



PHANTOMS ON BRIGHT SANDS

A One-Round D&D® Living Greyhawk™ Core Adventure

Version 1
by Tom Kee

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The legacy of Clan Highforge is once again sought. Dark forces move in the desert, searching for the knowledge to reclaim the lost star metal. The lady Karistyne, fears that the metal is vital to Rary's dark schemes and needs brave adventurers to thwart the Traitor's plans. An expedition for the brave of heart. A Core adventure for APLs 2-16 set in the Bright Lands. Part Six of "Blight on Bright Sands."

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

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

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

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

TIME UNITS AND UPKEEP

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

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

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

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

SOURCE ACKNOWLEDGEMENT

This adventure draws heavily on previously presented background material originally presented in *Star Cairns* and *Crypt of Lyzandred the Mad* by Sean Reynolds, and *Greyhawk Adventures* by James Ward.

ADVENTURE BACKGROUND

The Pits of Azak-Zil

In mid-Flocktime of CY 198, the people of the Great Kingdom were astounded by a ball of fire that appeared over the Oljatt Sea, passed over Sunndi, Idee, South Province and Onnwal, and vanished somewhere beyond the Sea of Gearnat. It was visible as far south as the Olman Islands and as far north as Eastfair and Rel Mord, and was cause for wonder and concern even in those prosperous and confident times. Selvor the younger, after careful extrapolation to its origin in the constellations, declared the shooting star to signify "wealth, strife, and a living death." The pronouncement caused a panic in certain of the larger cities, particularly Rauxes, where a number of prominent nobles took the pronouncement to be a signal for the end of the world, or at least of an era, and created several disturbances. Accordingly, when after several years the predicted events failed to make themselves evident, Selvor was banished from his post and from the court, and held by his colleagues as a laughingstock. There matters were to lie for more than 300 years, while chaos enveloped the greater part of the Flanaess and few had the time or patience to study the work of a discredited astrologer.

It was in 514 that Jemrek Longsight, a dwarven sage who as a child had been greatly impressed by the phenomenon undertook a study entirely opposite to Selvor's; using records of the falling star's flight she traced it not back to its origin but downward to the Oerth. Longsight's calculations showed a landing along the eastern edge of the Abbor-Alz, between the Bright Desert and the Nesser River. On the basis of previous instances of shooting stars and their tangible results, Longsight predicted a great deposit of pure metals at the site: certainly iron, and possibly gold and mithral as well. The direction of Jemrek Longsight's study has often been sighted as evidence that dwarven habits of mind persist even in those who choose the most undwarven occupations.

Longsight's announcements resulted in a flurry of activity on the part of all the political interests in the region. All over the Iron League there was a ferment of alliance, mis-alliance, and reliance between the dwarven clans and other groups preparing expeditions. The Herzog of South Province sent forth a large group of warriors and prospectors, reportedly with orders to return with news of the deposit or not at all. The Principality of Ulek took an interest, as did Almor, Nyrond, and the Duchy of Urnst, and trading houses from the Wild Coast

and even Greyhawk and Dyvers. Even the rulers of the Pomarj, then new to their power, sent an ill-prepared company of orcs, goblins, and ogres. As these varied forces converged on the area delineated by Longsight, chilling tales of murder, treachery, and bloody massacre began to make their way back to the outside world. Soon the weaker forces turned back for lack of supplies or manpower. The Pomarjis were slaughtered by a temporary alliance of dwarfish interests. Nyron and Urnst were unexpectedly impeded by the inhabitants of the Celadon, who did not desire such activity near their lands. The Herzog's troops disappeared into the Bright Desert and were never seen again. All parties were harassed by the natives of the Abbor-Alz, who as always resented intrusion, and by the Sea Princes, who were attracted to the supply ships.

After half a decade of struggle, the house Highforge, one of the more prominent dwarven clans in Irongate, emerged as discoverer and holder of the starstone's wealth. A port was established on the waterless coasts where the Abbor-Alz touches the Bright Desert, and a secret trail was established leading inland. Highforge and its allies maintained thorough secrecy, and for good reason: iron, platinum, gold, mithral, and adamantite began to pour out into the Flanaess through a carefully guarded harbor. Few have reported concerning the mine inland, but from peripheral comments it appears that the dwarves discovered a broad depression of fused and shocked rock marking the landing point of their prize and established themselves in a nearby mesa from which they coordinated a well-planned mining operation. They dug deep artesian wells and established cisterns. The mine and settlement they called Azak-Zil, or Pureheart.

For five years the coffers of Highforge swelled with wealth; there were disruptions in metal markets as far away as Rauxes. Then, abruptly, the flow was cut off. The port city of Zarak remained, but communications with the mines ceased and probes into the interior found the roads to be erased and the dust storms to be intolerable. Members of a powerful expeditionary force disappeared suddenly and silently at night, even from guard tents. Clan Highforge, after expending much of its considerable fortune in an attempt to rediscover and retake the mines, took heed of unfavorable auguries and abandoned the effort. Zarak too was abandoned.

Since the failure of Azak-Zil most dwarven clans have declared the folly of meddling with "things from the sky." Not a few suppose that the mine was visited by a curse, either by something imported from the heavens or by something awakened by the shooting star or the activity of the miners. Many have cited Nomad legends that an ancient nonhuman people dwelt in the mesas of the southern Abbor-Alz and still guard them.

Only one individual has claimed to have found the site of the mines since their abandonment: one Pont Sandmorg of Narwell. Sandmorg's account would place the mesa on the eastern slope of the hills, facing the Bright Desert, about a hundred or more miles inland. There was a poisonous salt lake filling part of the nearby depression, and there were hills of tailings from extensive mining operations, and plain evidence of a dwarven cliff-

city could be seen on the south face of the mesa. However, Sandmorg and his men were content to raid a few ingots from a former roadside depot. Their number had been depleted by native tribes and by packs of unusually ferocious and cunning ghouls, and they turned back after "a most horrible howling, like a thousand jackals which, emanated from the city that night, and a most foul apparition which appeared to the men on watch." Attempts to duplicate Sandmorg's route have either resulted in failure to find the mine or failure to return at all.

Zarak is currently a ghost town, literally. It is watched by local nomads and occasionally used for shelter from the dust storms that come through from time to time. But, it is generally shunned, as it is known to be haunted.

The current status of the Pits of Azak-Zil is the matter for a later adventure. For now it should just be known that they are dangerous and not a location the PCs should be visiting just yet.

The Star Cairns

The Cairns themselves do not come into play directly with this adventure. This information is only being included for completeness as the histories of the Star Cairns and the Pits of Azak-Zil are somewhat intertwined.

In 167 CY, a copy of the *Tome of the Scarlet Sign* was delivered to Murtaree, court wizard to the Malachite Throne of the Great Kingdom. The tome was a treasure of the fallen Suloise Empire, and the wonders of that lost realm struck a chord within the dark heart of the Suel-born wizard. The man was fascinated by the tales and information about his ancestors, and was especially intrigued by the depth of the hatred his people felt for their enemies, the Bakluni. The tales of ancient and terrible feuds kindled in him the fires of hatred, and he resolved to bring back to life the ancient war and destroy the Baklunish people. Consulting his peers—other wizards of Suel heritage, working as advisors to various members of the Aerdi court—he found that there were others who felt similarly, and he easily talked them into joining his personal crusade.

Seeking a quiet place where he and his cousins could study and grow strong enough for such a venture, he was lucky enough to find two great veins of magic rock in the western arm of the Abbor-Alz. He discovered that these veins enhanced different sorts of magic in ways that suited his purposes, and so the wizard hired dwarves and men to dig out lairs in these places, first breaking ground in 169 CY. When the hidden tunnels were completed, Murtaree cast a great enchantment spell on the workers so that they forgot the location of the lairs. There were five locations in all—arranged on the crossing ley-lines like an enormous victory-rune (its apex in the lower Abbor-Alz and its nadir in the Bright Desert), which the mage thought was most appropriate. The ambitious wiaars got to work creating items and spells of great power to use against their racial enemy.

Although Murtaree died in 174 CY when his transformation into a lich failed, his first students continued to work, teaching their ideals to new students. Great works were made in these dungeons. More importantly, a powerful destructive artifact of unknown origin was kept there for safekeeping, divided into three pieces, each stored in a different cairn for greater security.

A great ball of fire appeared over the Oljatt Sea in 198 CY, passed over the southern Great Kingdom, and vanished beyond the Sea of Gearnat (see above).

Unknown to the people of the Great Kingdom, the shooting star struck ground in the eastern Abbor-Alz. The impact was felt several hundred miles away in Murtaree's southernmost site, momentarily distracting the attention of the mages working there. Mysteriously, the site vanished a few seconds later—with it, three well-known wizards of the Great Kingdom. Even worse, one of the pieces of the ancient weapon had been stored in the lost site. The remaining wizards abandoned for a time their plans of Bakluni destruction to deal with the troubles in the east, and fled the laboratories, some taking the time to activate magical and mundane defenses to protect their research.

Eventually, the wizards who knew the true purpose of the dungeons were scattered to the winds or dead; the items found inside sparked their own legends, leading people to believe that the ruins were merely burial sites for great mages. They came to be called the Star Cairns, after the star-shaped entrances, and the belief that they were mausoleums. Monsters and other undesirables began using the cairns as lairs, the great plans of the Suel wizards forgotten. In recent times the cairns have been known to be home to bandits, doppelgangers, necromancers, beholders, constructs, and even an astral deva among other terrible beasts.

Lyzandred the Mad

Once again, the background on Lyzandred the Mad does not directly relate to the adventure at hand, but is included herein for the sake of completeness. To whit, Lyzandred is responsible for the creation of the Pits of Azak-Zil. Also, he does have a small part in the adventure if the PCs decide to push on too far (see Encounter 5).

Most people in the Flanaess have heard of Lyzandred the Mad—a boogeyman, a never-seen threat, an undead wizard trapped in his own dungeon while he was alive. To many, he represents the risks of becoming a lich: madness and eternal imprisonment in a cage of your own making. To others he is the embodiment of wizardly evil, a man who uses magic and treasure to lure the weak-minded and greedy into a snare where he can use them as toys in some incomprehensible game.

Lyzandred is more than all of those things. Undead, yes. Evil, possibly. Cunning, certainly. But the man who became the lich was a man with a noble purpose and an incredible mind, and he altered the course of history in the Flanaess.

Lyzandred the Man

Lyzandred was born in a small town in the ancient Baklunish lands in the year 2066 BH (approximately -594 CY). Showing spellcasting potential, he apprenticed with the local hedge wizard, learning everything she could teach him. With friends, he went in search of knowledge and treasure, periodically returning home to share the bounty of his discoveries. But on one such visit he found his town mysteriously empty: Every man, woman and child had simply walked away. Tracking them was relatively easy, and he found that the townspeople had been taken without a struggle and sold as slaves to a Suel flesh trader. The man had used a *rod of beguiling* he'd found (or stolen) to acquire slaves cheaply. The townspeople were trapped by the rod's effects and went along with his requests, even putting on chains as part of his "game." By the time Lyzandred discovered this, his people had been sold to the temple of Pyremius and sacrificed.

From that day, Lyzandred swore to keep powerful magic items away from fools who would abuse them. He slew the slaver and stole the rod, hiding it where it would not be found. This became a pattern for the wizard—locate a powerful magic item, study its user, and take it away if he thought that person was dangerous. His discovery in 2106 BH (-555 CY) of a portal to a demiplane closely aligned with Oerth facilitated his personal quest, and he accumulated a remarkable storehouse of magical objects.

Unfortunately, through age, some side effect of the demiplane, one of his liberated items, or a combination of these, Lyzandred went slightly mad. His quest became an obsession and crossed the line into monomania. During a lucid moment he realized this, and locked himself away in the demiplane to avoid becoming the very sort of person he sought to destroy. He was not a direct threat to Oerth as long as he remained in the demiplane, so he pursued his quest through agents and remote sorceries; and he thought about what would happen to his plans after his death. He realized that the only way to ensure that his quest lived on after his death was to supervise from beyond the grave; he took up the study of how to become a lich.

Lyzandred the Lich

The wizard's studies were successful—in 2126 BH (-535 CY) the last of his natural life force was stripped away and he rose as a vessel powered by negative energy. No longer hindered by a mortal lifespan, he scaled back his frantic work on Oerth and devoted more attention to his otherworldly home. If the worst offenders were those who hungered for magic and power, why not use those things as a lure and bring potentially dangerous people to him before they became a threat? The demiplane was suitable for building a secret labyrinth intended to trap and kill the unwise and the unwary. He created a permanent entrance and made it known through word of mouth and magic, tempting greedy or ambitious adventurers to test his creation. He refined and expanded the maze many times to make it more dangerous and deadly, each time luring in more victims to test it.

When the lich again turned his attention to Oerik, he was surprised and angered by what he found. Not content with the twin cataclysms that had destroyed The Suloise and Baklunish Empires, a group of Suel wizards had constructed five underground laboratories and were using the powerful ley-lines there to build artifacts of war intended to destroy their old Bakluni foes. Unwilling to witness another devastation on the scale of the Twin Cataclysms, Lyzandred studied the activities in all five of the laboratories. When the time was right, he used a potent spell to pull a great meteor from the sky. Its fiery passage across the Oljatt Sea in 198 CY caused alarm in the great Kingdom, and the lich found it amusing that it was interpreted as an omen meaning “wealth, strife, and a living death.” The meteor struck the eastern Abbor-Alz and shook the bedrock hard enough for an echo to be felt in the demiplane. Lyzandred timed the impact to occur while two Suel wizards tested spells simultaneously; the spells went out of control, overlapping each other and other magics at the site. The laboratory vanished from Oerth, taking with it one piece of an unassembled Suel war artifact, the *Doomheart*. The wizards at the other laboratories abandoned their research, intending to return later when they had dealt with the swelling strife in their homeland—strife that was in part created by the lich’s magic. Lyzandred sent a minion to remove magical items from the abandoned locations and to mark each site with clues to the location of his labyrinth; if the Suel wizards returned, he hoped they would come to his lair, where he could deal with them personally. The minion only got into the two upper levels of each laboratory, but the lich was satisfied.

One group of adventurers in his tomb caught his eye. In 305 CY, led by a crafty young wizard of the Landgrafdom of Selintan, they navigated his riddles and defeated many of his guardians. Intrigued by the group, Lyzandred was delighted when they actually reached the outer chamber of his inner sanctum. The lich conversed with them through a projected image before dismissing all save the wizard, whom he saw as having great potential. The mage was Zagig Yragerne. Lyzandred told Zagig of his personal quest, the construction of the labyrinth, and the wonders of the demiplane. The young mage stayed with the lich for a short time and learned much, finally asking to leave and practice what he had been taught. Over time, Lyzandred watched Zagig gather knowledge and power, use that power to build a small town into a bustling city, and construct a strange multidimensional castle on a nearby hill. Unfortunately, the demiplane had planted the seed of insanity in Zagig; his behavior became more and more erratic. Fearing the damage his student could cause, Lyzandred contacted Zagig, imploring him to examine what he was doing and understand how he was a threat to all that he created. As with Lyzandred so long before, Zagig’s thoughts clarified and he saw what he was becoming. He chose to leave his city and wander the planes, and that was the last day he was seen on Oerth as a mortal man.

The mad lich continues to tinker with his maze, adding and removing puzzles, traps and lairs. Content to weed out the greedy and dangerous inhabitants of Oerth,

he is no longer interested in mentoring anyone, remembering the damage that was nearly wrought by his intervention. He has remained thus for almost 200 years.

The Return of the Pick-Axe

In 519 CY, Clan Highforge discovered one of the richest mineral deposits known on Oerth, only to abandon it five years later. Exactly what drove away one of the mightiest dwarven clans from such wealth is something they have refused to comment on. Truth be told, until about four years ago, they weren’t really sure what happened.

In 591 CY, sixty-seven years after the mines were abandoned, reports of great armies of ghouls and ghosts working the Azak-Zil mines by moonlight are well known folklore. Until recently, Clan Highforge was willing to cut its losses and forget about its defeat at Azak-Zil. However, problems surrounding the opening of a new mine forced the clan leaders to reconsider this position. A living artifact called “the Pick-Axe of Highforge” was presumed destroyed in Azak-Zil. This albino ape, enchanted long ago by Highforge’s patron deity, drove away evil and undead beings from the mineshafts where it worked alongside its fellow miners. When the clan’s priests attempted to create a new Pick-Axe, they found they couldn’t. A brave dwarf named Burek dared the dangers of the abandoned mine and found evidence that the original Pick-Axe still lived.

Clan Highforge then assembled a band of adventurers to penetrate Azak-Zil and retrieve the Pick-Axe. With Burek as their guide, the band set off into the Abbor-Alz to rescue the Pick-Axe from the mines. Burek filled the adventurers in on the history of the mines on the way there. However, when they got close to the mines, the party encountered a group of local tribesmen who made away with Burek in the night and killed him for trespassing on their lands a second time.

The adventurers came to a truce with the tribesmen and decided to push on to the mines without Burek as they found a map in his possessions along with some indecipherable notes. Eventually they found their way into the mines where they did indeed find many ghouls and ghosts along with a number of other creatures. The adventurers were able to get in, find the Pick-Axe and get out without disturbing too much of the mine and managed to completely avoid the worst of Azak-Zil.

They returned to Clan Highforge with the Pick-Axe and more information about the current state of the mine. The information only helped to strengthen their resolve to leave the mine to the undead. For the time being at least.

The Lady Karistyne

Deep within the Abbor-Alz there lies a place of sanctuary and power. Built by the dwur hammers of Dumadan in the Oeridian style, this five-towered castle is the home of the paladin Karistyne and her company.

Karistyne’s forces consist of four score men and women. Over half of these are men-at-arms that perform the daily duties of securing the castle. Another score of these are expert trackers that patrol the borders of

Karistyne's holdings and artisans that maintain the castle's formidable defenses. There are also the members of Karistyne's war company, themselves puissant and powerful individuals.

As a servant of Heironeous, Karistyne views it as her sacred duty to drive evil from the Abbor-Alz and ensure the safety of the good folk of the hills. She is renowned as a keen dragon hunter and has been rumored to have slain seven wyrms with the aid of her company.

ADVENTURE SUMMARY

Introduction: The Lady Karistyne: Karistyne hires the PCs to find the road to Azak-Zil so as to beat Rary to the punch.

Encounter 1: Zarak: The PCs easily find Zarak. During their exploration they encounter two phantoms (ghosts of local tribesmen who oppose Rary). If the PCs don't attack, they can gain info about the road to Azak-Zil and the local tribesmen.

Encounter 2: Escaped from the Cairns: After their encounter with the phantoms, the PCs will likely continue to search Zarak for more information. What they will find first is a construct or golem (APL dependent) guarding the start of the road to Azal-Zil.

Encounter 3: The Hills have Eyes: With information in hand, the PCs move on to searching up into the hills nearby to find the remains of the road to Azak-Zil. While in the hills, they will encounter some of the local tribesman; this time still alive. This may be a combat encounter, but diplomatic PCs will be able to negotiate with them instead. How they deal with them will impact whether the tribesman will help with the Azak-Zil special.

Encounter 4: The Shadow of Rary: Finally they will encounter some of Rary's men who are also on the trail of the road. They really need to stop them from escaping or Rary will have found the route to Azak-Zil as well (likely some will get away).

Encounter 5: Dust Storms: The PCs encounter a series of relentless dust storms and are forced to turn off the trail and head home.

Conclusion: Karistyne Castle: Finally, the PCs return to Karistyne Castle and report to Karistyne. They'll be informed that she has struck a deal with Clan Highforge and is assembling a small army of adventurers to clear Azak-Zil.

PREPARATION FOR PLAY

This adventure attempts to be light on boxed text and on specific tactics. While there is some of each, it is preferred that the DM be familiar enough with the adventure to be able to react appropriately to the actions of the PCs. To this end the adventure background is important to read. It and the motivations of the individuals encountered should be used to decide how they would best react. Use this information to interact with the PCs in a way that makes sense based on their actions and their words. Allow them to interact with the story as it moves them from venue to venue.

Also, while not critical, it is probably best to check before hand to see which PCs have played in the earlier "Blight on Bright Sands" adventures. Karistyne will address PCs she knows in a more informal fashion, while remaining in proper etiquette for those she is unfamiliar with.

PCs that have played the earlier adventures in "Blight on Bright Sands" may also have the "Hospitality of Karistyne Castle." You may want to remind PCs of it so that they can get full use out of it.

The Weather

Travelers in the Bright Lands face many perils. Chief among these are the harsh landscape and unforgiving climate.

Full rules for travel in the Bright Desert and the Abbor-Alz are included in the *Sandstorm* accessory. However, to facilitate play the basics of these rules are presented here.

During a typical day the desert goes through a radical series of temperature changes.

During daylight hours the temperature in the desert is generally in the hot band. Around midday however, and for two hours afterwards, the temperatures climbs into the severe heat temperature band. At night, the temperatures swiftly plunge into the cold temperature band. Thus, travelers must be ready to combat a number of temperature-challenges.

Most intelligent beings avoid traveling around midday and the two hours directly afterwards, breaking their journey to get into some shade; luckily though shade is comparatively easy to find in the Abbor-Alz.

INTRODUCTION: THE LADY KARISTYNE

For reasons of their own, the PCs have chosen to respond to a request from the Lady Karistyne to undertake a mission. Some of the PCs, perhaps even most of the PCs, may have worked for her before and hence should know she is trustworthy. Others may be meeting her for the first time. In either case, her standing as a paladin should be enough to allow the PCs to take her at her word as the mission is described to them.

Karistyne has discovered that Rary is searching for the Pits of Azak-Zil or more likely the star metals within. If the majority of the PCs at the table have played COR5-02 Mines of the Eye Karistyne (and the PCs) know that Rary seeks Azak-Zil for the precious metals found within. PCs who have not played this adventure will probably realize this anyway. What they don't know is why Rary needs these metals.

COR5-11 Dark Deceit on Bright Sands

In this adventure the PCs explored of the tunnels and passages riddling Dagger Rock. Deep within they found a scroll crafted from the skin of a gold dragon. Upon the parchment was written a prophecy of dark portent. Lacking the necessary knowledge and skills Karistyne

sent the parchment to a trusted ally so that the truth of the matter may be known.

The answer she received was shocking. The parchment seemed to deal with a method of unmaking the *Scorpion Crown*! While it did not describe the actual method by which the crown could be unmade it did list a number of items that would be of use in the ritual. One of these items was described as the “purest star metal”. This dual discovery raises a sinister proposition. It is possible that Rary seeks the means to undo the *Scorpion Crown*. What the results of this mighty undertaking would be are unknown but given that the crown was the agent of Sulm’s fall the massive release of magical energies caused by its destruction could be devastating for the region. Alternatively, Rary might seek dominion over the *Scorpion Crown*. If he gained such it might give him control over the fearsome manscorpions dwelling in the deep desert. Such a force under his command would dramatically shift the balance of power in the region.

For ease of reference the prophecy is re-presented in Appendix 6.

Azak-Zil

Karistyne first decided to contact the Highforge Clan to see if she could work some deal with them to get the location of the mines and permission to secure them. Negotiations thus far have been less than fruitful as the Clan Highforge feels that the mines are best left alone. While they have a general respect for the Lady Karistyne, they still feel that any tampering with the mines by outsiders would be dangerous. Karistyne is trying to work the angle that Rary is likely to “tamper” with the mines with or without their permission. The negotiations continue.

In the meantime, Karistyne has decided to at least see about locating the mines on her own. Or, that is to say, she has decided to hire some adventurers to find it for her. Karistyne’s research has uncovered that there used to be a road from Azak-Zil to the port city of Zarak. Zarak was originally created to serve as a way station for the metals from the mines. The road itself was always somewhat secret and well guarded, but when the mines were shut down, much of the road was destroyed, especially near Zarak. Finding the road will neither be easy nor safe.

The adventure begins as the PCs are escorted into a meeting room with Lady Karistyne. If the PCs don’t normally travel together, they would have met just shortly before going in. Give them a quick chance to do character introductions and then have them enter. Otherwise, just simply start the adventure as they enter the meeting hall.

The doors of the great hall swing open and you are invited to step inside. A fire burns in the large hearth near the back of the hall and the tapestries that line the walls assist in producing a general ambiance of warmth. At the head of a large table stands a striking and obviously powerful woman in courtly white

robes, but with a richly appointed battleaxe on the table in front of her.

Around the rest of the table stand those that make up her court: The Lady’s former adventuring companions and her castle retainer, Kerkesh Nan. While her companions vary from Oeridian to Flannish to Elven, Kerkesh has the blonde haired and blue-eyed looks of the Suel.

If all or most of the PCs have worked for her before:

“Ah, thank you all for returning to my aid once again.”

If some of the PCs, but not most, have worked for her before:

“Ah, (insert PC names here), thank you for returning to my aid once again. And to the rest of you, thank you for coming to hear me out.”

If none of the PCs have worked for her before:

“Thank you all for coming to hear me out. Hopefully your journey will not have been in vain.”

And then she continues:

“To get straight to the heart of the matter, it has come to my attention that Rary is seeking the lost mine of Azak-Zil, more commonly called the Pits of Azak-Zil.”

Allow PCs to make DC 15 Knowledge (history) checks at this point to recognize the name. A DC 25 check allows them to also know the common history of the shooting star and the havoc the prophecies caused in the Great Kingdom. With a DC 25 check they also know of the more recent race to find the star metal and the fact that a clan of dwarves eventually built the mines. Bardic knowledge or similar checks can also be made with a DC of 5 higher.

“As you may or may not know, if Rary wants something, I generally consider it a bad idea to allow him to have it. With this in mind, I have begun negotiations with the Dwarven Clan Highforge, the rightful owners of the mines, to allow me to protect them. The negotiations have not gone well as yet. Still, I have hope.”

“However, while hope is a powerful force, I would like to supplement it by finding Azak-Zil myself with the goal of assessing the current state of the location before Rary can find it.”

“To this end,” she continues, “I would like your group to travel to Zarak and from there search out the ruined road that once lead between Zarak and the Pits of Azak-Zil. And please, stop and return once you have found the

road. The Pits themselves are far extremely dangerous and we do not have permission to intrude there as yet in any matter."

Should the PCs ask, below are listed the members of Lady Karistyne's court. Additionally, the castle also contains Shianne's bodyguard Gasharin Hefloranis, an 8th-level elven fighter, some 40 men-at-arms, 20 specialists (rangers, animal handlers, armorers, stonemasons, fletchers, bowyers, ballista experts, and the like), and another score of servants.

☞ **Karistyne:** Female human (Oeridian) paladin (Heironeous) 15.

☞ **Aaron Marander:** Male human fighter 13.

☞ **Caralin Arvendis:** Male half-elf fighter 3/ cleric (Labelas Enoreth) 7.

☞ **Helena Stanmaer:** Female human (Oeridian) cleric 12 (Fharlanghn).

☞ **Shianne Stormhand:** Female elf evoker 15.

☞ **Kerkesh Nan:** Male human (Suel) monk 1 / expert 8.

The PCs will likely have some questions for Lady Karistyne. Karistyne knows only the basics about Zarak and the history of the Azak-Zil. In addition to what is listed below, feel free to answer questions based on the adventure background if you deem it reasonable.

- Zarak is essentially a "port" city near the coast of the Woolly Bay in the southwest portion of the Abbor-Alz hills. It lies south of the Ghost Tower of Inverness and north of the nomad village of Ul Bakak. It should be fairly easy to find, as it is still fairly well known, even if it is now known as a ghost town.
- She provides the PCs with a rough map of where she believes the ruins of Zarak to be. This will not be precise enough for PCs to *teleport* directly there or even to scry on it, but they can *teleport* to the general vicinity.
- While not exactly a port city, the dwarves of Clan Highforge built and used Zarak as a way station for moving various ores out of Azak-Zil. A short distance from Zarak, ships would anchor on the Woolly Bay and pick up shipments at regular intervals.
- The road from Zarak to Azak-Zil was partially destroyed when the mines were shut down. It has subsequently been lost to general knowledge.
- The local tribesmen of the Abbor-Alz most likely know of the road's whereabouts as well as the mines', but they are not about to share that information.
- Azak-Zil is said to be infested with undead.
- Rary has his own people looking for the road and the mine as well. Reports have come in of nomads skirmishing with Abbor-Alz tribesmen when the nomads were caught in the hills.
- The PCs are not to push forward into the Abbor-Alz once the road has been found. The

information is vital and needs to be returned immediately. Additionally, Lady Karistyne has no right to send a force into the mines as yet and would prefer not to upset negotiations with Clan Highforge by trespassing on their property.

- And of course, she feels that the mines are too dangerous for any small force to encounter. If all goes well, she intends to put together a much larger group of adventurers and soldiers to safeguard the mine once she has been given permission.
- She will offer the PCs (50 gp x APL) in gold if they undertake the mission. Half up front and half upon completion. She prefers not to haggle and expects PCs to be able to equip themselves (notwithstanding that some PCs may have her favor already and she will fulfill that favor).

Karistyne shares more information with trusted PCs however. Read or paraphrase the following text to any PCs present who have played *COR5-11 Dark Deceit on Bright Sands*:

"It seems that Rary's dark scheme is now at least partially revealed. I believe the prophecy you found in the ancient chambers beneath Dagger Rock reveals the items necessary to unmake the scorpion crown! However one so evil and power hungry as Rary can surely not plan to unmake such an item. I believe he must be seeking to bend it to his will. I fear that if he could control such an item he could gain control over the very lands of the desert and that the manscorpions would be his to control! We must stop him. This is the real reason why you must find the road to Azak-Zil."

Other questions are up to you to handle based on adventure background and the adventure itself.

Once she has answered all questions, Karistyne has the PCs spend the night in the castle and suggest they set out first thing in the morning.

If any PCs choose not to partake in the mission Karistyne describes to them, the adventure is over for them. Hand them an AR with whatever roleplaying XP you deem appropriate and send them away from the table.

ENCOUNTER 1: ZARAK

In 520 CY, the dwarven clan Highforge of Irongate, seeking a fallen meteorite's metal wealth (see the Adventure Background), established a "port" in the Abbor-Alz to serve as their expedition's headquarters. This "port," Zarak, soon became the expedition's major trading center once the dwarves found the meteorite's crater and began mining it. For five years, enormous quantities of valuable metal poured into the markets and forges of the world, and the Highforge Clan became

astoundingly wealthy, as it held rights to the mine and the port. When contact with the mines of Azak-Zil ceased, Zarak was used as the base of operations to recover the mines, but all such efforts failed. Zarak was abandoned entirely in late 526 CY.

Zarak appears barren of wealth, but it holds a few clues to the nature of things at the Pits of Azak-Zil and the true route that must be taken to reach those mines. The concealed road to Azak-Zil is actually a tunnel that passes all the way through the small hill where the headquarters of Zarak once were. The road emerges from the north side of the hill and continues on, carefully hidden from casual view, toward the Pits of Azak-Zil.

Zarak is occasionally inhabited by nomads who have roamed in from the Bright Desert or by tribal hillfolk native to the Abbor-Alz. Both groups are mutually hostile and none are happy to see outsiders in “their” domain. Neither comes frequently to Zarak anymore as it is rumored to be haunted.

Since this adventure is not tied to any sort of tight timetable, it does not really matter how the PCs travel to Zarak. Once they have arrived in the general area, have it take them the rest of the day to find Zarak itself. The PCs should arrive at the ruins near dusk.

An initial look around the ruins discovers a number of old squat buildings, all in a sad state of repair. A DC 15 Search or Survival check reveals that the center of the ruined port has been used many times as a camp. A subsequent DC 25 Survival check discovers that both nomads and tribesmen have used the camp. A DC 20 Knowledge (local—Core) check also helps to identify that the camp was used by nomads or tribesmen respectively.

If the PCs wish to continue poking around the ruins before camping, simply describe ruined build after ruined building with no real distinguishing marks to set them apart. If an hour goes by doing this or approximately an hour after they have arrived, which could have them bedding down for the night already, read the following text aloud.

The sun has finally set beyond the hills to the west and its glow has gone to uncover a blanket of stars in the night's sky. The evening is idyllic as a gentle breeze blows east from the Woolly Bay staving off the heat of the day.

But an unspoiled night such as this is something that is rare for adventurers and even rarer that it go without trouble. That is why it comes as no surprise to experienced adventurers when a keening wail first drifts to your ears.

Allow the PCs to role initiative and take a single surprise round action despite the fact that they have seen nothing to warrant it as yet.

With reactions honed in the heat of battle, instincts and training take over as a second wail is heard joining the first in a haunting chorus. Before you can react again, two dark

shadows drift upward from the ground on either side of you and let forth a frightful moan.

These “shadows” are actually the ghosts of two barbarian tribesman brothers; twins in fact. They were camping in Zarak nearly a year ago while returning from a fishing trip on the Woolly Bay when nomads from the Bright Desert ambushed them. Their anger at the event has kept them tied to this site as they seek retribution. They have attacked and killed, or driven off, all nomads that have stayed here since, and they also attempt to scare off all others who choose to camp here. That includes other tribesmen.

However, scaring off non-nomads is all they wish to do. They do not attack (use their draining touch) any of the PCs unless one of them is killed or seriously damaged (reduced to half their initial hit points).

In fact, if the PCs can control their violent urges and attempt to talk to the brothers, instead of fighting them, they can gain some important information and maybe an alliance for the future. If the PCs attempt to use diplomacy with the brothers, have the fight stop long enough for a non-rushed Diplomacy check to be made. The first person to try diplomacy will be the person making the check although the others can assist.

The initial attitude of the brothers is unfriendly assuming that no one in the group is, or could be mistaken for, a Bright Desert nomad. In the latter case, their initial attitude is still unfriendly, as they still won't believe that the entire group consists of nomads, but apply a –5 circumstance penalty to the check.

In either case, if the PCs manage to shift the brothers' attitude to friendly (requiring a DC 25 Diplomacy check) (or better), the fight should end and the PCs are able to talk to the brothers. If not, simply resume the combat starting with the initiative of the next person after the PC who started the Diplomacy check.

Feel free to apply up to a +2 circumstance bonus on the roll if you feel the PCs have given a good reason during roleplaying for the brothers to befriend them.

APL 2 (EL 5)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 1; hp 12, 12; see Appendix 1.

APL 4 (EL 7)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 3; hp 29, 29; see Appendix 1.

APL 6 (EL 9)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 5; hp 45, 45; see Appendix 1.

APL 8 (EL 11)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 7; hp 61, 61; see Appendix 1.

APL 10 (EL 12)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 9; hp 77, 77; see Appendix 1.

APL 12 (EL 15)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 11; hp 93, 93; see Appendix 1.

APL 14 (EL 17)

➤ **Nevyeh and Nevyah:** male human (Flan) barbarian 13; hp 109, 109; see Appendix 1.

APL 16 (EL 19)

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 15; hp 125, 125; see Appendix 1.

If the PCs failed to speak peacefully with the brothers, they cannot use diplomacy with the other tribesman later and do not encounter the nomads later in the adventure.

On the other hand, if they do succeed, the brothers tell them their story and, after listening to the PCs' story, will also provide the following information.

- The road to Azak-Zil was always hidden even when it was in use. Now parts of it have been lost and a part of it has been destroyed.
- The road leading east out of the ruins is a false road that will end about a mile from Zarak. It has always been there to mislead people away from the real road.
- The real road to Azak-Zil actually starts underground at the old headquarters of Zarak.
- The old headquarters are actually located in the cave at the north side of town. The road's entrance is hidden there.
- There is a creature or guardian of some sort in the old headquarters complex. It's been there for a very long time and the tribesmen learned to leave it alone a long time ago. They are not sure exactly what it is.
- The local tribesmen are not fond of outsiders and are far more likely to attack trespassers than they are to talk with them. (The ghosts don't know it, but getting the tribesmen to help will be key in the future.)
- However, if the PCs are willing, the phantoms ritually scar them with a tribal symbol that show them to be friends of the brother's tribe and allow them a chance to use diplomacy when dealing with the tribesmen. Only one PC needs to take the mark, but all are welcome to take one. If detect magic is cast on the scar after it is created, the scar will show a faint abjuration magic.

After the encounter, the PCs are left alone to sleep peacefully and safely for the rest of the night.

If the PCs do not succeed in getting this information from the brothers, they can find the false road east themselves with a DC 10 Search or Survival check. Following the road until it ends a mile east does not require a check. Additionally, spending half a day in town eventually has them looking into the cave where they find a large dwarven meeting hall and a series of offices

(in addition to Encounter 2). However, since they won't know that the road begins here, they have a harder time finding it. The DCs (below) reflect this.

ENCOUNTER 2: ESCAPED FROM THE CAIRNS

Either having been directed to the old headquarters by the phantoms or having found their way in here after searching around the ruins, the PCs eventually end up in the cave system that served both as the city's main meeting hall and also as the hidden start of the road to Azak-Zil.

The main room is a large gathering place, albeit with low-slung ceilings reaching only 15 feet in height. The room is pillared to support the spread weight. The rather large room—50 feet by 100 feet—also served as the processing area for ore coming down the road from Azak-Zil, as the road leads directly into the back of the chamber via a secret pivoting stone wall. The back left wall of the large chamber also features doors into a series of rooms (four in total) that served as the offices of those in charge of keeping Zarak operational.

Unfortunately for the PCs, a construct or golem (APL dependent) guards this place. Originally set here by Clan Highforge the guardians were left here against a time when Highforge might return. It doesn't care for being disturbed by the PCs and comes out to greet them after the PCs have made their way into the meeting hall and have started to poke around a bit.

The creature's (or creatures') programming has gotten a little mixed up over the years. It has come to believe that it is still in the Star Cairn and that it still needs to defend the cairn against intruders. One piece of its programming is still fully intact however, it (or they) do not under any circumstance attack a pure-blood Suel who is not wearing armor. In fact, if that person can speak Suloise, he or she can even command the construct. However, any command that causes the construct to leave the cave causes it to shut down permanently.

At APL 2, the constructs take the form of wooden skeletons and may even appear as skeletons at first glance.

At APL 4, the constructs are actually shield guardians in the making. In fact, a DC 25 Knowledge (arcana) check made in the first round of combat that would normally identify a shield guardian causes the PC making the check to mistake them for shield guardians. They were never actually completed however and are simply large suits of animated armor. The PC should receive another roll in the second round to correct their mistake.

At all APLs above that, the constructs are exactly what they appear to be.

APL 2 (EL 4)

➤ **Medium Animated Objects (2):** hp 31, 31, 52; SQ harndress 5; see *Monster Manual* page 13.

APL 4 (EL 6)

➤ **Large Animated Objects (3):** hp 52, 52, 52; SQ Hardness 10; see *Monster Manual* page 14.

APL 6 (EL 8)

➤ **Shield Guardian:** hp 112; see *Monster Manual* page 223.

APL 8 (EL 10)

➤ **Clay Golem:** hp 90; see *Monster Manual* page 134.

APL 10 (EL 12)

➤ **Advanced Stone Golem:** hp 129; see *Appendix 1*.

APL 12 (EL 14)

➤ **Advanced Iron Golem:** hp 151; see *Appendix 1*.

APL 14 (EL 16)

➤ **Greater Stone Golem:** hp 271; see *Monster Manual* page 136.

APL 16 (EL 18)

➤ **Demonflesh Golem:** hp 172; see *Appendix 2*.

After the PCs have defeated the guardian(s), they should have a chance to look around. Eventually, they should be given Search checks against the pivoting stone wall in the back to realize that it is a secret door. Don't forget to allow for stonemasonry if there are any dwarves or deep halflings in the party.

If the ghosts sent the PCs here, then the DC to find the pivot wall is only 20. If the PCs are just searching normally, then the DC is 25. The circumstance modifier represents knowledge that the secret door is very large.

Once the secret door and the beginning of the road are found, the PCs face their next problem. The tunnel that makes up the road has been intentionally collapsed about 100 feet in. This will probably be disheartening, but remember that there is no hard timeline.

A DC 15 Knowledge (architecture and engineering) or Profession (miner), reveals that with time the blockage could safely be cleared. How much time it would take depends on the depth of the blockage, which they cannot see. However, if they do have a way of seeing this, then they know it's only about a week.

Parties without one of those two skills cannot safely clear the passage and fail if they try. Their only hope is to take a guess at the direction of the tunnel and search for an exit from the outside. This takes about two weeks time unless the PCs come up with a particularly clever plan or spell.

In either case, they should eventually find themselves at the point where the road comes out from underground and then follows some hidden gullies farther into the Abbor-Alz. Eventually, have them lose the road as it has disappeared in parts due to lack of maintenance and land slides. At this point, they have to

start searching around for it again and this leads them to the next encounter.

ENCOUNTER 3: THE HILLS HAVE EYES

Having lost track of the road, the PCs should move on to searching up into the hills nearby to find what remains of the road to Azak-Zil. As they search around, have the PCs make DC 15 Survival checks. This takes them six hours to do as the road turned drastically in the area that is now gone. For every five points that the PCs exceed the DC by, knock off one hour from the time it takes (to a minimum of one hour).

While this is happening, the PCs have garnered the attention of a small patrol of Abbor-Alz tribesmen. The tribesmen do not take kindly to the PCs being here and intend to ambush them and drive them away or kill them if need be. The initial scout patrol is made up of four tribesmen and one spirit shaman. Two of the tribesmen are immediately dispatched back to the main tribe to inform them of the intruders. Hence, by the time the PCs encounter them, there are only three left. This occurs two hours after they started looking for the road again. So, if they were really good, it's possible they are back on the road when it occurs.

The PCs get three chances to spot the tribesmen as they stalk the party. The first chance comes when the tribesmen are 250 feet away (with the shaman trailing another 50 feet back to avoid being seen). The DC for this Spot check is (10 + the tribesman's Hide skill + 25 for distance + 5 for a circumstance bonus granted for familiarity).

At the second interval, the tribesmen are now 150 feet away (again, the shaman trails them). The DC for this second Spot check is (10 + the tribesman's Hide skill + 15 for distance + 5 for a circumstance bonus granted for familiarity). This time the PCs should also get a Listen check using the same formula but substituting the tribesman's Move Silently check for their Hide check.

The final check occurs when the tribesmen are 100 ft. away. The formulas for the Spot and Listen check DCs are the same with the distance modifier now being 10 instead of 15.

At this point, or at any point when a PC makes a Spot or Listen check, the tribesmen start shooting arrows at the party focusing their attention on anyone wearing no armor or light armor, in that order. The spirit shaman moves or moves and cast as appropriate to the distance and his spell selection.

The tribesmen assault the PCs while they are in a small valley, using higher ground to get good shots. There is nothing stopping the PCs from getting to the tribesmen, just a small incline. The last 10 feet before reaching the tribesmen counts as difficult terrain because of the uneven footing.

When allowing for the use of "Feign Surprise" Campaign Card, remember that if the PC goes first in initiative order, they will not actually have a target yet.

The tribesmen begin this encounter hostile and intend to kill the PCs if the PCs do not choose to flee. However, as soon as the first PC actively displays one of the marks given to him or her by the ghosts, the tribesmen immediately becomes indifferent and will stop fighting long enough for the PCs to attempt a non-rushed DC 15 Diplomacy check. If they succeed at moving the tribesmen to friendly or better, the tribesmen will now talk with the PCs rather than fighting them.

If the PCs do not possess the mark from the ghost brothers, the only way to stop the fight is to make a rushed DC 35 Diplomacy check as a full-round action with the standard –10 penalty on the check. They must succeed at moving the tribesmen from hostile to friendly (before the penalty) in one check or they continue fighting and refuse to talk. Indifferent does not do the job, as they would just as soon kill the PCs or drive them off.

In either case, if any of the PCs in the party are or resemble Bright Desert nomads, the Diplomacy check suffer a –2 circumstance penalty.

APL 2 (EL 3)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 1; hp 15, 15; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 1; hp 9; see Appendix 1.

APL 4 (EL 5)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 2; hp 25, 25; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 2; hp 15; see Appendix 1.

APL 6 (EL 7)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 4; hp 49, 49; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 4; hp 31; see Appendix 1.

APL 8 (EL 9)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 6; hp 71 each; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 6; hp 45; see Appendix 1.

APL 10 (EL 11)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 8; hp 93, 93; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 8; hp 59; see Appendix 1.

APL 12 (EL 13)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 10; hp 115, 115; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 10; hp 73; see Appendix 1.

APL 14 (EL 15)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 12; hp 159 each; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 12; hp 99; see Appendix 1.

APL 16 (EL 17)

➤ **Abbor-Alz Tribesman (2):** Male human (Flan) barbarian 14; hp 183 each; see Appendix 1.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman 14; hp 129; see Appendix 1.

If the PCs managed to make the tribesmen friendly, and the PCs explain their story to the tribesmen, Kell-Hai tells them the following.

- The road they are seeking is not far away, but does break up one more time a few miles farther on.
- They also tell the PCs how to find the road again after the next missing section.
- They tell the PCs that the pits are full of many types of undead, but that they are particularly overrun with ghouls and ghosts.
- The tribesmen do not go within ten miles of Azak-Zil unless there is a dire reason.
- It is known to them that anyone who dies near Azak-Zil rises as an undead, but they say it in a way as to sound like a superstition.
- They tell the PCs that they spread word of them so that they are not attacked again.
- They also tell the PCs that they should turn back as it is not safe to continue.

At this point, if the PCs have been able to peacefully establish contact with the tribesmen, they should have all of the information they need.

If they turn back and did not fight the ghosts, proceed to Encounter 4: the Shadow of Rary.

If they turn back and did fight the ghosts, then proceed to the Conclusion.

If they push on, but did not fight the ghosts, proceed to Encounter 4: The Shadow of Rary and then to Encounter 5: Dust Storms if they still proceed.

If they push on, but did fight the ghosts, proceed to Encounter 5: Dust Storms.

ENCOUNTER 4: THE SHADOW OF RARY

Either having turned back with needed information in hand or while pushing on to find the last piece of the road to Azak-Zil, the PCs encounter a small band of Rary's nomads. These nomads were also seeking the road and have found it as well. They are returning with the

information when the two parties stumble into each other. This is quite literally a case of turning a corner and realizing you are facing the enemy. The encounter takes place in a long valley (60 feet wide at the base) with high walls and a long bend that allows the front person in each group to just see the other group about 120 ft. away.

At each APL there are actually two more riders and ponies than are listed in the encounter breakdown. The very first thing these two riders do is take-off in the opposite direction in order to make sure their information makes it back. The rest of the nomads fight to delay any pursuit.

As soon as the parties see each other, have them roll initiative. The PCs can attempt Diplomacy and the non-running nomads may choose to play along as a delaying tactic, but they should be considered hostile and anyone attempting to talk them out of their mission is practically impossible, suffering a –20 penalty for trying to persuade fanatics.

It is intended that at least one of the other two nomads gets away. They split up at the first opportunity. Assuming the PCs don't find some way to catch both, one will report back to Rary and he will now have found the road too.

APL 2 (EL 5)

➤ **Rary's Nomads (3):** Male human (Flan) fighter 1; hp 12, 12, 12; see *Appendix 1*.

➤ **Desert Ponies (3):** hp 13, 13, 13; see *Monster Manual* page 277*.

APL 4 (EL 7)

➤ **Rary's Nomads (4):** Male human (Flan) fighter 2; hp 20, 20, 20, 20; see *Appendix 1*.

➤ **Desert Ponies (4):** hp 13, 13, 13, 13; see *Monster Manual* page 277*.

APL 6 (EL 9)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 4; hp 36 each; see *Appendix 1*.

➤ **Desert Ponies (5):** hp 13 each; see *Monster Manual* page 277*.

APL 8 (EL 11)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 6; hp 58, 58, 58, 58, 58; see *Appendix One*.

➤ **Desert Ponies (5):** hp 13, 13, 13, 13, 13; see *Monster Manual* page 277*.

APL 10 (EL 12)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 8; hp 76, 76, 76, 76, 76; see *Appendix 1*.

➤ **Desert Ponies (5):** hp 13, 13, 13, 13, 13; see *Monster Manual* page 277*.

APL 12 (EL 15)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 10; hp 94, 94, 94, 94, 94; see *Appendix 1*.

➤ **Desert Ponies (5):** hp 13, 13, 13, 13, 13; see *Monster Manual* page 277*.

APL 14 (EL 17)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 12; hp 124, 124, 124, 124, 124; see *Appendix One*.

➤ **Desert Ponies (5):** hp 13, 13, 13, 13, 13; see *Monster Manual* page 277*.

APL 16 (EL 19)

➤ **Rary's Nomads (5):** Male human (Flan) fighter 14; hp 158, 158, 158, 158, 158; see *Appendix 1*.

➤ **Desert Ponies (5):** hp 13, 13, 13, 13, 13; see *Monster Manual* page 277*.

*The desert ponies use the war pony statistics.

If the PCs manage to capture any of the nomads, they are reluctant talk, but they eventually tell what they know. This is simply that they were sent to find the road to Azak-Zil. They do not know why Rary wants to find it and can only surmise that it is for the wealth held within.

If the PCs push on, proceed to Encounter 5: Dust Storms.

If the PCs return to Castle Karistyne, proceed to the Conclusion.

ENCOUNTER 5: DUST STORMS

The PCs might reach this encounter if they have gone about things the hard way and have had to fight the tribesmen. In this case, they still need to find the last piece of the road. The same Survival check rules as for the last piece of road apply again here. A DC 15 Survival check allows the PCs to find the road in about seven hours. Every five points they exceed the DC by allowing them to knock one hour off the search to a minimum of one hour. At which point, they should have what they need and can turn back.

If the PCs stubbornly push on or if they reached this encounter because they have already stubbornly pushed on, they will then encounter a series of storms of increasing degrees. The third has a fear effect attached to it that should make it clear to the PCs that they should turn back if they have not done so already.

All of the storms they encounter are dust storms, but the second and third will have “windstorm” and “hurricane” strength wind forces, respectively. For rules on how the storms work, see the *Dungeon Master's Guide*, page 95, and the new rules section in Appendix 5.

Storm number one occurs about midday on the first day in which they decide to push on once they have the information they need to bring back. This storm is a classic dust storm with “Ssevere” winds ranging from 31-50 miles per hour in speed. This first storm lasts for about two hours before settling. A DC 15 Survival check however, allows the PCs to realize a stronger storm is in the distance and heading their way.

The second storm hits the PCs one hour after the first storm ends. While still a “dust storm,” its technical storm grade is “sandstorm.” This storm lasts for three hours and likely pins the PCs down during it. By the time

it ends, it is early evening, hours before sunset, but the skies remain dark and it feels much later. A DC 15 Survival check allows the PCs to realize yet another storm, perhaps even worse, is in the distance and heading their way. Hopefully the PCs turn back before it strikes.

The third storm hits the PCs two hours after the second has passed. This storm is classified as a "flensing sandstorm" and has hurricane-force winds. Full details on such a storm are found on page 16 of *Sandstorm*; below can be found a summary of that information.

Wind Force: Hurricane

Wind Speed: 75-174 mph

Ranged Attacks: Impossible

Sandstorm Damage: 1d3/round (lethal)

Listen/Visibility: Listen checks not possible/-6

Creatures:

Medium or smaller: Blown away; DC 20 Fortitude save negates. (Roll 1d4 x 1-ft./round, taking 1d4 points of nonlethal damage per 10 ft.

Large: Knocked down

Huge: Checked

Sand: Deposits 4d6 feet of sand.

Additionally the sandstorm smothers unprotected flames, chokes protected flames and reduces visibility to severe brownout conditions (-6 penalty on Dexterity-based skill checks, Search, Spot and other checks that rely on vision). Finally PCs caught without cover may suffocate. Wearing cloth across the PC's mouth and nose protect against this for a number of rounds equal to 10 + the character's Constitution score. After that time an exposed PC must make a Constitution check (DC 10 +1 per previous check) or begin to suffocate.

The storm lasts for two hours or until a PC has been rendered unconscious by its effects. At that point it suddenly ceases.

While the PCs are caught in this storm (the additional laugh even penetrates extra-dimensional spaces) read the following:

The storm hammers at you with unnatural might. Above the wind's howl you hear another laugh, cold and full of evil, seemingly carried by the very sand itself. For a moment the sands seem to take the form of a man's wildly cackling face before the image is swept away.

The sands tear at you, scouring your skin. To stay here means death.

By this time, the PCs should have taken a hint, but feel free to have the latter storm return if they do not turn back. Lyzandred, who feels the PCs are not strong enough to face the undead infestation and therefore has decided it is not time for the PCs to reach Azak-Zil, is sending these storms. It seems he has taken an interest in the party's actions. This may come into play in the future.

Eventually, the PCs should give up and return to Karistyne Castle.

CONCLUSION: KARISTYNE CASTLE

Finally, the PCs return to Karistyne Castle and report to Karistyne. If the PCs did not fight Rary's nomads (because they fought the ghosts instead), have them encounter signs of Rary's men on the road to Azak-Zil while they are making their way back. Let them know that it is likely that Rary's men have found the road as well.

After entering the great hall once again, Lady Karistyne will ask them to join her for dinner at the great table and her staff will serve them food and drinks. After dinner, Lady Karistyne will ask for their story. Hopefully, they will share their entire story with her, but at the very least, they should tell the location of the road (and its various pieces) along with the news of Rary's men. The following read aloud text assumes at last the latter part. Adjust as needed if they withhold or forget either part.

"Thank you my friends! You have done me a great favor and while some of your news is worrisome, knowledge is always a weapon in the arsenal of the wise."

"I'm glad you didn't pursue the road too far. The Pits are a dangerous place and negotiations with Clan Highforge have not been successful as yet. However, I do believe we are making progress and the news that Rary is closing in on the mines will surely tip the scale."

"If all goes well, I will have need of you again in the near future. I intend to gather a large force of adventurers such as yourselves to help assault the mines and to reclaim them from the undead infestation. Will you help when the time comes?"

Assuming the PCs agree to help:

"Excellent! I knew I could count on ones as hardy as you! Come, let's share some more drink by the fire and swap stories of past adventures! You're welcome in my castle until your feet feel the need for the road once more."

Alternately, if they refuse:

"Well, I must say I'm a bit disheartened by your choice. Nevertheless, you have earned the favor of my castle. Please, have my staff find rooms for you. My apologies if our paths do not cross again while you stay here, but my schedule is rather busy," and with that she excuses herself and leaves the hall.

If the PCs brought Karistyne the location of the road, she will pay them ([APL + 2] x 60) gp and she grants them the Favor of Karistyne Castle. If the PCs tried and failed to find the road, she still pays them in full, but they do not earn the favor.

If they did not even attempt to find the road, then she does not pay them, has them escorted from the castle, and revokes any prior favors. Please note this on the current AR and any prior ARs. This only happen if the PCs truly did not try to find the road and are simply trying to collect the bounty.

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1/Encounter 4

Defeat the Ghosts or Defeat Rary's Nomads:

APL2	150 XP
APL4	210 XP
APL6	270 XP
APL8	330 XP
APL10	390 XP
APL12	450 XP
APL14	510 XP
APL16	570 XP

Encounter 2

Defeat the Constructs:

APL2	120 XP
APL4	180 XP
APL6	240 XP
APL8	300 XP
APL10	360 XP
APL12	420 XP
APL14	480 XP
APL16	540 XP

Encounter 3

Successfully negotiate with (Diplomacy) the Tribesmen or defeat the Tribesmen in combat:

APL2	90 XP
APL4	150 XP
APL6	210 XP
APL8	270 XP
APL10	330 XP
APL12	390 XP
APL14	450 XP
APL16	510 XP

Story Award

Returned to Karistyne with the location of the road to Azak-Zil:

APL2	45 XP
APL4	70 XP
APL6	90 XP
APL8	115 XP
APL10	135 XP
APL12	160 XP
APL14	180 XP
APL16	205 XP

Discretionary roleplaying award

APL2	45 XP
APL4	65 XP
APL6	90 XP
APL8	110 XP
APL10	135 XP

APL12	155 XP
APL14	180 XP
APL16	200 XP

Total possible experience:

APL2	450 XP
APL4	675 XP
APL6	900 XP
APL8	1,125 XP
APL10	1,350 XP
APL12	1,575 XP
APL14	1,800 XP
APL16	2,025 XP

TREASURE SUMMARY

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

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

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

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

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

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

Encounter 3: The Hills Have Eyes

APL 2: L: 74 gp; C: 0 gp; M: 0 gp

APL 4: L: 173 gp; C: 0 gp; M: 0 gp

APL 6: L: 227 gp; C: 0 gp; M: 312 gp—+1 *chain shirt* (x3) (104 gp each)

APL 8: L: 142 gp; C: 0 gp; M: 896 gp—+1 *greataxe* (x2) (193 gp each), +1 *chain shirt* (x3) (104 gp each), +1 *composite shortbow* (198 gp)

APL 10: L: 26 gp; C: 0 gp; M: 1762 gp—+1 *greataxe* (x2) (193 gp each), +1 *chain shirt* (x3) (104 gp each), +1 *composite shortbow* (198 gp), +1 *composite longbow* [+3] (2) (225 gp each), *cloak of resistance* +1 (x3) (83 gp each), *ring of protection* +1 (167 gp)

APL 12: L: 26 gp; C: 0 gp; M: 3345 gp—+1 *greataxe* (x2) (193 gp each), +1 *chain shirt* (x3) (104 gp each), +1 *composite shortbow* (198 gp), +1 *composite longbow* [+3] (2) (225 gp each), *cloak of resistance* +1 (x2) (83 gp each), *cloak of resistance* +2 (333 gp), *gauntlets of ogre strength* +2 (2) (333 gp each), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (x3) (167 gp each)

APL 14: L: 26 gp; C: 0 gp; M: 5094 gp—+1 *greataxe* (x2) (193 gp each), +1 *composite shortbow* (198 gp), +1 *composite longbow* [+3] (2) (225 gp each), +2 *chain shirt* (x3) (354 gp each), *amulet of health* +2 (x3) (333 gp each), *cloak of resistance* +1 (x2) (83 gp each), *cloak of resistance* +2 (333 gp), *gauntlets of ogre strength* +2 (2) (333 gp each), *periapt of wisdom* +2 (333 gp), *ring of protection* +1 (x3) (167 gp each)

APL 16: L: 26 gp; C: 0 gp; M: 10260 gp—+1 *greataxe* (x2) (193 gp each), +1 *composite shortbow* (198 gp), +1 *composite longbow* [+3] (2) (225 gp each), +2 *chain shirt* (x3) (354 gp each), *amulet of health* +2 (x2) (333 gp each), *amulet of health* +4 (1333 gp each), *belt of giant strength* +4 (2) (1333 gp each), *cloak of resistance* +1 (x2) (83 gp each), *cloak of resistance* +2 (333 gp), *gloves of dexterity* +2 (x2) (333 gp each), *periapt of wisdom* +2 (333 gp), *ring of protection* +2 (x3) (667 gp each)

Encounter 4: The Shadows of Rary

APL 2: L: 121 gp; C: 0 gp; M: 0 gp

APL 4: L: 309 gp; C: 0 gp; M: 0 gp

APL 6: L: 460 gp; C: 0 gp; M: 835 gp—+1 *chain shirt* (x5) (104 gp each), *potion of fly* (x5) (63 gp each)

APL 8: L: 456 gp; C: 0 gp; M: 1800 gp—+1 *chain shirt* (x5) (104 gp each), +1 *lance* (x5) (193 gp each), *potion of fly* (x5) (63 gp each)

APL 10: L: 367 gp; C: 0 gp; M: 3180 gp—+1 *chain shirt* (x5) (104 gp each), +1 *lance* (x5) (193 gp each), +1 *scimitar* (x5) (193 gp each), *cloak of resistance* +1 (x5) (83 gp each), *potion of fly* (x5) (63 gp each)

APL 12: L: 367 gp; C: 0 gp; M: 4845 gp—+1 *chain shirt* (x5) (104 gp each), +1 *lance* (x5) (193 gp each), +1 *scimitar* (x5) (193 gp each), *cloak of resistance* +1 (x5) (83 gp each), *gauntlets of ogre strength* +2 (x5) (333 gp each), *potion of fly* (x5) (63 gp each)

APL 14: L: 367 gp; C: 0 gp; M: 8595 gp—+1 *lance* (x5) (193 gp each), +1 *scimitar* (x5) (193 gp each), +2 *chain shirt* (x5) (354 gp each), *amulet of health* +2 (x5) (333 gp each), *cloak of resistance* +1 (x5) (83 gp each), *gauntlets of*

ogre strength +2 (x5) (333 gp each), *potion of fly* (x5) (63 gp each), *ring of protection* +1 (x5) (167 gp each)

APL 16: L: 367 gp; C: 0 gp; M: 18595 gp—+1 *lance* (x5) (193 gp each), +1 *scimitar* (x5) (193 gp each), +2 *chain shirt* (x5) (354 gp each), *amulet of health* +4 (x5) (1333 gp each), *belt of giant strength* +4 (x5) (1333 gp each), *cloak of resistance* +1 (x5) (83 gp each), *potion of fly* (x5) (63 gp each), *ring of protection* +1 (x5) (167 gp each)

Conclusion

APL 2: L: 0 gp; C: 440 gp; M: 0 gp

APL 4: L: 0 gp; C: 360 gp; M: 0 gp

APL 6: L: 0 gp; C: 480 gp; M: 0 gp

APL 8: L: 0 gp; C: 600 gp; M: 0 gp

APL 10: L: 0 gp; C: 720 gp; M: 0 gp

APL 12: L: 0 gp; C: 840 gp; M: 0 gp

APL 14: L: 0 gp; C: 960 gp; M: 0 gp

APL 16: L: 0 gp; C: 1080 gp; M: 0 gp

Total Possible Treasure

APL 2: L: 195 gp; C: 440 gp; M: 0 gp - Total: 635 gp

APL 4: L: 482 gp; C: 360 gp; M: 0 gp - Total: 842 gp

APL 6: L: 687 gp; C: 480 gp; M: 1147 gp - Total: 2314 gp

APL 8: L: 598 gp; C: 600 gp; M: 2696 gp - Total: 3894 gp

APL 10: L: 393 gp; C: 720 gp; M: 4942 gp - Total: 6055 gp

APL 12: L: 393 gp; C: 840 gp; M: 8190 gp - Total: 9423 gp

APL 14: L: 393 gp; C: 960 gp; M: 13689 gp - Total: 15042 gp

APL 16: L: 393 gp; C: 1080 gp; M: 28855 gp - Total: 30328 gp

Note that no matter how much treasure is recovered the PCs cannot earn more than the stated treasure cap for this adventure.

Special

† **Favor of Karistyne Castle:** You have performed a valuable service for Lady Karistyne and her court. As a token of her gratitude, she has arranged for some favors in return from members of her court. As such, you may choose one of the favors below (the entire favor is to be crossed out once one of the options below has been used):

A) Lady Karistyne has arranged with Shianne Stormhanded to make available one of her spellbooks to be copied from. You may choose to copy as many of the following spells into your spell book as you wish (or for other arcane casters, she shows you how to cast the spell): 2nd—*Scimitar of Sand*; 3rd—*Protection from Desiccation*; 4th—*Wall of Sand*; 5th—*Sleep Mote*; 6th—*Scalding Mud*. All spells above are found in *Sandstorm*.

B) Lady Karistyne has arranged with Helena Stanmaer to teach you the proper rituals for praying for as many of these spells as you can learn. (Works for any divine caster who would otherwise be able to cast the spell given access to it): 2nd—*Freedom of Breath*; 3rd—*Protection from Dessication*; 4th—*Wall of Sand*; 5th—*Flaywind Burst*; 6th—*Symbol of Thirst*. All spells above are found in *Sandstorm*.

- C) Lady Karistyne has arranged for the PC to get access to a small supply of magical items. They are considered to have access “Any” to the following items from *Sandstorm*: *scorpion carapace* armor enchantment, *ring of sandstriding*, *cape of the wastes*, *goggles of the desert*, *sandals of the shifting sands* and *replenishing skin*.

Normal costs apply to all of the above favors

† **The Mark of Nevyeh and Nevyah:** You have chosen to allow the phantoms Nevyeh and Nevyah to ritually scar you with their tribal mark (a stylized ‘T’). In addition to making you known as a friend to the local tribesmen near Zarak and Azak-Zil, the scar also has a magical ability to it. The ghosts have imbued you with a one-time protection from magical death effects. The next magical death effect targeted at your character will automatically fail. Once used, this should be noted on your AR. The mark itself does not go away however, and may still be of some other use in the future.

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 12:

- *Cloak of resistance +2* (Adventure; DMG; 4000 gp)

APL 14 (all of APL 12 plus the following):

- *+2 Chain shirt* (Adventure; DMG; 4,250 gp)

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

- *Amulet of health +4* (Adventure; DMG; 16,000 gp)
- *Belt of giant strength +4* (Adventure; DMG; 16,000 gp)
- *Ring of protection +2* (Adventure; DMG; 8,000 gp)

APPENDIX 1: NPC AND MONSTER STATISTICS

APL 2

ENCOUNTER 1

☛ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 1; CR 3; Medium undead (augmented humanoid [human], incorporeal); 1d12; hp 12; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 16, touch 16, flat-footed 13; Base Atk +1; Grp +4; Atk +6 melee (2d6+4/19-20, masterwork greatsword†) or +4 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +6 melee (2d6+4/19-20, masterwork greatsword†) or +4 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 13), horrific appearance (DC 13), manifestation, rage; SQ Darkvision 60 ft., fast movement (+10 ft.), illiterate, incorporeal traits, rejuvenation, turn resistance +4, undead traits; AL CN; SV Fort +2, Ref +3, Will +0; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +5, Handle Animal +5, Hide +13, Jump +9, Listen +10, Move Silently +5, Search +8, Spot +8, Survival +2; Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or

with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): 1/day—AC 14, touch 14, flat-footed 11; Grp +6; Atk +8 melee (2d6+7/19-20, masterwork greatsword†); Full Atk +8 melee (2d6+7/19-20, masterwork greatsword†); Fort +2, Will +2; Str 20, Con —; Climb +7, Jump +11, lasts 3 rounds.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

†This attack only effective on the Ethereal Plane.

ENCOUNTER 3

☛ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 1; CR 1; Medium humanoid (human); 1d12+3; hp 15; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +4; Atk +6 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d8/x3, longbow); Full Atk +6 melee (1d12+4/x3, masterwork greataxe) or +3 ranged (1d8/x3, longbow); SA Rage; SQ Fast movement (+10 ft.), illiterate; AL CN; SV Fort +5, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +3, Handle Animal +4, Hide +3, Jump +7, Listen +1, Move Silently +3, Survival +2; Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Rage (Ex): 1/day—hp 17; AC 13, touch 11, flat-footed 11; Grp +6; Atk +8 melee (1d12+7/x3, masterwork greataxe) Full Atk +8 melee (1d12+7/x3,

masterwork greataxe); Fort +7, Will +2; Str 20, Con 20; lasts 8 rounds then fatigued.

Possessions: studded leather armor, masterwork greataxe, longbow, 20 arrows, longbow.

☛ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 1; CR 1; Medium humanoid (human); 1d8+1; hp 9; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +0; Grp +0; Atk +0 melee (1d6/x3, handaxe) or +2 ranged (1d6/x3, masterwork shortbow); Full Atk +0 melee (1d6/x3, handaxe) or +2 ranged (1d6/x3, masterwork shortbow); SA Spells; SQ Spirit guide (owl), wild empathy; AL N; SV Fort +3, Ref +1, Will +5; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 16.

Skills and Feats: Concentration +8, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +0, Listen +5, Spellcraft +0, Spot +9, Survival +5; Alertness^B, Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (3/3; base DC = 13 + spell level): 0—*flare, know direction, light*; 1st—*cure light wounds*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: studded leather armor, handaxe, masterwork shortbow, 20 arrows.

¹*Complete Divine* page 14 or Appendix 2.

ENCOUNTER 4

☛ **Rary's Nomad:** Male human (Flan) fighter 1; CR 1; Medium humanoid (human); 1d10+2; hp 12; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +4; Atk +4 melee (1d8+3/x3, lance) or +3 ranged (1d6/x3, shortbow) or +5 melee (1d6+3/18-20, masterwork scimitar); Full Atk +4 melee (1d8+3/x3, lance) or +3 ranged (1d6/x3, shortbow) or +5 melee (1d6+3/18-20, masterwork scimitar); AL CN; SV Fort +4, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3 (+6 with horses), Jump +2, Ride +9, Survival +2; Horselore¹, Mounted Combat, Power Attack.

Languages: Flan.

Possessions: studded leather armor, light wooden shield, lance, masterwork scimitar, shortbow, 20 arrows.

¹*Dragon* magazine issue 315 or Appendix 2.

APL 4

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 3; CR 5; Medium undead (augmented humanoid [human], incorporeal); 3d12+3; hp 29; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 16, touch 16, flat-footed 16; Base Atk +3; Grp +6; Atk +8 melee (2d6+4/19-20, masterwork greatsword†) or +6 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +8 melee (2d6+4/19-20, masterwork greatsword†) or +6 melee incorporeal touch (1d4 ability damage, draining touch); Space/Reach: 5 ft./5 ft.; SA Draining touch, frightful moan (DC 14), horrific appearance (DC 14), manifestation, rage; SQ Darkvision 60 ft., fast movement (+10 ft.), illiterate, incorporeal traits, rejuvenation, trap sense +1, turn resistance +4, uncanny dodge, undead traits; AL CN; SV Fort +3, Ref +4, Will +1; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 16.

Skills and Feats: Climb +7, Handle Animal +5, Hide +13, Jump +11, Listen +12, Move Silently +5, Search +8, Spot +8, Survival +6; Improved Toughness¹, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment,

below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): 1/day—AC 14, touch 14, flat-footed 14; Grp +8; Atk +10 melee (2d6+7/19-20, masterwork greatsword†); Full Atk +10 melee (2d6+7/19-20, masterwork greatsword†); Fort +5, Will +3; Str 20, Con —; Climb +9, Jump +13, lasts 3 rounds.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹ *Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 2; CR 2; Medium humanoid (human); 2d12+6; hp 25; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 15; Base Atk +2; Grp +5; Atk +7 melee (1d12+4/x3, masterwork greataxe) or +5 ranged (1d8+1/x3, masterwork composite longbow [+1]); Full Atk +7 melee (1d12+4/x3, masterwork greataxe) or +5 ranged (1d8+1/x3, masterwork composite longbow [+1]); SA Rage; SQ Fast movement 10 ft., illiterate, uncanny dodge; AL CN; SV Fort +6, Ref +2, Will +0; Str 16, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Hide +3, Jump +8, Listen +2, Move Silently +3, Survival +3; Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Rage (Ex): 1/day—hp 29; AC 13, touch 10, flat-footed 13; Grp +7; Atk +9 melee (1d12+7/x3, masterwork greataxe) Full Atk +9 melee (1d12+7/x3, masterwork greataxe); Fort +8, Will +2; Str 20, Con 20; lasts 8 rounds then fatigued.

Possessions: studded leather armor, masterwork greataxe, masterwork composite longbow [+1], 20 arrows.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 2; CR 2; Medium humanoid (human); 2d8+2; hp 15; Init +1; Spd 30 ft.; AC 14 (+3 studded leather, +1 Dex), touch 11, flat-footed 13; Base Atk +1; Grp +1; Atk +2 melee (1d6/x3, handaxe) or +3 ranged (1d6/x3, masterwork composite shortbow); Full Atk +2 melee (1d6/x3, handaxe) or +3 ranged (1d6/x3, masterwork composite shortbow); SA Chastise spirits (6/day, DC 15), spells; SQ Spirit guide (owl), wild empathy; AL N; SV Fort +4, Ref +1, Will +6; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 16.

Skills and Feats: Concentration +9, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +0, Listen +5, Spellcraft +0, Spot +10, Survival +7; Alertness^B, Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (4/4; base DC = 13 + spell level): 0—*flare, know direction, light*; 1st—*cure light wounds, produce flame*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: studded leather armor, masterwork handaxe, masterwork composite shortbow, 20 arrows.

¹Complete Divine page 14 or Appendix 2.

ENCOUNTER 4

➤ **Rary's Nomad:** Male human (Flan) fighter 2; CR 2; Medium humanoid (human); 2d10+4; hp 20; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk +5 melee (1d8+3/x3, lance) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1]) or +6 melee (1d6+3/18-20, masterwork scimitar); Full Atk +5 melee (1d8+3/x3, lance) or +5 ranged (1d6+1/x3, masterwork composite shortbow [+1]) or +6 melee (1d6+3/18-20, masterwork scimitar); AL CN; SV Fort +5, Ref +2, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +2, Handle Animal +3 (+6 with horses), Jump +2, Ride +10, Survival +3; Horselore¹, Mounted Combat, Power Attack, Ride-By Attack.

Languages: Flan.

Possessions: studded leather armor, light wooden shield, lance, masterwork scimitar, masterwork composite shortbow [+1], 20 arrows.

¹Dragon magazine issue 315 or Appendix 2.

APL 6

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 5; CR 7; Medium undead (augmented humanoid [human] incorporeal); 5d12+5; hp 45; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 16, touch 16, flat-footed 16; Base Atk +5; Grp +8; Atk +10 melee (2d6+4/19-20, masterwork greatsword†) or +8 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +10 melee (2d6+4/19-20, masterwork greatsword†) or +8 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 15), horrific appearance (DC 15), manifestation, rage; SQ Darkvision 60 ft., fast movement (+10 ft.), improved uncanny dodge, incorporeal traits, rejuvenation, trap sense +1, turn resistance +4, undead traits; AL CN; SV Fort +4, Ref +4, Will +1; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 17.

Skills and Feats: Climb +9, Handle Animal +7, Hide +13, Jump +13, Listen +14, Move Silently +5, Search +8, Spot +8, Survival +8; Improved Toughness¹, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the

Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): 2/day—AC 14, touch 14, flat-footed 14; Grp +10; Atk +12 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +12 melee (2d6+7/19-20, masterwork greatsword†); Fort +6, Will +3; Str 20, Con —; Climb +11, Jump +15, lasts 3 rounds.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹Complete Warrior page 101 or Appendix 2.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 4; CR 4; Medium humanoid (human); 4d12+16; hp 49; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d12+4/x3, masterwork greataxe) or +7 ranged (1d8+3/x3, masterwork composite longbow [+3]); Full Atk +9 melee (1d12+4/x3, masterwork greataxe) or +7 ranged (1d8+3/x3, masterwork composite longbow [+3]); SA Rage; SQ Fast movement (+10 ft.), trap sense +1, uncanny dodge; AL CN; SV Fort +7, Ref +3, Will +1; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Hide +4, Jump +8, Listen +2, Move Silently +4, Survival +5; Improved Toughness¹, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Rage (Ex): 2/day—hp 57; AC 15, touch 10, flat-footed 15; Grp +9; Atk +11 melee (1d12+7/x3, masterwork greataxe) Full Atk +11 melee (1d12+7/x3, masterwork greataxe); Fort +9, Will +3; Str 21, Con 20; lasts 8 rounds then fatigued.

Possessions: +1 chain shirt, masterwork greataxe, masterwork composite longbow [+3], 20 arrows.

¹*Complete Warrior* page 101 or Appendix 2.

☛ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 4; CR 4; Medium humanoid (human); 4d8+8; hp 31; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk+3; Grp +3; Atk +4 melee (1d6/x3, handaxe) or +5 ranged (1d6/x3, masterwork composite shortbow); Full Atk +4 melee (1d6/x3, handaxe) or +5 ranged (1d6/x3, masterwork composite shortbow); SA Chastise spirits (6/day, DC 17), spells; SQ Blessing of the spirits, detect spirits, spirit guide (owl), wild empathy; AL N; SV Fort +5, Ref +2, Will +7; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 17.

Skills and Feats: Concentration +11, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +1, Listen +5, Spellcraft +0, Spot +12, Survival +10; Alertness^B, Improved Toughness², Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (6/6/4; base DC = 13 + spell level): 0—*flare, know direction, light*, 1st—*cure light wounds, entangle, produce flame*, 2nd—*bull's strength*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the

normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +1 chain shirt, masterwork handaxe, masterwork composite shortbow, 20 arrows.

¹*Complete Divine* page 14 or Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 4

☛ **Rary's Nomad:** Male human (Flan) fighter 4; CR 4; Medium humanoid (human); 4d10+8; hp 36; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk+4; Grp +7; Atk +7 melee (1d8+3/x3, lance) or +7 ranged (1d6+3/x3, masterwork composite shortbow [+3]) or +8 melee (1d6+3/18-20, masterwork scimitar); Full Atk +7 melee (1d8+3/x3, lance) or +7 ranged (1d6+3/x3, masterwork composite shortbow [+3]) or +8 melee (1d6+3/18-20, masterwork scimitar); AL CN; SV Fort +6, Ref +3, Will +2; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +3, Handle Animal +5 (+8 with horses), Jump +3, Ride +12, Survival +3; Horselore¹, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge.

Languages: Flan.

Possessions: +1 chain shirt, light wooden shield, lance, masterwork scimitar, masterwork composite shortbow [+3], *potion of fly* (CL 5).

¹*Dragon* magazine issue 315 or Appendix 2.

APL 8

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 7; CR 9; Medium undead (augmented humanoid [human], incorporeal); 7d12+7; hp 61; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 16, touch 16, flat-footed 16; Base Atk +7; Grp +10; Atk +12 melee (2d6+4/19-20, masterwork greatsword†) or +10 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +12/+7 melee (2d6+4/19-20, masterwork greatsword†) or +10 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 16), horrific appearance (DC 16), manifestation, rage; SQ Damage reduction 1/–, darkvision 60 ft., fast movement (+10 ft.), illiterate, improved uncanny dodge, incorporeal traits, rejuvenation, trap sense +2, turn resistance +4, undead traits; AL CN; SV Fort +5, Ref +5, Will +2; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 17.

Skills and Feats: Climb +11, Handle Animal +9, Hide +13, Jump +15, Listen +16, Move Silently +5, Search +8, Spot +8, Survival +10; Combat Reflexes, Improved Toughness¹, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or

with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): 2/day—AC 14, touch 14, flat-footed 14; Grp +12; Atk +14 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +14/+9 melee (2d6+7/19-20, masterwork greatsword†); Fort +7, Will +3; Str 20, Con —; Climb +13, Jump +17, lasts 3 rounds.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹ *Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 6; CR 6; Medium humanoid (human); 6d12+24; hp 71; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +6; Grp +9; Atk +11 melee (1d12+5/x3, +1 greataxe) or +9 ranged (1d8+3/x3, masterwork composite longbow [+3]); Full Atk +11/+6 melee (1d12+5/x3, +1 greataxe) or +9/+4 ranged (1d8+3/x3, masterwork composite longbow [+3]); SA Rage; SQ Fast movement 10 ft., illiterate, improved uncanny dodge, trap sense +2; AL CN; SV Fort +8, Ref +4, Will +2; Str 17, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +4, Handle Animal +4, Hide +5, Jump +9, Listen +3, Move Silently +5, Survival +5; Combat Reflexes, Improved Toughness¹, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Rage (Ex): 2/day—hp 83; AC 15, touch 10, flat-footed 15; Grp +11; Atk +13 melee (1d12+7/x3, masterwork greataxe) Full Atk +13/+6 melee

(1d12+7/x3, masterwork greataxe); Fort +10, Will +3; Str 21, Con 20; lasts 8 rounds then fatigued.

Possessions: +1 chain shirt, +1 greataxe, masterwork composite longbow [+3], 20 arrows.

¹*Complete Warrior* page 101 or Appendix 2.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 6; CR 6; Medium humanoid (human); 6d8+12; hp 45; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp: +4; Atk +5 melee (1d6/x3, handaxe) or +6 ranged (1d6+1/x3, +1 composite shortbow); Full Atk +5 melee (1d6/x3, handaxe) or +6 ranged (1d6+1/x3, +1 composite shortbow); SA Chastise spirits (6/day, DC 19), spells; SQ Blessing of the spirits, detect spirits, follow the guide, ghost warrior, spirit guide (owl), wild empathy; AL N; SV Fort +6, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 17.

Skills and Feats: Concentration +13, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +2, Listen +5, Spellcraft +1, Spot +14, Survival +12; Alertness^B, Extend Spell, Improved Toughness², Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman *Spells Retrieved* (6/7/6/4; base DC = 13 + spell level): 0—*flare, know direction, light*; 1st—*cure light wounds, entangle, produce flame*; 2nd—*barkskin, bull's strength*; 3rd—*cure moderate wounds*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +1 chain shirt, masterwork handaxe, +1 composite shortbow, 20 arrows.

¹*Complete Divine* page 14 or Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 4

➤ **Rary's Nomad:** Male human (Flan) fighter 6; CR 6; Medium humanoid (human); 6d10+18; hp 58; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +10 melee (1d8+4/x3, +1 lance) or +9 ranged (1d6+3/x3, masterwork composite shortbow [+3]) or +10 melee (1d6+3/18-20, masterwork scimitar); Full Atk +10/+5 melee (1d8+4/x3, +1 lance) or +9/+4 ranged (1d6+3/x3, masterwork composite shortbow [+3]) or +10/+5 melee (1d6+3/18-20, masterwork

scimitar); AL CN; SV Fort +7, Ref +4, Will +3; Str 17, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +5, Handle Animal +5 (+8 w/horses), Jump +5, Ride +14, Survival +3; Horselore¹, Improved Toughness² Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Languages: Flan.

Possessions: +1 chain shirt, light wooden shield, +1 lance, masterwork scimitar, composite shortbow [+3], 20 arrows, *potion of fly* (CL 5).

¹*Dragon* magazine issue 315 or Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

APL 10

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 9; CR 11; Medium undead (augmented humanoid [human], incorporeal); 9d12+9; hp 77; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 17, touch 17, flat-footed 17; Base Atk +9; /Grp +12; Atk +14 melee (2d6+4/19-20, masterwork greatsword†) or +12 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +14/+9 melee (2d6+4/19-20, masterwork greatsword†) or +12 melee incorporeal touch (1d4 ability damage, draining touch); Space/Reach: 5 ft./5 ft.; SA Draining touch, frightful moan (DC 18), horrific appearance (DC 18), manifestation, rage 3/day; SQ Damage reduction 1/-, darkvision 60 ft., fast movement 10 ft., improved uncanny dodge, illiterate, incorporeal traits, rejuvenation, trap sense +3, turn resistance +4, uncanny dodge, undead traits; AL CN; SV Fort +6, Ref +6, Will +5; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 18.

Skills and Feats: Climb +13, Handle Animal +12, Hide +13, Jump +17, Listen +18, Move Silently +5, Search +8, Spot +8, Survival +12; Combat Reflexes, Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A

manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): 3/day—AC 15, touch 15, flat-footed 15; Grp +14; Atk +16 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +16/+11 melee (2d6+7/19-20, masterwork greatsword†); Fort +8, Will +7; Str 20, Con —; Climb +15, Jump +19, lasts 3 rounds.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat. The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹Complete Warrior page 101 or Appendix 2.

ENCOUNTER 2

➤ **Stone Golem, Advanced:** CR 12; Large Construct; 18d10+30; hp 129; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26; Base Atk +13; Grp +27; Atk +22 melee (2d10+10, slam); Full Atk +22 melee (2d10+10, 2 slams); Space/Reach: 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL CE; SV Fort +6, Ref +5, Will +6; Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —.

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 19 Will save to negate. The save DC is Constitution-based.

Immunity to Magic (Ex): A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects

function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 8; CR 8; Medium humanoid (human); 8d12+32; hp 93; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17; Base Atk +8; Grp +12; Atk +14 melee (1d12+7/x3, +1 greataxe) or +11 ranged (1d8+4/x3, +1 composite longbow [+3]); Full Atk +14/+9 melee (1d12+7/x3, +1 greataxe) or +11/+6 ranged (1d8+4/x3, +1 composite longbow [+3]); SA Rage; SQ Damage reduction 1/—, fast movement (+10 ft.), illiteracy, improved uncanny dodge, trap sense +2, uncanny dodge; AL CN; SV Fort +10, Ref +5, Will +3; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +5, Handle Animal +6, Hide +6, Jump +10, Listen +3, Move Silently +6, Survival +7; Combat Reflexes, Improved Toughness¹, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Rage (Ex): 3/day—hp 109; AC 15, touch 10, flat-footed 15; Grp +11; Atk +16 melee (1d12+10/x3, +1 greataxe) Full Atk +16/+11 melee (1d12+10/x3, +1 greataxe); Fort +10, Will +3; Str 22, Con 20; lasts 8 rounds then fatigued.

Possessions: +1 chain shirt, +1 greataxe, +1 composite longbow [+3], 10 arrows, cloak of resistance +1.

¹Complete Warrior page 101 or Appendix 2.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) Spirit shaman¹ 8; CR 8; Medium humanoid (human); 8d8+16; hp 59; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk/Grp: +6/+6; Atk +7 melee (1d6/x3, handaxe) or +8 ranged (1d6+1/x3, +1 composite shortbow); Full Atk +7/+2 melee (1d6/x3, handaxe) or +8/+3 ranged (1d6+1/x3, +1 composite shortbow); SA Chastise spirits (7/day, DC 22), spells; SQ Blessing of the spirits, detect spirits, follow the guide, ghost warrior, spirit guide (owl), warding of the spirits, wild empathy; AL N; SV Fort +8, Ref +4, Will +10; Str 10, Dex 12, Con 12, Int 8, Wis 16, Cha 18.

Skills and Feats: Concentration +15, Heal +5, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +2, Listen +5, Spellcraft +1, Spot +16, Survival +14; Alertness^B, Extend Spell, Improved Toughness², Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (6/7/7/6/3; base DC = 13 + spell level): 0—*flare*, *know direction*, *light*,

1st—*cure light wounds*, *entangle*, *produce flame*; 2nd—*barkskin*, *bull's strength*; 3rd—*cure moderate wounds*, *extended resist energy*; 4th—*freedom of movement*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures,

and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like magic circle against evil, except it protects against spirits.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time). A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +1 chain shirt, masterwork handaxe, +1 composite shortbow, 20 arrows, *cloak of resistance* +2, *ring of protection* +1.

¹*Complete Divine* page 14 or Appendix 2.

²*Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 4

☛ **Rary's Nomad:** Male human (Flan) fighter 8; CR 8; Medium humanoid (human); 8d10+24; hp 76; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk/Grp: +8/+12; Atk +13 melee (1d8+5/x3, +1 lance) or +11 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +13 melee (1d6+5/18-20, +1 scimitar); Full Atk +13/+8 melee (1d8+5/x3, +1 lance) or +11/+6 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +13/+8 melee (1d6+5/18-20, +1 scimitar); AL CN; SV Fort +9, Ref +5, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +6, Handle Animal +7 (+10 w/horses), Jump +6, Ride +16, Survival +4; Cavalry Charger¹, Horselore², Improved Toughness³, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Languages: Flan.

Possessions: +1 chain shirt, light wooden shield, +1 lance, +1 scimitar, masterwork composite shortbow [+4], 20 arrows, *cloak of resistance* +1, *potion of fly* (CL 5).

¹*Complete Warrior* page 108 or Appendix 2.

²*Dragon* magazine issue 315 or Appendix 2.

³*Complete Warrior* page 101 or Appendix 2.

APL 12

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** male human (Flan) ghost barbarian 11; CR 13; Medium undead (augmented humanoid [human], incorporeal); 11d12+11; hp 93; Init +3; Spd 40 ft., fly 30 ft. (perfect); AC 17, touch 17, flat-footed 17; Base Atk +11; Grp +14; Atk +16 melee (2d6+4/19-20, masterwork greatsword†) or +14 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +16/+11/+6 melee (2d6+4/19-20, masterwork greatsword†) or +14 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 19), greater rage, horrific appearance (DC 19), manifestation; SQ Damage reduction 2/-, darkvision 60 ft., fast movement (+10 ft.), improved uncanny dodge, incorporeal traits, rejuvenation, trap sense +3, turn resistance +4, undead traits; AL CN; SV Fort +7, Ref +6, Will +5; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 18.

Skills and Feats: Climb +15, Handle Animal +14, Hide +13, Jump +19, Listen +20, Move Silently +5, Search +8, Spot +8, Survival +14; Combat Reflexes, Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Greater Rage (Ex): 3/day—AC 15, touch 15, flat-footed 15; Grp +17; Atk +19 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +19/+14/+9 melee (2d6+7/19-20, masterwork greatsword†); Fort +8, Will +7; Str 22, Con —; Climb +18, Jump +21, lasts 3 rounds.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a

50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹Complete Warrior page 101 or Appendix 2.

ENCOUNTER 2

➤ **Iron Golem, Advanced:** CR 14; Large Construct; 22d10+30; hp 151; Init -1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +15; Grp +33; Atk +27 melee (2d10+12, slam); Full Atk +27 melee (2d10+12, 2 slams); Space/Reach: 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL CE; SV Fort +7, Ref +6, Will +7; Str 34, Dex 9, Con —, Int —, Wis 11, Cha 1.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 21 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 10; CR 10; Medium humanoid (human); 10d12+40; hp 115; Init +2; Spd 40 ft.; AC 18, touch 13, flat-footed 16; Base Atk +10; Grp +15; Atk +17 melee (1d12+8/x3, +1 greataxe) or +13 ranged (1d8+4/x3, +1 composite longbow [+3]); Full Atk +17/+12 melee (1d12+8/x3, +1 greataxe) or +13/+8 ranged (1d8+4/x3, 1 composite longbow [+3]); SA Rage; SQ Damage reduction 2/—, fast movement (+10 ft.), illiterate, improved uncanny dodge, trap sense +3, uncanny; AL CN; SV Fort +11, Ref +6, Will +6; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +8, Handle Animal +6, Hide +7, Jump +11, Listen +3, Move Silently +7, Survival +9; Combat Reflexes, Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Age (Ex): 3/day—hp 135; AC 16, touch 11, flat-footed 16; Grp +17; Atk +19 melee (1d12+11/x3, +1 greataxe) Full Atk +16/+11 melee (1d12+11/x3, +1 greataxe); Fort +13, Will +8; Str 24, Con 20; lasts 8 rounds then fatigued.

Possessions: +1 chains shirt, +1 greataxe, +1 composite longbow [+3], 20 arrows, cloak of resistance +1, gauntlets of ogre strength +2, ring of protection +1.

¹Complete Warrior page 101 or Appendix 2.

➤ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 10; CR 10; Medium Humanoid (human); 10d8+20; hp 73; Init +1; Spd 30 ft.; AC 17, touch 12, flat-footed 16; Base Atk +7; Grp +7; Atk +8 melee (1d6/x3, handaxe) or +9 ranged (1d6+1/x3, +1 composite shortbow); Full Atk +8/+3 melee (1d6/x3, handaxe) or +9/+4 ranged (1d6+1/x3, +1 composite shortbow); SA Chastise spirits (7/day, DC 24), spells; SQ Blessing of the spirits, detect spirits, follow the guide, ghost warrior, guide magic, spirit form 1/day, spirit guide (owl), warding of the spirits, wild empathy; AL N; SV Fort +10, Ref +5, Will +13; Str 10, Dex 12, Con 12, Int 8, Wis 18, Cha 18.

Skills and Feats: Concentration +17, Heal +8, Knowledge (geography) +0, Knowledge (local - Core) +0, Knowledge (nature) +2, Listen +6, Spellcraft +1, Spot +19, Survival +17; Alertness^B, Augment Healing²,

Extend Spell, Improved Toughness², Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (6/7/7/7/6/3; base DC = 13 + spell level): 0—*flare*, *know direction*, *light*; 1st—*cure light wounds*, *entangle*, *lesser vigor*⁴; 2nd—*cat's grace*, *bull's strength*, *extended produce flame*; 3rd—*extended barkskin*, *extended resist energy*; 4th—*flame strike*, *freedom of movement*; 5th—*cure critical wounds*].

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while her spirit guide concentrates on the spell. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to 1 minute. While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1). She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction. At 15th level and higher, a spirit shaman can use her spirit form twice per day. At 20th level, she can use this ability three times per day.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like magic circle against evil, except it protects against spirits.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +1 chain shirt, masterwork handaxe, +1 composite shortbow, 20 arrows, cloak of resistance +2, periapt of wisdom +2, ring of protection +1.

¹Complete Divine page 14 or Appendix 2.

²Complete Divine page 79 or Appendix 2.

³Complete Warrior page 101 or Appendix 2.

⁴Complete Divine page 186 or Appendix 2.

ENCOUNTER 4

➤ **Rary's Nomad:** Male human (Flan) fighter 10; CR 10; Medium Humanoid (human); 10d10+30; hp 94; Init +2; Spd 30 ft.; AC 19, touch 13, flat-footed 17; Base Atk +10; Grp +15; Atk +16 melee (1d8+6/x3, +1 lance) or +13 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +16 melee (1d6+6/18-20, +1 scimitar); Full Atk +16/+11 melee (1d8+6/x3, +1 lance) or +13/+8 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +16/+11 melee (1d6+6/18-20, +1 scimitar); AL CN; SV Fort +10, Ref +6, Will +5; Str 20, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +8, Handle Animal +7 (+10 w/horses), Jump +8, Ride +18, Survival +5; Cavalry Charger¹, Combat Reflexes, Heat Endurance², Horselore³, Improved Toughness⁴, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample.

Languages: Flan.

Possessions: +1 chain shirt, light wooden shield, +1 lance, +1 scimitar, masterwork composite shortbow [+4], 20 arrows, cloak of resistance +1, gauntlets of ogre power +2, ring of protection +1, potion of fly (CL 5).

¹Complete Warrior page 108 or Appendix 2.

²Sandstorm page 50 or Appendix 2.

³Dragon magazine issue 315 or Appendix 2.

⁴Complete Warrior page 101 or Appendix 2.

APL 14

ENCOUNTER 1

➤ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 13; CR 15; Medium undead (augmented humanoid [human], incorporeal); 13d12+13; hp 109; Init +7; Spd 40 ft., fly 30 ft. (perfect); AC 17, touch 17, flat-footed 17; Base Atk +13; Grp +16; Atk +18 melee (2d6+4/19-20, masterwork greatsword†) or +16 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +18/+13/+8 melee (2d6+4/19-20, masterwork greatsword†) or +16 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 20), greater rage, horrific appearance (DC 20), manifestation; SQ Damage reduction 3/-, darkvision 60 ft., fast movement 10 ft., illiteracy, improved uncanny dodge, incorporeal traits, rejuvenation, trap sense +4, turn resistance +4, undead traits; AL CN; SV Fort +8, Ref +7, Will +6; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 19.

Skills and Feats: Climb +17, Handle Animal +16, Hide +13, Jump +21, Listen +22, Move Silently +5, Search +8, Spot +8, Survival +16; Combat Reflexes, Improved Initiative, Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Greater Rage (Ex): 4/day—AC 15, touch 15, flat-footed 15; Grp +19; Atk +21 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +21/+16/+11 melee (2d6+7/19-20, masterwork greatsword†); Fort +11, Will +9; Str 22, Con —; Climb +21, Jump +24, lasts 3 rounds.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a

50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹ *Complete Warrior* page 101 or Appendix 2.

ENCOUNTER 3

➤ **Abbor-Alz Tribesman:** Male human (Flan) Barbarian 12; CR 12; Medium humanoid (human); 12d12+60; hp 159; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 19; Base Atk +12; Grp +17; Atk +19 melee (1d12+8/19-20x3, +1 greataxe) or +15 ranged (1d8+4/x3, 1 composite longbow [+3]); Full Atk +19/+14/+9 melee (1d12+8/19-20x3, +1 greataxe) or +15/+10/+5 ranged (1d8+4/x3, 1 composite longbow [+3]); SA Greater rage; SQ Damage reduction 2/-, fast movement (+10 ft.), illiteracy, improved uncanny dodge, trap sense +; AL CN; SV Fort +13, Ref +7, Will +7; Str 21, Dex 14, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +10, Handle Animal +6, Hide +8, Jump +11, Listen +3, Move Silently +8, Survival +11; Combat Reflexes, Improved Critical (greataxe), Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Greater Rage (Ex): 4/day—hp 195; AC 17, touch 11, flat-footed 17; Grp +20; Atk +22 melee (1d12+13/x3, +1 greataxe) Full Atk +22/+17/+11 melee (1d12+13/x3, +1 greataxe); Fort +16, Will +10; Str 27, Con 24; lasts 10 rounds then fatigued.

Possessions: +2 chain shirt, +1 greataxe, +1 composite longbow [+3], 20 arrows, amulet of health +2, cloak of resistance +1, gauntlets of ogre power +2, ring of protection +1.

¹Complete Warrior page 101 or Appendix 2.

☛ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human Flan spirit shaman¹ 12; CR 12; Medium humanoid (human); 12d8+36; hp 99; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17; Base Atk +9; Grp +9; Atk +10 melee (1d6/x3, handaxe) or +11 ranged (1d6+1/x3, +1 composite shortbow); Full Atk +10/+5 melee (1d6/x3, handaxe) or +11/+6 ranged (1d6+1/x3, +1 composite shortbow); SA Chastise spirits (7/day, DC 24), spells; SQ Blessing of the spirits, detect spirits, follow the guide, ghost warrior, guide magic, recall spirit, spirit form 1/day, spirit guide (owl), warding of the spirits, wild empathy; AL N; SV Fort +12, Ref +6, Will +14; Str 10, Dex 12, Con 14, Int 8, Wis 19, Cha 18.

Skills and Feats: Concentration +20, Heal +8, Knowledge (geography) +1, Knowledge (local - Core) +0, Knowledge (nature) +2, Listen +6, Spellcraft +2, Spot +21, Survival +19; Alertness², Augment Healing², Extend Spell, Improved Toughness³, Quicken Spell, Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spells Retrieved (6/7/7/7/7/5/3; base DC = 13 + spell level): 0—*flare, know direction, light*; 1st—*[cure light wounds, entangle, lesser vigor*⁴; 2nd—*cat's grace, bull's strength, extended produce flame*; 3rd—*extended barkskin, extended resist energy, spike growth*; 4th—*flame strike, freedom of movement*; 5th—*cure critical wounds, quickened cure light wounds*; 6th—*greater dispel magic*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the Guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or

dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit world to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while her spirit guide concentrates on the spell. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Recall Spirit (Sp): At 11th level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body. Once per week, she can reconnect a spirit to its body, restoring life to a recently deceased creature. The ability must be used within 1 round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no

Constitution loss, and no loss of spells. The creature is only restored to -1 hit points (but is stabilized).

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to 1 minute. While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1). She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction. At 15th level and higher, a spirit shaman can use her spirit form twice per day. At 20th level, she can use this ability three times per day.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like magic circle against evil, except it protects against spirits.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time).

A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +2 *chain shirt*, masterwork handaxe, +1 *composite shortbow*, 20 arrows, *amulet of health* +2, *cloak of resistance* +2, *periapt of wisdom* +2, *ring of protection* +1.

¹*Complete Divine* page 14 or Appendix 2.

²*Complete Divine* page 79 or Appendix 2.

³*Complete Warrior* page 101 or Appendix 2.

⁴*Complete Divine* page 186 or Appendix 2.

ENCOUNTER 4

➤ **Rary's Nomad:** Male human (Flan) fighter 12; CR 12; Medium humanoid (human); 12d10+48; hp 124; Init +2; Spd 30 ft.; AC 20 (+6 +2 *chain shirt*, +1 light wooden shield, +1 deflection, +2 Dex), touch 13, flat-footed 18; Base Atk +12; Grp +17; Atk +19 melee (1d8+6/19-20/x3, +1 *lance*) or +15 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +18 melee (1d6+6/18-20, +1 *scimitar*); Full Atk +19/+14/+9 melee (1d8+6/19-20/x3, +1 *lance*) or +15/+10/+5 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +18/+13/+8 melee (1d6+6/18-20, +1 *scimitar*); AL CN; SV Fort +12, Ref +7, Will +6; Str 21, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +9, Handle Animal +7 (+10 w/horses), Jump +9, Ride +20, Survival +6; Cavalry Charger¹, Combat Reflexes, Heat Endurance², Horselore³, Improved Critical (lance), Improved Heat Endurance², Improved Toughness⁴, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (lance).

Languages: Flan.

Possessions: +2 *chain shirt*, light wooden shield, +1 *lance*, +1 *scimitar*, masterwork composite shortbow [+4], 20 arrows, *amulet of health* +2, *cloak of resistance* +1, *gauntlets of ogre power* +2, *ring of protection* +1, *potion of fly* (CL 5).

¹*Complete Warrior* page 108 or Appendix 2.

²*Sandstorm* page 50 or Appendix 2.

³*Dragon* magazine issue 315 or Appendix 2.

⁴*Complete Warrior* page 101 or Appendix 2.

APL 16

ENCOUNTER 1

☛ **Nevyeh and Nevyah:** Male human (Flan) ghost barbarian 15; Medium undead (augmented humanoid [human], incorporeal); 15d12+15; hp 125; Init +7; Spd 40 ft., fly 30 ft. (perfect); AC 17, touch 17, flat-footed 17; Base Atk +15; Grp +18; Atk +20 melee (2d6+4/17-20, masterwork greatsword†) or +18 melee incorporeal touch (1d4 ability damage, draining touch); Full Atk +20/+15/+10 melee (2d6+4/17-20, masterwork greatsword†) or +18 melee incorporeal touch (1d4 ability damage, draining touch); SA Draining touch, frightful moan (DC 21), greater rage, horrific appearance (DC 21), manifestation; SQ Damage reduction 3/–, darkvision 60 ft., fast movement (+10 ft.), illiteracy, improved uncanny dodge, incorporeal traits, indomitable will, rejuvenation, trap sense +5, turn resistance +4, undead traits; AL CN; SV Fort +9, Ref +8, Will +7; Str 16, Dex 16, Con —, Int 10, Wis 10, Cha 19.

Skills and Feats: Climb +19, Handle Animal +18, Hide +13, Jump +23, Listen +24, Move Silently +5, Search +8, Spot +8, Survival +18; Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greatsword).

Languages: Common, Flan.

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Greater Rage (Ex): 4/day—AC 15, touch 15, flat-footed 15; Grp +21; Atk +21 melee (2d6+7/19-20, masterwork greatsword†) Full Atk +23/+18/+13 melee (2d6+7/19-20, masterwork greatsword†); Fort +12, Will +13; Str 22, Con —; Climb +22, Jump +26, lasts 3 rounds.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane.

A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where it is not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The “destroyed” spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Turn Resistance (Ex): A ghost has +4 turn resistance.

† This attack only effective on the Ethereal Plane.

¹Complete Warrior page 101 or Appendix 2.

ENCOUNTER 3

☛ **Abbor-Alz Tribesman:** Male human (Flan) barbarian 14; CR 14; Medium humanoid (human); 14d12+70; hp 183; Init +3; Spd 40 ft.; AC 21, touch 15, flat-footed 21; Base Atk +14; Grp: +20; Atk +22 melee (1d12+10/19-20x3, +1 greataxe) or +18 ranged (1d8+4/x3, +1 composite longbow [+3]); Full Atk +22/+17/+12 melee (1d12+10/19-20x3, +1 greataxe) or +18/+13/+8 ranged (1d8+4/x3, +1 composite longbow [+3]); SA Greater rage; SQ Damage reduction 3/–, fast movement 10 ft., improved uncanny dodge, indomitable will, trap sense +4, uncanny dodge; AL CN; SV Fort +14, Ref +8, Will +7; Str 23, Dex 16, Con 18, Int 8, Wis 10, Cha 8.

Skills and Feats: Climb +11, Handle Animal +6, Hide +10, Jump +12, Listen +7, Move Silently +10, Survival +11; Combat Reflexes, Improved Critical

(greataxe), Improved Toughness¹, Iron Will, Power Attack, Weapon Focus (greataxe).

Languages: Common, Flan.

Greater Rage (Ex): 4/day—hp 225; AC 19, touch 13, flat-footed 19; Grp +23; Atk +25 melee (1d12+13/x3, +1 greataxe) Full Atk +25/+20/+15 melee (1d12+13/x3, +1 greataxe); Fort +17, Will +10; Str 27, Con 24; lasts 10 rounds then fatigued.

Possessions: +2 chain shirt, +1 greataxe, +1 composite longbow [+3], 20 arrows, amulet of health +2, belt of giant strength +4, cloak of resistance +1, gloves of dexterity +2, ring of protection +2.

¹Complete Warrior page 101 or Appendix 2.

☛ **Kell-Hai, Abbor-Alz Spirit Shaman:** Female human (Flan) spirit shaman¹ 14; CR 14; Medium jumanoid (human); 14d8+56; hp 129; Init +1; Spd 30 ft.; AC 19 touch 13, flat-footed 18; Base Atk +10; Grp: +10; Atk +11 melee (1d6/x3, handaxe) or +12 ranged (1d6+1/x3, +1 composite shortbow); Full Atk +11/+6 melee (1d6/x3, handaxe) or +12/+7 ranged (1d6+1/x3, +1 composite shortbow); SA Chastise spirits (7/day, DC 24), spells; SQ Blessing of the spirits, detect spirits, exorcism, follow the guide, ghost warrior, guide magic, recall spirit, spirit form 1/day, spirit guide (owl), warding of the spirits, wild empathy; AL N; SV Fort +14, Ref +6, Will +15; Str 10, Dex 12, Con 16, Int 8, Wis 19, Cha 18.

Skills and Feats: Concentration +23, Heal +8, Knowledge (geography) +1, Knowledge (local - Core) +0, Knowledge (nature) +2, Listen +6, Spellcraft +4, Spot +23, Survival +21; Alertness^b, Augment Healing², Extend Spell, Improved Toughness³, Quicken Spell, Skill Focus (Concentration), Track.

Languages: Common, Flan.

Spirit Shaman Spells Retrieved (6/7/7/7/7/6/5/3; base DC = 13 + spell level): 0—*flare, know direction, light*; 1st—*cure light wounds, entangle, lesser vigor*^d; 2nd—*cat's grace, bull's strength, extended produce flame*; 3rd—*extended barkskin, extended resist energy, spike growth* 4th—*air walk, flame strike, freedom of movement*; 5th—*cure critical wounds, quickened cure light wounds*; 6th—*fire seeds, greater dispel magic*; 6th—*heal*.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which she travels to the spirit world.

Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit word to damage hostile spirits (see the "What is a Spirit?" Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Exorcism (Su): Starting at 13th level, as a full-round action, a spirit shaman can force a possessing creature or spirit out of the body it inhabits (for example, a ghost with the malevolence ability). To exorcise a possessing creature, she makes a class level check (also adding her Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any). If her result equals or exceeds the DC, she succeeds in forcing the possessor from the body, with the normal results based on its method of possession. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while her spirit guide concentrates on the spell. A spirit guide can

concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Recall Spirit (Sp): At 11th level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body. Once per week, she can reconnect a spirit to its body, restoring life to a recently deceased creature. The ability must be used within 1 round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature is only restored to -1 hit points (but is stabilized).

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to 1 minute. While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1). She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction. At 15th level and higher, a spirit shaman can use her spirit form twice per day. At 20th level, she can use this ability three times per day.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like magic circle against evil, except it protects against spirits.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under

normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time). A spirit shaman cannot use this ability to influence a magical beast.

Possessions: +2 *chain shirt*, masterwork handaxe, +1 *composite shortbow*, 20 arrows, *amulet of health* +4, *cloak of resistance* +2, *periapt of wisdom* +2, *ring of protection* +2.

¹*Complete Divine* page 14 or Appendix 2.

²*Complete Divine* page 79 or Appendix 2.

³*Complete Warrior* page 101 or Appendix 2.

⁴*Complete Divine* page 186 or Appendix 2.

ENCOUNTER 4

➤ **Rary's Nomad:** Male human (Flan) fighter 14; CR 14; Medium humanoid (human); 14d10+56; hp 158; Init +2; Spd 30 ft.; AC 20, touch 13, flat-footed 18; Base Atk +14; Grp +20; Atk +22 melee (1d8+7/19-20/x3, +1 *lance*) or +17 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +21 melee (1d6+7/18-20, +1 *scimitar*); Full Atk +22/+17/+12 melee (1d8+7/19-20/x3, +1 *lance*) or +17/+12/+7 ranged (1d6+4/x3, masterwork composite shortbow [+4]) or +21/+16/+11 melee (1d6+7/18-20, +1 *scimitar*); AL CN; SV Fort +14, Ref +7, Will +6; Str 23, Dex 14, Con 18, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +11, Handle Animal +7 (+10 w/horses), Jump +11, Ride +22, Survival +7; Cavalry Charger¹, Combat Reflexes, Heat Endurance², Horselore³, Improved Critical (lance), Improved Heat Endurance², Improved Toughness⁴, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Powerful Charge⁵, Reckless Charge⁵, Spirited Charge, Trample, Weapon Focus (lance).

Languages: Flan.

Possessions: 20 arrows, masterwork composite shortbow [+4], light wooden shield, +1 *lance*, +1 *scimitar*, +2 *chain shirt*, *amulet of health* +4, *belt of giant strength* +4, *cloak of resistance* +1, *potion of fly*, *ring of protection* +1.

¹*Complete Warrior* page 108 or Appendix 2.

²*Sandstorm* page 50 or Appendix 2.

³*Dragon* magazine issue 315 or Appendix 2.

⁴*Complete Warrior* page 101 or Appendix 2.

⁵*Miniatures Handbook* page 27 or Appendix 2.

NEW CLASS

SPIRIT SHAMAN

Complete Divine page 14.

Master of the spirit world, the spirit shaman follows a different divine tradition than the cleric or the druid. Her world is filled with powerful, living spirits, some helpful and some malign. By bargaining with these spirits, the spirit shaman gains power over the natural world and mighty divine magic with which to aid her comrades or smite her enemies.

Adventures: Spirit shamans exist to mediate between the human world and the spirit world and make sure that humans (and dwarves, elves, orcs, and all other humanoid races, of course) respect the spirits as is only right and proper. Spirit shamans adventure to advance the causes of whichever spirits they favor. Those who venerate helpful spirits seek to assist people deserving of the spirits' protection. Those who revere dark and vengeful spirits promote the chaos and suffering in which their patrons delight. Through their actions, spirit shamans prove the power of their patron spirits and earn prestige and status in the spirit world.

Characteristics: Spirit shamans cast divine spells much the same way druids do, though they get their spells from powerful spirits of nature. Their spells, like the druid's, are oriented toward nature and animals. In addition to spells, spirit shamans gain an increasing array of spirit powers as they advance in level.

Alignment: Spirit shamans, in keeping with the indifference of the spirits, tend toward some measure of dispassion. Unlike druids, they are more tribal than solitary, and involve themselves in the affairs of their fellows. Most spirit shamans are neutral on at least one alignment axis, but it is not uncommon to find a spirit shaman who has become so caught up in the affairs of the living that she has lost her distance from human concerns.

Religion: A spirit shaman reveres the essence of religion more than the practice. She gains her magical powers from the spirits that inhabit all things, living and dead, animate and inanimate. She combines ancestral worship with animal and nature worship. The typical spirit shaman, like a druid, pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity. Still, some spirit shamans give honor to deities of nature such as either Obad-Hai (god of nature) or Ehlonna (goddess of the woodlands).

Background: Spirit shamans are first taught by older shamans. When a tribe's spirit shaman feels that the time is right, she chooses a potential successor from among the young folk of the tribe. Taking the youth into her own home, she spends years teaching her student the ways of both the natural world and the spirit realm. Typically, when the young spirit shaman is ready, the older shaman then sends her student out to wander the world for a time in order to gain the

APPENDIX 2: NEW RULES

wisdom and experience necessary to serve as the tribe's spirit shaman on his return. Sometimes, a young shaman impatient with an overly cautious master strikes out on his own to seek out the knowledge he feels his master is withholding.

Races: Halflings, humans, and half-orcs are the races that more commonly give rise to the tribal cultures in which shamans flourish. While rare groups of barbaric dwarves, elves, or gnomes favor a shamanic tradition instead of a cleric or druid one, these communities are uncommon at best.

Other Classes: Spirit shamans perceive a world that no other class truly understands. As such, they feel it is their duty to advise their comrades and protect them from the wrath of the spirits. Spirit shamans respect druids and get along well with them, but they feel that clerics do not pay sufficient respect to the spirit world, and often form long and bitter rivalries with clerics they meet.

Role: The spirit shaman is only a mediocre melee combatant, but she can hurl spell after spell in a combat situation. No other character matches her ability to study a situation and customize her spell selection for offense, defense, or special purposes. Like the druid, she can serve as a party's healer, but she is best in settings where she does not need to devote many of her spell choices to healing and can maximize spell choices that provide offense for the party and aid her companions in battle.

Game Rule Information

Spirit shamans have the following games statistics.

Abilities: Wisdom determines how powerful a spell a spirit shaman can cast and how many spells she can cast per day. Charisma determines how hard those spells are to resist (see Spells, below). Like a druid, the spirit shaman benefits from high Dexterity and high Constitution due to the fact that she begins with proficiency with only light armor.

Alignment: Any.

Hit Dice: d8.

Class Skills

The spirit shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class feature of the spirit shaman.

Weapon and Armor Proficiency: A spirit shaman is proficient with the club, dagger, dart, hand axe, javelin, long-spear, quarterstaff, shortspear, spear, sling, shortbow, throwing axe, and with light armor and shields. These are the weapons commonly used by the tribal societies in which spirit shamans are found.

Spells: A spirit shaman casts divine spells from the druid spell list. She can cast any spell she has retrieved, much like a bard or sorcerer can cast any spell she knows without preparing it ahead of time.

To retrieve or cast a spell, a spirit shaman must have a Wisdom score of at least 10+ the spell level

(Wisdom 10 for 0-level spells, Wisdom 11 for 1st-level spells, and so on). The Difficulty Class for a saving throw against a spirit shaman's spell is 10 + the spell level + the spirit shaman's Charisma modifier.

Like other spellcasters, a spirit shaman can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-5: The Spirit Shaman. In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the *Player's Handbook*). Like a sorcerer, a spirit shaman knows only a small number of spells. However, each day a spirit shaman may change the spells she knows. When a spirit shaman meditates to regain her daily allotment of spells (see below), she sends forth her spirit guide to bargain with the spirits and retrieve knowledge of the specific druid spells she will be able to use that day. She can cast any spell she has retrieved at any time, assuming she has not yet used up her spells per day for that spell level. For example, a 3rd-level spirit shaman can retrieve three 0-level, two 1st-level, and one 2nd-level druid spells. She can cast 0-level spells five times, 1st-level spells four times, and her 2nd-level spell two times in the course of the day. She might end up using the same 0-level spell five times, or one 0-level spell two times and another 0-level spell three times, or any combination that adds up to five uses of any of her 0-level spells.

Table 1-5: The Spirit Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Spirit guide, wild empathy	3	2	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Chastise spirits	4	3	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Detect spirits	5	4	2	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Blessing of the spirits	6	5	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Follow the guide	6	6	4	2	—	—	—	—	—	—
6th	+4	+5	+2	+5	Ghost warrior	6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Warding of the spirits	6	6	6	4	2	—	—	—	—	—
8th	+6/+1	+6	+2	+6	—	6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Spirit form 1/day	6	6	6	6	4	2	—	—	—	—
10th	+7/+2	+7	+3	+7	Guide magic	6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Recall spirit	6	6	6	6	6	4	2	—	—	—
12th	+9/+4	+8	+4	+8	—	6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Exorcism	6	6	6	6	6	6	4	2	—	—
14th	+10/+5	+9	+4	+9	—	6	6	6	6	6	6	5	3	—	—

Table 1-6: Spirit Shaman Spells Retrieved Per Day

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	1	—	—	—	—	—	—	—	—
2nd	3	2	—	—	—	—	—	—	—	—
3rd	3	2	1	—	—	—	—	—	—	—
4th	3	3	1	—	—	—	—	—	—	—
5th	3	3	1	1	—	—	—	—	—	—
6th	3	3	2	1	—	—	—	—	—	—
7th	3	3	2	1	1	—	—	—	—	—
8th	3	3	2	2	1	—	—	—	—	—
9th	3	3	3	2	1	1	—	—	—	—
10th	3	3	3	2	2	1	—	—	—	—
11th	3	3	3	3	2	1	1	—	—	—
12th	3	3	3	3	2	2	1	—	—	—
13th	3	3	3	3	3	2	1	1	—	—
14th	3	3	3	3	3	2	2	1	—	—

If a spirit shaman knows any metamagic feats, she applies them to her spells when she retrieves her spells for the day. For example, a spirit shaman might choose to retrieve an *empowered flame strike* by using a 6th-level spell retrieved slot. Any time she uses *flame strike* during the ensuing day, she must use a 6th-level spell slot to cast it, and it is always empowered. A spirit shaman could use a 4th-level spell slot and a 6th-level spell slot to retrieve *flame strike* and *empowered flame strike* if she wanted to have both spells available to her in a day. A spirit shaman cannot choose to alter her spells with metamagic feats on the fly, as other spontaneous casters do. Spirit shamans using metamagic feats do not have an increased casting time as sorcerers do.

Each spirit shaman must choose a time at which she must spend 1 hour in quiet meditation to regain her daily allotment of spells and bargain with the spirits for the specific spells she knows on that day.

Spirit Guide: All spirit shamans have a spirit guide, a personification of the spirit world. In some sense a spirit shaman and her guide are one being, both knowing and seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a spirit shaman. She is the only one who can perceive or interact with her guide. It exists only inside her mind and soul.

The spirit shaman's spirit guide confers greater awareness of her surroundings, and grants her the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level (see Follow the guide and Guide Magic, below).

Spirit Guide	Characteristics
Badger	Orderliness, tenacity
Bear	Strength, endurance
Buffalo	Abundance, good fortune
Cougar	Balance, leadership
Coyote	Humor, trickiness
Crane	Balance, majesty
Crow	Intelligence, resourcefulness
Eagle	Perception, illumination

Elk	Pride, power, majesty
Fox	Cleverness, discretion
Hawk	Awareness, truth
Lizard	Elusiveness
Otter	Joy, laughter
Owl	Wisdom, night
Rabbit	Conquering fear, safety
Raccoon	Curiosity
Scorpion	Defense, self-protection
Snake	Power, life force, potency
Spider	Interconnectedness, industry
Turtle	Love, protection
Vulture	Vigilance, death
Wolf	Loyalty, interdependence

The exact form of the spirit guide is chosen by the spirit shaman at 1st level, usually for the qualities it represents, as shown above. The exact form of a spirit guide is purely personal preference, and confers no special advantages or disadvantages.

Wild Empathy (Ex): Guided by her insight into animal spirits, a spirit shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The spirit shaman rolls 1d20 and adds her spirit shaman level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the spirit shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might take more or less time). A spirit shaman cannot use this ability to influence a magical beast.

Chastise Spirit (Su): Beginning at 2nd level, a spirit shaman can use divine energy granted by her patrons in the spirit word to damage hostile spirits (see the “What is a Spirit?” Sidebar).

Chastising spirits is a standard action that deals 1d6 damage/shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + her charisma modifier) for half damage.

When using this ability against incorporeal creatures, a spirit shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A spirit shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Detect Spirits (Sp): The spirit shaman's spirit guide perceives nearby spirits. At will, the spirit shaman can use *detect spirits* as a spell-like ability. It functions just like *detect undead*, except it detects creatures that are considered spirits.

Blessing of the Spirits (Sp): Starting at 4th level, a spirit shaman can perform a special rite to gain a

special blessing. The shaman goes into a meditative state in which she travels to the spirit world. Performing the rite requires 10 minutes; the spirit shaman can only ward herself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits and lasts until it is dismissed or dispelled. If this ability is dispelled, the spirit shaman can recreate it simply by taking 10 minutes to do so.

Follow the Guide (Su): At 5th level and higher, a spirit shaman's spirit guide helps her maintain control of her mind. If a spirit shaman is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She only gets this one extra chance to succeed on her saving throw.

Ghost Warrior (Su): Beginning at 6th level, a spirit shaman confers the ghost touch special ability (see Magic Weapon Special Ability Descriptions, page 223 of the *Dungeon Master's Guide*) to any weapon she holds for as long as she holds it. She also becomes resistant to the touch attacks of incorporeal creatures, and may use her normal Armor Class (not her touch AC) against any touch attack delivered by an incorporeal creature.

Warding of the Spirits (Sp): Starting at 7th level, a spirit shaman can perform a special rite once per day to ward herself and her companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level and otherwise functions like magic circle against evil, except it protects against spirits.

Spirit Form (Su): At 9th level and higher, a spirit shaman learns how to temporarily transform herself into a spirit. Once per day, as a standard action, she can make herself incorporeal for up to 1 minute.

While incorporeal, a spirit shaman gains all the advantages of the incorporeal subtype (see the Glossary of the *Monster Manual*), including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. The spirit shaman loses any armor or natural armor bonus to AC, but gains a deflection bonus equal to her Charisma modifier (minimum +1).

She has no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but she gains the ability to make a melee touch attack (add the spirit shaman's Dexterity modifier to her attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction.

At 15th level and higher, a spirit shaman can use her spirit form twice per day. At 20th level, she can use this ability three times per day.

Guide Magic (Su): Starting at 10th level, as a free action, a spirit shaman can assign her spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The spirit shaman can act normally while her spirit guide

concentrates on the spell. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Concentration checks for the spirit shaman, using the spirit shaman's normal Concentration modifier. A spirit guide does not have to make Concentration checks for circumstances such as the spirit shaman taking damage. The spirit itself is not present for anyone to interrupt or otherwise interact with.

Recall Spirit (Sp): At 11th level, a spirit shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body. Once per week, she can reconnect a spirit to its body, restoring life to a recently deceased creature. The ability must be used within 1 round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature is only restored to -1 hit points (but is stabilized).

Exorcism (Su): Starting at 13th level, as a full-round action, a spirit shaman can force a possessing creature or spirit out of the body it inhabits (for example, a ghost with the malevolence ability). To exorcise a possessing creature, she makes a class level check (also adding her Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any). If her result equals or exceeds the DC, she succeeds in forcing the possessor from the body, with the normal results based on its method of possession. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

WHAT IS A SPIRIT?

Several of the spirit shaman's abilities affect spirits. For purposes of the spirit shaman's ability, a "spirit" includes any of the following creatures:

- All incorporeal undead.
- All fey
- All elementals
- Creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane)
- All creatures of the spirit subtype (see *Oriental Adventures*)
- Spirit folk and telthors (see *Unapproachable East*)
- Spirit creatures created by spells such as dream sight or wood (see Chapter 7).

In the spirit shaman's world view, elementals and fey are simply spirits of nature, and incorporeal undead are the spirits of the dead.

FEATS

AUGMENT HEALING [GENERAL]

Complete Divine page 79

Prerequisite: Heal 4 ranks.

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjurat[i]on [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting a cure light wounds would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat cast cure moderate wounds would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting a heal would restore 144 hp (130 for her cater level +14 for the feat, since heal is a 7th-level druid spell).

CAVALRY CHARGER [TACTICAL]

Complete Warrior page 108.

Fighting from the back of a steed is second nature to you.

Prerequisites: mounted Combat, Spirited Charge, Trample, base attack bonus +6.

Benefit: the Cavalry Charger feat enables the use of three tactical maneuvers.

Unhorse: to use this maneuver, you must be mounted and charge a foe. If your charge attack hits, you may make a free bull rush attempt. If the bull rush attempt succeeds, you move your foe normally, but his mount remains where it was.

Leaping Charge: to use this maneuver, you must be mounted and charge a foe at least one size category smaller than your mount. Make a Ride check at the conclusion of the move portion of the charge action. Prior to making the roll, determine the DC of the check: either DC 10 for a chance to deal 2 extra points of damage or DC 20 for a chance to deal 4 extra points of damage. If you fail this Ride check, you miss your target (no attack roll) and if you fail this Ride check by 5 or more, you miss your target and fall off your mount, landing in a square adjacent to the mount's space.

Fell Trample: You can make mounted overrun attempts against more than one foe, resolving each attempt according to the rules on page 157 and 158 of the *Player's Handbook*. Our mount gets a hoof attack against each foe you successfully overrun.

Special: A fighter may select Cavalry Charger as one of his fighter bonus feats.

HEAT ENDURANCE

Sandstorm page 50.

Either as a result of growing up in the waste, or by training your body and mind to ignore the effects of searing heat, you can exist with ease in high-temperature environments.

Prerequisite: Base Fortitude save +2.

Benefit: You gain a +2 bonus on saving throws against fire effects. You can exist comfortably in temperatures up to 120° F without having to make

Fortitude saves (see Heat Dangers), Your protection against heat is level 1 (see Protection against Heat).

IMPROVED HEAT ENDURANCE

Sandstorm page 50.

You can survive even in the most extreme natural heat conditions.

Prerequisite: Base Fortitude save +6, Heat Endurance.

Benefit: You gain fire resistance 5. If you already have fire resistance, it increase by 5. You can exist comfortably in temperatures up to 160° F without having to make Fortitude saves (se Heat Dangers). Your protection against heat is level 3 (see Protection against Heat).

HORSELORE [GENERAL]

Dragon magazine issue 315, "Greyhawk: Regional Feats of Oerth".

You're good with horses.

Regions: Baklunish, Flan, Paynims, Rovers of the Barrens, Tiger Nomads, Wolf Nomads.

Benefit: You get a +3 bonus on Ride checks when riding a horse and on Handle Animal checks when dealing with horses. All horses have an initial attitude of friendly toward you.

IMPROVED TOUGHNESS [GENERAL]

Complete Warrior page 101.

You are significantly tougher than normal.

Prerequisites: Base Fortitude save bonus +2.

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

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

POWERFUL CHARGE [GENERAL]

Miniatures Handbook page 27.

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

Benefits: When you charge, if your melee attack hits, it deals an extra 1d8 points of damage (if you're Medium). For Large creatures, the extra damage is 2d6; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6.

This feat only works when you make a charge. It does not work when you're mounted. If you have the ability to make multiple attacks on a charge, you may apply this extra damage to only one of those attacks in a round.

Special: A fighter may select Powerful Charge as one of his fighter bonus feats.

RECKLESS CHARGE [GENERAL]

Miniatures Handbook page 27.

You can charge with wild abandon.

Prerequisites: Base attack bonus +1

Benefits: When you charge, before making your attack roll, you may choose to take a –4 penalty to Armor Class until the start of your next turn to gain a +4 bonus on your attack roll.

Normal: Without this feat, a charging character gains a +2 bonus on his attack roll and a –2 penalty to Armor Class until the start of his next turn.

Special: A fighter may select Reckless Charge as one of his fighter bonus feats.

SPELLS

VIGOR, LESSER

Conjuration (Healing)

Level: Cleric 1, druid 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 10 round + 1 round/level (max 15 rounds)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a touch of your hand, you boost the subject's life energy, granting him or her the fast healing ability for the duration of the spell. The subject heals 1 point per round of such damage until the spell ends and is automatically stabilized if he or she begins dying from hit point lost during that time. *Lesser vigor* does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or attach lost body parts.

The effects of multiple vigor spells do not stack; only the highest-level effect applies. Applying a second vigor spell of equal level extends the first spell's duration by the full duration of the second spell.

NEW MONSTER

Demonflesh Golem (Fiend Folio)

Huge Construct (Extraplanar)

Hit Dice: 24d10+40 (172 hp)

Initiative: +3

Speed: 50 ft. (10 squares), fly 100 ft. (average)

Armor Class: 33 (–2 size, –1 Dex, +26 natural) touch 7, flat-footed 33

Base Atk/Grapple: +18/+36;

Attack: Slam +27 melee (2d6+10) or tail lash +27 melee (1d6+10 plus daze)

Full Attack: Slam +27 melee (2d6+10) and claw +29 melee (2d6+12/19–20), or tail lash +27 melee (1d6+10 plus daze)

Space/Reach: 15 ft./15 ft. (25 ft. with tail)

Special Attacks: Claw graft, fear gaze, spell-like abilities, whip tail graft

Special Qualities: Acid resistance 20, cold resistance 20, construct traits, damage reduction 15/adamantine and good, darkvision 60 ft., electricity immunity, fast leg graft, fire resistance 20, immunity to magic, low-light vision, see invisibility

Saves: Fort +8, Ref +7, Will +9

Abilities: Str 31, Dex 8, Con –, Int 8, Wis 12, Cha 13

Skills: Climb +29, Jump +28

Feats: Cleave, Combat reflexes, Great Cleave, Improved Critical (claw), Improved Initiative, Power Attack, Weapon Focus (claw), Weapon Focus (slam), Weapon Focus (tail lash)

Environment: Any land and underground (the Abyss)

Organization: Solitary

Challenge Rating: 18

Treasure: None

Alignment: Always chaotic evil

Advancement: 25–36 HD (Huge); 37–72 HD (Gargantuan)

Level Adjustment: –

The ultimate example of fiendish grafting (see Appendix 2), the demonflesh golem is a collection of demonic parts assembled into a truly vile whole.

A demonflesh golem bears a superficial resemblance to a flesh golem. Its overall form is humanoid, with the addition of a pair of membranous wings and a long, thin tail. Its left arm is muscular and sinewy, with a large, clawed hand, while its right arm is more slender and ends in a heavy, bony hand. Its right leg is long and agile, while its left is thicker and heavier. Despite having a pronounced limp, the creature moves quickly and can climb and jump with remarkable ease. One eye is bright red and has a black iris, while the other is yellow with no visible iris, but it has a pupil shaped like a cat's.

Unlike most golems, a demonflesh golem is reasonably intelligent, and it speaks and understands Abyssal.

Combat

A demonflesh golem attacks in a whirling fury. Its left clawed arm seems to attack of its own volition, and its tail lashes wildly from side to side during combat.

Skills: A demonflesh golem's fast leg graft (see *Fiend Folio*, appendix 1) gives it a +5 racial bonus on Climb and Jump checks.

Spell-Like Abilities: 3/day—*darkness*, *poison* (DC 15), *unholy aura* (DC 19); 1/day—*disintegrate* (DC 17), *horrid wilting* (DC 19), *unholy blight* (DC 15). Caster level 20th. The save DCs are Charisma-based.

Claw Graft (Ex): A demonflesh golem's left arm can attack independently of the golem's control. This allows a golem to make a second attack each round. This means the golem can attack with its slam, then move, and then attack with its claw, all in a single round (but it cannot attack twice with its claw). The clawed arm has a Strength score of 35, attacks at the golem's full base attack (plus its higher Strength bonus), and gains a full Strength bonus on damage rolls.

Fear Gaze (Su): Anyone within 30 feet of a demonflesh golem who meets its eyes must succeed on a Will saving throw (DC 19) or be paralyzed with fear for 1d4 rounds. Demonflesh golems are immune to their own gaze attacks and to those of others of their kind.

Immunity to Magic (Ex): A sand golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A death effect slows it (as a *slow* spell) for 1d6 rounds, with no saving throw. A spell with the chaotic or evil descriptor (such as *chaos hammer* or *unholy blight*) breaks any *slow* effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal. It is fully affected by spells with the law or good descriptor, unless its construct traits make it immune to the spell's effect (it cannot be blinded by a *holy word*, for example, because that effect allows a Fortitude save).

As an extraplanar creature, a demonflesh golem on the Material Plane can be driven back to its home plane by a *dispel evil* or *dispel chaos* spell (as well as by *holy word* or *dictum*), but it is not affected by banishment or dismissal since they are good or lawful spells.

See Invisibility (Su): A demonflesh golem can continuously *see invisibility* as the spell cast by a 20th-level sorcerer.

Whip Tail Graft (Ex): As a full-round action, a demonflesh golem can direct its tail to attack one creature within 25 feet. Wounds from the tail burn fiercely, causing the creature struck to be dazed for 1 round unless it makes a Fortitude save (DC 11).

APPENDIX 5: WEATHER HAZARDS OF THE BRIGHT LANDS

HEAT DANGERS

For game purposes, air temperature falls into one of nine following temperature bands. Temperatures relevant to play in the Bright Desert are listed below.

Temperature Bands

–20° F to 0° F	Severe cold*
1° F to 40° F	Cold
41° F to 60° F	Moderate
61° F to 90° F	Warm
91° F to 110° F	Hot
111° F to 140° F	Severe heat

*Extremely rare temperature, not dealt with in detail here.

Temperatures in the hot band (or hotter) can be hazardous to unprepared characters. Characters can take damage from such extreme heat, a condition generally referred to as heatstroke. At lower temperatures, this starts off as nonlethal damage while the character is still conscious, but it becomes lethal damage to those already knocked unconscious by heatstroke (with no saving throw allowed). A character who takes any nonlethal damage from heatstroke is considered fatigued.

A character with the Survival skill can receive a bonus on saving throws against heat and dehydration damage, and can apply this bonus to other characters as well. See the skill description on page 83 of the *Player's Handbook*.

The levels of protection described here refer to a character's protective measures against heat (see Protection Against Heat below). The relevant heat bands are also described below.

Cold: Unprotected characters must make successful Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d6 points of nonlethal damage. Characters wearing furs, or other warm clothing or protected by an endure elements spell are considered protected against this level of cold.

Hot: Unprotected characters must make successful Fortitude saving throws each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves.

Characters whose protection against heat is at least level 1 or higher (such as with the Heat Endurance feat or carrying a parasol) are safe at this temperature range and need not make the save.

Severe Heat: Unprotected characters must make successful Fortitude saving throws once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or any kind of armor take –4 penalties on their saves.

In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell (which lasts as long as the character remains in the area of extreme heat).

A character must have protection level 3 or higher to be protected against extreme heat. Level 2 is considered partial protection, and such characters take damage and make saving throws once per hour instead of once per 10 minutes. Level 1 provides no protection.

PROTECTION AGAINST HEAT

Few people venture into the waste without some form of protection against heat. Most travelers dress appropriately in flowing, light clothing or staying near shade and water. In addition Magical protection further improves the chance to survive hot, dry climates and other special devices and alchemical concoctions can aid desert travel.

A character's protection against heat dangers is described by level of protection, which ranges from 1 to 5 or more. Such levels of protection do not confer any special fire resistance—a red dragon's breath still does the same damage. However, equipment that provides a bonus on saving throws against heat dangers contributes its bonus whether it is complete, partial, or ineffective protection against that degree of heat. Thus, even though keepcool salve is not sufficient to offer even partial protection against extreme heat, a character with keepcool salve (described in *Sandstorm*) still adds the item's +1 circumstance bonus on saves against nonlethal damage dealt by an extremely hot environment.

To determine your protection level, begin with your base protection level as determined on the table below and then add any applicable equipment modifiers from the second table.

Table 1–2: Base Protection Level Against Heat

0	Creature with no heat adaptations
1	Creature with Heat Endurance feat
1	Nondesert cold-blooded animal or vermin
1	Monsters native to hot climates
2	Desert animal or vermin
2	Monsters native to waste terrain

Heat Endurance Feat: Creatures with the Heat Endurance feat.

Nondesert Cold-Blooded Animal or Vermin: Creatures native to temperate or warm climates with a variable body temperature that lets them function well in heat approaching that of human body temperature (such as insects, lizards, snakes, tortoises, and toads).

Monsters Native to Hot Climates: Creatures whose Environment entry includes a warm terrain.

Desert Animal or Vermin: Animals with variable body temperatures or special adaptation to hot environments, such as heat dissipation or water conservation (camels, scorpions, sidewinder snakes, and so on).

Monsters Native to Waste Terrain: Monsters normally found in regions of extreme heat (including natives of fire-dominant planes) belong in this group.

Endure Elements: Creatures currently protected by an *endure elements* spell or similar effect.

Equipment Modifier to Base Heat Protection

0	No special equipment
+1	Armorbright
+1	Desert outfit
+1	Keepcool salve
+2	Hydration suit
+3	Improvised shelter

Armorbright: A special alchemical item described in *Sandstorm*.

Desert Outfit: A special clothing item described in *Sandstorm*.

Keepcool Salve: A special alchemical item described in *Sandstorm*.

Hydration suit: A special clothing item described in *Sandstorm*.

Improvised Shelter: This bonus applies to characters who are not attempting to travel, but instead stop and seek shelter by digging into the sand, erecting a tent or windbreak, tapping water from desert vegetation, or the like.

Resistance to Fire: A character with a spell or effect granting resistance to fire applies this resistance to both lethal and nonlethal damage from hot temperatures. For example, a creature with resistance to fire 5 subtracts 5 from the 1d6 points of lethal damage dealt per 10 minutes by extreme heat (and therefore might take 1 point of heat damage, if a 6 is rolled) and 5 from the 1d4 points of nonlethal damage dealt.

TREATING HEATSTROKE

Nonlethal damage from heatstroke (including the accompanying fatigue) cannot be recovered until the character gets cooled off—by reaching shade, surviving until nightfall, getting doused in water, being targeted by *endure elements*, or the equivalent. Once the character is cooled or reaches a cooler environment (a temperature band of fewer than 90 degrees), the character responds normally to healing that removes nonlethal damage. When the character recovers the nonlethal damage taken from heatstroke, the fatigue penalties also end.

DEHYDRATION

As noted on page 304 of the *Dungeon Master's Guide*, a character must consume 1 gallon of water per day to avoid dehydration. In particularly hot environments (those above 90° F), characters need more water, requiring double the normal amount. The amount of water required to avoid dehydration increases by 1 gallon per heat band above hot (so 3 gallons in severe heat, 4 in extreme heat, and so on). Characters can go without water for 1 day + a number of hours equal to their Constitution scores. After this time, a character must make a successful Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage. In particularly hot environments (those above 90° F), the time a character can go without water before making Constitution checks is reduced, as described on the table below.

Dehydration Times Temperature (Band)	Time Before First Con Check
91–110 (hot)	12 + Con hours
111–140 (severe heat)	6 + Con hours

BEING DEHYDRATED

A lack of sufficient water introduces a new condition—dehydration.

Dehydrated: Characters who have taken nonlethal damage from lack of water are considered dehydrated and become fatigued. In addition, if a dehydrated character would take nonlethal damage from hot conditions (such as those described in this book or on page 303 of the *Dungeon Master's Guide*), that damage instead becomes lethal damage.

A character who falls unconscious from nonlethal damage due to thirst begins to take the same amount of lethal damage instead. Damage from thirst, whether lethal or nonlethal, cannot be recovered until the character has been treated (see below); not even magic that restores hit points heals this damage.

Treating Dehydration: A character who has taken nonlethal damage from lack of water must be treated with long-term care (see the Heal skill description on page 75 of the *Player's Handbook*) to recover. This requires 24 hours of care and double the normal amount of water required per day for the conditions (for instance, 2 gallons of water for normal conditions). If the character has also taken lethal damage from lack of water or from a hot environment, add +5 to the Heal DC and double the time required to recover (to 48 hours). Once this Heal check has succeeded, the damage taken by the character can be restored through the normal means.

Alternatively, certain spells can be used to rehydrate a character in place of the recovery time, water, and Heal check. The *hydrate* spell (see *Sandstorm*) accomplishes this function, as does the *heal* spell.

APPENDIX 6:

This is an ancient scroll written in Draconic upon parchment made from the skin of a gold dragon.

“A time will come to pass when evil will once again hold sway over the land. Three stars and crescent Luna will mark it.

Be it known those who write these words shall not live to meet those who carry the words. Only the worthy shall carry forth these words at the pre-ordained time.

There shall come a time when a gift will be granted to man. A dark crown with a dark gift will be wrought.

A curse shall befall the land and it shall wither like skin stretched across a rock. The poison of men shall scurry under the harsh sun. Only the shadow within the crown can restore the parched land.

For all, the crown must be destroyed.

<a sprawl of arcane incantations are here>

“Seek out a living thing of Sulm; protected by the sleeping tower.

Seek out a Sulmite weapon of unholy wrath; forgotten in faded Utaa.

Seek out an Itarian weapon of holy glow, lying in drowned sennerae.

Seek out the purest star metal and the prison of souls; locked within the herald of great sorrow.

Seek out the crown, bring it forth and unmake it.

The unmaking must happen. The unmaking must be. The unmaking shall bring salvation.”

At the seat of darkness will be the ending.

<more sprawling arcane incantations and ritual diagrams>

DM'S AID: MAP OF THE RUINS OF ZARAK

