templar gains the Weapon Specialization feat with her deity's favored weapon.

Bonus Feat: At 4th level and again at 8th level, a pious templar gets a bonus feat. These bonus feats must be drawn from the feats noted as fighter bonus feats in the *Player's Handbook* and other books. If a pious templar selects a feat that requires her to apply its effects to a specific weapon (such as Improved Critical), she may only apply that feat to her deity's favored weapon.

APPENDIX 3: DM's Map of the Mines



APPENDIX 4: DM's Map of the Abandoned Mine

