

LGR-24



C A M P A I G N S
TO SEVER THE SNAKE'S
HEAD

A One-Round D&D LEGACY OF THE GREEN
REGENT

Adventure for 15th-Level Characters

by Greg Marks

War is coming. In last-ditch effort, the Red Fellowship sends a group of heroes to do all they can to delay the inevitable while they hope against hope that the heroes will accomplish even more than they set out to do. The fourth and final part 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.

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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 July 31, 2006.

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:

Mialee, Elf Wizard (10/60) to represent the Zhent Wizard
Evermeet Wizard (15/60) to represent the Sanaja

Rensha: Female human fatespinner2/initiate
5 Sages (24/60) to represent the Quartermasters
2 Bone Devils (29/60) to represent the ice devils
Human Cleric of Bane (35/60) to represent Pohago
Belhalther

Several Zhentarim Fighters (40/60) to represent the Zhent Soldiers

From the Giants of Legend™ set:

Bladeling Fighter (28/72) to represent the Bearded Devil
Several Hobgoblin Sergeants (32/72) represent the Hobgoblins

Huge Red Dragon (71/72) to represent **Morgasis** of the Anauroch

From the Aberrations™ set:

Alusair Obarskyr (01/60) to represent Cerish the Shrieker
Several Man-at-Arms (08/60) to represent the Zhent Infantry

4 Formian Warriors (22/60) to represent the Elite Guards
Aspect of Orcus (47/60) to represent General Shargú

From the Deathkneel™ set:

Soldier of Thrane (9/60) to represent the Zhent Cavalry
Dark Traveler (16/60) to represent the Zhent Lieutenant
Dire Bear (26/60) to represent a Hellcat
6 Timber Wolves (27/60) to represent the guard dogs
2 Skullcrusher Ogres (41/60) to represent the Zhent Sergeants in Annis Hag form (otherwise use Zhentarim Fighters)

[[sidebar]]

ADVENTURE BACKGROUND

Things look grim for Loudwater and the rest of the Delimbiyr Vale. Soon it appears that the cloud of war may descend over Mielikki's Dream, crushed under the heel of a Zhentarim boot.

Twelve 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 Delimbiyr 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 Calimshan and offered their aid to the Zhentarim of Llorck. This brings 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.

Eight weeks ago, adventurers sent in secret by the High Lord infiltrated a hidden complex near Llorck (*LGR-22 As Seconds Slip Away*). In the process of doing so, the adventurers were able to determine that the Zhentarim was indeed mustering an army and would attack within two months, bringing a huge force of men and devils.

Four weeks ago, realizing that Mielikki choose the orc Otar for a reason, the Zhentarim entreated with a fiendish assassin called Nagrub the Soulrender to hunt

and slay Otar. At the same time, the Zhent erinyes captain Shierana (*LGR22 As Second Slip Away*) corrupted Nentar, a trusted advisor in Silverymoon in case Otar should seek allies there. The Green Regent and many of his orcs did indeed march to Silverymoon to seek aid from that place. Thanks to the efforts of several heroes and a heartwarder of Sune named Wayen Fairtress, not only was a diplomatic incident avoided, but the devilish plans of the Zhentarim to assassinate Otar and High Mage Taern Hornblade were also disrupted. Now with the aid of Silverymoon, it seems possible that Loudwater may be able to hold out against the Zhentarim, although at a heavy price.

ADVENTURE SUMMARY

While the High Lord and the elves make their preparations to defend Loudwater, things look grim. Founder of the Red Fellowship, Stedd Rein realizes that while it is possible that Loudwater and the rest of the Vale maybe able to repulse the Zhentarim attack, the cost in lives will be vast. Stedd hopes that a small group of talented individuals who have previously shown their allegiance to the people of the Delimbiyr Vale may be able to sever the head of the Zhentish snake before it strikes, by killing the leaders of the Zhent army. He hopes to task them to quietly enter the command center of the enemy, slay the generals and their primary allies, and then return to aid in the defense of the city. Secretly he hopes that the party does so much damage to the army, that the Zhents will forgo their attack entirely.

Adventure Start – Invitation: The PCs receive an invitation to visit the Steam House on Pool's Walk (*LGR8 Rat's Bastard*). The invitation claims that all expenses will be paid for.

A Late Night Steam: When the PCs arrive they meet with Stedd Rein who lays out his plan to use the party to slay the Zhent leaders. He realizes that many may consider the mission suicide, but he hopes that the heroes are willing to take the chance in order to save those who live in Loudwater and the surrounding Vale. If the PCs agree, Stedd opens the supplies of the Red Fellowship and offers the PCs the use of several items.

Saying Goodbye: The party has the evening to gather information or prepare themselves as they see fit. This is their last opportunity to rest and reequip before they charge off on what may very well be their last night in Loudwater.

Watchful Eyes: The party arrives in the area near Llorck and must use stealth to avoid the Zhentarim patrols and other defenses. Some of the items offered Stedd Rein may be especially useful in bypassing the watchful eye of the enemy.

To Slip Past the Scales: This encounter details the camp that party must slip through to get the keep that is their goal. While for the most part, the camp will be bypassed by the party, some details are offered so that those PCs who wish to do a little extra damage to the enemy may do so.

The Snake's Lair: This encounter details the fort and its denizens that the party seeks to eliminate.

Conclusion: The PCs flee Llorck and return to a heroes welcome. If successful, it seems likely that the Delimbyr Vale cannot fall to the darkness of the Zhentarim. If the party has failed, the outcome remains in doubt.

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 14th-level gp limit is 75,000 gp, and the limit for a PC of 15th-level or higher is 100,000 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 LGR23-1, 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.

LGR23 1: Experience Point Drain for Raised Characters

Character Level	XP Drain
14th	7,000 XP
15th	7,500 XP
16th	8,000 XP
17th	8,500 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, the expedition that located the buildup of troops in Llorck or the delegation that went to Silverymoon. As such, they have come to the attention of Stedd Rein who sends each of them an invitation to meet with him.

For those PCs who have not played any of parts one through three in this series (*LGR21 The Truth of Hearts*, *LGR22 As Seconds Slip Away* or *LGR23 Strange Bedfellows*), they are contacted at their home or inn by a messenger with the invitation. Stedd Rein has heard of the PC's exploits and hopes that they will be willing to once again help to save Loudwater.

Those PCs that do not agree to follow up on the invitation will meet the other PCs that did by happenstance as they are preparing to leave town and it is up to them to convince their fellows that they should once again lend their sword to the cause of good.

ADVENTURE START: Invitation

The invitation arrived simply enough, an all expense paid evening at the Steam House on Pool's Walk in Low Town. Few would recognize the place as the point where minions of the Hark once attempted to infiltrate the city, but you knew better. It is likely that this invitation bodes more than a relaxing late night steam.

Each of the PCs receives an invitation to visit the Steam House on Pool's Walk (*LGR8 Rat's Bastard*), claiming to be good for an all expenses paid evening of steam, food, drink, and relaxation. It does not say who sent it, but a boy wearing the livery of the Red Boar trading coster delivers it. The boy, called Lisam, has no knowledge to impart. He only knows that he was given the messages by a superior and told to deliver them; each addressed to one of the PCs. The PCs have two hours to make their appointment.

PCs who are curious can investigate the Steam House by making a DC 10 Gather Information or

Knowledge (local) skill check. Success indicates that the PC recalls, or discovers, that the Steam House is located in a questionable building atop a knoll in one of the shadier parts of western Low Town; surrounded by warehouses, flophouses and other parlors of ill repute. It has fallen out of favor and last year a group of heroes exposed tunnels beneath it as the base of operations used by the Hark's wererats within Loudwater. These lycanthropes were lead by a barghast who was popularly known as the Harkson. Since their defeat, the Steam House has been closed. No one the PCs talk to believes it to be in operation. Any PC who arrives more than a few minutes early will find the place deserted. The front entrance is an iron-reinforced door (2-inches thick, Hardness 7, hp 30, Break Dc 28, Open Locks 30). Should a PC manage to break in, there is nothing to be found by empty baths and dusty rooms. Stedd plans to arrive via the tunnels beneath the Steam House.

A Late Night Steam

Heading west along Pool's Walk, the way becomes less the busy thoroughfare and more the side street as the river docks near. The noise of wagon traffic can be heard from nearby Vine Street, as the many shops stay open late to accommodate those who prepare for the likely siege of Loudwater. The frantic revelry of nearby Duelists Grotto soon covers the busy sounds of commerce, but that to must be left behind as the path wanders further into the blighted area of the city. Further progress brings to light the Steam House, resting like so much discarded flotsam atop a small hill. A single lantern shines behind shuttered windows. As other guests also begin to arrive, a quick check of the door shows it to be unlocked.

The PCs have all begun to arrive at the Steam House at approximately the same time, each with a similar invitation. If the PCs do not already know each other, they may introduce themselves now. Any who knock hear a man's voice respond, "Come in." In the foyer, the trappings of the old Steam House have been removed and there are seven comfortable chairs. Stedd Rein of the Red Fellowship waits in one of them.

Dim light from a single lantern illuminates the front foyer of the Steam House. All the furnishings have been removed, leaving only seven comfortable chairs arranged in a circle. A young handsome human man sits in one of them, with a small chest behind him. "I am pleased that you were able to take me up on my invitation," the man begins. "I am Stedd Rein, and I hope you will forgive my deception, as such things are now necessary given the times we live in."

The charismatic leader of the Red Fellowship invites the PCs to sit down and hear him out. There will be no free steam, but he does have two bottles of wine to share. Once the PCs agree to listen to what Stedd has to say, he continues.

"It is expected that the minions of the Zhentarim based in Llorck will march on Loudwater and the rest of the Delimbyr within the week. Despite the small aid sent to us by our allies Silverymoon, our success is far from certain. That is why I have called you here. While the High Lord and his fists prepare the city for attack and the Green Regent harries the approach of the Zhents, I believe the Red Fellowship must do its part. You see, our spies tell us that all of the leadership for this assault currently meet behind closed doors to prepare the plan for the final attack upon Loudwater. I believe that if a small group of talented individuals were to slip behind the defenses surrounding Llorck and into the small fort they have constructed there, the leaders of this assault could be stopped before we ever meet them on the field of battle. I am asking you to consider this mission. Some one must sever the snake's head and leave it twitching the field before it strikes home and fills our homes with its deadly venom."

Stedd is not offering any direct reward, only the chance to defend Loudwater from the onslaught that is nearing its doorstep. If the PCs desire reward, Stedd regales them with stories of heroes doing what is right, but if that does not sway them, they are asked to leave. Those that stay can glean a bit more information from the leader of the Red Fellowship.

- ∞ The goal of this expedition is to do as much damage to the leadership of the attack as possible. The PCs should target the commanders who are meeting in the fort and not get bogged down with the rest of the camp.
- ∞ It is possible that at some point the alarm will be raised. At that point the PCs likely have little time before the commanders remove themselves via magic to someplace safer, and their minions will begin searching for the party. The PCs can stay for as long as they deem prudent, but should not tarry so long as they are unable to escape. Their presence will be needed when the final battle does come.
- ∞ Stedd knows of a few specific targets the PCs should be on the lookout for. Sanaja Rensha is present from Calimshan to direct the devils her family has brought forth to aid the Zhentarim army. If she is slain along with of his high-ranking devils, that will certainly cripple the assault. In addition, there is a cabal of soldiers believed to be lead by a priest of Bane known in Zhentil Keep as a brilliant tactician. Stedd does

- not know their names, or how many there are, but as many of them as can be killed, the better.
- ∞ Stedd knows there are a number of wards in place, so he recommends not using *teleportation* magic to get into the camp or fort; although the PCs may *teleport* in the vicinity of Llorck.
 - ∞ Assuming the PCs agree to this mission, Stedd opens the chest he has brought with him and says he is willing to aid in outfitting them. Inside there is a *potion of invisibility* and a *potion of cure serious wounds* for each of the PCs. He also gives each PC a *cloak of elvenkind*. Most importantly he produces a black gemstone for each of the PCs and instructs them to place it on the back of their right hand. Once there, it bonds with their skin. These are *nightstones* (see sidebar), that Stedd has had specifically created for such an occasion as this. All of this equipment must be returned if the PCs survive and do not consume it, as Stedd plans to reissue it for the coming attack.
 - ∞ If any PC is a member of the Red Fellowship, Stedd loans them a *hat of disguise*. In addition, if those PCs are also Knights of the Red Fellowship, they also receive *vibrant purple prism ioun stone*.
 - ∞ Once the PCs are outfitted Stedd wishes them luck and urges them to leave by first light. The evening is still relatively young, so the PCs have time to search for other supplies or information should they require.

[[sidebar]]

NIGHTSTONES

These small, polished black stones, approximately the size of a large beetle, temporarily bond with skin on the back of the right hand when placed there. The stone can be removed as a move action by simply pulling it away. A *nightstone* does not take up any magical item slot upon the body, and thus the user can still wear a pair of magical gloves. While bonded to the user a *nightstone* causes the wearer to radiate evil and be considered evil for the purposes of all magical effects. The user still possesses their normal alignment as well, but may choose which alignment to apply for each effect. These effects are also transmitted to any creature the PC is bonded with, such as a familiar, special mount, or animal companion, as long as they stay within five feet. For example, Jozan meets a paladin who uses *detect evil* upon him. Jozan chooses to allow his normal good alignment to detect instead of the evil of the *nightstone*. A few minutes later, a balor appears and uses *blasphemy*, catching Jozan and the paladin in the radius. For the purposes of that spell, Jozan chooses to be considered evil and he is unaffected, unlike the paladin who is instantly slain.

[[sidebar]]

Saying Goodbye

Exiting the Steam House, an energy clearly infuses Loudwater despite the late hour. Nearby, men place barrels of water in front of the grain warehouses to fight likely fires. The sounds of hammer and saw echo between the tall buildings, much needed fortifications creeping slowly toward the sky. Throughout Loudwater, townsfolk brace for the tides of war to come crashing down upon their daily lives.

The party has the evening to gather information or prepare themselves as they see fit. If the players desire, they may bypass this encounter and leave immediately, but this is the party's last opportunity to learn more about their task or reequip before they charge off on what may very well be their last night in Loudwater.

Shopping: Should any PC wish to do some last minute shopping, see the **Reequipping the Characters** section above. While it is late, many shopkeepers are still open due to the need to prepare for the coming attack. PCs can find anything normally allowed using those guidelines.

Harpers: If any PC has the Harper Agent card in their stack, they will be contacted prior to their leaving the city. Oramatus Helithyr (half-elf, Rng2/Rog5, CG) will approach the PC or PCs and ask to speak with them privately about some harp lessons. Assuming the Harper PCs are willing to go with Oramatus, the plain looking, secretive half-elf takes them (and only the Harper PCs) to a private room at a nearby inn. Once there he explains that Harper spies have spotted the blue dragon Morgasis in the Zhent keep and they want their agent to be prepared. Oramatus explains that the dragon must be slain if the town is to survive the attack, and he offers the Harper PC a *ring of major energy resistance (electricity)* and three *dragon slaying arrows* (each if there are more than one Harper). These items are only presented if the party contains one or more members of the Harpers.

Gather Information: The party can attempt to learn more about recent goings on in Llorck than has been imparted to them via Stedd Rein by using the Gathering Information skill. Feel free to role-play out these brief 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. For those rolling skill checks, Scions of the Green Regent, Harpers, Orcs of the High Forest, members of the Jade Blade and members of the Red Fellowship receive a +10 circumstance bonus to this roll. The PCs 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. 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? There's a war coming kid! Run for the hills before you get caught up in it!"
- ∞ DC 10: "I just passed through Llorckh on a caravan. There's a huge army encamped around the city, and I seen fiends marchin' about amidst the troops! I don't have much hope for the City of Grottos."
- ∞ DC 15: "I here tell that the army is lead by a wizard that can bring the very fiends of Hell to Toril at her beck and call. Sounds like our days are numbered."
- ∞ DC 20: "There's a new, small keep in the fields outside Llorckh. It must have been created by magic, as it sprung up over night, and it looks like it was brought here from the bottom of Hell. There are all kinds of men and fiends watching from the walls."
- ∞ DC 25: "Forget what you hear about fiends from Hell, our real worry should be that big blue dragon. It's real; I've seen it hunting. It's huge and from the way the sunlight sparkled off its limbs, I'd say it wears half its horde."
- ∞ DC 30: "The army isn't lead by that Calimshite witch everyone is so on about. There's a horrible fiend from Hell in black armor with a spiked chain with a prodigious reach. We're doomed! Hell itself marches against us."

Once the PCs have rested and are ready to move on, have the players determine marching and watch orders and then proceed to the **Watchful Eyes** encounter.

Watchful Eyes (EL 15)

By the time the PCs have this encounter, assuming normal travel, they have been on the road for five days avoiding patrols and other watchful eyes in the employ of Llorckh.

Something about the land near Llorckh suggests that Mielikki has forsaken this area. While still a natural wilderness, it lacks the pristine beauty of the area north of the Orlbar. Muddy tracks show the passing of many horses and heavily laden caravans. Trees are carelessly cut down to expand the industry of the Zhentarim. The hand of Bane holds these lands in its iron grip, and the watchful eyes of his minions search unendingly for enemies.

The party has arrived a few miles from Llorckh at midday (unless they wish to alter their arrival time) to avoid high sun. At this point it should be clear that they must use stealth or trickery to avoid the Zhentarim patrols and other defenses. Determine how the PCs are traveling through enemy territory before they encounter any patrols.

The area is patrolled by a several groups of soldiers on horseback, and several wards have been put in place for one mile surrounding the town of Llorckh. The wards and the patrols are detailed here. Provided the PCs are smart, this encounter should be very brief as the party bypasses these defenses meant for larger or less talented enemies.

Wards: In a one-mile radius surrounding the town of Llorckh, there is a strong abjuration effect in effect. The warded area detects the entrance of those with a good alignment, or those who *teleport* into the area (cast at 16th level, cannot be *dispelled*). *Teleportation* out of, or from a point within, the area is not detected. Those inside of an *anti-magic field* or similar effect are not detected. The *nightstones* given to the PCs prevent detection of the PCs true alignment, however if the PCs do not wear the *nightstones*, they will be detected if they do not take extraordinary measures. If the ward is triggered, Sanaja instantly is aware of the security breach and initially contacts the nearest patrol with her crystal ball and orders them to inspect the possible problem. If the patrol does not respond, or cannot locate the problem, the camp and fort are placed on High Alert (see below). However, if in a later report, the patrol can tell of the elimination of the problem, or suitably explain the cause of the breach and why there is no need for concern; the camp continues as normal.

Patrols: There are numerous patrols riding throughout the area looking for enemy scouts or travelers that may be spies. The patrols intercept everyone they are aware of and question them as to their reasons for travel through the area. If they believe they are speaking with potential enemies, the travelers (in this case the PCs) are immediately attacked. There are a dozens of these patrols, as needed. The PCs' goal should be avoid fighting or alerting these patrols

Zhent Lieutenant: Male human fir4/tng2/bkg2/cav4; hp 109; see *Appendix One*.

Zhent Wizard: Female human wiz12; hp 77; see *Appendix One*.

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

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

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 the details of the planned attack against Loudwater, although they can confirm that it will occur in the next few days.

Scaling the Encounter

14th-level characters (EL 14): Use the EL 14 statistics for the Zhent patrol.

16th-level characters (EL 16): Use the EL 16 statistics for the Zhent patrol.

17th-level characters (EL 17): Use the EL 17 statistics for the Zhent patrol.

To Slip Past the Scales

Once the party has gotten close to the army outside of Llorkh, this encounter details the camp that party must slip through to get the fort that is their goal. Several areas of the camp are fully laid out here, for those parties that wish to explore it in detail. The DM may use these areas as needed, but should be mindful of the time if this event is played in a convention setting.

The flat land near Llorkh crawls with the well-ordered armies of the Zhentarim, as though it were covered in the dark carapaces of millions of insects. To the north, the walls of Llorkh are manned, although it appears that the town has disgorged most of the soldiers out onto the plain before it; set up in a gigantic military camp that no longer seeks to hide its presence, but rather flaunts its vast, bloated size. To the southeast the mines that had played home to the army of Bane while it gathered now stream columns of soldiers, coming and going on unknown duties. But between them, surrounded by hundreds of tents and hastily cobbled sheds is a small fortress of rock and stone. Only the foul sorcery of Zhentarim mages could have built such a place, as it did not stand there before, guarding access to Llorkh and the river. Huge banners displaying the yellow Z of the Zhentarim and the iron hand of Bane flap in the wind; snapping like vicious maws struggling to feast on the defenders of Loudwater.

The camp has grown so large that it now spreads beyond the walls of Llorkh and the mineshafts where the Zhent soldiers once hid. With the attack so immanent, the leaders of the army have decided there is no longer any need for secrecy.

Area Descriptions: Each of these descriptions corresponds to an area or areas found with the camp. Note that the camp is populated with living creatures that move, and as such, the DM is encouraged to have the NPCs to react accordingly to the actions of the PCs, as well as, follow their daily routines.

High Alert: If a High Alert has been called, the camp is suitably tenser, with more guards on watch. Note under some of the descriptions there are alterations to the response, or number, of NPCs present. The alert can also

be sounded is the PCs are caught attempting to sabotage the camp.

1. Barracks Tents

Armored men and half-orcs mill about these collections of orderly tents, cleaning weapons and packing for an upcoming march. While the over all attitude is relaxed, and undercurrent of anticipation is clear.

Hundreds of soldiers temporarily quarter in these lines of tents, six men per tent. There is a 50% chance that the unit is in residence for any tent entered, instead of fulfilling some other duties. Should the PCs nose around, they are quickly told that this area is not for civilians and that they had best get back to Llorkh where they belong. PCs that persist will be attacked as likely spies.

Zhent Infantry (6 per tent): Male and female human ftr6; hp 50; see *Appendix One*.

High Alert: If an Alert has been called, the soldiers are instantly suspicious of anyone they catch in or near their tents. If the PC cannot account for his or her presence, they attack immediately while shouting for aid.

2. Supplies

Sacks, barrels, and crates are piled high in this large tent. A handful of clerks move about furiously inventorying the many supplies that will allow the Zhentarim army to function.

Each of these tents contains a large selection of necessary supplies, such as sacks of grain, barrels of oil, or crates filled with uniforms and blankets. The quartermasters do their best to watch over the supplies, but it is likely that some things go missing. As such, they are suspicious of anyone near the tent that does not belong.

Quartermaster (5): Male and female human ftr1/exp3; hp 20; see *Appendix One*.

High Alert: If the camp is alerted, there is an imp (*Monster Manual*, p. 56) in each of the supply tents watching for trouble. If it sees a likely problem, it notifies two ice devils (*Monster Manual*, p. 56) that investigate as quickly as possible.

3. Wagon Train

Dozens of men storm over this train of wagons, clearly attempting to pack more than seems likely to fit. They struggle, argue, and swear loudly as one crate after another is loaded onto the wagons. Judging from the lack of horses hitched to the wagons, they do not expect to be underway soon.

More of the camp staff (same statistics as the Quartermasters above) prepares these many wagons to support the march of their soldiers. Unlike their fellows at the supply tents, the stress of their work and the bustle of camp makes them far less watchful over their goods.

High Alert: If the camp is alerted, there are two troll hunters (*Monster Manual*, p. 247) on guard here. They tell anyone who lingers to move along and if the PC does not, the trolls attempt to eat them.

4. Parade Field

Dozens of hobgoblins drill on this wide-open field. A large devil yells at them to stay in formation with their tower shields locked together, as they execute their maneuvers. Sadly for Loudwater, it seems that they are quickly learning what the devil is attempting to teach.

One of the devils has orders to train a group of hobgoblins in phalanx techniques. They are quick studies. He yells at anyone who appears interested to stop distracting his troops. If they persist, he orders his men to attack.

Barbed Devil: hp 126; see *Monster Manual* p. 51.

Hobgoblin (36): hp 6; see *Monster Manual* p. 53 (each has a tower shield and a long spear in addition to normal equipment).

5. Shrine

A fierce looking woman in spiked full-plate proselytizes to several dozen Zhent soldiers that have gathered around this mobile, open-air shrine to Bane. As she screams about the firm grasp the Zhentarim will use to crush Loudwater and its enemies in the name of the Black Lord, the soldiers sway, chanting the name of their dark master.

Cerish has gathered those soldiers who are most devote for yet another prayer service in honor of Bane. She and her shrine travel with the army wherever they go; encouraging them to greater heights of commitment to Bane and the Zhentarim. She calls out to passers-by, demanding that they stop and give their praise to her god.

Cerish the Shrieker: Female human clr9; hp 58; see *Appendix One*.

Zhent Infantry (48): Male and female human ftr6; hp 50; see *Appendix One*.

High Alert: If the camp is on alert, Cerish is flanked by two ice devils (*Monster Manual*, p. 56).

6. Keep

If the PCs attempt to explore the keep, proceed to the next encounter, **The Snake's Lair**.

7. Mines

Soldiers come in and out of these mines, which appear to be used as a barracks of some sort.

The mass of soldiers have since been moved of the mines, but a large number of men and devils still call it home. See *LGR22- As Seconds Slip Away* for more details. This area is thickly filled with soldiers and devils of all types and is dangerous for the PCs to even consider entering.

8. 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. An iron gate blocks entrance through a stone wall.

The soldiers have mostly exited the city, with just a small garrison remaining. Passage in and out is still possible, although there is little for the PCs to find.

High Alert: While under high alert, passage through the city gates are strictly controlled. Only those with proper permission may enter without prompting a combat.

The Snake's Lair

This encounter details the fortress. Whenever the PCs decide to infiltrate it and begin their attack, refer to this section for details and to Appendix 3 for a map. When describing the keep, the DM should keep in mind that it has only existed for a month, so nearly everything is new.

Windows: The windows of the keep are covered in bars that are set into the stonework and the glass itself is trapped with a *wail of the banshee* ward set to trigger if the glass is touched on the exterior of the keep.

Iron Bars: 1 in. thick; hardness 10; hp 30; AC 5; Break DC 28.

Wail of the Banshee Trap: CR 10; magical; touch trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures outside, but within 40 feet of the window); Search DC 34; Disable Device DC 34.

Doors: All doors within and without are made of stone. Doors to the stairs or the exterior are kept locked, although all doors may be locked depending on the situation.

Stone Doors: 4 in. thick; hardness 8; hp 60; AC 5; Open Locks DC 30; Break DC 28.

Front Gate: The front gate (on the exterior wall of room 1) is made of magically treated stone and kept barred at all times.

Stone Gate: 4 in. thick; hardness 16; hp 120; AC 5; Break DC 48.

Walls: All of the walls are made of stone, with exterior walls generally being thicker than interior walls.

Interior Wall: 1 ft. thick; hardness 8; hp 90; AC 5; Climb DC 15; Break DC 35.

Exterior Wall: 2 ft. thick; hardness 8; hp 180; AC 5; Climb DC 20; Break DC 35.

High Alert: If the keep is on high alert, all staff is awake and prepared, with their armor and weapons readied. All spellcasters have precast any spell in their power-up suite with a duration more than a hour. All doors with a lock, are locked.

Room Descriptions: Each of these descriptions corresponds to a numbered room on the map in Appendix 3. Note that the keep is a structure filled with living creatures that move, and as such, the DM is encouraged to have the NPCs inside react accordingly to the actions of the players, as well as, follow their daily routines. This freedom allows the DM to control the flow of the combat with the arrival of new NPCs so as to not overwhelm the PCs, but keep things tense. All interior rooms are protected by a *dimensional lock* to prevent *teleportation* (rooms 1 and 15, being open to the air, are not protected).

1. Courtyard (EL 14)

Armored men patrol the wall above the pair of large stone doors that lead to a narrow courtyard and the keep beyond.

This 15-ft. by 45-ft. open-air courtyard is surrounded by a crenellated stone wall 15-ft. high, which is patrolled at all times by several guards. If the guards are expecting an arrival, they open the stone doors from the inside only long enough for their allies to enter. If someone they do not expect arrives, they call for a sergeant to come forth and advise them. They will not leave their posts short of a direct order or an obvious attack inside the keep.

Zhent Soldiers (5): Male and female human ftr5/rng2/rog2; hp 69; see *Appendix One*.

2. Grand Hall (EL 9)

Many tables and benches fill this room underneath a vast black iron chandelier, suggesting it is some sort of feast hall. Two large windows, covered in bars, flank the double doors that lead to the courtyard from this large hall. The stained glass windows display the iron hand of Bane atop a flaming background. A smaller window, also covered in bars, pierces the southern wall, opposite a small door in the northern wall. Two sets of large double doors exit this room to the west.

As big as the courtyard outside, this great hall would be used for feasting or celebration; neither of which are common at the moment. Sanaja's pets reside here, ever hopeful to play with anyone who doesn't belong. If they smell someone with their scent ability who does not belong, or otherwise notice trespassers, they roar and attack. The noise likely draws attention from the neighboring rooms.

Hellcat (2): hp 60; see *Monster Manual*, p. 54.

3. Barracks (EL 14)

Several men, many of them armored, lounge in this room upon dozens of cots. Each cot has a small trunk underneath it. Three sets of double doors exit this room, two on the eastern wall and one set centrally placed on the western wall.

When not given a specific duty, many of General Shargú's guard rest here in this 15-ft. by 45-ft. barracks. They respond to any orders given by a superior, or any suspicious noise. Half of the number present are asleep, preparing for the night watch. The sleeping soldiers take two rounds to respond to any loud noises or non-immediate threats, and then they are still not wearing armor. The room is otherwise filled with cots and trunks with little of value.

Zhent Soldiers (8): Male and female human ftr5/rng2/rog2; hp 69; see *Appendix One*.

4. Lounge (EL 14)

Stools and rickety tables are placed randomly throughout this room that smells of dirty animals. Several sets of crude dice and piles of greasy cards rest on most of them amidst mounds of melted wax from candles burned to short nubs. Sets of double doors are located in both the eastern and western walls with a small door to the south.

This 15-ft. by 30-ft. room is used by the common soldiers to blow of steam when not on duty. They gamble, drink, feed the dogs or just generally carouse. The dogs are terrified of the hellcats in room 2, and will not enter room 3 or 2 unless forced.

Zhent Soldiers (6): Male and female human ftr5/rng2/rog2; hp 69; see *Appendix One*.

Guard Dogs (4): hp 13; see *Monster Manual*, p. 272.

5. Sergeant's Room (EL 14)

Fine quality furniture fills this obvious bedroom. A black banner displaying the yellow Z of the Zhentarim fills the southern wall like some great enveloping darkness reaching towards the door on the opposite wall.

The sergeants that watch over the guards call this 15-ft. by 15-ft. room home until the order to march is given. They have generally taken better care of their quarters than the common soldiers. The sergeants spend their time between this room and watching over the men.

Zhent Sergeants (3): Male human
ftr1/wiz5/EldKnt5; hp 45; see *Appendix One*.

Tactics: If the sergeants are aware of combat, they begin casting the spells in their power-up suite beginning with *polymorph* before investigating. If they are caught by surprise, the only spell they have precast is *false life*. Once the Zhent Sergeants find an enemy, they shout for help and then move into melee. If two of their three are killed, the last attempts to flee in order to find help.

6. Chapel (EL 13)

This chamber is dominated by a vast statue of the tyrant Bane, his mailed fist squeezing a green light, flickering with the magic of an everburning torch. Black chains hang along the walls from the rafters, dangerous spikes studding their length. Three great stained glass windows, each covered in bars, display scenes of the great tyranny of Bane's foot soldiers, the Zhentarim.

This small chapel serves the needs of those temporarily in residence. Pohago spends most of his time here, although he is sometimes consulted when making plans in the war room. The altar radiates an *unhallow* with a *dispel magic* (cast at Pohago's level) tied to it, that targets all those who enter that do not worship Bane.

Pohago Belhalther: Male clr13; hp 81; see *Appendix One*.

Tactics: Earlier in the day, Pohago has previously precast *delay poison* and *hero's feast*. Should the sounds of combat alert Pohago that combat is imminent, he immediately casts all the spells in his power-up suite and then moves to aid his allies, preferably by using ranged attack spells.

Scaling the Encounter

14th-level characters (EL 12): Use the EL 12 statistics for Pohago Belhalther.

16th-level characters (EL 14): Use the EL 14 statistics for Pohago Belhalther.

17th-level characters (EL 15): Use the EL 15 statistics for Pohago Belhalther.

7. Storeroom

Light from a slim window illuminates several crates stacked into the corners of this room. The smell of hemp and lamp oil suggests this room is used for storage.

This small room at the bottom of the north tower is used to store those goods needed for the running of the keep. Crates are stacked against the walls with a path through them from the Great Hall to the hallway beyond.

8. Stairs Hallway

This small, dimly lit hallway has three doors: one to the north, and one on each of the eastern and western walls.

All three doors to this small hallway are locked to prevent easy access to the stairs up.

9. Storeroom

Light from a slim window illuminates several barrels that smell of ale and are stacked into the corners of this room. Salted meats hang from ropes tied to the rafters, and baskets of potatoes are piled next to the door.

The room is used to store food and drink. While most of the keep gets its food from the camp, a small supply is stored here in case it should be necessary to endure a siege.

10. Guardroom (EL 12)

Torches light the room from scones to the right of a door in each wall. A pair of red and black-stripped ant men wait here, their claws at the ready. A rack of chimes twinkles next to them.

All the doors to this 10-ft. by 10-ft. room, except for the southern door (to room 11), are locked. A pair of elite guards wait here to question anyone that tries to gain access the command staff.

Elite Guards (2): Male half-fiend formian warrior
ftr2/mnk2/rng1; hp 77; see *Appendix One*.

Tactics: The elite guards are on duty 22 hours a day thanks to their *rings of sustenance*. If they hear an enemy coming, they activate their *poison* spell-like ability an attack, using their stunning fist ability where appropriate. If both of them cannot engage, the other one use his spell-like abilities such as *unholy blight* to aid the other. As they attack, they do their best to raise the alarm, by ringing the chimes whenever possible.

Scaling the Encounter

14th-level characters (EL 11): Use the EL 11 statistics for the Elite Guards.

16th-level characters (EL 13): Use the EL 13 statistics for the Elite Guards.

17th-level characters (EL 15): Use the EL 15 statistics for the Elite Guards.

11. Bedroom

A pair of bunk beds dominate this room. A door is centrally located on both the northern and southern walls.

The four elite guards stay in this 10-ft. by 10-ft. room when not on watch. They carry most of their gear, so there is little of value here.

12. Lookout (EL 12)

A pair of tall stools in front of the narrow window are flanked by racks of arrows and fresh torches. A rack of large chimes stands in the center of the room.

Two of the elite guards are stationed here to oversee the area around the camp and alert the command staff to any attempts at an aerial assault.

Elite Guards (2): Male half-fiend formian warrior ftr2/mnk2/rng1; hp 77; see *Appendix One*.

Tactics: The elite guards are on duty 22 hours a day thanks to their *rings of sustenance*. If they hear an enemy coming, they activate their *poison* spell-like ability an attack, using their stunning fist ability where appropriate. If both of them cannot engage, the other one use his spell-like abilities such as *unholy blight* to aid the other. As they attack, they do their best to raise the alarm, by ringing the chimes whenever possible.

If they hear an attack in progress in room 10, they move to aid. If they see flying enemies outside the keep, they raise the alarm, alert Morgasis, and then fly out with her to attack the enemy.

Scaling the Encounter

14th-level characters (EL 11): Use the EL 11 statistics for the Elite Guards.

16th-level characters (EL 13): Use the EL 13 statistics for the Elite Guards.

17th-level characters (EL 15): Use the EL 15 statistics for the Elite Guards.

13. Sanaja Rensha's Bedroom (EL 16)

Feminine décor cloaks the walls of this room in a gentle embrace with accoutrements of the arcane filling out of the way corners. A large circle is inscribed upon the floor, with wax

residue from burned candles at five points along its perimeter.

This room is home to Sanaja Rensha when she is not summoning more devils for the army or aiding in the planning. She generally splits most of her time between this room and room 14. This room contains a large four-poster bed, a vanity, and a slim table with several chairs. Warmly colored wall hangings of yellow and orange block the view of the grey stone common to the rest of the keep.

Sanaja Rensha: Female human fatespinner2/initiate of the sevenfold veil7/wiz7; hp 65; see *Appendix One*.

Tactics: Sanaja precast the following spells: *false life*, *mage armor*, *mind blank*, and *moment of prescience (+16)*. If she is alerted to approach of combat, she casts the others spells in her power-up suite and if possible, those in General Shargú's power-up suite that she is responsible for. Then she moves to place herself out of harm's and uses her spells as most devastating, likely starting by casting *haste* upon herself and any allies present.

Scaling the Encounter

14th-level characters (EL 15): Use the EL 16 statistics for Sanaja Rensha.

16th-level characters (EL 17): Use the EL 18 statistics for Sanaja Rensha.

17th-level characters (EL 18): Use the EL 19 statistics for Sanaja Rensha.

14. War Room

This room is dominated by a large table with a map of the Delimbyr Vale painted upon its surface. A number of small colored wooden blocks are arrayed across its surface. Two doors grant entrance to this room.

The command staff, General Shargú, Sanaja Rensha, and Pohago Belhalther, spends much of their time in this room planning for the attack with Morgasis watching from the doorway to room 15. It is possible, and likely, that at least one of the command staff is here at any given time. If the sounds of combat are heard, the first thing any of the command staff does is to push the blocks off the table, destroying any record of the battle plan.

15. Dragon Aerie (EL 18)

This large open-air room with two doors opening unto it, is covered in a layer of coins and other small valuables. The mound shifts under the weight of a huge blue-scaled monstrosity that looks toward you with anger in its eyes.

Morgasis has been given temporary quarters in the upper courtyard for the few days until the attack. To help appease the dragon, the Zhentarim has lined the floor of this room with coins and small gems to serve as a bed for the great reptile. The shifting of these thousands of gold and silver coins (mostly silver) makes this room difficult terrain. She has also cast *alarm* on both of the doors to this room to give an audible alarm if they are opened by anyone but the command staff.

Morgasis of the Anauroch: Female old blue dragon; hp 437; see *Appendix One*.

Tactics: If the sights or sounds of combat are noticed by Morgasis, she immediately casts those spells in her power-up suite and prepares for combat. If the combat is outside, she takes to the air to fight her enemies. If the combat is in an adjoining room, she will use her spells and breath weapon into it, closing the door when appropriate, and laying in wait for any enemies to attack. She uses *breath weapon substitution* to make her breath weapon cold instead of electricity unless the PCs largely immune to cold.

Development: If Morgasis is reduced to less than one quarter of her maximum hit points, she decides that the enemies of the Zhentarim in this area are more powerful than she was led to believe, and she attempts to flee; never to return.

Scaling the Encounter

14th-level characters (EL 17): Use the EL 17 statistics for Morgasis.

16th-level characters (EL 19): Use the EL 19 statistics for Morgasis.

17th-level characters (EL 20): Use the EL 20 statistics for Morgasis.

16. General's Quarters (EL 18)

The walls and floor of this room are lined in black iron, drastically increasing the squealing echo of the opening door. All of the furniture is vast and crafted of spiky metal; like the product of some twisted torture chamber. Whatever lives in this room is not human.

The door to this room is locked. General Shargú the cornugon has taken over control the forces arrayed around Llorckh; a testament to the Zhentarim's commitment to this assault. He has brought some of his favored furniture to this remote place; although none of it is particularly valuable. The General splits his time between patrolling the troops, considering his plans in this room, or strategizing with his command staff in the War room (room 14).

General Shargú: Male Cornugon blackguard2; hp 243; see *Appendix One*.

Tactics: After taking a few rounds to prepare himself, Shargú storms toward any combat, seeking to do as much damage as possible. He calls out any obvious holy warriors to battle him one on one; those that fail to meet him in battle alone are taunted as weak cowards. If reduced to 50 or less hit points, Shargú attempts to move to room 1 or 15, in order to *teleport* back to Zhentil Keep.

Scaling the Encounter

14th-level characters (EL 17): Use the EL 17 statistics for General Shargú.

16th-level characters (EL 19): Use the EL 19 statistics for General Shargú.

17th-level characters (EL 20): Use the EL 20 statistics for General Shargú.

Development: The PCs face overwhelming odds while in the keep and it is likely that not all of the command staff will be slain. The goal is to challenge the PCs and see how far they can proceed, but not to wipe them out. The DM has great latitude in the placement of the NPCs as they move about during the day, and is encouraged to split them up for weaker parties, while consolidating them for stronger parties. Unless particularly unlucky, the PCs should be able to flee if necessary.

Conclusion

The conclusion assumes the PCs have some measure of success. If this is not the case, the DM will have to adjust the read aloud text.

The fires of war still smolder, but for now at least, that blaze has been cooled by your efforts. As you tell your story to Stedd Rein and other members of the Red Fellowship in the taproom of the Red Boar Tavern, many smile at your daring. "You have done well my friends, and all but ensured our victory. Many will hear this tale repeated." Stedd buys another round as the sun sets on the horizon and

If the party has been successful at killing General Shargú, Morgasis, or Sanaja Rensha; all PCs receive the **Hero of Loudwater** story object. Only PCs with Harper Friend and/or Harper Agent in their card stack and who assist in the slaying of Morgasis are eligible to receive the **Harper Dragonslayer** story object.

The End

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you

report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (XP) and gold piece (gp) value increase each character gains.

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

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

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

1. **Did the PCs get to the camp undetected?**
 - a. The PCs slipped past the wards and the patrols, silent and unseen.
 - b. The PCs avoided the wards, but alerted the camp to their presence by fighting the patrol.
 - c. The PCs avoided fighting the patrol, but alerted the camp to their presence by setting of the wards
 - d. The PCs ability to remain undetected was pathetic.
2. **How did the PCs deal with the camp?**
 - a. The party stealthily avoided it.
 - b. The devious PCs quietly sabotaged the army's ability to make war.
 - c. The party was detected in the camp before making it to the keep.
3. **How did the PCs deal with the soldiers and guards in the keep overall?**
 - a. True to their plan of stealth, they tricked the inhabitants, quietly eliminating only a few.
 - b. The party killed every living thing in their path like fiends from Hell.
 - c. The PCs were not prepared for the guards' faith in their deity and were repulsed before meeting their goal.
4. **What was the final fate of Pohago Belhalther?**
 - a. The party beat down the evil cleric and he will never lead an army again.
 - b. Faced with the skill of the PCs, Pohago wisely chose to seek greener pastures.
 - c. Infused with Bane's holy might, the cleric was too much for the PCs.
 - d. The party never fought him.
5. **What was the final fate of General Shargú?**
 - a. The hellspawn could not stand before the PCs' combined guile and might, and was slain where he stood.
 - b. The PCs' were more than the General could handle and he was forced to flee.
 - c. The PCs cowered before the great fiend and where either killed or forced to flee and hide.
 - d. The party never fought him.
6. **What was the final fate of Morgasis?**
 - a. The dragon could not deal with the party's dragonslaying prowess, and was slain or forced to flee.
 - b. The PCs' were more than Morgasis could handle and she was forced to run.
 - c. The PCs were but ants before the great dragon and she either ate them or they forced to flee.
 - d. The party never fought her.
7. **What was the final fate of Sanaja Rensha?**
 - a. The party's blades confounded the mistress of fiends and she was struck down or forced to beg for her life.
 - b. The PCs' were more than Sanaja was prepared for and she was forced to flee.
 - c. The party was defeated by Sanaja's powerful sorcery and turned into toads or burned in her arcane fires.
 - d. The party never fought her.

STORY OBJECT:

Harper Dragonslayer: You have slain the dreaded blue dragon Morgasis of the Anauroch in the name of those who harp. This story object unlocks the following items from Draconomicon:

Prestige Classes: Dragonslayer, Dragonstaker, Hoardstealer.

Feats: Dragon Hunter, Dragon Hunter Bravery, Dragon Hunter Defense, Dragonbane, Dragondoom, Dragonfoe, Sense Weakness.

Hero of Loudwater: For your efforts on behalf of Loudwater against the Zhentarim, you have been declared a Hero of Loudwater. The Red Fellowship

makes your name well known and all citizens of Loudwater appreciate your efforts. Your PC receives a +2 circumstance bonus on Diplomacy and Gather Information rolls made within Loudwater. In addition, the Red Fellowship opens their stores to you. Your PC is always equipped with a *potion of cure serious wounds* at no cost to your EV.

Watchful Eyes

Zhent Cavalry (EL 14 version): Male human ftr9; 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, Damaran.

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.

Zhent Cavalry (EL 15 version): Male human ftr10; 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, Damaran.

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.

APPENDIX 1: NPC Statistics

Zhent Cavalry (EL 16 version): Male human ftr11; 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, Damaran.

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.

Zhent Cavalry (EL 17 version): Male human ftr12; 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, Damaran.

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.

Zhent Lieutenant (EL 14 version): Male human ftr4/rng2/blackguard2/cavalier3; 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, 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.

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

Zhent Lieutenant (EL 15 version): Male human ftr4/rng2/blackguard2/cavalier4; 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.

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

Zhent Lieutenant (EL 16 version): Male human ftr4/rng2/blackguard2/cavalier5; 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.

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

Zhent Lieutenant (EL 17 version): Male human ftr4/rng2/blackguard2/cavalier6; 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, periapt 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 (detrigger), potion of cure serious wounds, potion of fly, potion of invisibility, cloak of charisma +2.

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

Zhent Wizard (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, periapt of health +2, dagger, light crossbow, 20 bolts, rat familiar.

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 – enervation, 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.

Zhent Wizard (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: Common, Damaran.

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.

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.

Zhent Wizard (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: Common, Damaran.

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.

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*.

Zhent Wizard (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: Common, Damaran.

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.

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*.

To Slip Past the Scales

Cerish the Shrieker: female 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: Common, Damaran, Elven, Infernal, 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 woman 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).

Quartermaster: Male and female human exp3/1fr1; CR 3; Medium humanoid (human); HD 3d6+1d10; hp 20; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB/Grp: +3/+3; Atk: +4 melee (1d6/19-20, masterwork shortsword); Full Atk: +4 melee (1d6/19-20, masterwork shortsword); AL LN; SV Fort +3, Ref +1, Will +3; Str 12, Dex 10, Con 11, Int 12, Wis 11, Cha 8.

Skills and Feats: Appraise +7, Bluff +5, Climb +4, Intimidate +5, Listen +8, Profession (quartermaster) +10, Sense Motive +9, Spot +8, Use Rope +6; Alertness, Blind-fight, Skill Focus (Profession), Skill Focus (Sense Motive).

Possessions: Masterwork shortsword, quill, ink, parchment, chalk.

Languages: Common, Damaran, Infernal.

Zhentarim Infantry: Male or Female human 1fr6; CR 6; Medium humanoid (human); HD 6d10+12; hp 50; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 [+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, Damaran.

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 (wo)man with long black hair, in black half-plate wielding a glaive.

The Snake's Lair

Elite Guard (EL 11 version): Male half-fiend formian warrior ftr2/mnk2; CR 9; Medium outsider (Lawful, Extraplanar); HD 6d8+2d10+24; hp 69; Init +5; Spd 40 ft., fly 40 # ft. (average); AC 24 [+1 deflection, +2 Wis, +5 Dex, +6 natural], touch 18, flat-footed 17; BAB/Grp: +7/+15; Atk: +16 melee (2d6+8, sting); Full Atk: +16 melee (2d6+8, sting) and +13 melee (1d6+4, 2 claws) and +13 melee (1d6+4, bite); SA Favored enemy (human +2), poison, smite good, spell-like abilities; SQ Darkvision 60', DR 5/magic, evasion, flurry of blows, hive mind, immunity to poison, petrification, and cold, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance 18, wild empathy; AL LE; SV Fort +13, Ref +12, Will +11; Str 22 [26], Dex 20, Con 16, Int 14, Wis 12 [14], Cha 13.

Skills and Feats: Climb +17, Concentration +3, Hide +12, Intimidate +5, Jump +21, Listen +11, Move Silently +12, Spot +10, Survival +2, (+5 following tracks), Tumble +14; Deflect Arrows, Dodge, Improved Natural Attack (sting), Improved Unarmed Strike, Iron Will, Multiattack, Stunning Fist, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +8 extra damage against a good foe.

Spell-Like Abilities: 3x/day – *darkness*, *poison* (DC 15); 1x/day – *desecrate*, *unholy blight* (DC 15); 8th caster level, and the save DC is Charisma-based.

Possessions: *Periapt of Wisdom +2*, *belt of strength +4*, *ring of protection +1*, *ring of sustenance*.

Languages: Formian (cannot speak).

Physical Description: A large, menacing ant man, streaked red and black.

Elite Guard (EL 12 version): Male half-fiend formian warrior ftr2/mnk2/rng1; CR 10; Medium outsider (Lawful, Extraplanar); HD 7d8+2d10+27; hp 77; Init +5; Spd 40 ft., fly 40 # ft. (average); AC 25 [+1 deflection, +2 Wis, +5 Dex, +7 natural], touch 18, flat-footed 18; BAB/Grp: +8/+16; Atk: +17 melee (2d6+8, sting); Full Atk: +17 melee (2d6+8, sting) and +14 melee (1d6+4, 2 claws) and +14 melee (1d6+4, bite); SA Favored enemy (human +2), poison, smite good, spell-like abilities; SQ Darkvision 60', DR 5/magic, evasion, flurry of blows, hive mind, immunity to poison, petrification, and cold, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance 19, wild empathy; AL LE; SV Fort +15, Ref +14, Will +11; Str 22 [26], Dex 20, Con 16, Int 14, Wis 12 [14], Cha 13.

Skills and Feats: Climb +17, Concentration +7, Hide +12, Intimidate +5, Jump +21, Listen +11, Move Silently +12, Spot +14, Survival +2, (+5 following tracks), Tumble +14; Deflect Arrows, Dodge, Improved Natural Armor, Improved Natural Attack (sting), Improved Unarmed Strike, Iron Will, Multiattack, Stunning Fist, Track, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +9 extra damage against a good foe.

Spell-Like Abilities: 3x/day – *darkness*, *poison* (DC 15); 1x/day – *contagion* (DC 15), *desecrate*, *unholy blight* (DC 15); 9th caster level, and the save DC is Charisma-based.

Possessions: *Periapt of Wisdom +2*, *belt of strength +4*, *ring of protection +1*, *ring of sustenance*.

Languages: Formian (cannot speak).

Physical Description: A large, menacing ant man, streaked red and black.

Elite Guard (EL 13 version): Male half-fiend formian warrior ftr3/mnk2/rng1; CR 11; Medium outsider (Lawful, Extraplanar); HD 7d8+3d10+30; hp 86; Init +5; Spd 40 ft., fly 40 # ft. (average); AC 25 [+1 deflection, +2 Wis, +5 Dex, +7 natural], touch 18, flat-footed 18; BAB/Grp: +9/+17; Atk: +18 melee (2d6+8, sting); Full Atk: +18 melee (2d6+8, sting) and +15 melee (1d6+4, 2 claws) and +15 melee (1d6+4, bite); SA Favored enemy (human +2), poison, smite good, spell-like abilities; SQ Darkvision 60', DR 5/magic, evasion, flurry of blows, hive mind, immunity to poison, petrification, and cold, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance 20,

wild empathy; AL LE; SV Fort +15, Ref +15, Will +12; Str 22 [26], Dex 20, Con 16, Int 14, Wis 12 [14], Cha 13.

Skills and Feats: Climb +18, Concentration +7, Hide +12, Intimidate +7, Jump +22, Listen +11, Move Silently +12, Spot +14, Survival +2, (+5 following tracks), Tumble +14; Deflect Arrows, Dodge, Improved Natural Armor, Improved Natural Attack (sting), Improved Unarmed Strike, Iron Will, Multiattack, Stunning Fist, Track, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +10 extra damage against a good foe.

Spell-Like Abilities: 3x/day – *darkness*, *poison* (DC 15); 1x/day – *contagion* (DC 15), *desecrate*, *unholy blight* (DC 15); 10th caster level, and the save DC is Charisma-based.

Possessions: *Periapt of Wisdom +2*, *belt of strength +4*, *ring of protection +1*, *ring of sustenance*.

Languages: Formian (cannot speak).

Physical Description: A large, menacing ant man, streaked red and black.

Elite Guard (EL 15 version): Male half-fiend formian warrior fr4/mnk2/rng1; CR 13; Medium outsider (Lawful, Extraplanar); HD 7d8+4d10+44; hp 106; Init +5; Spd 40 ft., fly 40 # ft. (average); AC 25 [+1 deflection, +2 Wis, +5 Dex, +7 natural], touch 18, flat-footed 18; BAB/Grp: +10/+18; Atk: +19 melee (2d6+8, sting); Full Atk: +19 melee (2d6+8, sting) and +16 melee (1d6+4, 2 claws) and +16 melee (1d6+4, bite); SA Favored enemy (human +2), poison, smite good, spell-like abilities; SQ Darkvision 60', DR 5/magic, evasion, flurry of blows, hive mind, immunity to poison, petrification, and cold, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance 21, wild empathy; AL LE; SV Fort +16, Ref +15, Will +12; Str 22 [26], Dex 20, Con 16, Int 14, Wis 12 [14], Cha 13.

Skills and Feats: Climb +18, Concentration +8, Hide +12, Intimidate +7, Jump +22, Listen +11, Move Silently +12, Spot +15, Survival +2, (+5 following tracks), Tumble +14; Deflect Arrows, Dodge, Improved Natural Armor, Improved Natural Attack (sting), Improved Toughness, Improved Unarmed Strike, Iron Will, Multiattack, Stunning Fist, Track, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Smite Good (Su): Once per day the creature can make a normal melee attack to deal +11 extra damage against a good foe.

Spell-Like Abilities: 3x/day – *darkness*, *poison* (DC 15); 1x/day – *blasphemy*, *contagion* (DC 15), *desecrate*, *unholy blight* (DC 15); 11th caster level, and the save DC is Charisma-based.

Possessions: *Periapt of Wisdom +2*, *belt of strength +4*, *ring of protection +1*, *ring of sustenance*.

Languages: Formian (cannot speak).

Physical Description: A large, menacing ant man, streaked red and black.

General Shargú (EL 17 version): Male Cornugon blackguard1 (Bane); CR 17; Large outsider (Evil, Extraplanar, Lawful); HD 15d8+1d10+144; hp 228; Init +8; Spd 20 ft., fly 50 ft. (average); AC 42 [+6 armor, -1 size, +8 Dex, +19 natural], touch 17, flat-footed 34; BAB/Grp: +16/+31; Atk: +28 melee (2d6+17 plus stun, spiked chain) or +25 melee (2d6+11, claw) or +25 melee (2d6+11 plus infernal wound, tail); Full Atk: +28/+23/+18/+13 melee (2d6+17 plus stun, spiked chain) and +23 melee (2d8+5, bite) and +23 melee (2d6+5 plus infernal wound, tail); or +25 melee (2d6+11, 2 claws) and +23 melee (2d8+5, bite) and +23 melee (2d6+5 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, poison use, spell-like abilities, stun, *summon devil*; SQ Aura of evil, damage reduction 10/good and silver, darkvision 60 ft., *detect good*, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 29, telepathy 100 ft.; AL LE; SV Fort +22, Ref +19, Will +17; Str 33, Dex 27, Con 28, Int 14, Wis 19, Cha 24.

Skills and Feats: Bluff +25, Climb +27, Concentration +27, Diplomacy +11, Disguise +6 (+8 acting), Hide +22, Intimidate +27, Knowledge (religion) +7, Listen +22, Move Silently +22, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Spell-Like Abilities: At will - *detect good*, *dispel chaos* (DC 22), *dispel good* (DC 22), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 22) 3/day—*fireball* (DC 20), *lightning bolt* (DC 20). Caster level 15th; the save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 24 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds.

The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Possessions: +1 adamantine spiked chain, cloak of resistance +2, potion of haste, potion of cure serious wounds, belt of one mighty blow, +1 mithral breastplate.

Languages: Celestial, Common, Draconic, Infernal.

Spells Prepared (1; base DC = 14 + spell level): 1st – corrupt weapon.

Power-Up Suite (corrupt weapon, greater magic weapon (from Sanaja), magic circle against good, potion of haste) – AC 37 [–1 size, +8 Dex, +19 natural, +1 haste], touch 18, flat-footed 28 (AC 39, touch 20, flat-footed 30 vs. good); Atk: +31 melee (2d6+20 plus stun, spiked chain) or +25 melee (2d6+11, claw) or +25 melee (2d6+11 plus infernal wound, tail); Full Atk: +31/+26/+21/+16 melee (2d6+20 plus stun, spiked chain) and +23 melee (2d8+5, bite) and +23 melee (2d6+5 plus infernal wound, tail); or +25 melee (2d6+11, 2 claws) and +23 melee (2d8+5, bite) and +23 melee (2d6+5 plus infernal wound, tail); SV Ref +20.

General Shargú (EL 18 version): Male Cornugon blackguard2 (Bane); CR 18; Large outsider (Evil, Extraplanar, Lawful); HD 15d8+2d10+151; hp 243; Init +8; Spd 20 ft., fly 50 ft. (average); AC 42 [+6 armor, –1 size, +8 Dex, +19 natural], touch 17, flat-footed 34; BAB/Grp: +17/+32; Atk: +29 melee (2d6+17 plus stun, spiked chain) or +26 melee (2d6+11, claw) or +26 melee (2d6+11 plus infernal wound, tail); Full Atk: +29/+24/+19/+14 melee (2d6+17 plus stun, spiked chain) and +24 melee (2d8+5, bite) and +24 melee (2d6+5 plus infernal wound, tail); or +26 melee (2d6+11, 2 claws) and +24 melee (2d8+5, bite) and +24 melee (2d6+5 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, poison use, smite good 1/day (+6 to

hit, +2 damage), spell-like abilities, stun, *summon devil*; SQ Aura of evil, damage reduction 10/good and silver, dark blessing, darkvision 60 ft., *detect good*, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 30, telepathy 100 ft.; AL LE; SV Fort +30, Ref +26, Will +24; Str 33, Dex 27, Con 28, Int 14, Wis 19, Cha 24.

Skills and Feats: Bluff +25, Climb +27, Concentration +28, Diplomacy +14, Disguise +6 (+8 acting), Hide +22, Intimidate +27, Knowledge (religion) +7, Listen +22, Move Silently +22, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Spell-Like Abilities: At will - *detect good*, *dispel chaos* (DC 22), *dispel good* (DC 22), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 22) 3/day—*fireball* (DC 20), *lightning bolt* (DC 20). Caster level 15th; the save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 24 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Possessions: +1 adamantine spiked chain, cloak of resistance +2, potion of haste, potion of cure serious wounds, belt of one mighty blow, +1 mithral breastplate.

Languages: Celestial, Common, Draconic, Infernal.

Spells Prepared (2; base DC = 14 + spell level): 1st – *corrupt weapon, cure light wounds*.

Power-Up Suite (*corrupt weapon, greater magic weapon* (from *Sanaja*), *magic circle against good, potion of haste*) – AC 37 [–1 size, +8 Dex, +19 natural, +1 haste], touch 18, flat-footed 28 (AC 39, touch 20, flat-footed 30 vs. good); Atk: +33 melee (2d6+21 plus stun, spiked chain) or +26 melee (2d6+11, claw) or +26 melee (2d6+11 plus infernal wound, tail); Full Atk: +33/+28/+23/+18 melee (2d6+21 plus stun, spiked chain) and +24 melee (2d8+5, bite) and +24 melee (2d6+5 plus infernal wound, tail); or +26 melee (2d6+11, 2 claws) and +24 melee (2d8+5, bite) and +24 melee (2d6+5 plus infernal wound, tail); SV Ref +27.

General Shargú (EL 19 version): Male Cornugon blackguard3 (Bane); CR 19; Large outsider (Evil, Extraplanar, Lawful); HD 15d8+3d10+160; hp 258; Init +8; Spd 20 ft., fly 50 ft. (average); AC 42 [+6 armor, –1 size, +8 Dex, +19 natural], touch 17, flat-footed 34; BAB/Grp: +18/+33; Atk: +30 melee (2d6+17/19-20 plus stun, spiked chain) or +27 melee (2d6+11, claw) or +27 melee (2d6+11 plus infernal wound, tail); Full Atk: +30/+25/+20/+15 melee (2d6+17/19-20 plus stun, spiked chain) and +25 melee (2d8+5, bite) and +25 melee (2d6+5 plus infernal wound, tail); or +27 melee (2d6+11, 2 claws) and +25 melee (2d8+5, bite) and +25 melee (2d6+5 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, poison use, smite good 1/day (+6 to hit, +2 damage), spell-like abilities, stun, *summon devil*; SQ Aura of despair, aura of evil, command undead, damage reduction 10/good and silver, dark blessing, darkvision 60 ft., *detect good*, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 30, telepathy 100 ft.; AL LE; SV Fort +30, Ref +27, Will +25; Str 33, Dex 27, Con 28, Int 14, Wis 19, Cha 24.

Skills and Feats: Bluff +25, Climb +27, Concentration +29, Diplomacy +17, Disguise +6 (+8 acting), Hide +22, Intimidate +27, Knowledge (religion) +7, Listen +22, Move Silently +22, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Critical (spiked chain), Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Spell-Like Abilities: At will – *detect good, dispel chaos* (DC 22), *dispel good* (DC 22), *magic circle against good, greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 22) 3/day—*fireball* (DC 20), *lightning bolt* (DC 20). Caster level 15th; the save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 24 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Possessions: +1 adamantite spiked chain, cloak of resistance +2, potion of haste, potion of cure serious wounds, belt of one mighty blow, +1 mithral breastplate.

Languages: Celestial, Common, Draconic, Infernal.

Spells Prepared (2/1; base DC = 14 + spell level): 1st – *corrupt weapon, cure light wounds*; 2nd – *bull's strength*.

Power-Up Suite (*bull's strength, corrupt weapon, greater magic weapon* (from *Sanaja*), *magic circle against good, potion of haste*) – AC 37 [–1 size, +8 Dex, +19 natural, +1 haste], touch 18, flat-footed 28 (AC 39, touch 20, flat-footed 30 vs. good); Grp: +35; Atk: +36 melee (2d6+24/19-20 plus stun, spiked chain) or +29 melee (2d6+13, claw) or +29 melee (2d6+13 plus infernal wound, tail); Full Atk: +36/+36/+31/+26/+21 melee (2d6+24/19-20 plus stun, spiked chain) and +27 melee (2d8+6, bite) and +27 melee (2d6+6 plus infernal wound, tail); or +29 melee (2d6+13, 2 claws) and +27 melee (2d8+6, bite) and +27 melee (2d6+6 plus infernal wound, tail); SA Stun (DC 30); SV Ref +28; Str 33 [37].

General Shargú (EL 20 version): Male Cornugon blackguard4 (Bane); CR 20; Large outsider (Evil, Extraplanar, Lawful); HD 15d8+4d10+169; hp 273; Init +8; Spd 20 ft., fly 50 ft. (average); AC 42 [+6 armor, –1 size, +8 Dex, +19 natural], touch 17, flat-footed 34; BAB/Grp: +19/+34; Atk: +31 melee (2d6+17/19-20 plus

stun, spiked chain) or +28 melee (2d6+11, claw) or +28 melee (2d6+11 plus infernal wound, tail); Full Atk: +31/+26/+21/+16 melee (2d6+17/19-20 plus stun, spiked chain) and +26 melee (2d8+5, bite) and +26 melee (2d6+5 plus infernal wound, tail); or +28 melee (2d6+11, 2 claws) and +26 melee (2d8+5, bite) and +26 melee (2d6+5 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, poison use, smite good 1/day (+6 to hit, +2 damage), sneak attack +1d6, spell-like abilities, stun, *summon devil*; SQ Aura of despair, aura of evil, command undead, damage reduction 10/good and silver, dark blessing, darkvision 60 ft., *detect good*, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 30, telepathy 100 ft.; AL LE; SV Fort +31, Ref +27, Will +25; Str 33, Dex 27, Con 28, Int 14, Wis 19, Cha 24.

Skills and Feats: Bluff +25, Climb +27, Concentration +29, Diplomacy +17, Disguise +6 (+8 acting), Hide +22, Intimidate +27, Knowledge (religion) +7, Listen +22, Move Silently +22, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Critical (spiked chain), Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Spell-Like Abilities: At will - *detect good*, *dispel chaos* (DC 22), *dispel good* (DC 22), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 22) 3/day—*fireball* (DC 20), *lightning bolt* (DC 20). Caster level 15th; the save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 24 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 28 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 26 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another

horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Aura of Despair (Su): Beginning at 3rd level, the blackguard radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Possessions: +1 adamantine spiked chain, cloak of resistance +2, potion of haste, potion of cure serious wounds, belt of one mighty blow, +1 mithral breastplate.

Languages: Celestial, Common, Draconic, Infernal.

Spells Prepared (2/2; base DC = 14 + spell level): 1st - *corrupt weapon*, *cure light wounds*; 2nd - *bull's strength*, *cure moderate wounds*.

Power-Up Suite (bull's strength, corrupt weapon, greater magic weapon (from Sanaja), magic circle against good, potion of haste) - AC 37 [-1 size, +8 Dex, +19 natural, +1 haste], touch 18, flat-footed 28 (AC 39, touch 20, flat-footed 30 vs. good); Grp: +36; Atk: +37 melee (2d6+24/19-20 plus stun, spiked chain) or +30 melee (2d6+13, claw) or +30 melee (2d6+13 plus infernal wound, tail); Full Atk: +37/+37/+32/+27/+22 melee (2d6+24/19-20 plus stun, spiked chain) and +28 melee (2d8+6, bite) and +28 melee (2d6+6 plus infernal wound, tail); or +30 melee (2d6+13, 2 claws) and +28 melee (2d8+6, bite) and +28 melee (2d6+6 plus infernal wound, tail); SA Stun (DC 30); SV Ref +28; Str 33 [37].

Morgasis of the Anauroch (EL 17 version): Female mature adult blue dragon; CR 17; Huge dragon (earth); HD 26d12+208; hp 395; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 34 [-2 size, +23 natural, +3 deflection], touch 11, flat-footed 34; BAB/Grp: +26/+44; Atk: +34 melee (2d8+10, bite) or +34 melee (2d6+5, claw) or +34 melee (1d8+5, wing) or +34 melee (2d6+15, tail slap) or +34 melee (2d8+15, crush); Full Atk: +34 melee (2d8+10, bite) and +34/+34 melee (2d6+5, 2 claws) and +34/+34 melee (1d8+5, 2 wings) and +34 melee (2d6+15, tail slap) or +34 melee (2d8+15, crush); Space/Reach 15 ft./10 ft., (15 ft. with bite); SA *Create/destroy water*, spell-like abilities; SQ Blindsight 60-ft., DR 10/magic, immunity to electricity, *sleep* and paralysis, keen senses, sound imitation, SR 22; AL LE; SV Fort +23, Ref +15, Will +20; Str 31, Dex 10, Con 23 [27], Int 18, Wis 18 [20], Cha 18.

Skills and Feats: Bluff +33, Concentration +37, Diplomacy +33, Intimidate +33, Listen +34, Search +33, Sense Motive +34, Spellcraft +33, Spot +39, Use Magic Device +33; Dire Charge, Eschew Materials, Hover, Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Quicken Breath, Wingover.

Breath Weapon (Su): Using a breath weapon (a 100-ft. line of lightning doing 14d8) is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If the breath weapon deals

damage, creatures caught in the area can attempt DC 31 Reflex saves to take half damage.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 210 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 27 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-Like Abilities: 3/day – *ventriloquism* (DC 15).

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 27 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a DC 27 Will save to detect the ruse.

Possessions: *Ring of deflection +3, ring of freedom of movement, amulet of health +4, incandescent blue sphere ioun stone, pale lavender ellipsoid ioun stone, eye of the eagle.*

Languages: Common, Draconic, Infernal, Midani, Terran.

Spells Known (7/7/7/5; base DC = 14 + spell level): 0th – *acid splash, detect magic, detect poison, light, mage hand, mending, read magic*; 1st – *alarm, breath flare, protection from good, shocking grasp, true strike*; 2nd – *glitterdust, resist energy, see invisibility*; 3rd – *displacement, heroism.*

Power-Up Suite (*displacement, heroism, protection from good, resist energy (all 5 elements, 20 pts.)*, see *invisibility*) – Grp: +46; Atk: +36 melee (2d8+10, bite) or +36 melee (2d6+5, claw) or +36 melee (1d8+5, wing) or +36 melee (2d6+15, tail slap) or +36 melee (2d8+15, crush); Full Atk: +36 melee (2d8+10, bite) and +36/+36 melee (2d6+5, 2 claws) and +36/+36 melee (1d8+5, 2 wings) and +36 melee (2d6+15, tail slap) or +36 melee (2d8+15, crush); SV Fort +25, Ref +17, Will +22 (Fort +27, Ref +19, Will +24 vs. good); +2 to all skill checks.

Morgasis of the Anauroch (EL 18 version): Female old blue dragon; CR 18; Huge dragon (earth); HD 27d12+243; hp 437; Init +0; Spd 40 ft., burrow 20

ft., fly 150 ft. (poor); AC 37 [–2 size, +26 natural, +3 deflection], touch 11, flat-footed 37; BAB/Grp: +27/+46; Atk: +36 melee (2d8+11, bite) or +36 melee (2d6+5, claw) or +36 melee (1d8+5, wing) or +36 melee (2d6+17, tail slap) or +36 melee (2d8+17, crush); Full Atk: +36 melee (2d8+11, bite) and +36/+36 melee (2d6+5, 2 claws) and +36/+36 melee (1d8+5, 2 wings) and +36 melee (2d6+17, tail slap) or +36 melee (2d8+17, crush); Space/Reach 15 ft./10 ft., (15 ft. with bite); SA *Create/destroy water*, spell-like abilities; SQ Blindsight 60-ft., DR 10/magic, immunity to electricity, *sleep* and paralysis, keen senses, sound imitation, SR 24; AL LE; SV Fort +25, Ref +16, Will +22; Str 33, Dex 10, Con 25 [29], Int 20, Wis 20 [22], Cha 20.

Skills and Feats: Bluff +35, Concentration +39, Diplomacy +35, Intimidate +35, Listen +36, Search +35, Sense Motive +36, Spellcraft +35, Spot +41, Use Magic Device +35; Dire Charge, Eschew Materials, Hover, Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Quicken Breath, Recover Breath, Wingover.

Breath Weapon (Su): Using a breath weapon (a 100-ft. line of lightning doing 16d8) is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If the breath weapon deals damage, creatures caught in the area can attempt DC 32 Reflex saves to take half damage.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 210 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 28 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-Like Abilities: 3/day – *ventriloquism* (DC 16); 1/day – *hallucinatory terrain* (DC 19).

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 28 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a DC 28 Will save to detect the ruse.

Possessions: *Ring of deflection +3, ring of freedom of movement, amulet of health +4, incandescent blue*

sphere ioun stone, pale lavender ellipsoid ioun stone, eye of the eagle.

Languages: Common, Draconic, Infernal, Midani, Terran.

Spells Known (7/8/7/7/5; base DC = 15 + spell level): 0th – *acid splash, detect magic, detect poison, light, mage hand, mending, read magic, touch of fatigue*; 1st – *alarm, breath flare, protection from good, shocking grasp, true strike*; 2nd – *calm emotions, glitterdust, resist energy, see invisibility*; 3rd – *displacement, gaseous form, heroism*; 4th – *breath weapon substitution, dispelling breath*.

Power-Up Suite (*displacement, heroism, protection from good, resist energy* (all 5 elements, 20 pts.), *see invisibility*) – Grp: +48; Atk: +38 melee (2d8+11, bite) or +38 melee (2d6+5, claw) or +38 melee (1d8+5, wing) or +38 melee (2d6+17, tail slap) or +38 melee (2d8+17, crush); Full Atk: +38 melee (2d8+11, bite) and +38/+38 melee (2d6+5, 2 claws) and +38/+38 melee (1d8+5, 2 wings) and +38 melee (2d6+17, tail slap) or +38 melee (2d8+17, crush); SV Fort +27, Ref +18, Will +24 (Fort +29, Ref +20, Will +26 vs. good); +2 to all skill checks.

Morgasis of the Anauroch (EL 19 version):

Female old blue dragon; CR 19; Huge dragon (earth); HD 29d12+261; hp 469; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 37 [–2 size, +26 natural, +3 deflection], touch 11, flat-footed 37; BAB/Grp: +29/+49; Atk: +39 melee (2d8+12, bite) or +39 melee (2d6+6, claw) or +39 melee (1d8+6, wing) or +39 melee (2d6+18, tail slap) or +39 melee (2d8+18, crush); Full Atk: +39 melee (2d8+12, bite) and +39/+39 melee (2d6+6, 2 claws) and +39/+39 melee (1d8+6, 2 wings) and +39 melee (2d6+18, tail slap) or +39 melee (2d8+18, crush); Space/Reach 15 ft./10 ft., (15 ft. with bite); SA *Create/destroy water*, spell-like abilities; SQ Blindsight 60-ft., DR 10/magic, immunity to electricity, *sleep* and paralysis, keen senses, sound imitation, SR 24; AL LE; SV Fort +26, Ref +17, Will +23; Str 34, Dex 10, Con 25 [29], Int 20, Wis 20 [22], Cha 20.

Skills and Feats: Bluff +37, Concentration +41, Diplomacy +37, Intimidate +37, Listen +38, Search +37, Sense Motive +38, Spellcraft +37, Spot +43, Use Magic Device +37; Dire Charge, Eschew Materials, Hover, Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Quicken Breath, Recover Breath, Wingover.

Breath Weapon (Su): Using a breath weapon (a 100-ft. line of lightning doing 16d8) is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If the breath weapon deals damage, creatures caught in the area can attempt DC 33 Reflex saves to take half damage.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 110 feet are subject to the effect if they have fewer HD than the dragon. A potentially

affected creature that succeeds on a DC 29 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-Like Abilities: 3/day – *ventriloquism* (DC 16); 1/day – *hallucinatory terrain* (DC 19).

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 29 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a DC 29 Will save to detect the ruse.

Possessions: *Ring of deflection +3, ring of freedom of movement, amulet of health +4, incandescent blue sphere ioun stone, pale lavender ellipsoid ioun stone, eye of the eagle.*

Languages: Common, Draconic, Infernal, Midani, Terran.

Spells Known (7/8/7/7/5; base DC = 15 + spell level): 0th – *acid splash, detect magic, detect poison, light, mage hand, mending, read magic, touch of fatigue*; 1st – *alarm, breath flare, protection from good, shocking grasp, true strike*; 2nd – *calm emotions, glitterdust, resist energy, see invisibility*; 3rd – *displacement, gaseous form, heroism*; 4th – *breath weapon substitution, dispelling breath*.

Power-Up Suite (*displacement, heroism, protection from good, resist energy* (all 5 elements, 20 pts.), *see invisibility*) – Grp: +51; Atk: +41 melee (2d8+12, bite) or +41 melee (2d6+6, claw) or +41 melee (1d8+6, wing) or +41 melee (2d6+18, tail slap) or +41 melee (2d8+18, crush); Full Atk: +41 melee (2d8+12, bite) and +41/+41 melee (2d6+6, 2 claws) and +41/+41 melee (1d8+6, 2 wings) and +41 melee (2d6+18, tail slap) or +41 melee (2d8+18, crush); SV Fort +28, Ref +19, Will +25 (Fort +30, Ref +21, Will +27 vs. good); +2 to all skill checks.

Morgasis of the Anauroch (EL 20 version):

Female very old blue dragon; CR 20; Huge dragon (earth); HD 32d12+320; hp 549; Init +0; Spd 40 ft., burrow 20 ft., fly 150 ft. (poor); AC 40 [–2 size, +29 natural, +3 deflection], touch 11, flat-footed 40; BAB/Grp: +32/+52; Atk: +42 melee (3d8+12, bite) or +42 melee (2d6+6, claw) or +42 melee (1d8+6, wing) or +42 melee (2d6+18, tail slap) or +42 melee (2d8+18, crush); Full Atk: +42 melee (3d8+12, bite) and +42/+42

melee (2d6+6, 2 claws) and +42/+42 melee (1d8+6, 2 wings) and +42 melee (2d6+18, tail slap) or +42 melee (2d8+18, crush); Space/Reach 15 ft./10 ft., (15 ft. with bite); SA *Create/destroy water*, spell-like abilities; SQ Blindsight 60-ft., DR 15/magic, immunity to electricity, *sleep* and paralysis, keen senses, sound imitation, SR 25; AL LE; SV Fort +28, Ref +19, Will +25; Str 34, Dex 10, Con 26 [30], Int 20, Wis 20 [22], Cha 20.

Skills and Feats: Bluff +40, Concentration +45, Diplomacy +40, Intimidate +40, Listen +41, Search +40, Sense Motive +41, Spellcraft +40, Spot +46, Use Magic Device +40; Dire Charge, Eschew Materials, Hover, Improved Initiative, Improved Multiattack, Improved Natural Attack (Bite), Multiattack, Power Attack, Quicken Breath, Recover Breath, Wingover.

Breath Weapon (Su): Using a breath weapon (a 100-ft. line of lightning doing 18d8) is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If the breath weapon deals damage, creatures caught in the area can attempt DC 34 Reflex saves to take half damage.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 210 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 31 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-Like Abilities: 3/day – *ventriloquism* (DC 16); 1/day – *hallucinatory terrain* (DC 19).

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Create/Destroy Water (Sp): A blue dragon of any age can use this ability three times per day. It works like the *create water* spell, except that the dragon can decide to destroy water instead of creating it, which automatically spoils unattended liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a DC 31 Will save or be ruined. This ability is the equivalent of a 1st-level spell.

Sound Imitation (Ex): A juvenile or older blue dragon can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a DC 31 Will save to detect the ruse.

Possessions: *Ring of deflection +3, ring of freedom of movement, amulet of health +4, incandescent blue sphere ioun stone, pale lavender ellipsoid ioun stone, eye of the eagle.*

Languages: Common, Draconic, Infernal, Midani, Terran.

Spells Known (7/8/7/7/7/5; base DC = 15 + spell level): 0th – *acid splash, detect magic, detect poison, ghost sound, light, mage hand, mending, read magic,*

touch of fatigue; 1st – alarm, breath flare, protection from good, shocking grasp, true strike; 2nd – calm emotions, glitterdust, mirror image, resist energy, see invisibility; 3rd – displacement, gaseous form, haste, heroism; 4th – breath weapon substitution, dispelling breath, fire shield; 5th – teleport, wall of force.

Power-Up Suite (*displacement, fire shield (chill, 1d6+11), heroism, protection from good, resist energy (all 5 elements, 30 pts.), see invisibility*) – Grp: +54; Atk: +44 melee (3d8+12, bite) or +44 melee (2d6+6, claw) or +44 melee (1d8+6, wing) or +44 melee (2d6+18, tail slap) or +44 melee (2d8+18, crush); Full Atk: +44 melee (3d8+12, bite) and +44/+44 melee (2d6+6, 2 claws) and +44/+44 melee (1d8+6, 2 wings) and +44 melee (2d6+18, tail slap) or +44 melee (2d8+18, crush); SV Fort +30, Ref +21, Will +27 (Fort +32, Ref +23, Will +29 vs. good); +2 to all skill checks.

Pohago Belhalther (EL 12 version): Male human clr12 (Bane); CR 12; Medium humanoid (human); HD 12d8+12; hp 75; Init +0; Spd 20 ft.; AC 23 [+2 deflection, +8 armor, +3 shield], touch 12, flat-footed 23; BAB/Grp: +9/+9; Atk: +10 melee (1d8, masterwork morningstar) or +9 ranged (1d8/19-20, light crossbow); Full Atk: +10/+5 melee (1d8, masterwork morningstar) or +9/+4 ranged (1d8/19-20, light crossbow); SQ Rebuke undead 7x/day; AL NE; SV Fort +9, Ref +4, Will +14; Str 10, Dex 10, Con 12, Int 10, Wis 20 [22], Cha 10.

Skills and Feats: Concentration +16, Knowledge (religion) +15, Spellcraft +15; Corrupt Spell, Divine Meta-Magic (Quicken), Divine Spell Power, Extra Turning, Quicken Spell, Sudden Maximize.

Possessions: Fullplate, masterwork morningstar, light crossbow, 10 bolts +1 *animated heavy steel shield, periapt of wisdom +2, scroll of silence, scroll of daylight, scroll of heal, ring of protection +2.*

Languages: Common, Damaran.

Physical Description: A short, thin man with patchy hair and bug-eyes.

Spells Prepared (6/7+1/6+1/5+1/4+1/4+1/3+1; base DC = 16 + spell level): 0th – *create water, detect magic* (x2), *detect poison, guidance, purify food and drink; 1st – bless, cure light wounds, divine favor, doom, obscuring mist, protection from good*, shield of faith* (x2); 2nd – *delay poison, hold person, lesser restoration, resist energy* (x2), *shatter**, *sound burst; 3rd – cure serious wounds, dispel magic, invisibility purge, magic circle against good*, prayer, wrack; 4th – death ward, freedom of movement, corrupt inflict serious wounds, corrupt searing light, unholy blight*, 5th – dispel good*, flamestrike* (x2), *spell resistance, wall of stone; 6th – corrupt flamestrike, harm*, heal, hero's feast.*

*Domain spell. **Domains:** Destruction (smite 1x/day, +4 to hit, +12 damage); Evil (cast evil spells at +1 level).

Power-Up Suite (*death ward, delay poison, divine favor, freedom of movement,*

hero's feast, invisibility purge, magic circle against good, resist energy (acid, 30 pts.), resist energy (fire, 30 pts.), shield of faith, spell resistance (SR 24)) – hp 86; AC 25, touch 14, flat-footed 25; Atk: +15 melee (1d8, masterwork morningstar) or +14 ranged (1d8/19-20, light crossbow); Full Atk: +15/+10 melee (1d8, masterwork morningstar) or +14/+9 ranged (1d8/19-20, light crossbow); SV Will +16 (Fort +11, Ref +6, Will +17 vs. good).

Pohago Belhalther (EL 13 version): Male human clr13 (Bane); CR 13; Medium humanoid (human); HD 13d8+13; hp 81; Init +0; Spd 20 ft.; AC 23 [+2 deflection, +8 armor, +3 shield], touch 12, flat-footed 23; BAB/Grp: +9/+9; Atk: +10 melee (1d8, masterwork morningstar) or +9 ranged (1d8/19-20, light crossbow); Full Atk: +10/+5 melee (1d8, masterwork morningstar) or +9/+4 ranged (1d8/19-20, light crossbow); SQ Rebuke undead 7x/day; AL NE; SV Fort +9, Ref +4, Will +14; Str 10, Dex 10, Con 12, Int 10, Wis 20 [22], Cha 10.

Skills and Feats: Concentration +17, Knowledge (religion) +16, Spellcraft +16; Corrupt Spell, Divine Meta-Magic (Quicken), Divine Spell Power, Extra Turning, Quicken Spell, Sudden Maximize.

Possessions: Fullplate, masterwork morningstar, light crossbow, 10 bolts +1 *animated heavy steel shield*, *peripart of wisdom +2*, *scroll of silence*, *scroll of daylight*, *scroll of heal*, *ring of protection +2*.

Languages: Common, Damaran.

Physical Description: A short, thin man with patchy hair and bug-eyes.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *guidance*, *purify food and drink*; 1st – *bless*, *cure light wounds*, *divine favor*, *doom*, *obscuring mist*, *protection from good**, *shield of faith* (x2); 2nd – *delay poison*, *hold person*, *lesser restoration*, *resist energy* (x2), *shatter**, *sound burst*; 3rd – *cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*, *wrack*; 4th – *death ward*, *dismissal*, *freedom of movement*, *corrupt inflict serious wounds*, *corrupt searing light*, *unholy blight**; 5th – *dispel good**, *flamestrike* (x2), *spell resistance*, *wall of stone*; 6th – *corrupt flamestrike*, *harm**, *heal*, *hero's feast*; 7th – *disintegrate**, *destruction*.

*Domain spell. **Domains:** Destruction (smite 1x/day, +4 to hit, +13 damage); Evil (cast evil spells at +1 level).

Power-Up Suite (*death ward*, *delay poison*, *divine favor*, *freedom of movement*, *hero's feast*, *invisibility purge*, *magic circle against good*, *resist energy (acid, 30 pts.)*, *resist energy (fire, 30 pts.)*, *shield of faith*, *spell resistance (SR 25))* – hp 92; AC 25, touch 14, flat-footed 25; Atk: +15 melee (1d8, masterwork morningstar) or +14 ranged (1d8/19-20, light crossbow); Full Atk: +15/+10 melee (1d8, masterwork morningstar) or +14/+9 ranged (1d8/19-20, light

crossbow); SV Will +16 (Fort +11, Ref +6, Will +17 vs. good).

Pohago Belhalther (EL 14 version): Male human clr14 (Bane); CR 14; Medium humanoid (human); HD 14d8+14; hp 87; Init +0; Spd 20 ft.; AC 23 [+2 deflection, +8 armor, +3 shield], touch 12, flat-footed 23; BAB/Grp: +10/+10; Atk: +11 melee (1d8, masterwork morningstar) or +10 ranged (1d8/19-20, light crossbow); Full Atk: +11/+6 melee (1d8, masterwork morningstar) or +10/+5 ranged (1d8/19-20, light crossbow); SQ Rebuke undead 7x/day; AL NE; SV Fort +10, Ref +4, Will +15; Str 10, Dex 10, Con 12, Int 10, Wis 20 [22], Cha 10.

Skills and Feats: Concentration +18, Knowledge (religion) +17, Spellcraft +17; Corrupt Spell, Divine Meta-Magic (Quicken), Divine Spell Power, Extra Turning, Quicken Spell, Sudden Maximize.

Possessions: Fullplate, masterwork morningstar, light crossbow, 10 bolts +1 *animated heavy steel shield*, *peripart of wisdom +2*, *scroll of silence*, *scroll of daylight*, *scroll of heal*, *ring of protection +2*.

Languages: Common, Damaran.

Physical Description: A short, thin man with patchy hair and bug-eyes.

Spells Prepared (6/7+1/6+1/5+1/5+1/4+1/4+1/2+1; base DC = 16 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *guidance*, *purify food and drink*; 1st – *bless*, *cure light wounds*, *divine favor*, *doom*, *obscuring mist*, *protection from good**, *shield of faith* (x2); 2nd – *delay poison*, *hold person*, *lesser restoration*, *resist energy* (x2), *shatter**, *sound burst*; 3rd – *cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*, *wrack*; 4th – *death ward*, *dismissal*, *freedom of movement*, *corrupt inflict serious wounds*, *corrupt searing light*, *unholy blight**; 5th – *dispel good**, *flamestrike* (x2), *spell resistance*, *wall of stone*; 6th – *anti-life shell*, *corrupt flamestrike*, *harm**, *heal*, *hero's feast*; 7th – *disintegrate**, *destruction*, *quicken searing light*.

*Domain spell. **Domains:** Destruction (smite 1x/day, +4 to hit, +14 damage); Evil (cast evil spells at +1 level).

Power-Up Suite (*anti-life shell*, *death ward*, *delay poison*, *divine favor*, *freedom of movement*, *hero's feast*, *invisibility purge*, *magic circle against good*, *resist energy (acid, 30 pts.)*, *resist energy (fire, 30 pts.)*, *shield of faith*, *spell resistance (SR 26))* – hp 99; AC 25, touch 14, flat-footed 25; Atk: +16 melee (1d8, masterwork morningstar) or +15 ranged (1d8/19-20, light crossbow); Full Atk: +16/+11 melee (1d8, masterwork morningstar) or +15/+10 ranged (1d8/19-20, light crossbow); SV Will +17 (Fort +12, Ref +6, Will +18 vs. good).

Pohago Belhalther (EL 15 version): Male human clr15 (Bane); CR 15; Medium humanoid (human); HD 15d8+15; hp 93; Init +0; Spd 20 ft.; AC 23 [+2 deflection, +8 armor, +3 shield], touch 12, flat-

footed 23; BAB/Grp: +11/+11; Atk: +12 melee (1d8, masterwork morningstar) or +11 ranged (1d8/19-20, light crossbow); Full Atk: +12/+7/+2 melee (1d8, masterwork morningstar) or +11/+6 ranged (1d8/19-20, light crossbow); SQ Rebuke undead 7x/day; AL NE; SV Fort +10, Ref +5, Will +15; Str 10, Dex 10, Con 12, Int 10, Wis 20 [22], Cha 10.

Skills and Feats: Concentration +19, Knowledge (religion) +18, Spellcraft +18; Corrupt Spell, Divine Meta-Magic (Quicken), Divine Spell Power, Extra Turning, Quicken Spell, Sudden Maximize.

Possessions: Fullplate, masterwork morningstar, light crossbow, 10 bolts +1 *animated heavy steel shield*, *peripart of wisdom* +2, *scroll of silence*, *scroll of daylight*, *scroll of heal*, *ring of protection* +2.

Languages: Common, Damaran.

Physical Description: A short, thin man with patchy hair and bug-eyes.

Spells

Prepared

(6/7+1/6+1/6+1/5+1/4+1/4+1/2+1/1+1; base DC = 16 + spell level): 0th – *create water*, *detect magic* (x2), *detect poison*, *guidance*, *purify food and drink*; 1st – *bless*, *cure light wounds*, *divine favor*, *doom*, *obscuring mist*, *protection from good**, *shield of faith* (x2); 2nd – *delay poison*, *hold person*, *lesser restoration*, *resist energy* (x2), *shatter**, *sound burst*; 3rd – *cure serious wounds*, *dispel magic*, *invisibility purge*, *magic circle against good**, *prayer*, *wrack* (x2); 4th – *death ward*, *dismissal*, *freedom of movement*, *corrupt inflict serious wounds*, *corrupt searing light*, *unholy blight**; 5th – *dispel good**, *flamestrike* (x2), *slay living*, *spell resistance*, *wall of stone*; 6th – *anti-life shell*, *corrupt flamestrike*, *harm**, *heal*, *hero's feast*; 7th – *disintegrate**, *destruction*, *quicken searing light*; 8th – *firestorm*, *unholy aura**.

*Domain spell. **Domains:** Destruction (smite 1x/day, +4 to hit, +14 damage); Evil (cast evil spells at +1 level).

Power-Up Suite (*anti-life shell*, *death ward*, *delay poison*, *divine favor*, *freedom of movement*, *hero's feast*, *invisibility purge*, *resist energy* (acid, 30 pts.), *resist energy* (fire, 30 pts.), *shield of faith*, *spell resistance* (SR 26), *unholy aura*) – hp 105; AC 25, touch 14, flat-footed 25; Atk: +18 melee (1d8, masterwork morningstar) or +17 ranged (1d8/19-20, light crossbow); Full Atk: +18/+13 melee (1d8, masterwork morningstar) or +17/+12 ranged (1d8/19-20, light crossbow); SV Fort +14, Ref +9, Will +20.

Sanaja Rensha (EL 15 version): Female human fatespinner2/initiate of the sevenfold veil6/wiz7; CR 15; Medium humanoid (human); HD 15d4+15; hp 61; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; BAB/Grp: +7/+7; Atk: +8 melee (1d4/19-20, masterwork dagger); Full Atk: +8/+3 melee (1d4/19-20, masterwork dagger); SQ Double warding, fickle finger of fate, *reactive warding*, spin fate, unanswerable strike +4, unimpeachable abjuration, *warding* 3/day (red, orange, yellow, green, blue, indigo veils); AL LE; SV Fort +8, Ref +8, Will +16; Str 10, Dex 12, Con 12, Int 20 [26], Wis 10, Cha 8.

Skills and Feats: Concentration +19, Decipher Script +17, Knowledge (arcana) +26, Knowledge (nature) +24, Knowledge (the planes) +24, Knowledge (religion) +19, Profession (gambler) +10, Sleight of Hand +9, Spellcraft +29; Alertness, Greater Spell Focus (abjuration), Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration), Spell Focus (evocation), Spellcasting Prodigy, Sudden Empower, Sudden Maximize.

Spin Fate (Ex): A mage of many fates understands that “chance” is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as ‘spin’. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

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

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (Appendix 2) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed. When she creates a *warding*, she can choose one of three types: personal, area, and wall. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action, after an opponent begins an action but before it is completed. For example, if she sees an

enemy warrior charging her, she can raise a trading to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Possessions: *Headband of intellect +6, ring of counterspells (reciprocal gyre), cloak of resistance +3, wand of magic missile (5th-level), crystal ball with telepathy, spell component pouch (x3), masterwork dagger.*

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

Physical Description: A dusky skinned Calimshite with long dark hair.

Spells Prepared (4/7/6/6/6/6/4/3/2; base DC = 18 + spell level, 19 + spell level for evocation, 20 + spell level for abjuration): 0th – *acid splash, detect magic, detect poison, touch of fatigue*; 1st – *enlarge person, grease, mage armor, magic missile, protection from good, shield, silent image*; 2nd – *false life, invisibility, glitterdust, mirror image, scorching ray, see invisibility*; 3rd – *fireball, greater mage armor, greater magic weapon, haste, protection from elements, slow*; 4th – *dimension door, enervation, greater invisibility, phantasmal killer, unluck, wrack*; 5th – *arc of lightning, greater blink, quickened magic missile, telekinesis, teleport, wall of force*; 6th – *disintegrate, reciprocal gyre, quickened scorching ray, true seeing*; 7th – *quickened fireball, forcage, power word blind*; 8th – *horrid wilting, moment of prescience.*

Power-Up Suite (*false life, greater blink, greater invisibility, greater mage armor, mage armor, mirror image (1d4+5 images, max. of 8), moment of prescience (+15), protection from elements (fire, 120 pts.), protection from good, shield, true seeing*) – hp 76; AC 23 touch 13, flat-footed 22; SV Fort +10, Ref +10, Will +18 (vs. good).

Sanaja Rensha (EL 16 version): Female human fatespinner2/initiate of the sevenfold veil7/wiz7; CR 16; Medium humanoid (human); HD 16d4+16; hp 65; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; BAB/Grp: +7/+7; Atk: +8 melee (1d4/19-20, masterwork dagger); Full Atk: +8/+3 melee (1d4/19-20, masterwork dagger); SA Kaleidoscopic doom; SQ Double warding, fickle finger of fate, *reactive warding*, spin fate, unanswerable strike +4, unimpeachable abjuration, *warding* 4/day (red, orange, yellow, green, blue, indigo, violet veils); AL LE; SV Fort +8, Ref +8, Will +16; Str 10, Dex 12, Con 12, Int 21 [27], Wis 10, Cha 8.

Skills and Feats: Concentration +20, Decipher Script +17, Knowledge (arcana) +27, Knowledge (nature) +24, Knowledge (the planes) +24, Knowledge (religion) +24, Profession (gambler) +10, Sleight of Hand +9, Spellcraft +30; Alertness, Greater Spell Focus (abjuration), Quickened Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration), Spell Focus (evocation), Spellcasting Prodigy, Sudden Empower, Sudden Maximize.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as 'spin'. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

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

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (Appendix 2) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed. When she creates a *warding*, she can choose one of three types: personal, area, and wall. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action, after an opponent begins an action but before it is completed. For example, if she sees an

enemy warrior charging her, she can raise a trading to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

Possessions: *Headband of intellect +6, ring of counterspells (reciprocal gyre), cloak of resistance +3, wand of magic missile (5th-level), crystal ball with telepathy, spell component pouch (x3), masterwork dagger.*

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

Physical Description: A dusky skinned Calimshite with long dark hair.

Spells Prepared (4/7/6/6/6/6/4/3/3; base DC = 18 + spell level, 19 + spell level for evocation, 20 + spell level for abjuration): 0th – *acid splash, detect magic, detect poison, touch of fatigue*; 1st – *enlarge person, grease, mage armor, magic missile, protection from good, shield, silent image*; 2nd – *false life, invisibility, glitterdust, mirror image, scorching ray, see invisibility*; 3rd – *fireball, greater mage armor, greater magic weapon, haste, protection from elements, slow*; 4th – *dimension door, enervation, greater invisibility, phantasmal killer, unluck, wrack*; 5th – *arc of lightning, greater blink, quickened magic missile, telekinesis, teleport, wall of force*; 6th – *disintegrate, reciprocal gyre, quickened scorching ray, true seeing*; 7th – *quickened fireball, forcage, power word blind*; 8th – *horrid wilting, mind blank, moment of prescience.*

Power-Up Suite (*false life, greater blink, greater invisibility, greater mage armor, mage armor, mind blank, mirror image (1d4+5 images, max. of 8), moment of prescience (+16), protection from elements (fire, 120 pts.), protection from good, shield, true*

seeing) – hp 81; AC 23 touch 13, flat-footed 22; SV Fort +10, Ref +10, Will +18 (vs. good).

Sanaja Rensha (EL 17 version): Female human archmage1/fatespinner2/initiate of the sevenfold veil7/wiz7; CR 17; Medium humanoid (human); HD 17d4+17; hp 69; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; BAB/Grp: +7/+7; Atk: +8 melee (1d4/19-20, masterwork dagger); Full Atk: +8/+3 melee (1d4/19-20, masterwork dagger); SA Kaleidoscopic doom; SQ Double warding, fickle finger of fate, mastery of shaping, *reactive warding*, spin fate, unanswerable strike +4, unimpeachable abjuration, *warding* 4/day (red, orange, yellow, green, blue, indigo, violet veils); AL LE; SV Fort +8, Ref +8, Will +18; Str 10, Dex 12, Con 12, Int 21 [27], Wis 10, Cha 8.

Skills and Feats: Concentration +21, Decipher Script +17, Knowledge (arcana) +29, Knowledge (nature) +24, Knowledge (the planes) +26, Knowledge (religion) +26, Profession (gambler) +10, Sleight of Hand +9, Spellcraft +31; Alertness, Greater Spell Focus (abjuration), Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration), Spell Focus (evocation), Spellcasting Prodigy, Sudden Empower, Sudden Maximize.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as 'spin'. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

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

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (Appendix 2) to be imbued in the *warding*. A

warding lasts for a certain amount of time as indicated in its description, unless it is dismissed. When she creates a *warding*, she can choose one of three types: personal, area, and wall. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action, after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double *warding* consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

Possessions: *Headband of intellect +6*, *ring of counterspells (reciprocal gyre)*, *cloak of resistance +3*, *wand of magic missile (5th-level)*, *crystal ball with telepathy*, spell component pouch (x3), masterwork dagger.

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

Physical Description: A dusky skinned Calimshite with long dark hair.

Spells Prepared (4/7/6/6/6/6/4/3/3/2; base DC = 18 + spell level, 19 + spell level for evocation, 20 + spell level for abjuration): 0th – *acid splash*, *detect magic*, *detect poison*, *touch of fatigue*; 1st – *enlarge person*, *grease*, *mage armor*, *magic missile*, *protection from good*, *shield*, *silent image*; 2nd – *false life*, *invisibility*, *glitterdust*, *mirror image*, *scorching ray*, *see invisibility*; 3rd – *fireball*, *greater mage armor*, *greater magic weapon*, *haste*, *protection from elements*, *slow*; 4th – *dimension door*, *enervation*, *greater invisibility*, *phantasmal killer*, *unluck*, *wrack*; 5th – *arc of lightning*, *greater blink*, *quicken magic missile*, *telekinesis*, *teleport*, *wall of force*; 6th – *disintegrate*, *reciprocal gyre*, *quicken scorching ray*, *true seeing*; 7th – *quicken fireball*, *forcecage*, *power word blind*; 8th – *horrid wilting*, *mind blank*, *moment of prescience*; 9th – *reaving dispel*, *wish*.

Power-Up Suite (false life, greater blink, greater invisibility, greater mage armor, mage armor, mind blank, mirror image (1d4+5 images, max. of 8), moment of prescience (+17), protection from elements (fire, 120 pts.), protection from good, shield, true seeing) – hp 85; AC 23 touch 13, flat-footed 22; SV Fort +10, Ref +10, Will +20 (vs. good).

Sanaja Rensha (EL 18 version): Female human archmage1/fatespinner3/initiate of the sevenfold veil7/wiz7; CR 18; Medium humanoid (human); HD 18d4+18; hp 73; Init +1; Spd 30 ft.; AC 11 [+1 Dex], touch 11, flat-footed 10; BAB/Grp: +7/+7; Atk: +8 melee (1d4/19-20, masterwork dagger); Full Atk: +8/+3 melee (1d4/19-20, masterwork dagger); SA Kaleidoscopic doom; SQ Double warding, fickle finger of fate, mastery of shaping, *reactive warding*, spin destiny, spin fate, unanswerable strike +4, unimpeachable abjuration, *warding* 4/day (red, orange, yellow, green, blue, indigo, violet veils); AL LE; SV Fort +9, Ref +9, Will +18; Str 10, Dex 12, Con 12, Int 21 [27], Wis 10, Cha 8.

Skills and Feats: Concentration +22, Decipher Script +17, Knowledge (arcana) +29, Knowledge (nature) +24, Knowledge (the planes) +26, Knowledge (religion) +26, Profession (gambler) +10, Sleight of Hand +15, Spellcraft +32; Alertness, Greater Spell Focus (abjuration), Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (abjuration), Spell Focus (evocation), Spellcasting Prodigy, Sudden Empower, Sudden Maximize, Sudden Silent.

Spin Fate (Ex): A mage of many fates understands that "chance" is not as random as many believe it to be, and he can adjust the probability of certain events by applying a force that fatespinners refer to as 'spin'. Each day, a fatespinner can use a number of points of spin equal to his fatespinner class level. As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or

all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion is also exhausted for the day. A fatespinner's spin is replenished whenever the character successfully regains his spells for the day (whether through rest, preparation, or prayer).

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

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

Mastery of Shaping: The archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs one 6th-level spell slot.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (Appendix 2) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed. When she creates a *warding*, she can choose one of three types: personal, area, and wall. The save DC for an initiate's *warding* is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an

immediate action, after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double *warding* consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

Possessions: *Headband of intellect +6*, *ring of counterspells (reciprocal gyre)*, *cloak of resistance +3*, *wand of magic missile (5th-level)*, *crystal ball with telepathy*, spell component pouch (x3), masterwork dagger.

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

Physical Description: A dusky skinned Calimshite with long dark hair.

Spells Prepared (4/7/6/6/6/6/4/3/4/3; base DC = 18 + spell level, 19 + spell level for evocation, 20 + spell level for abjuration): 0th – *acid splash*, *detect magic*, *detect poison*, *touch of fatigue*; 1st – *enlarge person*, *grease*, *mage armor*, *magic missile*, *protection from good*, *shield*, *silent image*; 2nd – *false life*, *invisibility*, *glitterdust*, *mirror image*, *scorching ray*, *see invisibility*; 3rd – *fireball*, *greater mage armor*, *greater magic weapon*, *haste*, *protection from elements*, *slow*; 4th – *dimension door*, *enervation*, *greater invisibility*, *phantasmal killer*, *unluck*, *wrack*; 5th – *arc of lightning*, *greater blink*, *quicken magic missile*, *teleport*, *wall of force*, *wall of stone*; 6th – *disintegrate*, *reciprocal gyre*, *quicken scorching ray*, *true seeing*; 7th – *quicken fireball*, *forcecage*, *power word blind*; 8th – *quicken enervation*, *horrid wilting*, *mind blank*, *moment of prescience*; 9th – *reaving dispel*, *quicken teleport*, *wish*.

Power-Up Suite (*false life*, *greater blink*, *greater invisibility*, *greater mage armor*, *mage*

armor, mind blank, mirror image (1d4+5 images, max. of 8), moment of prescience (+18), protection from elements (fire, 120 pts.), protection from good, shield, true seeing) – hp 89; AC 23 touch 13, flat-footed 22; SV Fort +11, Ref +11, Will +20 (vs. good).

Zhent Sergeants: Male human ftr1/wiz5/EldKnt5; CR 11; Medium humanoid (human); HD 1d10+5d4+5d6; hp 45; Init +4; Spd 30 ft.; AC 15 [+3 deflection, +2 natural], touch 13, flat-footed 15; BAB/Grp: +8/+8; Atk: +10 melee (2d6+1+1d6 cold/17-20, +1 keen frost greatsword); Full Atk: +10/+5 melee (2d6+1+1d6 cold/17-20, +1 keen frost greatsword); SQ Weasel familiar; AL LE; SV Fort +10, Ref +7, Will +9; Str 10, Dex 10, Con 10, Int 20 [22], Wis 12, Cha 8.

Skills and Feats: Climb +4, Concentration +14, Handle Animal +3, Intimidate +3, Jump +4, Knowledge (arcane) +20, Knowledge (nobility and royalty) +16, Knowledge (the planes) +11, Knowledge (religion) +10, Ride +4, Sense Motive +15, Spellcraft +20, Swim +4, Tumble +2; Alertness, Danger Sense, Improved Initiative, Power Attack, Power Critical (greatsword), Quicken Spell, Scribe Scroll, Sudden Maximize, Weapon Focus (greatsword).

Possessions: +1 keen frost greatsword, amulet of natural armor +2, ring of protection +2, headband of intellect +2, cloak of resistance +3, potion of fly, potion of cure serious wounds.

Languages: Chondathan, Common, Damaran, Draconic, Infernal, Orc.

Spells Prepared (4/6/6/4/3/2; base DC = 16 + spell level): 0th – detect magic, detect poison, light, mending; 1st – grease, magic missile (x2), protection from good, ray of enfeeblement, shield; 2nd – false life, resist energy (x2), scorching ray, see invisibility, web; 3rd – displacement, fly, greater mage armor, haste; 4th – enervation, greater invisibility, polymorph; 5th – quickened true strike (x2).

Power-Up Suite (displacement (50% miss chance), false life, fly, greater invisibility, greater mage armor, haste, polymorph (annis hag), protection from good, resist energy (20 pts. electricity), resist energy (20 pts. fire), see invisibility, shield) – hp 82; Init +5; Spd 30 ft.; AC 36 [+4 shield, +6 armor, +3 deflection, +12 natural, +1 Dex], touch 14, flat-footed 35; Grp: +19; Atk: +16 melee (2d6+11+1d6 cold/17-20, +1 keen frost greatsword); Full Atk: +16/+11 melee (2d6+11+1d6 cold/17-20, +1 keen frost greatsword); SA Improved grab, rake, rend; SV Fort +12, Ref +8, Will +9; Str 25, Dex 12, Con 14.

Zhent Soldier: Male or female human ftr5/rng2/rog2; CR 9; Medium humanoid (human); HD 5d10+2d8+2d6+18; hp 69; Init +1; Spd 30 ft.; AC 20 [+6 armor, +2 shield, +1 Dex, +1 deflection], touch 12, flat-footed 19; BAB/Grp: +8/+10; Atk: +12 melee (1d8+3/19-20, +1 longsword) or +11 ranged (1d8+5/x3, masterwork mighty composite longbow); Full Atk: +12/+7 melee (1d8+3/19-20, +1 longsword) or +9/+9/+6

ranged (1d8+5/x3, masterwork mighty composite longbow); SA Favored enemy (elf +2), sneak attack +1d6; SQ Evasion, trapfinding, wild empathy; AL LE; SV Fort +9, Ref +8, Will +3; Str 14, Dex 13, Con 14, Int 8, Wis 11, Cha 9.

Skills and Feats: Climb +7, Listen +11, Search +4, Sense Motive +12, Spot +14, Survival +5, Use Rope +6; Alertness, Blind-fight, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Focus (composite longbow), Weapon Focus (longsword), Weapon Specialization (composite longbow).

Possessions: +1 longsword, masterwork mighty composite longbow [+2], 20 +1 arrows, 10 adamantite arrows, masterwork longsword, +1 mithral breastplate, heavy steel shield, potion of fly, potion of cure moderate wounds, ring of protection +1.

Languages: Common, Damaran.

APPENDIX 2: New Rules

New Feats

Corrupt Spell [Metamagic]

Reference: Complete Divine, p. 79.

You can transform one of your spells into an evil version of itself.

Prerequisites: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to being reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

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.

Dire Charge [Epic]

Reference: Draconomicon, p. 68.

You can make a full attack as part of a charge.

Prerequisite: Improved Initiative

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act on it), you can make a full attack against the opponent you charge.

Normal: Without this feat, you may only make a single attack as part of a charge.

Divine Metamagic [Divine]

Reference: Complete Divine, p. 80.

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

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

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

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

Divine Spell Power [Divine]

Reference: Complete Divine, p. 80.

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

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

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

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

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

Favored Power Attack [General]

Reference: Complete Warrior, p. 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.

Improved Multiattack [Monstrous]

Reference: Draconomicon, p. 70.

You are particularly adept at using all your natural weapons at once.

Prerequisites: Three or more natural weapons, Multiattack.

Benefit: Your secondary attacks with natural weapons have no penalty on the attack roll. You still add only ½ your Strength bonus, if any, to damage dealt.

Normal: Without this feat, your secondary natural attacks are made at a -5 penalty (or a -2 penalty if you have the Multiattack feat).

Improved Toughness [General]

Reference: Complete Warrior, p. 101.

You are significantly tougher than normal.

Prerequisites: Base Fort bonus +2.

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

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, p. 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.

Quicken Breath [Metabreath]

Reference: Draconomicon, p. 73.

You can loose your breath weapon with but a thought.

Prerequisites: Con 19, breath weapon.

Benefit: Using your breath weapon is a free action.

When you use this feat, add +4 to the number of rounds you must wait before using your breath weapon again.

Special: You cannot use this feat and the Maximize Breath feat on the same weapon at the same time.

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.

Recover Breath [Metabreath]

Reference: Draconomicon, p. 73.

You wait less time before being able to use your breath weapon again.

Prerequisites: Con 17, breath weapon.

Benefit: You reduce the interval between uses of your breath weapon. You wait 1 round less than usual before breathing again, but always at least 1 round. The feat stacks with the effects of metabreath feats, reducing the total time you must wait to use your breath weapon again by 1 round.

Special: If you have multiple heads with breath weapons, all breath weapons use the reduced interval.

Spellcasting Prodigy [General]

Reference: Player's Guide to Faerun, p. 44.

You have an exceptional gift for magic.

Benefit: For the purpose of determining bonus spells, treat the ability score that controls your spellcasting (Charisma for bards and sorcerers, Wisdom for divine spellcasters, or Intelligence for wizards) as 2 points higher than its actual value.

Special: You can gain Spellcasting Prodigy multiple times. Each time you take the feat, it applies to a different spellcasting ability score. You can take this feat even if you don't have any levels in a spellcasting class yet.

You may select this feat only as a 1st-level character.

Sudden Empower [Metamagic]

Reference: Miniatures Handbook, p. 28.

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

Prerequisite: Any metamagic feat.

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

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.

New Items

Belt of One Mighty Blow

Reference: Miniature's Handbook, p. 42

Once per day, as a swift action, the wearer of this belt can activate the belt to gain extra damage on her next melee attack. A light weapon deals an extra 1d8 points of damage, a one-handed weapons deals an extra 2d6 points of damage, and a two-handed weapons deals an extra 3d6 points of damage. The belt can be used only after being worn for 24 hours. If it is taken off, it becomes inactive until is again donned and worn for a full 24 hours.

Faint transmutation; CL 5th; Craft Wondrous Item, *bull strength*; Price 1,500 gp.

New Spells

Arc of Lightning

Reference: Complete Arcane, p. 97.

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 Standard action

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

Effect: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of lightning arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them (as if this spell had them as its

targets). Draw the line from any corner in one creature's space to any corner in the other's space.

Arcane Material Component: Two small iron rods.

Blink, Greater

Reference: Complete Arcane, p. 99.

Transmutation

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 Standard action

Range: Personal

Target: You

Duration: 1 round/level

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

Breath Flare

Reference: Draconomicon, p. 73.

Transmutation [Light]

Level: Sorcerer/wizard 1

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

If your breath weapon uses fire or electricity, it is infused with bright light. In addition to taking the normal fire or electricity damage, creatures that fail their saving throws against the breath weapon are dazzled for 1 minute per caster level. Sightless creatures are not affected by *breath flare*. The modification applies only to the breath produced as part of casting.

Breath Weapon Substitution

Reference: Draconomicon, p. 78.

Transmutation (see text)

Level: Sorcerer/wizard 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Choose one type of energy other than that normally associated with your breath weapon: acid, cold, electricity, or fire. You can modify your breath weapon

to use the selected energy type instead of its normal energy type. For example, a mature red dragon whose breath weapon normally deals 14d10 points of fire damage could use this spell to produce a cone dealing 14d10 points of acid damage instead. The modification applies only to the breath produced as part of casting.

When you use this spell to produce acid, cold, electricity, or fire energy, it is a spell of that type. For example, *breath weapon substitution* is an acid spell when cast to change your breath weapon to deal acid damage.

Dispelling Breath

Reference: Draconomicon, p. 78.

Abjuration

Level: Sorcerer/wizard 4

Components: S, B

Casting Time: 1 standard action

Range: Personal

Target: Your breath weapon

Duration: Instantaneous

Your breath weapon acts as a targeted *dispel magic*, possibly dispelling magical effects affecting creatures caught in its area. The modification applies only to the breath produced as part of casting.

For each creature or object that fails its saving throw against your breath weapon and that is the target of one or more spells, you make a dispel check against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 1 per caster level (maximum +15) against a DC of 11 + the spell's caster level. A creature's magic items are not affected, and creatures and objects that rolled successful saving throws against your breath weapon are likewise not affected.

If a creature that is the effect of an ongoing spell (such as a monster summoned by *monster summoning*), is in the area and fails its saving throw against your breath weapon, you can also make a dispel check to end the spell that conjured the creature (returning it whence it came).

For each ongoing area or effect spell centered within the area of your breath weapon, you make a dispel check to dispel the spell.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

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.

Reaving Dispel

Reference: Complete Arcane, p. 119.

Abjuration

Level: Sorcerer/wizard 9

Components: V, S

Casting Time: 1 standard action

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

Target: One spellcaster, creature, or object; or a 20-ft. radius burst

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: No

Reaving dispel functions like dispel magic, except the maximum caster level on your dispel check is +25 instead of +10, and (as with greater dispel magic) you have a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. When casting a targeted dispel or counterspell, you can

choose to reave each spell you successfully dispel, stealing its power and effect for yourself. When making a targeted dispel, make a Spellcraft check (DC 25 + spell level) to identify the target spell or each ongoing spell currently in effect on the target creature or object.

Each spell you dispel with a targeted dispel can be reaved if you so desire, and the spell's effects are redirected to you, continuing as if cast on you by the original caster with no interruption to or extension of duration. Once you reave the spell, you identify it if you haven't done so already (see below). If the subject was the caster and the spell is dismissible, you can dismiss it as if you had cast it yourself. Likewise, if the subject was the caster and the spell requires concentration, you must concentrate to maintain the spell's effect as if you had cast it yourself.

You can still attempt to reave a spell you didn't identify with your Spellcraft check, but doing so can be a risky if you don't know the specifics of the spell's effect. For example, if you fail to identify an ongoing spell effect on an enemy character and choose to reave it anyway, you might find yourself under the effect of the dominate person effect that character was suffering from. Any spell resistance you might have has no effect against harmful spells you might inadvertently reave, but you get the same chance to save against those spell effects as the original target.

If you choose to reave a spell you have successfully counterspelled with reaving dispel, you seize control of the spell after the enemy completes it, and you can redirect the spell to whichever targets or area you wish (including the original caster, if appropriate). Again, you must make a Spellcraft check (DC 25 + spell level) to identify the spell you intend to reave, but you are free to choose to redirect a spell whose effects, range, and area you don't know. Note, though, that if its correct casting conditions aren't met (because you guess at an improper target or range, for example), the spell fails.

Reaving dispel can be used to cast an area dispel with the increased maximum caster level, but any magical effects so dispelled cannot be reaved.

Reciprocal Gyre

Reference: Complete Arcane, p. 119.

Abjuration

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will half, then fortitude negates;

see text

Spell Resistance: No

You manipulate the magical aura of a creature or object, creating a damaging feedback reaction of arcane power. The target takes 1d6 points of damage per spell

level of each functioning spell or spell-like ability currently affecting it (maximum 25d6). For example, a creature who is hasted (3rd level) and protected by a stonewall spell (4th level wizard version) takes 10d6 points of damage (will save for half). In addition, any creature that fails its save must then succeed on a fortitude save or be dazed for 1d6 rounds.

Only spells specifically targeted on the creature in question can be used to create the backlash of a reciprocal gyre, so spells that affect an area (such as invisibility sphere and solid fog) can't be used to deal reciprocal damage to creatures within their area. Likewise, persistent or continuous effects from magic items can't be used to deal reciprocal damage, but targeted spell effects can be—for example, the magic of a cloak of resistance can't be used by reciprocal gyre, but spell cast by a wand of invisibility could be.

Material Component: a tiny closed loop of copper wire.

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.

Unluck

Reference: Complete Arcane, p. 128.

Divination

Level: Bard 4, Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 round/level

Saving throw: Will negates

Spell Resistance: Yes

When you cast this spell, you negatively influence the randomness of fortune for the target. Whenever the affected creature undertakes an action involving random chance (specifically, whenever any die roll is made for the creature, including attack rolls, and saving

throws), two separate rolls are made and the worse result applied.

A creature carrying a stone of good luck is immune to the effect of unluck, but the stone's effects do not function for the duration of the spell if the creature fails its save.

Material component: A piece of a broken mirror.

Wrack

Reference: Complete Divine, p. 190.

Necromancy (Evil)

Level: Cleric 3, sorcerer/wizard 4

Components: V, S

Casting Time: 1 Standard action

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

Target: One humanoid

Duration: 1 round/level

Saving throw: Fortitude negates

Spell Resistance: Yes

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

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

New Prestige Classes

Cavalier

Reference: Complete Warrior, p. 19.

THE CAVALIER

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

Level*	BAB	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.

Fatespinner

Reference: *Complete Arcane*, p. 37.

Level	BAB	Fort	Ref	Will	Special	Spells per Day/Spells Known
1 st	+0	+0	+0	+2	Spin Fate	+1 level of existing spellcasting class
2 nd	+1	+0	+0	+3	Fickle Finger of Fate	+1 level of existing spellcasting class
3 rd	+1	+1	+1	+3	Spin Destiny	+1 level of existing spellcasting class
4 th	+2	+1	+1	+4	Deny Fate, Resist Fate	+1 level of existing spellcasting class
5 th	+2	+1	+1	+4	Seal Fate	-

Hit Die: d4.

Requirements:

To qualify to become a fatespinner, a character must fulfill all the following criteria:

Skills: Knowledge (arcana) 10 ranks, Profession (gambler) 5 ranks.

Spells: Able to cast 4th-level arcane spells, including at least one divination spell of 1st level or higher.

Class Skills: The fatespinner's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Int), Sleight of Hand (Dex), and Spellcraft (Int). Skill Points at Each Level: 2+Int modifier.

Class Features

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

Weapon and Armor Proficiency: Fatespinner gain no proficiency with any weapon or armor.

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

As a free action, a fatespinner can use stored spin to boost the save DC of a spell he casts, adding some or all his spin to the DC, on a point-for-point basis. For instance, a 5th-level wizard/3rd-level fatespinner casting *fireball* could choose to boost the DC of the spell by 1, 2, or 3 points. Once he uses up his spin for the day, his ability to tinker with probability in this fashion if also exhausted for the day.

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

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

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

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

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

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

INITIATE OF THE SEVENFOLD VEIL

Reference: Complete Arcane, p. 44.

Class Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per day/known
1 st	+0	+0	+0	+2	Warding 1/day, unimpeachable abjuration, red veil	+1 arcane level
2 nd	+1	+0	+0	+3	Unanswerable strike +2, orange veil	+1 arcane level
3 rd	+1	+1	+1	+3	Warding 2/day, yellow veil	+1 arcane level
4 th	+2	+1	+1	+4	Reactive warding, green veil	+1 arcane level
5 th	+2	+1	+1	+4	Warding 3/day, blue veil	+1 arcane level
6 th	+3	+2	+2	+5	Unanswerable strike +4, double warding, indigo veil	+1 arcane level
7 th	+3	+2	+2	+5	Kaleidoscopic doom, warding 4/day, violet veil	+1 arcane level

Hit Die: d4

REQUIREMENTS

To qualify to become an Initiate of the Sevenfold Veil, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 12 ranks, Knowledge (nature) 4 ranks, Spellcraft 12 ranks.

Feats: Greater Spell Focus (abjuration), Spell Focus (abjuration), Skill Focus (Spellcraft).

Spells: Able to cast five abjuration spells, including at least two of 4th level or higher.

Class Skills

The Initiate of the Sevenfold Veil's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Inn), Knowledge (all skills, taken individually) (Int), Profession; Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Initiate of the Sevenfold Veil prestige class.

Weapon and Armor Proficiency: Initiates of the Sevenfold Veil gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each level, an Initiate of the Sevenfold Veil gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (such as the bonus feat sometimes gained by a wizard). If she had more than one arcane spellcasting class before becoming an Initiate of the Sevenfold Veil, she must decide to which class to add each level for the purpose of determining spells per day and spells known.

Warding (Sp): An initiate of the Sevenfold Veil can create a *warding*. She can choose one veil she knows (see below) to be imbued in the *warding*. A *warding* lasts for a certain amount of time as indicated in its description, unless it is dismissed (the same way a spell is dismissed; see page 176 of the *Player's Handbook*). When she creates a *warding*, she can choose one of three types.

Personal: This *warding* is a sphere whose diameter is equal to an initiate's space (5 feet for Small or Medium creatures, 10 feet for Large, and so on) and encapsulates the initiate. It moves with her, but she cannot force another creature to pass through it (for example, by attempting to grapple an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. Any creature striking at her with a melee weapon or natural attack is subject to the veil's effect (although creatures using reach weapons are not). The *warding* provides concealment to the initiate, but she can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Area: An area *warding* affects an initiate's space and all adjacent squares (a sphere 15 feet in diameter for a Small or Medium initiate, 20 feet in diameter for a Large initiate, and so on). Any creature who remains adjacent to the initiate gains the benefit of the *warding's* protection, even if part of its body lies outside the sphere. Moving out of the *warding* (stepping away from the initiate) is completely safe, but any one attempting to enter the *warding*—even someone who was formerly inside it and left—becomes subject to the effects of the chosen veil. The *warding* moves with the initiate, but she cannot force another creature to pass through it (for example, by moving adjacent to an enemy). If she does force a creature to pass through, the *warding* has no effect on that creature. This *warding* provides concealment to all within from creatures outside, but anyone inside the *warding* can see out with no hindrance. It lasts for 1 minute per level or until dismissed.

Wall: This *warding* takes the form of a wall, up to 10 feet long and 5 feet high per initiate class level. For example, a 3rd-level Initiate of the Sevenfold Veil could create a *warding* wall 30 feet long and 15 feet high. The wall can be made smaller, but it is not otherwise shapeable. The wall must begin within 30 feet of the initiate, but can extend beyond that

distance. The wall is immobile once created. An initiate may choose to make crossing through the wall in one direction safe, if she chooses. In any event, she can pass through her own *warding* wall with no danger. This wading provides concealment to creatures on either side. It lasts for 10 minutes per level or until dismissed.

The save DC for an initiate's warding is equal to 18 + her primary spellcasting ability modifier (intelligence for wizards, Charisma for sorcerers and bards, and so on). The spell level equivalent of a *warding* depends on which veil is integrated into it.

Veils: When an initiate creates a *warding*, she can choose and imbue the *warding* with any one veil she knows how to create. These veils duplicate the layers of a prismatic trail and are described below. An initiate's caster level for these veils is equal to her arcane spellcaster level.

Red Veil: The first veil an initiate learns is the red veil. A *warding* imbued with this veil blocks all nonmagical ranged attacks and missiles. A creature crossing a red veil takes 20 points of fire damage (Reflex half). A *cone of cold* spell or effect destroys a *warding* with this veil but is negated in the process. A *warding* with this veil is the equivalent of a 4th-level spell.

Orange Veil: At 2nd level, an initiate learns the secret of the orange veil. A *warding* with this veil halts magical ranged attacks, including spells that conjure missiles (such as *Melf's acid arrow*) or create rays (such as *disintegrate* or a beholder's eye rays) but not spells that do not require a ranged attack (such as *magic missile*). A creature crossing an orange veil takes 40 points of acid damage (Reflex half). A *gust of wind* spell or similar effect destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 5th-level spell.

Yellow Veil: An initiate of 3rd level or higher can create a yellow veil. This veil prevents gases or clouds from entering the *warded* area, and it defeats petrification attacks. In addition, a character inside a personal or area warding imbued with a yellow veil has immunity to poison introduced from outside the *warding* (such as from a creature with an envenomed weapon striking through the barrier). A creature crossing a yellow veil takes 20 points of electricity damage (Reflex half). A *disintegrate* spell destroys the veil but is negated in the process. A *warding* with this veil is the equivalent of a 6th-level spell.

Green Veil: A 4th-level initiate masters the green veil. This veil stops the passage of breath weapons. A creature crossing a green veil must succeed on a Fortitude save or die; on a successful save, the creature takes 1d6 points of Constitution damage. This veil is a poison effect. A *passwall* spell destroys a green veil. A *warding* with this veil is the equivalent of a 6th-level spell.

Blue Veil: At 5th level, an initiate learns the blue veil. This veil blocks all divinations and mind-affecting spells and abilities. Any creature crossing a blue veil must succeed on a Fortitude save or be petrified. A *magic missile* spell destroys a blue veil but is negated by it. A *warding* with this is the equivalent of a 6th-level spell.

Indigo Veil: A 6th-level initiate can create the mighty indigo veil. This veil prevents the passage of all spells or spell-like abilities. Any creature crossing an indigo veil must succeed on a Will save or become *confused*, as if by an *insanity* spell. A *daylight* spell negates and is negated by an indigo veil. A *warding* with this veil is the equivalent of a 7th-level spell.

Violet Veil: At 7th level, an initiate masters the seventh and final veil: the violet veil. This barrier destroys all objects and effects that cross it, as if they were *disintegrated*. Living creatures passing a violet veil must succeed on a Will save or be shifted to a random place on a random plane (as the *plane shift* spell). A violet veil is destroyed by a successful *dispel magic* spell. A *warding* with this veil is the equivalent of an 8th-level spell.

Unimpeachable Abjuration (Ex): An initiate's abjuration spells are particularly difficult to defeat with spells or effects that dispel them. An initiate can add her class level to the DC to dispel any abjuration spell or effect she creates.

Unanswerable Strike (Ex): Due to her study of magical defenses, an initiate learns how to defeat them more easily. At 2nd level and higher, she gains a +2 bonus on caster level checks to counter or dispel abjuration spells. At 6th level, this bonus increases to a +4 bonus.

Reactive Warding (Sp): At 4th level, an initiate learns to create a *warding* (see above) in response to an attack. She can raise a *warding* as an immediate action (see page 86), after an opponent begins an action but before it is completed. For example, if she sees an enemy warrior charging her, she can raise a *warding* to protect herself. The opponent can choose to continue the charge through the *warding* or can halt outside it.

Double Warding: At 6th level and higher, an initiate can raise two veils at once any time she creates a *warding*. This still counts as only one use of her *warding* ability. The less powerful effect (progressing from red up through violet) is always considered to be "outside" the more powerful effect, so a double warding consisting of a blue veil and a green veil would subject any creature passing through to the green veil first, followed by the blue veil. To negate the entire *warding*, the outermost veil must be negated before the inner veil can be negated.

Kaleidoscopic Doom (Sp): At 7th level, an Initiate of the Sevenfold Veil learns the secret of the awesome kaleidoscopic doom. Once per day as a standard action, she designates one creature within 60 feet and turns magical effects currently affecting the creature against it. This effect functions like a targeted *greater dispel magic*, except that for every spell or effect negated on the target, the effect of one veil (see above) is visited on the victim as if the subject had crossed it. The veils created around the victim proceed through the spectrum from red to violet, with one veil activated per spell negated. Thus, a creature with three spells negated would be subject to the effects of the red, orange, and yellow veils. The subject is still entitled to the normal saving throws allowed by each veil. This ability is the equivalent of a 9th level spell.

APPENDIX 3: Map of the Zhent Keep

