

KEO5-05

The Madness of King Jorgos

A One-Round D&D® LIVING GREYHAWK™

Keoland Regional Adventure

Version 1.6

by Jay Stypinski

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By all accounts, Viscount Richart Jorgos has gone mad! Are the machinations of the Lizard King behind his decline? Or is a more sinister plot afoot? A Keoland regional adventure for APLs 8-16 and Conclusion of the *Sakatha Returns* series.

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

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Details and maps of the town of Pest's Crossing are excerpted from: *Against the Giants: The Liberation of Geoff* by Gary Gygax and Sean K. Reynolds.

Visit the LIVING GREYHAWK website at www.rpga.com.

For questions specific to this document and your metaregion please e-mail your Keoland point of contact (POC) at chrisinpm@aol.com. For LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

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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 the Appendices.

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 to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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.

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
	7	7	9	10	11

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.

TIME UNITS AND UPKEEP

This is a standard one-round Regional adventure, set in Keoland. Characters native to Keoland 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 adventure.

A character who 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 Survival check (DC 20), 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.

ADVENTURE BACKGROUND

Sakatha, the Lizard King, is one of the more dangerous and unusual foes to threaten the realm of Keoland (Sakatha originally appeared in the TSR adventure 12: *Tomb of the Lizard King*, by Mark Acres). He came into power nearly three hundred years ago, a monstrous lizardfolk that combined the cold-blooded nature of his kind with the intelligence of man. Legends abound about the Lizard King, including some telling that he was a cambion, or half-demon akin to the dreaded Iuz. The truth of his origin is lost in the annals of time.

What is known as fact is that in his lifetime Sakatha came to rule over the lizardfolk of the Hool Marsh and declared war on southern Keoland. Under his leadership, his armies extended his reach beyond the River Ardo. When Tavish IV died in 488 CY, his successor, Nyhan IV of House Neheli disbanded the various expeditionary forces in an attempt to pull the deteriorating empire back together. In 498 CY, Sakatha's armies invaded the old County of Eor and ruled the humans who dwelled there as slaves. Chaos was rampant in the Kingdom at that time; the Sea Princes broke away, the Yeomanry had taken the southern half of Eor and there was plague brewing in Salinmoor. The Keoish suffered greatly under the depredations of the Lizard King and his progeny.

The extent of his rule brought great wealth to Sakatha, and he was able to employ the services of many powerful and evil wizards in various projects. Sakatha also had the great fortune to stumble upon one of the rarest of magical treasures: a *ring of three wishes*. Instructed by the wizards he employed, Sakatha was able to use his first *wish* to grant himself magical powers.

However, Sakatha did not always make the wisest use of his ring's power. His great cunning was often blinded by an obsession with self-glorification. A rash deed that appeared heroic was more appealing to his selfish, chaotic nature than a logical, planned course of action.

It was this weakness that prevented him from using a *wish* to quell the inevitable rebellion of the Keoish of Eor. Abandoned by their monarch, farmers and fishermen alike banded together under the leadership of one of the noble families that did not flee the County before it was overrun by the lizardfolk. Sakatha rode into battle at the head of his forces and faced the Suel lords. However, the Lizard King's was mortally wounded in battle by a Suel noble, Richart Brunis, who eventually became the Count of Eor.

As Sakatha lay dying on the battlefield, his shattered army scattering towards the Hool, he spoke his second *wish*: that he might survive to drink the very blood of

those that defeated him and the blood of their offspring throughout the ages. Thus it was that Sakatha, by means of a poorly worded dying *wish*, provided the means for his own return. Sakatha returned in a new form, one suited to fulfill the words of his *wish* exactly – Sakatha awakened as a vampire.

At first Sakatha marveled at the powers of his new form. Though the Lizard King lost his fiendish blood as part of the transformation, he believed that his newfound vampiric powers made up for the loss. His first thoughts were of revenge against the House of Eor. To that end, Sakatha allied himself with a sect of demon worshipping clerics, human brigands and the black dragon Aulicus. However, his plans were thwarted by a group of adventurers retained by Count Jon Brunis, a descendant of the man that dealt Sakatha a mortal blow some 75 years earlier. These adventurers quietly penetrated Sakatha's tomb, discovered the Lizard King in torpor and staked him through the heart. Before they could complete the destruction of Sakatha's corporeal form, the adventurers were attacked by Sakatha's cleric allies. An ill-advised *earthquake* buried the tomb, and the party barely escaped with their lives - and the ring containing Sakatha's final *wish*.

Unfortunately for humanity, Sakatha's body was not destroyed by the Hool's floodwaters, though he lay dormant for another three decades. A drought caused by the harvesting of ferlow seeds (see KEO3-07 *Old Secrets Never Die*) allowed the tomb to be reopened and explored by members of the Seekers (see KEO4-IS2 *Hool Goes There?*). Within the tomb's depths, the Seekers found Sakatha's sealed secret coffin chamber and removed the coffin outside the confines of the tomb. Their guide, the madman Stephen DeManis, recognized his former master and removed the stake from the Lizard King's heart. Rising, Sakatha wasted no time in slaying and feasting upon the plunderers. In a panic, DeManis fled but was pursued and again *dominated* by Sakatha (see the Epilogue of KEO4-01 *Hope Entwined*).

After being restored, Sakatha commanded DeManis to return to Jaedrae and serve as his spy in Jorgos' keep. Though DeManis was questioned and guarded, his presence has allowed Sakatha to discover that King Skotti has been murdered, anarchy reigns in Linth, and the Court of the Land's newly appointed Regent is busy moving troops out of Keoland to other nations. In short, the south is again ripe for the Lizard King's conquest.

First, Sakatha planned to create a horde of undead to take back the Hool Marsh as well as Nume Eor and Salinmoor. However, his forces were defeated time and time again by Keoland's military and adventuring community. See the Keoland interactives KEO4-IN8 *Elective Surgery* and KEO5-IN1 *The Siege of Westkeep*.

Recognizing the inherent weaknesses of his vampiric form and longing to feel the sun's warmth on his scales again, Sakatha decided to find a way to reverse the *wish* that turned him into a vampire and regain his

fiendish blood. In furtherance of these plans, Sakatha allied with the Black Brotherhood (see KEO5-02 *Twisted Chaos*). The lizardfolk vampire's chief rival for power in Keoland is Count Traago Von Reiklande, a powerful Suloise vampire and friend to the Scarlet Brotherhood. Traago views the "gift" of the vampiric condition being wasted on non-Suel (and especially non-humans) as anathema. The alliance between the chaotic evil Sakatha and the Black Brotherhood against the lawful evil Count Traago and his Scarlet Brotherhood allies is a natural one. In the event the Black Brotherhood was successful in bringing about Tharizdun's return, Sakatha planned on calling in the favor of his newly empowered allies to remove his affliction. However, the Black Brotherhood's efforts were unsuccessful and Sakatha was forced to find other allies.

The Lizard King next devised a plot to kidnap Viscount Richart Jorgos and offer the noble's soul to the demon prince Demogorgon in exchange for a *wish* to remove his vampirism and restore Sakatha's former form. Sakatha favors this course since it permits him to fulfill his final desire in eliminating the issue of his slayer, as Jorgos is the last of the Brunis line. And Demogorgon, favoring scaled creatures as he does and willing to deny his hated rival Orcus a powerful undead servant such as Sakatha, is willing to oblige.

To accomplish this plan, Sakatha formed a partnership with the infamous and treacherous Lord Arcturus of Sayre, promising the scoundrel rule of Nume Eor in exchange for his service. With Lord Arcturus' aid, Sakatha was able to penetrate the keep at Jaedrae, attack and *dominate* Jorgos' trusted wizard advisor, Nolan Yarbough, spirit Jorgos away and place a magically disguised Stephen DeManis in Jorgos' place. It amused the cruel Lizard King that DeManis' mad proclamations would be the Viscount's legacy. However, the plan has backfired as DeManis' bizarre behavior caused those not under the Lizard King's influence to suspect foul play while rumor spreads of Jorgos' madness. Sakatha concocted a plan using Nolan Yarbough to distract anyone investigating the Viscount's behavior by sending them on a wild goose chase into the Hool. Now, the plot must be uncovered and the Viscount rescued before Sakatha can seal the bargain with Jorgos' blood!

ADVENTURE SUMMARY

Encounter 1: Take It As It Comes

The PCs hear rumors that Viscount Jorgos has gone mad. The Viscount has issued several strange proclamations that are out of character from either the adventurers' own experiences with the Viscount or his reputation. The PCs are provided with a note from Nolan Yarbough, indicating that he fears that Jorgos has fallen under the malign influence of the Lizard King Sakatha. The message directs the PCs to Sakatha's tomb to discover how the curse can be broken. Unknown to the

PCs, this message is actually a ruse to get adventurers away from Jaedrae.

Encounter 2: The Unknown Soldier

PCs presumably head into Hool to confront Sakatha. Instead, they find a *dominated* Darkwatch Knight, Calder Neheli, being subdued by Rok'karn, a member of the friendly Marshgrove lizardfolk tribe. If freed from Sakatha's *domination* (via *protection from evil* or any other means) Calder can relate that Sakatha has left the Hool and is headed to Jaedrae to take the Viscount captive. Calder dimly recalls that Sakatha mentioned "noble blood must spill to seal the bargain". Also present is Rassshssk the druid (see KEO2-06 *Royal Rescue*, KEO4-01 *Hope, Entwined* and KEO4-IS2 *Hool Goes There?*), who can relate that *screying* revealed that the man in Jorgos seat is an imposter.

Encounter 3: Strange Days

The PCs will have the opportunity to Gather Information about recent events in Jaedrae. As the PCs re-enter town, tales spread that Jorgos declared himself King of Nume Eor and is sending soldiers to eradicate Haven! PCs are contacted by Frederick Tannen, the Viscount's cousin (see KEO2-05 *Royal Rescue*). He tells them that the Viscount is alive but even he, his own cousin, was prevented from seeing him by Nolan Yarbough. Additional gathering of information reveals that a carriage from Haven was admitted into the keep two evenings ago.

Encounter 4: The Changeling

PCs must enter the keep to discover whereabouts of Jorgos using stealth or assaulting the place. Frederick Tannen can assist in getting the PCs into the keep using the former; he will not participate in any attack on the keep. The Viscount is alive but taken by Sakatha to the Dreadwood to fulfill Sakatha's *wish*. DeManis now sits on his seat under an illusion showing him as Jorgos. He's been issuing the mad proclamations. Nolan Yarbough is assisting the deception but has been *dominated* by Sakatha. In addition, several were-beasts in human form are present to insure no one gets to see the Viscount. If freed of Sakatha's *domination*, Yarbough can reveal that Jorgos' left in a carriage that morning, headed in the direction of the Dreadwood.

Encounter 5: Riders On The Storm

At the edge of the Dreadwood, the PCs are likely ambushed by the Suloise noble Lord Arcturus of Sayre, a disreputable mercenary, and his henchmen en route to Dreadwood. Lord Arcturus will surrender if his men are slain, and claim he too was "dominated" by Sakatha. As a noble of Keoland, there are consequences for killing him, unless the PCs can prove he was working with Sakatha willingly.

Encounter 6: Back Door Man

PCs must enter the Dreadwood to follow Sakatha's trail. They may receive aid from an unexpected source – an ally of Traago von Reiklande - to locate Sakatha.

Encounter 7: Break On Through (To The Other Side)

PCs must stop the sacrifice of Jorgos by Sakatha and his allies. If Jorgos is sacrificed, Sakatha is cured of his vampirism and teleported away.

Conclusion

Does the PCs failure result in Jorgos death and the true "Return of the Lizard King"? Or is Sakatha forever destroyed?

PREPARATION FOR PLAY

Have the PCs review what Keoland regional adventures they played with this PC that were set in the Viscounty of Nume Eor and/or the Hool Marsh. Note whether any PCs have a special relationship with Viscount Jorgos through the expenditure of Influence Points, as this may come into play later in the adventure.

In addition, it may be helpful for the judge to have a copy of *Complete Arcane* at the table if any further explanation is needed for the Warlock Base Class abilities; however, this book is not necessary to run this adventure as all pertinent information is included in the statistics blocks and/or appendices.

It is possible that high level characters will attempt to discover what is wrong with the viscount or his whereabouts using magic. Refer to DM Aid: *Divinations* to address such questions.

INTRODUCTION

With all the chaos surrounding the Kingdom of Keoland in troubled times, it is easy to dismiss rumors. However, some rumors are too troubling to be so easily disregarded. Lately, several disturbing tales have come out of the County of Nume Eor. Rumors telling Sakatha the Lizard King has risen once again to plague the southlands. Now, those rumors have been overshadowed by those of a more perplexing nature.

The budding city of Jaedrae, named for Keoland's beloved fallen queen, is the seat of the County. Its lord, Viscount Richart Jorgos is known either personally to you or by reputation as a noble who is neither scheming nor conniving – a rarity in Keoland. The viscount is also known for his friendliness to adventurers and acceptance of half-orcs and half-elves, having acquiesced to the development of the half-breed town of Haven. It is even rumored (and known by some!) that the Viscount has allies among the lizardfolk of the Hool.

As you enter the palisade walls of Jaedrae, you are confronted by a pair of guards, clad in Nume Eor's livery armed with halberds. They order you to halt and state your business.

The guards will accept any reasonable explanation the PCs give for entering Jaedrae and let the PCs pass. Observant PCs may notice (DC 10 Spot) that no one walks the streets of the town, unusual for midday. There are no children playing, people shopping, or anything of that nature. In fact, shops are closed, doors are shut and windows are drawn. The guards will direct PCs to the local inn, the Kimberton Arms, if they profess a need for food and drink or to care for their mounts.

If the PCs decide to investigate town rather than head directly to the inn, they will find the townsfolk reluctant to talk, and opening doors only a crack to address the PCs at all and tell them there's nothing wrong and to mind their business. PCs should definitely happen upon the town square if they pursue this course and see Sheriff Lomack as described in Encounter 1. If the PCs persist in investigating Jaedrae, have Nolan's page contact them in the street instead of the inn as described in Encounter 1.

ENCOUNTER 1: TAKE IT AS IT COMES

As you make your way toward the Kimberton Arms Inn, you note an unusual sight: stocks have been erected in Jaedrae's town square. A slender half-elf kneels in the stocks, another pair of uncomfortable looking guards watches over him. A sign around his neck reads "HALF-BREED TRAITOR."

Any PC that played KEO2-05 *Royal Rescue* or KEO4-01 *Hope, Entwined* will recognize the half-elf as Cyrikkan Lomack, the Sheriff of Nume Eor. Allow all other PCs to make a DC 15 Knowledge (local – Sheldomar Valley metaregion) check to recognize the half-elf. PCs from Nume Eor or Haven get a +4 circumstance bonus to that check. If the PCs attempt to question either Cyrikkan or the guards, the guards will intervene stating that they have strict orders to not allow anyone to speak to the prisoner. If the PCs approach within 10 feet of the prisoner, Cyrikkan will look at them. His eyes are swollen shut, obviously the result of a severe beating. Cyrikkan will whisper, "He's mad..." in Keoish before letting his head drop again.

Inside the inn, the few townsfolk present speak in hushed tones about the Viscount's strange behavior. Permit the PCs Gather Information checks if they speak to anyone:

- **DC 10:** Over the last two days, Viscount Jorgos has been issuing strange proclamations.
- **DC 15:** "The Viscount has renewed the bounty on ALL lizardfolk hides in the Hool Marsh. But I

thought some of the scaled humanoids were our allies!"

- **DC 18:** The Sheriff was imprisoned for refusing to post the notices of the lizardfolk bounty.
- **DC 20:** The viscount also ordered any Dreadwalkers in Jaedrae to vacate the town.

After the PCs arrive at the inn, a page arrives dressed in the viscount's livery with a sealed scroll tube. He can only relate that he was instructed to present this message to persons fitting the PCs description. Inside the tube is a note written in Keoish and a map detailing the route to Sakatha's Tomb. Provide *Player Handout #1*. Note that there is no actual map as part of the Player Handout.

Any PC that played KEO2-05 *Royal Rescue* or KEO4-01 *Hope, Entwined* will recognize the author's name, Nolan Yarbough, as one of Viscount Jorgos' advisors. Allow all other PCs to make a DC 20 Knowledge (local – Sheldomar Valley metaregion) check to recognize the name as that of the viscount's wizard. PCs from Nume Eor get a +4 circumstance bonus to that check.

🔪 **Cyrikkan Lomack:** male half-elf Rgr6; hp 36 (currently 18); see *Appendix 1*.

🔪 **Jaedra Militia (12):** male and female human War1; hp 8 each; see *Appendix 1*.

Development: Should the PCs decide to free Cyrikkan, the guards resist and call for help. Cyrikkan himself is in no shape to assist in his escape. In three rounds, the PCs have the Jaedrae militia after them and have little option but to retreat from Jaedrae or engage in a pitched battle in the city streets with the militia. Should the PCs attempt to teleport with Cyrikkan, they find that the stocks are *dimensionally anchored*. If the PCs overcome this obstacle and rescue and heal Cyrikkan, the sheriff can only relate that he refused to comply with the Viscount's directive to post notices that the bounty on Marshgrove lizardfolk hides was renewed. When he questioned the viscount, Jorgos flew into a rage, called him a "vile half-breed" and had Cyrikkan imprisoned. Cyrikkan suggest that the PCs return to Jaedrae and they will be approached by Nolan's page just outside of town as detailed above.

The PCs will be unable to contact Nolan to get any additional information about the note. Guards at the keep turn away all adventurers seeking audience with the viscount or Nolan Yarbough. Even PCs who have influence with the viscount or are his designated representatives (archbishops, foreign ministers and the like) will be respectfully refused admittance.

It is possible the PCs will forcefully attempt to enter Jorgos Keep. If so, statistics for several key NPCs are presented in *Appendix 1*. All the viscount's forces will seek to repel any such attack, not asking quarter and expecting none. For more details of the Viscount's forces, see Encounter 4 and *Appendix 1*.

PCs familiar with the construction may attempt to teleport directly inside. Unless they teleport directly into the audience chamber, the PCs will be discovered and attacked by the keep's defenders. If the PCs decide to teleport directly to the viscount's audience chamber, proceed directly to Encounter 4. Teleporting elsewhere in the keep or entering the keep by force will alert the denizens of the audience chamber to the imminent attack and they will prepare accordingly.

If the PCs leave Jaedrae, the following will occur as they prepare to depart:

A herald in the viscount's livery enters the town square and nervously unfurls a scroll. She announces in a loud voice: "People of Nume Eor, by Order of Viscount Richart Jorgos, the presence of half-breeds – those of half-elven or orcish descent – is no longer ... tolerated in Jaedrae. All such persons are directed to leave Jaedrae immediately by Order of the Viscount under penalty of imprisonment." She returns the parchment to its case and heads back towards Jorgos Keep.

If stopped and questioned by the PCs, the herald (Vanya) can only answer that she was directed to make this announcement by one of the viscount's men. The document itself bears the Viscount's seal and a DC 10 Forgery check will reveal that it is authentic.

ENCOUNTER 2: THE UNKNOWN SOLDIER

Following the map provided with the note from Nolan Yarbough, you are treated to the incessant buzzing of gnats in your ears and the whine of mosquitoes that are so prevalent in the Hool Marsh. Streams are interspersed with fetid pools of water and the tall rushes hamper visibility. Although you can hear the shriek of the marsh birds and the occasional roar of something larger, or sometimes just a loud splash, no creature appears to bar your journey into the swamp's depths. The heat of the sun wears upon you, causing those in armor to sweat profusely and even those without find that their clothing sticks to flesh uncomfortably in the humid air.

Continuing through the marshland, you can see a large stone platform resting in a sunken, bowl-like depression. A few marble columns reach towards the overcast sky, and three great stone steps lead up towards the stone dais. Then an angry roar penetrates the air.

"You'll not take me alive, you scaly scum!" It is a human voice screaming. Quickly making your way forward through the knee-deep water, you see a tall helmeted figure, clad in black armor emblazoned with the device of naked winged blade, swinging a pair of swords at a largish lizardfolk. Two injured

lizardfolk lie at the human's feet. The lizardfolk warriors appear to be unarmed and attempting to drag the man to the ground. Another lizardfolk, clad in tribal fetishes, stands apart from the others, gesturing and speaking words of magic.

See DM Aid: Map #1.

Any PCs that have met Calder Neheli previously (including the Shelswake version of ADP1-04 *Festival Knight* and KEO2-07 *Getting There is Half the Fun*) will automatically recognize him. PCs that have met Rassshssk (KEO2-06 *Royal Rescue*, KEO4-01 *Hope, Entwined* and KEO4-1S2 *Hool Goes There?*) will likewise recognize the druid.

In addition to the above, allow the PCs the following skill checks to determine what is actually occurring if they decide to observe the situation before entering combat.

SPELLCRAFT

- DC 16: The lizardfolk druid is casting *cure light wounds*.

KNOWLEDGE (LOCAL – SHELDOMAR VALLEY METAREGION)

- DC 10: The human is clad in the regalia of the Darkwatch.
- DC 15: The Marshgrove tribe of lizardfolk is allied with Viscount Jorgos and the County of Nume Eor.
- DC 20: The lizardfolk druid is Rassshssk, a member of the Marshgrove tribe.

SENSE MOTIVE

- DC 10: The lizardfolk are attacking to subdue the human.
- DC 15: The human does not appear to be in control of his faculties and is under the effect of a *charm* or magical compulsion effect.

KNOWLEDGE (NOBILITY AND ROYALTY)

- DC 25: Only if Calder's helmet is removed – the human is Calder Neheli, a Darkwatch knight and noble of House Neheli.

♣ **Calder Neheli:** male human (Suel) Rgr9; hp 68; see Appendix 1.

♣ **Rassshssk:** male lizardfolk Drd7; hp 60 (currently 34); see Appendix 1.

♣ **Rok'karn:** male lizardfolk Ftr4; hp 51; see Appendix 1.

Developments: This encounter is intended as a non-combat encounter and the PCs have several options

here. If the PCs delay, Rok'karn will grapple and pin Calder in two rounds. The PCs may also attempt to restrain Calder using magic or by assisting the lizardfolk's grapple attempts. Calder will automatically fail any saving throw against *hold person* or the like and will also automatically fail any grapple check. Finally, the PCs may misinterpret the lizardfolk actions and attack the Marshgrove tribe. If the PCs attack the lizardfolk, Calder will flee while Rassshssk attempts to communicate to the PCs that Calder is under the control of the Lizard King. Rok'karn will defend himself, using nonlethal damage if the PCs do the same.

Calder is in fact *dominated* by Sakatha. If freed from Sakatha's *domination* (via *protection from evil* or other means) Calder will relate the following information:

- Calder was captured by vampiric lizardfolk during a hunting expedition in the Hool while visiting Viscount Cronin Secunforth in Seaton (false - a successful DC 12 Sense Motive check will reveal that Calder's eyes shift when relating this tale; he was actually in the Hool at the behest of the von Reiklande family).
- Sakatha questioned him about the Darkwatch's relationship with the Suel House von Reiklande of Gradsul, of which he knows little (true).
- He believes that Sakatha has left the Hool and is headed to Jaedrae to take the Viscount captive (true).
- He overheard Sakatha mention that "his noble blood must spill to seal the bargain" (true).

Calder will not accompany the PCs to Jaedrae, insisting that he must report these developments to his order. If he is not freed of Sakatha's *domination*, Rassshssk will offer to take custody of Calder until the charm is broken. A DC 20 Spellcraft check will alert the PCs to the fact that Sakatha is aware of what Calder is experiencing as per the *dominate person* spell (see *Player's Handbook*, page 224).

The lizardfolk druid, Rassshssk, will provide the information to PCs who did not attack the lizardfolk and has (or had but expended) the **Favor of the Marshgrove Tribe** (from KEO3-02 *Predators and Prey*), **Influence with the Marshgrove Tribe** (from KEO1-08 *Warts and All*), or **Token of the Marshgrove Tribe** (from KEO4-IS2 *Hool Goes There?*).

Rok'karn is an elder of the Marshgrove tribe, one who sees himself competing soon for the position of chief. Rok'karn is probably no more than thirty years old; life in the Hool is not particularly kind to the aged and weak. He had many positive interactions with the "humans" during the Keoland interactive KEO5-IN1 *The Siege of Westkeep*; he saw no one threaten his hatchling son and, in fact, his offspring was accepted as an equal by both Olman children and Keoish adventurers. Rok'karn

knows all the information that Rassshssk knows from speaking with the druid.

If the PCs did not attack the lizardfolk but do not have any of the favors listed above, they may obtain the following information with a DC 15 Diplomacy check. If the PCs attacked the lizardfolk and have any of the aforementioned favors or influence, they may obtain this information with a successful (DC 10 + APL) Diplomacy check with the following modifiers:

- -4 for each lizardfolk injured by the PCs (included nonlethal damage).
- -10 for each lizardfolk slain by the PCs.

PCs without any of these favors who attacked the lizardfolk will not get any information from Rassshssk or Rok'karn as they reconsider the Marshgrove tribe's relationship with the bloodthirsty mammals!

Rassshssk can relate that he believes that the man in Viscount Jorgos seat is an imposter; *screwing* revealed his nervous mannerisms are different than those of the Viscount, who is a confident man with an affable demeanor. Moreover, Rassshssk knows that the Viscount is a friend of the Marshgrove Tribe and would not have ordered the bounty on friendly lizardfolk hides be reinstituted. He will suggest that the PCs must confront the imposter. In no event will the lizardfolk accompany the PCs to Jaedrae since the bounty is in effect.

Make it clear to the PCs that there is no additional activity at the tomb. There is no way to reasonably penetrate its interior, as the lower levels were destroyed by an *earthquake* and subsequent flood.

ENCOUNTER 3: STRANGE DAYS

Modify the boxed text description if the party used *teleport* or other magic to return to Jaedrae. Note that even foreigners visiting Keoland are aware that use of arcane magic by any other than nobility or members of authorized institutions is frowned upon by the Kingdom's people.

The journey back to Jaedrae through the Hool is swift. Along the unnamed road running parallel to the River Ardo you see several wagons leaving Jaedrae as you near the town's border. Some of those driving the wagons are those of half-elven or half-orcish descent. Others are human and appear just as worried. It appears that many have bundled all their possessions onto their carts.

The PCs will have the opportunity to gather information about recent events in Jaedrae from those civilians leaving the town. Any inhabitant that is stopped and asked why they are fleeing will tell the PCs that the Viscount has called in troops defending the northern border with the Dreadwood for an attack on the town of

Haven. The humans fear reprisals from the half-breeds, who are known as fierce warriors. The half-orcs and half-elves are going towards Haven to warn the town of the imminent attack.

Once the PCs ascertain this information, they will be approached by a man on horseback:

Aside from the wagons and carts, you notice a lone horseman riding south with undue haste. He seems to spy your group and rides towards you, waving violently. He is dressed in the colors of Nume Eor and has his long blond hair braided. He does not appear to be armed.

PCs may recognize this human as Frederick Tannen, the Viscount's cousin (see KEO2-05 *Royal Rescue*). Any PC that rescued him in that adventure automatically recognizes Tannen and knows that he is the cousin of the Viscount. PCs may also identify him with DC 20 Knowledge (nobility and royalty) or DC 25 Knowledge (local – Sheldomar Valley metaregion) checks.

Frederick will ride up to the group, possibly knowing several by name. He will certainly know any heroes that have gained multiple influence points with his cousin and those that saved his own life. Assuming Tannen is permitted to approach the PCs unmolested, he will beseech them for aid:

"Hail adventurers! I am Frederick Tannen, cousin to Viscount Richart Jorgos! The Viscount has need of you. Please, stop a moment and speak with me before continuing on to Jaedrae!"

❖ **Frederick Tannen:** male human (Suel) Ftr2; hp 16; see Appendix 1.

Assuming the PCs assent, Frederick has the following story to relate:

"My cousin is not himself. You must believe ... I cannot believe..." Frederick takes a deep breath before continuing. "Richart Jorgos is a noble man. He has worked the fields alongside his subjects. He has always judged men by their deeds and actions. This attack on the Town of Haven ... there must be something wrong! I tried to dissuade him, but I was prevented from even seeing my cousin by Nolan Yarbough. And now, even worse, Richart has declared himself King of Nume Eor and declared the County seceded from the Court of the Land! I fear for his sanity! But I cannot reach him alone. Nolan is a wizard of considerable power. Can you aid me?"

Assuming the PCs agree, Tannen will explain that he can have the PCs accompany him into the keep. It is unlikely that the guards will question him since he is the Viscount's cousin and resides there. He further suggests that half-elf or half-orc PCs disguise themselves in some fashion. If the PCs do not have the means to accomplish any disguise, Tannen can obtain a few hooded cloaks for the PCs before they enter town. Tannen will also assent

to any other reasonable plan the PCs may have for entering the keep so long as the plan does not involve attacking the guards. If the PCs think to check, a Sense Motive DC 15 will reveal that Frederick is not under any visible influence of a charm or enchantment and in fact seems worried about his cousin's welfare.

Tannen can provide additional information if the PCs think to ask appropriate questions on the way to Jaedrae, such as when the Viscount began acting strangely, etc.:

- The trouble first started when Lord Arcturus of Sayre stayed at the Keep after a hunting expedition in the Hool.
- Viscount Jorgos seemed reluctant to admit the nobleman, but could not refuse him hospitality.
- Frederick recalls thinking that it was odd that Arcturus arrived in a carriage since he was returning from a hunt.
- Frederick does not remember Lord Arcturus arriving with any game.
- Lord Arcturus' carriage left this morning. Two wild-looking half-orc servants left with him.
- The carriage's shades were drawn both on arrival and on departure.

PCs may make a Knowledge (nobility and royalty), Bardic Knowledge, and/or Knowledge (local – Sheldomar Valley metaregion) to get information on Lord Arcturus of Sayre:

- **DC 15:** Lord Arcturus is a famed hunter and has led expeditions into the Dreadwood and the Hool.
- **DC 20:** He is a noble scion of the Oeridian House Amber, which was granted lands in Sayre by the Suloise in recompense for the acts of House Malhel.
- **DC 25:** Lord Arcturus is known throughout the Kingdom as an untrustworthy opportunist and led a band of mercenaries with the wizard Leptor to Baltron's Beacon in 593 CY (as detailed in KEO3-07 *Old Secrets Never Die*).

Development: If the PCs enter Jaedrae with Tannen, they will be able to enter the Keep without any difficulties; proceed to Encounter 4. Should the PCs attempt any other method, see the notes in Encounter 4.

ENCOUNTER 4: THE CHANGELING

If the PCs follow Tannen, they will be able to get into the Keep undetected via the drain that runs under the castle into the cellar. From there, Tannen can lead them to the Viscount's audience chamber and divert the guards

allowing the PCs to enter and confront Nolan Yarbough and the "Viscount."

Any other reasonable plan that does not involve any attack or spell use on the guards should succeed. Should any PC be a Foreign Minister of Nume Eor, Master/Mistress of Hounds, Archprelate or a PC that established a fortified tower in Nume Eor (as indicated on the character's Adventure Record in KEO4-01 *Hope, Entwined*) that PC will be considered to have "seen casually" rooms within the Keep for the purposes of teleport.

Should the PCs opt to attack the Keep in order to get in, have the NPCs respond to the attack to the best of their abilities. They will ask no quarter nor give any. Loud noises caused by combat will alert the werecrocodiles and Yarbough and they will cast preparatory spells as appropriate to ready for an attack.

Note: It is quite possible, especially at higher APLs, that the PCs can level the Keep. Warn the PCs once that the Viscount, if returned to sanity, will frown upon the wholesale slaughter of his henchmen. If the PCs fail to heed such a warning, let the chips fall where they may.

The PCs must enter the keep to discover whereabouts of Jorgos using stealth or assaulting the place. Frederick Tannen can assist in getting the PCs into the keep using the former; he will not participate in any attack on the keep. The Viscount is alive but taken by Sakatha to the Dreadwood to fulfill Sakatha's wish. DeManis now sits on his seat under an illusion showing him as Jorgos. He's been issuing the mad proclamations. Nolan Yarbough is assisting the deception but has been dominated by Sakatha. In addition, several werecrocodiles in human form are present to ensure no one gets to see the Viscount.

Frederick Tannen leads you into Jaedrae without incident. The Viscount's cousin is well known to the gate guards and they let him and you, his companions, enter with a cautious wave.

Frederick Tannen motions your group to stand closer. "We can enter the Keep through the secret passage known to the Viscount's family – a drain pipe large enough for a man to crawl through. It is not a pleasant crawl, but it will allow us to enter the cellar safely. We will only need to remove the grate when we get inside. From there, we should be able to climb the south stairwell and make our way to Richard's audience chamber without any trouble. He has been holed up inside there for the past two days, when these bizarre proclamations began being issued."

Tannen leads the way to the far wall of Jorgos' Keep. "There," he whispers, pointing at a grate in the keep's stone wall. "It's loosened already; the masons were doing repair work yesterday."

The grate can be removed with a DC 15 Strength check. Inside, the PCs will need to crawl through the muck. Tannen will volunteer to lead the way. Note that this is a drainage pipe, not a sewer pipe, 30 feet long and 3 feet wide, and leads into the keep's cellar. At the other end is a second grate, also loosed and unlocked, requiring another DC 15 Strength check to lift.

Refer to DM Aid: Map #2 and DM Aid: Map #3 for details of the route proposed by Tannen. The PCs will enter the Keep in a storeroom through the grate, as shown on map of the Keep (Level 1). The other rooms on this level are storerooms for ordinary weapons, ammunition and foodstuffs. From there, Tannen can lead them upstairs to the second floor, where Jorgos' audience chamber lies beyond double doors just outside the tower. A catwalk circles the second level of the tower from where defenders can fire through arrow slits.

Ahead, you see a pair of human guards standing in front of the doors to Jorgos audience chamber. "I can get them away for a moment – long enough for you to enter." Tannen explains.

He moves forward and says something to the two men, who balk for a moment before accompanying Tannen down the hall and through a door. The way to the Viscount's audience chamber is clear for the moment.

The reactions of the NPCs inside will depend on the PCs actions. Audible spellcasting outside the Viscount's chamber or breaking down the doors will alert the werecrocodiles to the PCs' presence and they will change shape; the sorcerer (and the assassin at APL 16) will also begin casting preparatory spells, as will Nolan Yarbough. If the PCs are reasonably quiet and just open the doors, the werecrocodiles will be concealed in the alcoves behind the tapestries (total concealment) or hiding in plain sight (the assassin) and will change shape when the PCs confront "Jorgos" and attack if the deception is discovered or the PCs attack Nolan. The double doors leading into the audience chamber are locked but not trapped.

❖ **Strong Wooden Doors:** 2 in. thick; Hardness 5; hp 20; Break DC 25; superior lock (Open Lock DC 40; hardness 15; hp 30).

Inside the audience chamber, you see Viscount Jorgos seated on a plush red chair, his hands pulling his knees to his chest and rocking his body to and fro. He is humming to himself quietly. Standing to his right is an older bearded man of Suel-Flan heritage. The Viscount is dressed in disheveled and stained robes while the other man is clad in simple but well-tailored traveler's clothing.

The chamber is richly furnished, with a large tapestry framing each wall. The first appears to be of the deceased King Skotti and Queen Jaedrae, standing together overlooking the forest at Dourstone Castle. It appears as if someone has

smear regurgitated food over the faces of both the King and Queen. The second colorful tapestry depicts the pastoral Keoish countryside. However, it is defiled with some sort of red liquid ... perhaps wine?

The older man looks up at your entrance. "Get out of here! The Viscount is not to be disturbed!" The Viscount, meanwhile, already appears very disturbed. "Bugs in a rug!" he shouts joyously as he notices you.

Any PC that played either KEO2-06 *Royal Rescue* or KEO4-01 *Hope, Entwined* will recognize the bearded man as Nolan Yarbough. The other man appears to Viscount Richart Jorgos.

The "Viscount" is an illusion. At APL 8, this is a *major image* (DC 17 Will) maintained by Yarbough; his concentration is broken at the PCs entrance. At APLs 10-16, this is a *persistent image* (DC 19 Will save at APL 10; DC 20 Will save at APLs 12-16). In both cases, the illusion conceals Stephen DeManis and makes him appear as Viscount Richart Jorgos. However, DeManis' mannerisms are obviously not those of the Viscount: he is skittish, sings nonsense to himself and will occasionally issue a high-pitched scream.

➤ **Stephen DeManis**: male human Com3; hp 10; see Appendix 1.

Yarbough will demand that the PCs leave immediately. He and the werecrocodiles will attack if the PCs refuse to leave or the deception is uncovered. A successful DC 15 Sense Motive check on Yarbough will reveal that he appears to be under the influence of an enchantment/charm effect; a DC 10 Sense Motive check on "Jorgos" will reveal that he is mad.

APL 8 (EL 10)

➤ **Nolan Yarbough, Energy Drained**: male human Wiz10/Loremaster3; hp 26; see Appendix 2.

➤ **Werecrocodile Sor4, Hybrid Form**: hp 57; see Appendix 2.

➤ **Werecrocodile Ftr4, Hybrid Form**: hp 75; see Appendix 2.

APL 10 (EL 12)

➤ **Nolan Yarbough, Energy Drained**: male human Wiz10/Loremaster3; hp 34; see Appendix 3.

➤ **Werecrocodile Sor6, Hybrid Form**: hp 70; see Appendix 3.

➤ **Werecrocodile Ftr6, Hybrid Form**: hp 97; see Appendix 3.

APL 12 (EL 14)

➤ **Nolan Yarbough, Energy Drained**: male human Wiz10/Loremaster3; hp 42; see Appendix 4.

➤ **Werecrocodile Sor8, Hybrid Form**: hp 84; see Appendix 4.

➤ **Werecrocodile Ftr8, Hybrid Form**: hp 120; see Appendix 4.

APL 14 (EL 16)

➤ **Nolan Yarbough**: male human Wiz10/Loremaster3; hp 49; see Appendix 5.

➤ **Werecrocodile Sor10, Hybrid Form**: hp 97; see Appendix 5.

➤ **Werecrocodile Ftr10, Hybrid Form**: hp 152; see Appendix 5.

APL 16 (EL 18)

➤ **Nolan Yarbough**: male human Wiz10/Loremaster3; hp 49; see Appendix 6.

➤ **Werecrocodile Sor12, Hybrid Form**: hp 111; see Appendix 6.

➤ **Werecrocodile Ftr12, Hybrid Form**: hp 176; see Appendix 6.

➤ **Werecrocodile Rog5/Asn5/Shadowdancer1, Hybrid Form**: hp 121; see Appendix 6.

Tactics: The werecrocodiles will attack if the PCs fail to leave after being ordered by Yarbough or if DeManis is discovered impersonating the Viscount. They will change shape into hybrid form once the PCs enter. Note that the werecrocodile sorcerer possesses the Surrogate Spellcasting feat and can therefore cast spells in hybrid form.

At APLs 8-12, the sorcerer will concentrate on debilitating spells (*ray of enfeeblement*, *Melf's acid arrow*, *slow*) and then move to damaging spells (*shocking grasp*, *lightning bolt*). He will only get a chance to use preparatory spells (*mage armor*, *shield*) if the PCs make noise in the corridor before entering. The fighter attacks any spellcasters in melee. Nolan will attempt to incapacitate PC fighters using *slow* or *hold person*. DeManis will cringe on Jorgos' seat, defending himself only if attacked.

At APLs 14-16, the sorcerer will first attempt to split the party using *walls of force*. He will only get a chance to use preparatory spells (*mage armor*, *shield*) if the PCs make noise in the corridor before entering. The fighter attacks any spellcasters in melee. Nolan will attempt to incapacitate PC fighters using *forcecage*, *slow* or *hold person*. The assassin will attempt to study an unarmored/lightly armored opponent for three rounds once the PCs enter (so keep track of the time if the PCs interact with Yarbough or the Viscount!). However, if combat begins immediately, he will instead attempt to flank an opponent with the fighter. DeManis will cringe on Jorgos' seat, defending himself only if attacked.

Developments: The PCs should discover the deception and surmise that the Viscount is no longer in Jaedrae. If Frederick Tannen has not yet mentioned Lord Arcturus' arrival, have Frederick do so.

In addition, should Nolan Yarbough survive the encounter and be freed of Sakatha's *dominate person*, even for a short time via *protection from evil*, he will indicate that Sakatha, Lord Arcturus, and Arcturus' men left with the Viscount and were headed north. Yarbough's survival also grants the PCs the **Favor of Nolan Yarbough** effect on the Adventure Record.

PCs bitten by the werecrocodiles might be vulnerable to infection (see **Curse of Lycanthropy – Werecrocodile** on the Adventure Record).

Should Stephen DeManis survive the encounter, he can provide additional information if soothed with a DC (15 + APL) Bluff or Diplomacy check. Any attempt to Intimidate DeManis will only cause him to scream in abject fear. Although DeManis was *dominated* by Sakatha, he is completely unhinged and will not realize that he is betraying his lord by providing information to the PCs.

Q & A WITH DEMANIS

Q. What does Sakatha want?

A. *Master is too c-c-c-cold! He craves the heat of the warm-blooded!*

Q. Where has Sakatha taken Viscount Jorgos?

A. *Far, far away to where the Master can fulfill his wish! Fish in a dish!*

Q. Can you be more specific?

A. *To where the old bargains were made, under the trees' shade!*

Q. What is Sakatha's wish?

A. *To end his curse! Second verse, same as the first, a little louder and a little worse!*

Q. What curse?

A. *The curse of the cold! He craves the heat of the sun-lit lands! With his heart and with his bones, the Master wants to return home!*

Q. How can the viscount end the curse?

A. *Through him and his forebears, count with me, one, two, three! Four bears! Can't you see?*

Q. Does Sakatha plan to kill the viscount?

A. *An eye for an eye, tooth for tooth, I swear by my Master 'tis the truth!*

Q. Is Arcturus involved with Sakatha?

A. *The hunter with the cold eyes? He serves as all will serve! Mayhap on a serving platter?! Hee hee hee!*

Frederick Tannen and Nolan Yarbough (if alive and free from domination) will implore the PCs to go after the Viscount immediately. The PCs can also use this opportunity to confer with the other NPCs detailed in Appendix 1. Barto Trume can provide the PCs with additional information should they approach him, as noted in his character description. Durmaunt, the cleric of Bralm that attends the viscount, can cast *raise dead* on any PC if needed. Unfortunately, the Viscount's advisors are needed here to call back the soldiers from attacking Haven and contact the Court of the Land to repair the damage done by the imposter. If the PCs decide not to do so, Durmaunt, Frederick Tannen and Cyrikkan Lomack will set off after the Viscount themselves while the Kraddock holds down the fort in Jaedrae and Barto Trume rides off to stop the attack on Haven.

ENCOUNTER 5: RIDERS ON THE STORM

Discovering that the true Viscount appears to have been spirited away in the carriage of Lord Arcturus of Sayre, you make haste to follow. Fortunately, the carriage departed over the wet plains north towards the Dreadwood and the wagon wheels left rents in the soft earth. As you move out, the weather begins to turn foul. A harsh, cold wind blows from the south, and dark clouds form overhead.

Arcturus' trail is surprisingly easy to follow, since the ranger and his cohorts were forced to travel by carriage due to Sakatha's vampirism and the dire consequences if the Lizard King were exposed to sunlight. A successful DC 9 Survival check enables the PCs to follow the trail of a large carriage over soft ground. One check is needed per hour of tracking.

PCs should be aware there is not a road that leads from Jaedrae through the Dreadwood. A successful DC 10 Knowledge (geography or local – Sheldomar Valley metaregion) check will alert the characters to that fact. As such, if the PCs have the information that Arcturus is traveling by carriage, they can surmise that he will need to leave the road to get to the Dreadwood. PCs traveling on the road will be able to locate the trail where a carriage left the roadway with a successful DC 9 Survival check.

The Dreadwood preserve is some 30 miles from Jaedrae. Tables 9-3, 9-5 and 9-6 in the *Players Handbook* govern travel speed and distance for characters on foot and on mounts. It should take mounted PCs following the carriage trail just under 24 hours to reach the Dreadwood verge. The carriage trail leaves the road at the edge of the Dreadwood. If they leave immediately, the PCs will beat the storm to the Dreadwood.

Further, a DC 10 Knowledge (nature) or Survival check will alert PCs to the fact that a storm is brewing. Such a check at DC 20 check will alert that the storm does not appear natural. If the PCs delay, heavy rains will

likely obliterate all traces of the carriage's trail. For each hour the PCs wait to follow the trail, add 1 to the DC of the check for tracking. (See the description of the Track feat in the *Player's Handbook* for the effects of heavy rain on tracking.) This storm is actually a *control weather* cast by an ally of Sakatha's (CL = APL + 4) and can be dismissed or dispelled.

Sakatha is aware that the Viscount's absence has been discovered via his link with Nolan Yarbough. To halt pursuit, the vampire has detailed Arcturus and his cohorts to intercept any pursuit by laying an ambush on the outskirts of the Dreadwood. Just before the ambush point, the forest thickens, so even *flying* or *windwalking* PCs will need to land to see where in the forest the trail leads. See *DM Aid: Map #4* for details on the ambush site.

PCs will have an opportunity to make a Spot check to notice the ambushers as they approach the fringe of the Dreadwood. The following conditions apply:

- Apply a -1 penalty for each 10 feet of distance.
- **Arcturus** (using *elixir of hiding*): Spot DC 40 at APLs 8-10, DC 42 at APL 12, DC 44 at APL 16.
- **Kurg** (in *tree shape*): no Spot check; tree is visible.
- **Krag** (using *elixir of hiding*): Spot DC 32 at all APLs.

In addition, the tree cover provides anyone using it (including PCs) a +2 bonus to AC and +1 bonus to Ref saves, as per the *Dungeon Master's Guide*, page 87.

The ambush situation increases the EL of this encounter by 1 (this is already added below).

APL 8 (EL 11)

➤ **Lord Arcturus of Sayre, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiate1:** hp 68; see *Appendix 2*.

➤ **Wolves, Arcturus and Kurg's Animal Companions (2):** hp 36 each; see *Appendix 2*.

➤ **Kurg, Male Half-Orc Drd5:** hp 42; see *Appendix 2*.

➤ **Krag, Male Half-Orc Bbn2/Ftr2/Rgr1:** hp 47; see *Appendix 2*.

APL 10 (EL 13)

➤ **Lord Arcturus of Sayre, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiate3:** hp 83; see *Appendix 3*.

➤ **Wolves, Arcturus and Kurg's Animal Companions (2):** hp 36 each; see *Appendix 3*.

➤ **Kurg, Male Half-Orc Bbn1/Drd5/Warshaper1:** hp 61; see *Appendix 3*.

➤ **Krag, Male Half-Orc Bbn2/Ftr4/Rgr1:** hp 70; see *Appendix 3*.

APL 12 (EL 15)

➤ **Lord Arcturus of Sayre, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiate5:** hp 98; see *Appendix 4*.

➤ **Wolves, Arcturus and Kurg's Animal Companions (2):** hp 36 each; see *Appendix 4*.

➤ **Kurg, Male Half-Orc Bbn1/Drd5/Warshaper3:** hp 98; see *Appendix 4*.

➤ **Krag, Male Half-Orc Bbn3/Ftr4/Rgr1/Bear Warrior1:** hp 84; see *Appendix 4*.

APL 14 (EL 17)

➤ **Lord Arcturus of Sayre, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiate7:** hp 113; see *Appendix 5*.

➤ **Wolves, Arcturus and Kurg's Animal Companions (2):** hp 36 each; see *Appendix 5*.

➤ **Kurg, Male Half-Orc Bbn1/Drd5/Warshaper5:** hp 119; see *Appendix 5*.

➤ **Krag, Male Half-Orc Bbn3/Ftr4/Rgr1/Bear Warrior3:** hp 123; see *Appendix 5*.

APL 16 (EL 19)

➤ **Lord Arcturus of Sayre, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiate9:** hp 128; see *Appendix 6*.

➤ **Wolves, Arcturus and Kurg's Animal Companions (2):** hp 36 each; see *Appendix 6*.

➤ **Kurg, Male Half-Orc Bbn1/Drd5/Warshaper5:** hp 119; see *Appendix 6*.

➤ **Krag, Male Half-Orc Bbn3/Ftr4/Rgr1/Bear Warrior5:** hp 157; see *Appendix 6*.

➤ **Abyssal Greater Basilisk:** hp 203; see *Monster Manual*, page 24 (this one is wearing +1 *studded leather barding*; increases its AC and flat-footed AC by 4).

Tactics: If possible, Lord Arcturus and his henchmen will wait until the PCs reach the location marked "X" on the map as shown in *DM Aid: Map #4*. If the PCs successfully Spot the ambushers prior to that point, they will attack immediately using the same tactics. Kurg will transform from *tree shape* as a free action and cast *briar web* followed by *spike growth* and/or *entangle* to slow the party and give time for the animal companions to join the fray. If any PCs escape the *briar web* and do not appear to be under the influence of a *freedom of movement*, he will again try and slow such PCs using a *spider's nest* bullet. Otherwise, Kurg will drink his *potion of enlarge person* or transform using his druid and Warshaper abilities to melee any PCs that escape the affected areas. Kurg and Arcturus' animal companions

will use the surprise round to make a full move to join Kurg and Krag and melee anyone out of the area effect spells. Krag will open fire with his longbow before attacking any PCs unaffected by the area effect spells in melee. Prior to entering melee Krag will drink potions of *bull's strength* (at lower APLs) and/or *enlarge person*, enter rage (at all APLs) then transform into a bear (at APLs 12-16). Arcturus will first ready a shot to disrupt the casting of any obvious spellcasters (with additional damage due to vicious strike, weapon bond and ranged precision if applicable), then use rapid shot against any obvious spellcasters, saving his *slaying arrow (human)* for any human wizards or sorcerers. Should melee combat begin to go against Kurg and Krag, Arcturus will change targets to take down any injured PC.

These three are ruthless mercenaries, particularly Lord Arcturus, and should be run as such by the judge. They will not waste any time *coup de gracing* helpless PCs but will not hesitate to use their abilities to the fullest to disable as many opponents as quickly as possible.

Development: Lord Arcturus will surrender if his men are slain, and claim he too was "dominated" by Sakatha. As a noble of Keoland, there will be consequences for killing him, even if the PCs can prove he was working with Sakatha willingly. Arcturus will even go so far as to tell the PCs where Sakatha is headed if they agree to release him and return his bow. PCs who take Arcturus' bow gain the **Lord Arcturus' Longbow** AR effect.

ENCOUNTER 6: BACK DOOR MAN

The trail will become more difficult to follow within the forest requiring a DC 20 Survival check (by someone with the Track feat). While on the trail, or after losing he trail, the PCs will be contacted by Lord Lothar von Reiklande. This encounter is designed as a roleplaying encounter in the event that the PCs lose the carriage trail, and to provide the PCs further insight into the conflict between Traago von Reiklande and Sakatha and possibly provide assistance to the PCs against Sakatha – assistance that may cost the Viscount his life.

Quickly moving on, you follow the carriage's trail under the eaves of the Dreadwood. A hush seems to fall over you as you enter. None of the tranquil sounds one might normally associate with a forest are present: there are no bird calls or insect hums. The only sound is the tread of your feet on the undergrowth. Light quickly fades as you proceed further into the forest, as if the sun's rays cannot penetrate into its depths.

Ahead on the trail, a male Suel of unusually pale complexion stands leaning against a fir tree. The man is clad in finely tailored midnight blue robes. He is bareheaded, but his thinning blond hair is set

in a ponytail. His pinched face bears an expression of boredom as he holds up a hand palm open in a gesture of peace. "I bear a message from a friend to those that oppose the Lizard King," he calls out.

PCs that played KEO4-06 *Knights of Future's Past* or succeed at a DC 20 Knowledge (nobility and royalty) check will recognize the man as Lothar von Reiklande, a Keoish noble. Lothar registers faint evil if it is detected for. If attacked or any spell is cast that would affect him, Lothar immediately teleports away via a *contingency* spell. If slain, Lothar is under the effects of a *death pact* (as detailed in *Complete Divine*) and his body and all equipment disappear as if under the effects of a *word of recall*. All PCs that slay Lothar obtain the **Hunted!** AR effect.

♠ **Lothar von Reiklande:** male human (Suel) Wiz10/Loremaster2; hp 50; see *Appendix 1*.

Lothar is an extremely arrogant Suloise noble of a corrupt family. He makes no issue of his disdain for any adventurer not of pure Suloise extraction.

Development: If the PCs choose to parley, Lothar will identify himself and provide the following information:

"It is no secret that my family, House von Reiklande, seeks the demise of this so-called Lizard King. Unfortunately, our earlier efforts to destroy its foul lairs in the Hool were thwarted by so-called 'heroes' of Keoland. Now, it seems the Empire must rely on other heroes to eliminate this abomination.

He is referring to events that occurred in KEO5-IN1 *The Siege of Westkeep*.

"This ... abomination", von Reiklande pauses, barely able to contain his disgust, "dares to use an ancient tomb of my ancestors in whatever machination his foul mind has conjured. No doubt the Lizard King has defiled the place and turned our holy shrine to evil purposes. Such disrespect cannot and shall not go unpunished. If you swear to destroy Sakatha, no matter what the cost, my family can promise you aid in destroying the creature and our favor in the future. Will you agree to these terms?"

If the PCs agree, Lothar can provide the following information:

- Divinations indicate that Sakatha may be trying to reverse his vampiric condition but Lothar does not know how or why.
- If Sakatha succeeds, it (Lothar cannot bring himself to refer to Sakatha as a "he") may be easier to slay as he will no longer control an army of undead.
- Removal of the vampirism may be tied to the life of Richart Jorgos, which is regrettable but possibly necessary if the Lizard King can be destroyed.
- Lothar can also provide directions to the tomb.

In addition, Lothar will give any PCs willing to swear to the above conditions a charm in the shape of a wolf's head. This charm (treat as an unslotted item) gives a PC the ability to call upon the power of the noble von Reiklande ancestors to defeat those despoiling the tomb. Upon entering the shrine, as a standard action, the PC may call upon the von Reiklande ancestors for aid. For the duration of the encounter, that PC will receive a +4 insight bonus to all damage rolls against undead. Whether or not the PC uses the boon, that PC receives the **Favorable Notice of Lothar von Reiklande** AR effect.

On the other hand, should any of the PCs attack Lothar (regardless of whether they manage to slay him), that PC gains the **Hunted!** AR effect.

ENCOUNTER 7: BREAK ON THROUGH (TO THE OTHER SIDE)

See DM Aid: Map #5.

Before you, a clearing in the Dreadwood opens. It appears as if even the trees in this malign forest grow away from this area. The branches reach outward and the trees are barren where facing the clearing. Only grayish weeds and bracken grow in this area. In the center of the clearing stands a mausoleum constructed of off-white stone. The carved doors emblazoned with the head of a grinning wolf have been wrenched off and lie broken before the tomb. All is silent.

The doorway leading into the mausoleum is trapped at APLs 12-16.

APLs 12-16 (EL 4)

↗ **Glyph of Warding (Blast)**: CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th level caster; 2d8 sonic, DC 14 Ref half); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

Inside, the PCs will find that a marble altar has been knocked aside, revealing a spiral staircase leading downwards. An *alarm* (mental alarm, CL 1st) has been placed ten feet down the stairs that will mentally alert Sakatha to the PCs' presence.

You descend a spiraling, dank stairwell into the lower levels of the von Reiklande tomb. Light sources reveal the walls are coated with a bluish slime that occasionally drips from the ceiling, landing on clothing or armor with a dull splat. Conversation and even the tread of footsteps seem muted in this place, as if the tomb itself swallows the sound. The steps seem to go on forever, until at last you see a dim, violet light radiating from below.

At the bottom of the stairwell lies what appears to be a large chamber. The walls are coated with the same blue slime you observed in the stairwell. The algae seems concentrated around the sickly purplish light generated by violet gemstones set into the east and west walls. The ceiling is thirty feet high.

At the far end of the chamber rests an altar atop a dais. Sickly reddish light emanates from the structure, silhouetting a tall, powerfully built lizard man clad in form-fitting snake-scaled leather armor. A spiked iron crown rests on his crocodilian head and his hands are raised as if in prayer. He is speaking loudly in a sibilant tongue. Other lizard folk stand between the altar and the door, echoing the chant.

On the altar before the Lizard King lies a bloodied human-sized form clad in fine garments. The figure is not moving. Rivulets of blood run from several wounds on his body and then down the altar, draining into a cistern.

As impressive as the Lizard King is, a far more compelling figure commands your attention. It is nearly twenty feet high and two-headed, and each of the heads resembles those of a hyena. His body is long and serpentine, covered in dark green scales. Tentacles are found in place of arms, and he has a forked tail. A darkly beautiful woman with bat wings attends it, along with a large canine creature with four arms, two of which end in tremendous pincers. You instinctively sense that you are in the presence of a being of tremendous dark power.

A DC 20 Knowledge (the planes) check will recognize this creature is Demogorgon, Prince of Demons – a creature of immense might well beyond the means of even these powerful PCs.

"Sakatha," one of the heads barks in a voice so obscene your head aches, and the other head finishes, "our deal is almost done."

"Not quite," the lizard king replies. Turning to you, his cold, reptilian eyes narrow and his mouth opens wide, revealing long fangs. "You are too late, mammals. Jorgos' soul is forfeit! The Brunis line shall end with him! Soon the curse will be lifted and I will rule Keoland by night and by day!"

At APLs 8-14 only, add the following:

The two-headed creature nods to the beings attending it, and they vanish. The creature itself remains.

At APL 16 only, add the following:

The two-headed creature nods to the canine creature beside him, and it steps forward, clearly intent on helping to defend Sakatha. The other creature vanishes, but her apparent master stands by.

Presumably combat will ensue.

Setup: At all APLs, the entire shrine area is under a *desecrate* spell. This effect results in a -6 profane penalty on turn checks, +2 profane attack bonus to all undead, and +2 hit points per hit die to all undead. The bonus hit points are already factored in to the stat blocks; the rest of the modifiers are not. This effect adds +1 to the EL of this encounter.

At APLs 12-16, the entire shrine area is under both a *desecrate* spell and an *unhallow* spell. *Unhallow* results in a *magic circle against good* effect (+2 deflection bonus to AC, +2 resistance bonus on saves against attacks by good-aligned creatures and prevents summoning of non-evil creatures in the shrine), a -4 profane penalty to turn checks (which does not stack with the *desecrate* penalty), a +4 profane bonus to rebuke undead, and a *dimensional anchor* that effects all creatures of non-evil alignment (preventing *dimension door*, *teleport*, etc. within the shrine). The effects from *unhallow* are not factored into the stat blocks. These effects add +1 to the EL of this encounter (which is included in the EL totals shown below).

Important Note: The ritual CANNOT be completed simply by killing Jorgos! Demogorgon demands that he be made to suffer. Sakatha cannot simply kill Jorgos to bring about the ritual's conclusion – he must be allowed to bleed to death. If PCs kill Jorgos – accidentally, or as a brutal but viable strategy to save him and later raise him from the dead, the ritual counts as not having been completed. In this case, Jorgos will be assumed to be raised from the dead (by the PCs or someone else) following the encounter, and the final Conclusion should reflect this. Don't suggest this alternate tactic of stopping the ritual to the players!

A *distort summons* spell is in place, having been cast in the center of the room. Its 50-foot radius ensures that virtually all of the room is under the sway of the spell, making the *summoning* of creatures hazardous at best.

The ceiling in this chamber is 30 feet high.

Note that at APLs 12-16, Sakatha possesses a *ring of counterspells* (*disintegrate*).

DEMOGORGON

At all APLs, Demogorgon – this is THE demon prince, not an aspect or some other lesser servant – will observe the combat impassively. He will not respond to, or be affected by, any sources of damage mustered by the PCs - this Epic-level creature (CR 30; see page 125 of the *Book of Vile Darkness*) is beyond the means of being dealt with even by the highest-level parties.

However, any attacks made DIRECTLY against him (as opposed to being caught in the area effect of a *fireball*, for example, unless it's clear that he was the intended target – your discretion here) by any PCs will elicit a response. He will immediately target the offender with

the terrible gaze of his right head (if she is within 30 ft.), forcing a DC 39 Will save, or the offender is smitten with permanent *insanity* (as the *Player's Handbook* spell; it can be removed as normal). This PC receives the **Hethradiah's Gaze** AR effect.

Regardless of whether the offender was in range, the creature will pronounce a curse on the heads of offender(s), resulting in those PCs gaining the **Ire of Demogorgon** AR effect. Multiple PCs can receive the curse, should they instigate his wrath.

Combat:

APL 8 (EL 12)

🦎 **Sakatha, Male Lizardfolk Vampire Warlock7/Master Vampire**: hp 110; see *Appendix 2*.

🦎 **Vampire Spawn (4)**: hp 47 each; see *Monster Manual*, page 253.

Tactics: Sakatha will position himself so that his minions will remain between him and any attackers and use *eldritch blast*. He will attempt to *dominate* any PC that approaches within 30 feet and use that PC as a shield against other attackers. If grappled, Sakatha will use *flee the scene* to create an illusory double and move towards the opposite side of the altar to attempt to prevent anyone from healing Jorgos. If engaged in melee, Sakatha's ego causes him to try and first defeat a single PC in man-to-man combat using his trident combined with *hideous blow*. If engaged by multiple foes, he will use *energy drain* if winning or *flee the scene* if things look bad and resume attacking with *eldritch blast*. If reduced to 0 hit points, Sakatha assumes *gaseous form* and will try and flee beneath the altar.

The vampire spawn will use multiple gaze attacks against a single PC that resembles a warrior, archer or rogue (in that order of preference) and have them attack enemy spellcasters, then engage other PCs in melee to run interference for the Lizard King.

APL 10 (EL 14)

🦎 **Sakatha, Male Lizardfolk Vampire Warlock9/Master Vampire**: hp 141; see *Appendix 3*.

🦎 **Vampire Spawn (6)**: hp 47 each; see *Monster Manual*, page 253.

Tactics: Sakatha will position himself so that his minions will remain between him and any attackers and use *hellrime eldritch blast*. He will attempt to *dominate* any PC that approaches within 30 feet and use that PC as a shield against other attackers. If grappled, Sakatha will use *flee the scene* to create an illusory double and move towards the opposite side of the altar to attempt to prevent anyone from healing Jorgos. If engaged in melee, Sakatha's ego causes him to try and first defeat a single PC in man-to-man combat using his trident combined

with *hideous blow*. If engaged by multiple foes, he will use *energy drain* if winning or *flee the scene* if things look bad and resume attacking with *eldritch blast*. If reduced to 0 hit points, Sakatha assumes *gaseous form* and will try and flee beneath the altar.

The vampire spawn will use multiple gaze attacks against a single PC that resembles a warrior, archer or rogue (in that order of preference) and have them attack enemy spellcasters, then engage other PCs in melee to run interference for the Lizard King.

APL 12 (EL 17)

☞ **Sakatha, Male Lizardfolk Vampire Warlock11/Master Vampire1:** hp 165; see Appendix 4.

☞ **Vampire Spawn, Spellstitched (8):** hp 47 each; see Appendix 4.

☞ **BlaspHEME (1):** hp 221; see Appendix 4.

Tactics: Sakatha will position himself so that his minions will remain between him and any attackers and use *quicken ed eldritch blasts* and *hellrime eldritch blasts* or distract spellcasters using *hungry darkness*. He will attempt to *dominate* any PC that approaches within 30 feet and use that PC as a shield against other attackers. If grappled, Sakatha will use *flee the scene* to create an illusory double and move towards the opposite side of the altar to attempt to prevent anyone from healing Jorgos. If engaged in melee, Sakatha's ego causes him to try and first defeat a single PC in man-to-man combat. First, the Lizard King will *devour magic* to remove any pre-cast spells on an opponent, and then use his trident combined with *hideous blow*. If engaged by multiple foes, he will use *energy drain* if winning or *flee the scene* if things look bad and resume attacking with *eldritch blast*. If reduced to 0 hit points, Sakatha assumes *gaseous form* and will try and flee beneath the altar.

The vampire spawn will first cast multiple *fireballs* at groups of PCs, then use multiple gaze attacks against a single PC that resembles a warrior, archer or rogue (in that order of preference) and have them attack enemy spellcasters. They will then continue to harass the PCs with spells as appropriate (*ray of enfeeblement* against melee fighters, *glitterdust* against rogues, *scorching ray* against spellcasters, etc.) Spawn will then engage other PCs in melee to run interference for the Lizard King.

The blaspheme will charge the foremost PC and attack using its blasphemous contact and continue attacking a dazed PC until its opponent is slain.

APL 14 (EL 19)

☞ **Sakatha, Male Lizardfolk Vampire Warlock13/Master Vampire1:** hp 188; see Appendix 5.

☞ **Vampire Spawn, Spellstitched (8):** hp 47 each; see Appendix 5.

☞ **Blasphemes, Spellstitched (3):** hp 221 each; see Appendix 5.

Tactics: Sakatha will position himself so that his minions will remain between him and any attackers and use *quicken ed eldritch blasts* and *hellrime eldritch blasts* or distract spellcasters using *hungry darkness*. He will attempt to *dominate* any PC that approaches within 30 feet and use that PC as a shield against other attackers. If grappled, Sakatha will use *flee the scene* to create an illusory double, use *walk unseen* and then move towards the opposite side of the altar to attempt to prevent anyone from healing Jorgos. If engaged in melee, Sakatha's ego causes him to try and first defeat a single PC in man-to-man combat. First, the Lizard King will *devour magic* to remove any pre-cast spells on an opponent, and then use his trident combined with *hideous blow*. If engaged by multiple foes, he will use *energy drain* if winning or *flee the scene* if things look bad and resume attacking with *eldritch blast*. If reduced to 0 hit points, Sakatha assumes *gaseous form* and will try and flee beneath the altar.

The vampire spawn will first cast multiple *fireballs* at groups of PCs, then use multiple gaze attacks against a single PC that resembles a warrior, archer or rogue (in that order of preference) and have them attack enemy spellcasters. They will then continue to harass the PCs with spells as appropriate (*ray of enfeeblement* against melee fighters, *glitterdust* against rogues, *scorching ray* against spellcasters, etc.) Spawn will then engage other PCs in melee to run interference for the Lizard King.

The blasphemes first try to slow opponents using *Evard's black tentacles* combined with *solid fog*. They will charge any PCs unaffected by these area spells and attack using blasphemous contact. The blasphemes continue attacking any dazed PCs until their opponent is slain.

APL 16 (EL 21)

☞ **Sakatha, Male Lizardfolk Vampire Warlock15/Master Vampire1:** hp 212; see Appendix 6.

☞ **Vampire Spawn, Spellstitched (8):** hp 47 each; see Appendix 6.

☞ **Blasphemes, Spellstitched (2):** hp 221 each; see Appendix 6.

☞ **Demon, Glabrezu (1):** hp 225; see *Monster Manual*, page 43.

Tactics: Sakatha will position himself so that his minions will remain between him and any attackers and use *quicken ed eldritch blasts* and *hellrime eldritch blasts* or distract spellcasters using *hungry darkness*. He will attempt to *dominate* any PC that approaches within 30 feet and use that PC as a shield against other attackers. If Sakatha observes that any PC is using a *sun blade* he will immediately use *dark discorporation* and attempt to slay that PC first, if possible using the *hungry darkness* as a

distraction (Sakatha is aware that his champion was slain by a Keoish noble bearing a *sun blade* in the Keoland interactive KEO4-IN8 *Elective Surgery*). If grappled, Sakatha will use *flee the scene* to create an illusory double, use *walk unseen* and then move towards the opposite side of the altar to attempt to prevent anyone from healing Jorgos. If engaged in melee, Sakatha's ego causes him to try and first defeat a single PC in man-to-man combat. First, the Lizard King will *devour magic* to remove any pre-cast spells on an opponent, and then use his trident combined with *hideous blow*. If engaged by multiple foes, he will use *energy drain* if winning or *flee the scene* if things look bad and resume attacking with *eldritch blast*. If reduced to 0 hit points, Sakatha assumes *gaseous form* and will try and flee beneath the altar.

The vampire spawn will first cast multiple *fireballs* at groups of PCs, then use multiple gaze attacks against a single PC that resembles a warrior, archer or rogue (in that order of preference) and have them attack enemy spellcasters. They will then continue to harass the PCs with spells as appropriate (*ray of enfeeblement* against melee fighters, *glitterdust* against rogues, *scorching ray* against spellcasters, etc.) Spawn will then engage other PCs in melee to run interference for the Lizard King.

The blasphemers first try to slow opponents using *Evard's black tentacles* combined with *solid fog*. They will charge any PCs unaffected by these area spells and attack using blasphemous contact. The blasphemers continue attacking any dazed PCs until their opponent is slain.

The Glabrezu will use *reverse gravity* and/or *power word, stun* in an attempt to immobilize as many PCs as possible, then use *mirror image*. On the third and subsequent rounds, the Glabrezu will cast *chaos hammer*, *unholy blight* or *summon* other demons as the situation warrants. **Note:** Summoned demons cannot themselves summon additional demons. The demon will avoid melee and will *teleport* away if Sakatha is destroyed or is reduced to 0 hit points.

Development: PCs must stop the sacrifice of Jorgos by Sakatha. If Jorgos dies, Sakatha is cured of his vampirism by Demogorgon's *wish* and is *teleported* away to an undisclosed location in the Hool Marsh. The PCs have a certain number of rounds to prevent Jorgos' death depending upon the APL. At APL 8, Jorgos starts at -5 hp; at APL 10, -6 hp; at APL 12, -7 hp; and, at APLs 14 and above, -8 hp.

If the PCs are astute enough to dispel the *alarm* trap they gain one extra round to prevent Jorgos' death.

The stone altar has hardness 10 and 100 hp and is etched with a hand clutching an unblinking eye. A DC 15 Knowledge (religion) check permits PCs to recognize the etching as depicting the unholy symbol of Vecna. If destroyed, the PCs will be able to discover a one-foot wide funnel that leads down some 20 feet to a secret coffin where Sakatha will flee if reduced to 0 hp.

Demogorgon will remain, watching impassively to see whether or not the PCs discover Sakatha's resting place and defeat the vampire once and for all. Proceed to the appropriate conclusion when this occurs.

CONCLUSION

VISCOUNT RESCUED AND SAKATHA PERMANENTLY DESTROYED

As the melee concludes, the great two-headed demon steps forward, his great bulk cracking the masonry beneath his taloned feet. His voices speak in unison.

"The undead of my rival Orcus lie destroyed, including one of his greatest servants. This... is a good day." The heads gaze around the room, taking in every detail.

A circle of flame bursts at his feet, forming into lines that take the shape of a pentagram. He moves his bulk into it. As the heat begins to intensify, the creature's heads bark to you. "You have broken the power that Orcus held here, but the strength another of my rivals, the Iron Duke, remains. But," he adds with a chuckle, "evil beyond even mine, and beyond even his, lies in wait come the turn of a few seasons." The great creature disappears in a burst of brimstone, leaving an empty feeling in your stomach.

Days later, Viscount Richart Jorgos looks at you from his seat in the antechamber of Jaedrae Keep and slowly rises. The viscount's countenance is weary and pale beneath his beard, but his mouth is set in a determined fashion. Then he smiles.

"I cannot begin to express my thanks to you, both for saving my life and finally ridding Keoland of this ancient menace." The viscount nods his head in a sign of respect. "Although I have lost some favor at Court due to the imposter's actions, all will eventually be repaired. Word has spread to the militia that Haven shall remain recognized and that its folk are once again welcome within the county of Nume Eor. And word has been sent to the Court of the Land that I have not declared myself a King in rebellion. So perhaps the north can once again forget about us for the time being." Richart Jorgos chuckles.

"But I shall not forget what you have done for me, and for Nume Eor. You are welcome here at Jaedrae whenever you find yourselves within the borders of Nume Eor. Now, come, enough talk! I would be pleased if you would join me for supper."

The PCs receive the Influence Point with Viscount Richart Jorgos and the Gratitude of Viscount Richart Jorgos AR effects.

VISCOUNT DIED AND SAKATHA PERMANENTLY DESTROYED

A hellish red light surrounds the Lizard King as the last drop of Richart Jorgos' blood spills into the cistern. "Yesssss!" Sakatha hisses as the crimson glow that surrounds him pulses with raw power. You can only watch in horror as a cloud of red mist is expelled violently from the Lizard King's throat to coat the walls and ceiling of the tomb with its corruption.

Then another flash, and Sakatha is gone.

The viscount's cold body lies on the altar, appearing desiccated as if drained of all its fluids. Then, before your eyes, the corpse crumbles into dust.

Viscount Richart Jorgos is gone.

The great two-headed demon steps forward, his great bulk cracking the masonry beneath his taloned feet. His voices speak in unison.

"The undead of my rival Orcus lie destroyed, and one of his great servants has cheated his undead fealty. This... is a good day." The heads gaze around the room, taking in every detail.

A circle of flame bursts at his feet, forming into lines that take the shape of a pentagram. He moves his bulk into it. As the heat begins to intensify, the creature's heads bark to you. "You have broken the power that Orcus held here, but the strength another of my rivals, the Iron Duke, remains. But," he adds with a chuckle, "evil beyond even mine, and beyond even his, lies in wait come the turn of a few seasons." The great creature disappears in a burst of brimstone, leaving an empty feeling in your stomach.

All you can do is collect the viscount's remains and return them to Jaedrae. In the coming days, you hear that the viscount's reputation and legacy remain tarnished by the mad proclamations issued in his name. Jaedrae is garrisoned by Royal Standards and placed under martial law until a new viscount is named. In the aftermath, one may wonder about the future of Haven and relations established with the Marshgrove lizardfolk, much of which was dependent on the goodwill of the viscount. Only time will tell.

Sakatha exchanged the viscount's soul with Demogorgon for a wish to reverse the prior wish that turned the Lizard King into a vampire. PCs will not be able to successfully raise the viscount from the dead.

VISCOUNT DIED AND SAKATHA TEMPORARILY DESTROYED

The last drop of Richart Jorgos' blood spills into the cistern. A disembodied voice seems to hiss in victory in your mind and the altar glows crimson. You can only watch in horror as a cloud of red mist is expelled violently from the cistern to coat the walls and ceiling of the tomb with its corruption.

The viscount's cold body lies on the altar, appearing desiccated as if drained of all its fluids. Then, before your eyes, the corpse crumbles into dust.

Viscount Richart Jorgos is gone.

The great two-headed demon steps forward, his great bulk cracking the masonry beneath his taloned feet. His voices speak in unison.

"The undead of my rival Orcus lie destroyed, and one of his great servants has cheated his undead fealty. This... is a good day." The heads gaze around the room, taking in every detail.

A circle of flame bursts at his feet, forming into lines that take the shape of a pentagram. He moves his bulk into it. As the heat begins to intensify, the creature's heads bark to you. "You have broken the power that Orcus held here, but the strength another of my rivals, the Iron Duke, remains. But," he adds with a chuckle, "evil beyond even mine, and beyond even his, lies in wait come the turn of a few seasons." The great creature disappears in a burst of brimstone, leaving an empty feeling in your stomach.

All you can do is collect the viscount's remains and return them to Jaedrae. In the coming days, you hear that the viscount's reputation and legacy remain tarnished by the mad proclamations issued in his name. Jaedrae is garrisoned by Royal Standards and placed under martial law until a new viscount is named. In the aftermath, one may wonder about the future of Haven and relations established with the Marshgrove lizardfolk, much of which was dependent on the goodwill of the viscount. Only time will tell.

Sakatha exchanged the viscount's soul with the Glabrezu Kss'nth for a wish to reverse the prior wish that turned the Lizard King into a vampire before being destroyed permanently. PCs will not be able to successfully raise the viscount from the dead.

VISCOUNT RESCUED AND SAKATHA SURVIVED

The great two-headed demon steps forward, his great bulk cracking the masonry beneath his taloned feet. A circle of flame bursts at his feet, forming into lines that take the shape of a

pentagram. He moves his bulk into it. As the heat begins to intensify, the creature's heads bark to you. "You have rescued your noble, but Sakatha remains a servant in undeath to Orcus. I had hoped to cheat Orcus of one of his servitors with the most potential, but such was not to be."

"But," he adds with a chuckle, "the Iron Duke yet contests the forces of chaos and evil for this kingdom. And evil beyond even mine, and beyond even his, lies in wait come the turn of a few seasons." The great creature disappears in a burst of brimstone, leaving an empty feeling in your stomach.

Days later, Viscount Richart Jorgos looks at you from his seat in the antechamber of Jaedrae Keep and slowly rises. The viscount's countenance is weary and pale beneath his beard, but his mouth is set in a determined fashion. Then he smiles.

"I thank you for saving my life. I can only hope that the Lizard King is finally destroyed and does not return to plague Keoland." The viscount sighs wearily. "Although I have lost some favor at Court due to the imposter's actions, all will eventually be repaired. Word has spread to the militia that Haven shall remain recognized and that its folk are once again welcome within the county of Nume Eor. And word has been sent to the Court of the Land that I have not declared myself a King in rebellion. So perhaps the north can once again forget about us for the time being." Richart Jorgos' smile is subdued even at his own jest.

"But I shall not forget what you have done for me, and for Nume Eor. You are welcome here at Jaedrae whenever you find yourselves within the borders of Nume Eor. Now, come, enough talk. I would be pleased if you would join me for supper."

"Once again I am defeated. Once again the Brunis line escapes me. And I remain trapped in this accursed form, to wait until some fool adventurer stakes me with a reed. I shall suffer no more."

Sakatha, the great Lizard King, strode purposefully out of the ruined tomb. It was nearly dawn. Majestically, he walked forward, as if he were an emperor greeting the cheers of thousands of subjects.

But there would be no one to witness the Lizard King's last act. He was determined to once again feel the sun's warmth on his cold scales. Sakatha emerged from the trees and stood upon a hillock, surveying the Hool Marsh many miles to the south. Then he faced east and watched the sun rise over the distant mountains.

The light moved towards him and Sakatha welcomed it. The first rays seared his chest, and the Lizard King welcomed the pain that signified an ending to his hated existence.

"Not yet, my pet." A soft, sibilant and distinctly feminine voice called to the Lizard King's mind from the depths of the Dreadwood. "There may still be a part for you to play in this drama. I can promise you revenge against your enemies and removal of your affliction if you will follow me."

Sakatha considered the voice as the sun shined down, crisping his undead flesh and sending tendrils of foul black smoke climbing skyward. He gave his answer, and in a flash of bright light all that remained on the grassy hill was a charred patch.

The PCs receive the Influence Point with Viscount Richart Jorgos and the Gratitude of Viscount Richart Jorgos AR effects.

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 4

Defeat the wererocodiles.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter 5

Defeat Lord Arcturus and mercenaries.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Encounter 7

Defeat Sakatha and his minions.

APL 8: 300 xp.

APL 10: 360 xp.

APL 12: 420 xp.

APL 14: 480 xp.

APL 16: 540 xp.

Story Award

Rescue Viscount Richart Jorgos alive.

All APLs: 100 xp.

Discretionary roleplaying award

APL 8: 125 xp.

APL 10: 170 xp.

APL 12: 215 xp.

APL 14: 260 xp.

APL 16: 305 xp.

Total possible experience

APL 8: 1,125 xp.

APL 10: 1,350 xp.

APL 12: 1,575 xp.

APL 14: 1,800 xp.

APL 16: 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 adventure, 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 4:

APL 8: L: 30 gp, C: 0 gp, M: *vest of resistance* +1 (83 gp), 2 *rings of protection* +1 (167 gp each), *cloak of charisma* +2 (333 gp), 2 *cloaks of resistance* +1 (83 gp each), +1 *chain shirt* (104 gp), *gauntlets of ogre power* (333 gp), *headband of intellect* +2 (333 gp).

APL 10: L: 0 gp, C: 0 gp, M: *vest of resistance* +1 (83 gp), 2 *rings of protection* +1 (167 gp each), *cloak of charisma* +2 (333 gp), 2 *cloaks of resistance* +1 (83 gp each), +2 *chain shirt* (354 gp), *gauntlets of ogre power* (333 gp), *headband of intellect* +2 (333 gp), +1 *greatsword* (196 gp), +1 *dagger* (192 gp), 2 *amulets of natural armor* +1 (167 gp each), *bracers of armor* +1 (83 gp).

APL 12: L: 0 gp, C: 0 gp, M: *vest of resistance* +1 (83 gp), 2 *rings of protection* +1 (167 gp each), *cloak of charisma* +4 (1,333 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), +2 *chain shirt* (354 gp), *gauntlets of ogre power* (333 gp), *headband of intellect* +4 (1,333 gp), +2 *greatsword* (696 gp), +1 *dagger* (192 gp), 2 *amulets of natural armor* +1 (167 gp each), *bracers of armor* +1 (83 gp).

APL 14: L: 0 gp, C: 0 gp, M: *vest of resistance* +1 (83 gp), *ring of protection* +1 (167 gp), *ring of protection* +2 (667 gp), *cloak of charisma* +4 (1,333 gp), *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), +3 *chain shirt* (771 gp), *gauntlets of ogre power* (333 gp), *headband of intellect* +4 (1,333 gp), +3 *greatsword* (1,529 gp), +1 *dagger* (192 gp), 2 *amulets of natural armor* +1 (167 gp each), *bracers of armor* +3 (750 gp), *wand of fireball* (6th level caster) (1,125 gp).

APL 16: L: 0 gp, C: 0 gp, M: vest of resistance +3 (750 gp), ring of protection +1 (167 gp), ring of protection +2 (667 gp), cloak of charisma +4 (1,333 gp), cloak of resistance +1 (83 gp), cloak of resistance +3 (750 gp), +1 mithral improved silent moves chain shirt (1,425 gp), gauntlets of ogre power (333 gp), headband of intellect +4 (1,333 gp), +3 greatsword (1,529 gp), +1 dagger (192 gp), 2 amulets of natural armor +1 (167 gp each), bracers of armor +5 (2,083 gp), wand of fireball (6th level caster) (1,125 gp), mithral full plate of speed (2,208 gp), sword of subtlety (1,859 gp).

Encounter 5:

APL 8: L: 183 gp, C: 0 gp, M: +1 hide armor (97 gp), 2 cloaks of resistance +1 (83 gp each), spider's nest bullet (88 gp), 2 potions of bull's strength (25 gp each), 2 potions of enlarge person (21 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str bonus) (217 gp), slaying arrow (humans) (190 gp), 11 arrows +1 (43 gp each), gloves of dexterity +2 (333 gp), +1 breastplate (113 gp), potion of cure moderate wounds (25 gp).

APL 10: L: 183 gp, C: 0 gp, M: +1 hide armor (97 gp), 2 cloaks of resistance +1 (83 gp each), spider's nest bullet (88 gp), 2 potions of bull's strength (25 gp each), 2 potions of enlarge person (21 gp each), +1 chain shirt (104 gp), +1 composite longbow (+2 Str bonus) (217 gp), slaying arrow (humans) (190 gp), 11 arrows +1 (43 gp each), gloves of dexterity +2 (333 gp), +1 breastplate (113 gp), 2 potions of cure moderate wounds (25 gp each), potion of cat's grace (25 gp), 2 rings of protection +1 (167 gp each), amulet of natural armor +1 (167 gp), vest of resistance +2 (333 gp), amulet of health +2 (333 gp).

APL 12: L: 183 gp, C: 0 gp, M: +1 hide armor (97 gp), 2 cloaks of resistance +1 (83 gp each), spider's nest bullet (88 gp), 2 potions of bull's strength (25 gp each), 2 potions of enlarge person (21 gp each), +1 chain shirt (104 gp), +1 magebane composite longbow (+2 Str bonus) (717 gp), slaying arrow (humans) (190 gp), 11 arrows +1 (43 gp each), gloves of dexterity +2 (333 gp), +1 breastplate (113 gp), 2 potions of cure moderate wounds (25 gp each), potion of cat's grace (25 gp), 3 rings of protection +1 (167 gp each), amulet of natural armor +1 (167 gp), vest of resistance +2 (333 gp), 2 amulets of health +2 (333 gp each), eyes of the eagle (208 gp).

APL 14: L: 170 gp, C: 0 gp, M: +1 hide armor (97 gp), 2 cloaks of resistance +1 (83 gp each), spider's nest bullet (88 gp), 2 potions of bull's strength (25 gp each), 2 potions of enlarge person (21 gp each), +1 chain shirt (104 gp), +1 magebane composite longbow (+2 Str bonus) (717 gp), slaying arrow (humans) (190 gp), 30 arrows +1 (43 gp each), gloves of dexterity +2 (333 gp), +1 breastplate (113 gp), 2 potions of cure moderate wounds (25 gp each), potion of cat's grace (25 gp), ring of protection +1 (167 gp), ring of protection +2 (667 gp), ring of protection +3 (1,500 gp), amulet of natural armor +1 (167 gp), vest of resistance +2 (333 gp), amulet of health +2 (333 gp), amulet of health +4 (1,333 gp), eyes of the eagle (208 gp), +1 club (192 gp), +1 heavy wooden shield (96 gp).

APL 16: L: 170 gp, C: 0 gp, M: +1 hide armor (97 gp), 2 cloaks of resistance +1 (83 gp each), spider's nest bullet (88 gp), potion of bull's strength (25 gp), 2 potions of enlarge person (21 gp each), +1 chain shirt (104 gp), +1 magebane composite longbow (+2 Str bonus) (717 gp), slaying arrow (humans) (190 gp), 30 arrows +1 (43 gp each), gloves of dexterity +2 (333 gp), +1 breastplate (113 gp), 2 potions of cure moderate wounds (25 gp each), potion of cat's grace (25 gp), ring of protection +1 (167 gp), ring of protection +2 (667 gp), ring of protection +4 (2,667 gp), amulet of natural armor +1 (167 gp), vest of resistance +2 (333 gp), amulet of health +2 (333 gp), amulet of health +4 (1,333 gp), eyes of the eagle (208 gp), ring of evasion (2,083 gp), belt of giant strength +4 (1,333 gp), +1 club (192 gp), +1 heavy wooden shield (96 gp), large quadruped +1 studded leather barding (104 gp).

Encounter 7:

APL 8: L: 0 gp, C: 0 gp, M: +1 studded leather (98 gp), +1 trident (193 gp), cloak of turn resistance (925 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp).

APL 10: L: 0 gp, C: 0 gp, M: +1 studded leather (98 gp), +1 trident (193 gp), cloak of turn resistance (925 gp), ring of protection +1 (167 gp), vest of resistance +1 (83 gp), ioun stone (pink and green sphere) (667 gp), brooch of shielding (125 gp).

APL 12: L: 0 gp, C: 0 gp, M: +2 studded leather (348 gp), +2 trident (693 gp), cloak of turn resistance (925 gp), ring of protection +2 (667 gp), vest of resistance +1 (83 gp), ioun stone (pink and green sphere) (667 gp), brooch of shielding (125 gp), ring of counterspells (333 gp).

APL 14: L: 0 gp, C: 0 gp, M: +2 studded leather (348 gp), +2 keen bane (human) trident (2,693 gp), cloak of turn resistance (925 gp), ring of protection +2 (667 gp), vest of resistance +3 (750 gp), ioun stone (pink and green sphere) (667 gp), brooch of shielding (125 gp), ring of counterspells (333 gp).

APL 16: L: 0 gp, C: 0 gp, M: serpent armor (1,805 gp), +2 keen bane (human) trident (2,693 gp), cloak of turn resistance (925 gp), ring of protection +4 (2,667 gp), vest of resistance +4 (1,333 gp), ioun stone (pink and green sphere) (667 gp), brooch of shielding (125 gp), ring of counterspells (333 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 213 gp, C: 0 gp, M: 5,050 gp – Total: 5,263 gp (1,300 gp).

APL 10: L: 183 gp, C: 0 gp, M: 8,114 gp – Total: 8,297 gp (2,300 gp).

APL 12: L: 183 gp, C: 0 gp, M: 13,655 gp – Total: 13,838 gp (3,300 gp).

APL 14: L: 170 gp, C: 0 gp, M: 23,802 gp – Total: 23,972 gp (6,600 gp).

APL 16: L: 170 gp, C: 0 gp, M: 39,642 gp – Total: 39,812 gp (9,900 gp).

ITEMS FOR THE ADVENTURE RECORD

Special

☛ **Favor of Nolan Yarbough:** For sparing the life of Nolan Yarbough, he grants access to one of the following spells (from *Miniatures Handbook*) his arcane research has uncovered. If the PC is a wizard, they may scribe it into their spellbook at no cost. Circle the spell chosen: *Mordenkainen's buzzing bee*, *Bigby's slapping hand*, *legion's snake's swiftness*. Mark this favor as USED when it is consumed.

☛ **Favorable Notice of Lothar von Reiklande:** You have gained the favorable notice of the Suel noble Lothar von Reiklande for your efforts on behalf of the Empire. This favor may be used to gain access to one of the following arcane spells (from *Libris Mortis*, circle spell chosen): *ectoplasmic armor*, *ghost touch armor*, *ectoplasmic feedback*, *bloodstar*. Mark this favor as USED when it is consumed.

☛ **Gratitude of Viscount Richart Jorgos:** For saving his life and soul, the viscount has opened his doors to you. For any adventure that begins within the County of Nume Eor, you receive free Rich upkeep.

☛ **Influence Point with Viscount Richart Jorgos:** For saving his life and his soul, you have gained an Influence Point with Viscount Richart Jorgos. This Influence Point stacks with any other Influence Points with the Viscount you may have. In addition, this Influence Point may be spent to gain access to one of the following items: *armbands of might* (*Complete Adventurer*), *bowstaff* (*Complete Adventurer*), *disarming weapon* special ability (*Complete Warrior*) or *vampire hunter armor* (*Arms & Equipment Guide*). Mark this favor as USED when it is consumed.

☛ **HUNTED!:** Your attack on a noble of Keoland has caused you to be hunted like an animal. You have become hunted by the Keoish authorities. Your PC is barred from playing any further adventures that take place, in whole or in part, in the Kingdom of Keoland. Contact the Keoland Triad for further details.

☛ **Lord Arcturus' Longbow:** This yew longbow belonged to the Suloise noble Lord Arcturus of Sayre. This weapon is a +1 *magebane* (see *Complete Arcane*) *composite longbow* (+2 Str bonus). In addition to its magical properties, the bow bears the crest of House Amber and is easily identifiable as having belonged to Lord Arcturus. PCs openly bearing this weapon will suffer a -4 penalty to all Cha-based checks with Keoish nobility. In addition, any PC bearing the bow is considered **Wanted!** in the Barony of Sayre. Contact the Keoland Triad for details.

Moderate conjuration; CL: 8th; *Prerequisites:* cannot be crafted; *Market Price:* 8,600 gp; *Weight:* 3 lbs.

☛ **Curse of Lycanthropy – Werecrocodile:** Any humanoid or giant hit by a natural lycanthrope's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy. If the victim's size is not within one size category of the lycanthrope, the victim cannot contract lycanthropy from that lycanthrope. Afflicted lycanthropes cannot pass on the curse of lycanthropy. See the LGCS for details on how to deal with lycanthropy.

☛ **Hethradiah's Gaze:** You have been struck by an *insanity* spell from the right head of Demogorgon, Prince of Demons, for your foolish attempt to attack him.

☛ **Ire of Demogorgon:** You have affronted the Demon Prince himself by daring to raise a hand against him, and he has levied a great curse upon you. Henceforth, this PC has become unable to verbally communicate in anything but the laughter-like barking of a hyena. This does not grant you the ability to speak with hyenas. While it is perfectly acceptable for the other PCs to be annoyed by this curse, you should not annoy your fellow players with it by barking at the table (unless they acquiesce). This is a particularly nasty curse, requiring the casting of both a *miracle* and a *wish* spell to remove it – both casters must be 17th level or greater, though the spells need not be cast in any particular order or simultaneously. No other means can remove this curse. You still can cast spells with verbal components, despite the fact that the verbal components sound like hyenas barking.

Item Access

APL 8 (all of the following):

- *Slaying Arrow*, *Humans* (*Adventure*; *Dungeon Master's Guide*)
- *Spider's Nest Bullet* (*Adventure*; *Arms & Equipment Guide*, *Limit One*, 1,750 gp)
- *Vest of Resistance +1* (*Adventure*; *Complete Arcane*)

APL 10 (all of APLs 8 plus the following):

- +2 *Chain Shirt* (*Adventure*; *Dungeon Master's Guide*)
- *Brooch of Shielding* (*Adventure*; *Dungeon Master's Guide*)
- *Ioun Stone*, *Pink and Green Sphere* (*Adventure*; *Dungeon Master's Guide*)
- *Vest of Resistance +2* (*Adventure*; *Complete Arcane*)

APL 12 (all of APLs 8, 10 plus the following):

- +2 *Greatsword* (*Adventure*; *Dungeon Master's Guide*)
- +2 *Studded Leather* (*Adventure*; *Dungeon Master's Guide*)
- +2 *Trident* (*Adventure*; *Dungeon Master's Guide*)

- Cloak of Charisma +4 (Adventure; Dungeon Master's Guide)
- Cloak of Resistance +2 (Adventure; Dungeon Master's Guide)
- Eyes of the Eagle (Adventure; Dungeon Master's Guide)
- Headband of Intellect +4 (Adventure; Dungeon Master's Guide)
- Lord Arcturus' Longbow (Adventure; See Above)
- Ring of Counterspells (Adventure; Dungeon Master's Guide)
- Ring of Protection +2 (Adventure; Dungeon Master's Guide)
- Serpent Armor (Adventure; Savage Species)
- Sword of Subtlety (Adventure; Dungeon Master's Guide)
- Vest of Resistance +4 (Adventure; Complete Arcane)

APL 14 (all of APLs 8, 10, 12 plus the following):

- +2 Keen Bane (Human) Trident (Adventure; Dungeon Master's Guide)
- +3 Chain Shirt (Adventure; Dungeon Master's Guide)
- +3 Greatsword (Adventure; Dungeon Master's Guide)
- Amulet of Health +4 (Adventure; Dungeon Master's Guide)
- Bracers of Armor +3 (Adventure; Dungeon Master's Guide)
- Ring of Protection +3 (Adventure; Dungeon Master's Guide)
- Vest of Resistance +3 (Adventure; Complete Arcane)
- Wand of Fireball (CL 6th; Adventure; Dungeon Master's Guide)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):

- +1 Improved Silent Moves Mithral Chain Shirt (Adventure; Dungeon Master's Guide)
- +1 Studded Leather, Large Non-humanoid (Adventure; Dungeon Master's Guide)
- Belt of Giant Strength +4 (Adventure; Dungeon Master's Guide)
- Bracers of Armor +5 (Adventure; Dungeon Master's Guide)
- Cloak of Resistance +3 (Adventure; Dungeon Master's Guide)
- Gloves of Dexterity +4 (Adventure; Dungeon Master's Guide)
- Mithral Full Plate of Speed (Adventure; Dungeon Master's Guide)
- Ring of Evasion (Adventure; Dungeon Master's Guide)
- Ring of Protection +4 (Adventure; Dungeon Master's Guide)

APPENDIX 1 – ALL APLS

ENCOUNTER 1

Cyrikkan Lomack, male half-elf Rgr6: CR 6; medium humanoid (elf); HD 6d8; hp 36 (currently 18); Init +2; Spd 30 ft. (6 squares); AC 12 (+2 Dex), touch 12, flat-footed 10; BAB/Grp +6/+7; Atk unarmed strike +7 melee (1d3+1; 20/x2); Full Atk unarmed strike +7/+2 melee (1d3+1; 20/x2); SA favored enemy (reptilian humanoids +2, monstrous humanoids +2); SQ wild empathy, spells; AL NG; SV Fort +5, Ref +7, Will +3; Str 12, Dex 14, Con 10, Int 12, Wis 13, Cha 10.

Skills & Feats: Hide +10, Knowledge (geography) +6, Knowledge (local – Sheldomar Valley metaregion) +5, Knowledge (nature) +8, Listen +11, Move Silently +10, Search +10, Spot +11, Survival +10; Diehard, Endurance^B, Improved Two Weapon Fighting^B, Investigator, Stealthy, Track^B, Two Weapon Fighting^B.

Ranger Spells Prepared: None.

Possessions: None.

Description: Cyrikkan is a tall, thin half-elf dressed in a soiled but once well-tailored traveler's clothes. It is obvious that he has been beaten; his left eye is swollen shut and his lips are cut and crusted with dried blood.

Durmaunt, male human Clr9 of Bralm: CR 9; medium humanoid (human); HD 9d8+9; hp 60; Init +1; Spd 20 ft. (4 squares). (4 squares); AC 23 (+9 armor, +1 Dex, +3 shield), touch 11, flat-footed 22; BAB/Grp +6/+7; Atk +1 heavy mace +8 melee (1d8+2; 20/x2); Full Atk +1 heavy mace +8/+3 melee (1d8+2; 20/x2); AL LN; SV Fort +7, Ref +4, Will +10; Str 12, Dex 12, Con 12, Int 10, Wis 18, Cha 10.

Skills & Feats: Concentration +13, Diplomacy +12, Heal +9, Knowledge (religion) +5, Spellcraft +2; Combat Casting, Spell Penetration, Scribe Scroll, Empower Spell, Extend Spell.

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; DC 14 + spell level): 0 – detect magic (x2), detect poison, guidance, mending, read magic; 1st – bless, command, detect undead, divine favor, enlarge person^D, protection from evil; 2nd – augury, bull's strength^D, calm emotions, remove paralysis, resist energy, silence; 3rd – dispel magic, invisibility purge, locate object, magic vestment^D, searing light; 4th – death ward, divine power, restoration, summon nature's ally IV^D; 5th – raise dead, righteous might^D.

^DDomain spell. **Domains:** Animal (speak with animals 1/day as spell-like ability; Knowledge (nature) becomes class skill), Strength (gain +9 enhancement bonus to Strength 1/day for one round).

Possessions: +1 full plate, +1 heavy steel shield, +1 heavy mace, periapt of wisdom +2, ring of protection +1, holy symbol.

Description: Durmaunt is a human male of predominantly Suloise descent in his mid-fifties. He wears yellow robes over either armor or simple work clothes and a holy symbol of Bralm around his neck.

Barto Trume, male human Ftr7: CR 7; medium humanoid (human); HD 7d10+14; hp 63; Init +1; Spd 20 ft. (4 squares); AC 23 (+9 armor, +1 Dex, +3 shield), touch 11, flat-footed 22; BAB/Grp +7/+9; Atk +1 longsword +11 melee (1d8+5; 19-20/x2); Full Atk +1 longsword +11/+6 melee (1d8+5; 19-20/x2); AL LN; SV Fort +8, Ref +4, Will +3; Str 14, Dex 12, Con 14, Int 11, Wis 10, Cha 10.

Skills & Feats: Climb +1, Handle Animal +7, Jump -5, Ride +15, Swim -5; Animal Affinity, Cleave, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 full plate, +1 heavy wooden shield, +1 longsword, cloak of resistance +1.

Description: This aged warrior's dark hair and beard have turned mostly gray. Trume dresses in a surcoat over his armor in the viscount's colors. His features are predominantly Oeridian, only his keen blue eyes show the trace of Suloise ancestry.

Special: If asked, Trume can tell the PCs the history of the Lizard King in DM Aid: History of the Lizard King, related to the events from 576 CY. A successful DC 10 Sense Motive check will reveal that he is uncomfortable talking about the subject, and he can barely keep his hatred against the Lizard King restrained. Trume was once dominated by Sakatha and the old warrior still bears guilt over the fate of his soldiers slain by the Lizard King's forces.

Kradock Russhold, male human Exp4/Ftr2: CR 5; medium humanoid (human); HD 2d10+4d6+6; hp 37; Init +0; Spd 20 ft. (4 squares); AC 16 (+5 armor, +1 deflection), touch 11, flat-footed 16; BAB/Grp +5/+5; Full Atk masterwork longsword +7 melee (1d8; 19-20/x2); AL LN; SV Fort +5, Ref +1, Will +6; Str 10, Dex 10, Con 12, Int 14, Wis 15, Cha 10.

Skills & Feats: Appraise +11, Bluff +5, Decipher Script +12, Diplomacy +13, Forgery +7, Gather Information +9, Intimidate +6, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nobility) +7, Profession (lawyer) +12, Sense Motive +11; Combat Expertise, Diligent, Negotiator, Persuasive, Skill Focus (profession (lawyer)), Weapon Focus (longsword).

Possessions: masterwork chainmail, masterwork longsword, ring of protection +1.

Description: Kradock is an older man of Oeridian-Flan descent with a well-trimmed salt-and-pepper beard. He generally wears severe-looking but simple attire as befits his station as justice of the peace.

Jaedrae militiaman, male or female human Warri (100): CR 1/2; medium humanoid (human); HD 1d8+2; hp 8; Init +1; Spd 20 ft. (4 squares); AC 17 (+4 armor, +1 Dex, +2 shield), touch 11, flat-footed 15; BAB/Grp +1/+3; Full Atk shortspear +4 melee (1d6+2; 20/x2); AL LN; SV Fort

+4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +0, Jump -6, Swim -6; Weapon Focus (shortspear), Weapon Focus (longsword).

Possessions: Scale mail, heavy wooden shield, shortspear, longsword.

Jaedrae archer, male or female Human War1 (60): CR ½; medium humanoid (human); HD 1d8+2; hp 8; Init +1; Spd 20 ft. (4 squares); AC 16 (+4 armor, +1 Dex, +1 shield), touch 11, flat-footed 15; BAB/Grp +1/+3; Full Atk longbow +2 ranged (1d8; 20/x3) or longsword +3 melee (1d8+2; 19-20/x2); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +0, Jump -6, Swim -6; Point Blank Shot, Precise Shot.

Possessions: Scale mail, buckler, longbow, quiver and 20 arrows, longsword.

Jaedrae light cavalry, male or female human War1 (40): CR ½; medium humanoid (human); HD 1d8+2; hp 8; Init +1; Spd 20 ft. (4 squares); AC 17 (+4 armor, +1 Dex, +2 shield), touch 11, flat-footed 16; BAB/Grp +1/+3; Full Atk lance +4 melee (1d8+2; 20/x3) or longsword +3 melee (1d8+2; 19-20/x2); AL LN; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +0, Jump -6, Ride +5; Mounted Combat, Weapon Focus (lance).

Possessions: Scale mail, heavy wooden shield, lance, longsword.

ENCOUNTER 2

Sir Calder Neheli, male human (Suel) Rgr9: CR 9; medium humanoid (human); HD 9d8+18; hp 66; Init +2; Spd 20 ft. (4 squares); AC 20 (+9 armor, +1 Dex), touch 11, flat-footed 19; BAB/Grp +9/+12; Atk +1 *bastard sword* +13 melee (1d10+5; 17-20/x2); Full Atk +1 *bastard sword* +13/+8 melee (1d10+5; 17-20/x2); SA favored enemy (undead +2, evil outsiders +2); SQ evasion; swift tracker, wild empathy, woodland stride; AL N; SV Fort +8, Ref +8, Will +3; Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 10.

Skills & Feats: Climb +5, Handle Animal +5, Heal +5, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +7, Knowledge (religion) +6, Listen +6, Ride +9, Speak Language (Ancient Suloise, Flan, Keoish), Spot +6, Survival +10, Swim +0; Diehard, Endurance^B, Improved Critical (bastard sword), Manyshot^B, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot^B, Track^B.

Ranger Spells Prepared (1; DC 11 + spell level): 1st – *longstrider*.

Possessions: +1 full plate, +1 *bastard sword*.

Description: Calder is a tall, powerfully-built Suel human with unkempt beard and longish hair. Calder is a member of the Knights of the Malagari and a noble of House Neheli. He has a tendency to lose sight of mission objectives and is a known alcoholic.

Rassshssk, male lizardfolk Drd7: CR 8; medium humanoid (reptilian); HD 9d8+9; hp 60; Init +0; Spd 30 ft.

(6 squares); AC 15 (+5 natural), touch 10, flat-footed 15; BAB/Grp +6/+7; Atk claw +7 melee (1d4+1; 20/x2); Full Atk 2 claws +7/+7 melee (1d4+1; 20/x2) and bite +5 melee (1d6; 20/x2); SQ wild empathy, wild shape, woodland stride; AL N; SV Fort +6, Ref +5, Will +9; Str 12, Dex 10, Con 12, Int 10, Wis 18, Cha 10.

Skills & Feats: Balance +9, Concentration +6, Handle Animal +5, Heal +9, Knowledge (nature) +12, Survival +9, Swim +10; Endurance, Natural Spell, Track, Multiattack.

Druid Spells Prepared (6/5/4/3/2; DC 15 + spell level): 0 – *cure minor wounds* x2, *detect poison*, *know direction*, *purify food and drink* x2; 1st – *calm animals*, *cure light wounds* x2, *entangle*, *speak with animals*; 2nd – *barkskin*, *delay poison*, *hold animal*, *tree shape*; 3rd – *dominate animal*, *neutralize poison*, *speak with plants*; 4th – *command plants*, *cure serious wounds*.

Possessions: spell component pouch.

Rok'karn, male lizardfolk Ftr4: CR 5; medium humanoid (reptilian); HD 4d10+2d8+12; hp 51; Init +1; Spd 30 ft. (6 squares); AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/Grp +5/+8; Atk claw +8 melee (1d4+3; 20/x2); Full Atk 2 claws +8/+8 melee (1d4+3; 20/x2) and bite +6 melee (1d6+1; 20/x2); AL N; SV Fort +6, Ref +5, Will +1; Str 16, Dex 12, Con 15, Int 10, Wis 10, Cha 10.

Skills & Feats: Balance +10, Intimidate +8, Swim +12; Cleave, Combat Reflexes, Endurance, Improved Toughness, Multiattack, Power Attack.

Possessions: None.

ENCOUNTER 3

Frederick Tannen, male human (Suel) Ftr2: CR 2; medium humanoid (human); HD 2d10+4; hp 15; Init +1; Spd 20 ft. (4 squares); AC 18 (+5 armor, +1 Dex, +2 shield), touch 11, flat-footed 17; BAB/Grp +2/+4; Full Atk masterwork longsword +6 melee (1d8+2; 19-20/x2); AL NG; SV Fort +5, Ref +1, Will +0; Str 14, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills & Feats: Climb +1, Knowledge (nobility) +2, Ride +4, Survival +2; Track, Weapon Focus (longsword).

Possessions: Masterwork chainmail, masterwork heavy shield, masterwork longsword, signet ring.

ENCOUNTER 4

Stephen DeManis, male human Com 3: CR 2; medium humanoid (human); HD 3d4+3; hp 10; Init +1; Spd 30 ft. (6 squares); AC 11 (+1 Dex), touch 11, flat-footed 10; BAB/Grp +1/+1; Full Atk dagger +1 melee (1d4, 19-20/x2); AL CN; SV Fort +2, Ref +2, Will -1; Str 10, Dex 12, Con 12, Int 12, Wis 6, Cha 8.

Skills & Feats: Profession (fisherman) +4, Survival +3, Swim +6; Self-Sufficient, Simple Weapons Proficiency, Track.

Possessions: dagger.

Description: DeManis is an elderly, emaciated human clad in a soiled gray shift. His shock white hair is wild and unkempt, and his eyes gleam with madness.

ENCOUNTER 6

Lothar von Reiklande, male Suloise Wizard/Loremaster2: CR 12; medium humanoid (human); HD 12d4+12; hp 50; Init +1; Spd 30 ft. (6 squares); AC 16 (+3 armor, +1 deflection, +1 Dex, +1 natural), touch 12, flat-footed 15; BAB/Grp +6/+5; Atk dagger +5 melee (1d4-1; 20/x2) or masterwork light crossbow +8 ranged (1d8; 19-20/x2); Full Atk dagger +5/+0 melee (1d4-1; 20/x2) or masterwork light crossbow +8/+3 ranged (1d8; 19-20/x2); AL NE; SV Fort +4, Ref +4, Will +13; Str 8, Dex 12, Con 12, Int 18 (20), Wis 12, Cha 10.

Skills & Feats: Bluff +30 (with *potion of glibness*), Concentration +16, Decipher Script +11, Diplomacy +10, Knowledge (arcana) +15, Knowledge (nobility and royalty) +15, Knowledge (religion) +18, Sense Motive +10, Spellcraft +18; Negotiator, Skill Focus (Knowledge (religion)), Spell Focus (Necromancy), Greater Spell Focus (Necromancy), Craft Wand, Quicken Spell, Silent Spell, Still Spell.

Wizard Spells Prepared: (4/6/5/5/4/4/2; DC 15 + spell level): 0 – daze, detect magic, ghost sound, prestidigitation; 1st – magic missile x3, ray of enfeeblement, shield; 2nd – blur, glitterdust x2, scorching ray, web; 3rd – fireball, lightning bolt, slow, suggestion x2; 4th – charm monster, dimension door, enervation x2; 5th – cone of cold, dominate person, teleport, wall of force; 6th – acid fog, disintegrate.

Possessions: Amulet of natural armor +1, bracers of armor +3, headband of intellect +2, two potions of cure serious wounds, ~~potion of glibness~~, ring of protection +1, wand of magic missile (9th level caster), dagger, masterwork light crossbow, case and 20 bolts.

APPENDIX 2 – APL 8

ENCOUNTER 4

Werecrocodile Sor4 (hybrid form): CR 7; medium humanoid (reptilian, shapechanger); HD 3d8+4d4+35; hp 57; Init +7; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 18 (+1 deflection, +3 Dex, +4 natural), touch 14, flat-footed 15; BAB/Grp +4/+8; Atk bite +8 melee (1d6+4, 20/x2); Full Atk bite +8 melee (1d6+3, 20/x2) and 2 claws +3/+3 (1d4+2, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +10, Ref +8, Will +8; Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 14 (16).

Skills & Feats: Bluff +10, Concentration +12, Hide +10, Spellcraft +7, Swim +8; Alertness, Combat Casting, Improved Initiative, Surrogate Spellcasting*, Skill Focus (Hide). *Savage Species.

Sorcerer Spells Known (6/7/4, DC 13 + spell level): 0 – acid splash, daze, detect magic, ray of frost, resistance, touch of fatigue; 1st – ray of enfeeblement, shield, shocking grasp; 2nd – touch of idiocy.

Possessions: vest of resistance +1*, ring of protection +1, spell component pouches, cloak of charisma +2. *Complete Arcane.

Werecrocodile Ftr4 (hybrid form): CR 7; medium humanoid (reptilian, shapechanger); HD 4d10+3d8+35; hp 75; Init +3; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 22 (+5 armor, +3 Dex, +4 natural), touch 13, flat-footed 19; BAB/Grp +6/+13; Atk masterwork greatsword +15 melee (2d6+12, 19-20/x2); Full Atk masterwork greatsword +15/+10 melee (2d6+12, 19-20/x2) and bite +12 melee (1d6+7, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +13, Ref +8, Will +7; Str 22 (24), Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +9, Intimidate +5, Spot +5, Swim +11; Alertness, Iron Will, Multiattack, Power Attack, Skill Focus (Hide), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: cloak of resistance +1, +1 chain shirt, masterwork greatsword, gauntlets of ogre power.

Nolan Yarbough, male human Wiz10/Loremaster3, energy drained (effective caster level 7th): CR 7; medium humanoid (human); HD 13d4+13; hp 49 (currently 26); Init +2; Spd 30 ft. (6 squares); AC 17 (+4 armor, +1 deflection, +2 Dex), touch 13, flat-footed 15; BAB/Grp +6/+6; Atk dagger +6 melee (1d4, 19-20/x2); Full Atk dagger +6/+1 melee (1d4, 19-20/x2); AL LG; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 13, Int 18, Wis 13, Cha 10.

Skills & Feats: Concentration +8, Heal +5, Knowledge (arcana) +23, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (history) +17, Knowledge

(nature) +14, Knowledge (nobility and royalty) +9, Knowledge (religion) +14, Knowledge (the planes) +6, Spellcraft +22; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge (history)), Skill Focus (Knowledge (arcana)).

Wizard Spells Prepared (4/5/5/5/3/2/1; DC 14 + spell level): 0 – detect magic x2, message, resistance; 1st – ~~alarm~~, color spray, expeditious retreat, ~~mage armor~~, shield; 2nd – blindness/deafness, glitterdust, mirror image, pyrotechnics, shatter; 3rd – dispel magic, haste, ~~major image~~, slow, tongues; 4th – dimension door, fear, ~~searing~~, wall of fire.

Possessions: headband of intellect +2, cloak of resistance +1, ring of protection +1.

Special: Nolan has been energy drained and has 6 negative levels. He has a -6 penalty on all ability checks, skill checks, attack rolls, saving throws and lost six effective levels. He has also lost six spell slots of the highest level spells that he can cast and so has no 5th, 6th or 7th level spells available.

ENCOUNTER 5

Lord Arcturus, Male Human Rgr6/Occult Slayer2/Order of the Bow Initiater: CR 9; medium humanoid (human); HD 9d8+18; hp 68; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+5 armor, +4 Dex); BAB/Grp +9/+11; Atk +1 composite longbow (+2 Str) +14 ranged (1d8+3, 20/x3) or masterwork greatsword +12 melee (2d6+3, 19-20/x2); Full Atk +1 composite longbow (+2 Str) +12/+12/+9 ranged (1d8+3; 20/x3) or masterwork greatsword +12/+7 melee (2d6+3, 19-20/x2); SA precision shot +1d8, vicious strike, weapon bond; SQ animal companion, favored enemy (humans +4, elves +2), magical defense +1, mind over magic; AL NE; SV Fort +7, Ref +10, Will +8; Str 14, Dex 16 (18), Con 14, Int 10, Wis 12, Cha 10. *Complete Warrior*, pages 66 and 68.

Skills & Feats: Bluff +6, Craft (bowmaking) +5, Handle Animal +5, Hide +10, Knowledge (arcana) +4, Knowledge (nature) +5, Knowledge (religion) +2, Listen +6, Ride +10, Spellcraft +3, Spot +11, Survival +8; Endurance^B, Improved Initiative, Improved Rapid Shot, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Magical Defense (Ex): Occult Slayers have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): An Occult Slayer must choose a particular weapon of at least masterwork quality as a focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): An Occult Slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions like *spell turning* (caster level 7th). This Occult Slayer can use this ability 1 time per day.

Vicious Strike (Ex): If an Occult Slayer readies an action to disrupt a spellcaster, he deals double damage if the attack hits.

Ranged Precision (Ex): Ranged Precision Attack: As a standard action the character may make a single precisely aimed attack with a ranged weapon dealing an extra 1d8 points of damage. He must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. The character can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Ranger Spells Prepared (2, save DC 12 + spell level): 1st – ~~hawkeye^{SC}~~, ~~resist energy (fire)~~. ^{SC}Spell Compendium.

Possessions: +1 chain shirt, +1 composite longbow (+2 Str bonus), masterwork greatsword, slaying arrow (humans); 11 arrows +1, gloves of dexterity +2, signet ring, ~~potion of resist energy (cold) 10, potion of resist energy (electricity) 10, potion of resist energy (sonic) 10, potion of resist energy (acid) 10.~~

Arcturus' and Kurg's Wolf Companions: large animal; HD 4d8+16; hp 36; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +2 armor, +1 Dex, +6 natural); BAB/Grp +3/+4; Full Atk bite +10 melee (1d8+6, 20/x2); SA trip; SQ animal companion, empathic link, evasion, share spells; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide -3, Listen +3, Move Silently +1, Spot +3, Survival +3 (+6 when Tracking by scent); Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the wolf.

Possessions: masterwork leather barding.

Kurg, male half-orc Drd5: CR 5; medium humanoid (orc); HD 5d8+15; hp 42; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield); BAB/Grp +3/+6; Full Atk club +6 melee (1d6+3, 20/x2); or sling +4 ranged (1d4+3, 20/x2); SQ animal companion, trackless step, wild shape, woodland stride; AL CN; SV Fort +7, Ref +5, Will +7; Str 16, Dex 12, Con 14, Int 8, Wis 14, Cha 8.

Skills & Feats: Concentration +9, Handle Animal +5, Knowledge (nature) +7, Survival +11; Lightning Reflexes, Improved Toughness^{CW}. ^{CW}Complete Warrior.

Druid Spells Prepared (5/4/3/1, DC 12 + spell level): 0 – cure minor wounds x4, resistance; 1st – cure light wounds, entangle, heat metal, ~~longstrider~~; 2nd – barkskin, tree shape, briar web^{SC}; 3rd – spike growth. ^{SC}Spell Compendium.

Possessions: +1 hide armor, heavy wooden shield, club, sling with 20 sling bullets, cloak of resistance +1, spider's nest

bullet^{A&EG}, potion of bull's strength, potion of enlarge person. ^{A&EG}Arms & Equipment Guide.

Krag, male half-orc, Bbn2/Ftr2/Rgr1: CR 5; medium humanoid (orc); HD 2d12+2d10+1d8+10; hp 47; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 18 (+6 armor, +2 Dex); BAB/Grp +5/+9; Full Atk masterwork greataxe +11 melee (1d12+6, 20/x3) or masterwork composite longbow (+4 Str) +8 ranged (1d8+4, 20/x3); SA favored enemy +2 (human), rage 1/day; SQ fast movement, uncanny dodge; AL CN; SV Fort +11, Ref +5, Will +2; Str 18, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills & Feats: Intimidate +4, Survival +5; Cleave^B, Dodge, Power Attack^B, Track^B, Weapon Focus (greataxe).

Possessions: masterwork greataxe, +1 breastplate, masterwork composite longbow (+4 Str), *potion of bull's strength*, *potion of enlarge person*, *potion of cure moderate wounds*, *cloak of resistance* +1.

ENCOUNTER 7

Sakatha, Male Lizardfolk Vampire Warlock7/Master Vampire: CR 10; medium undead (augmented humanoid, reptilian); HD 10d12; hp 90 (110 in desecrated area); Init +8; Spd 30 ft.; AC 30, touch 15, flat-footed 26 (+4 armor, +1 deflection, +4 Dex, +11 natural); BAB/Grp +6/+11; Atk +1 trident +12 melee (1d8+6, 20/x2) or claw +11 melee (1d4+5, 20/x2 plus energy drain) or *eldritch blast* +10 ranged touch (4d6, 20/x2); Full Atk +1 trident +12/+7 melee (1d8+6, 20/x2) or 2 claws +11/+11 (1d4+5, 20/x2 plus energy drain) and bite +9 (1d4+2, 20/x2 plus blood drain) or *eldritch blast* +10 ranged touch (4d6, 20/x2); SA blood drain, children of the night, dominate (DC 19), create spawn, energy drain (DC 19), *eldritch blast* 4d6, warlock invocations; SQ alternate form, *detect magic*, deceive item, fast healing 5, gaseous form, spider climb, turn resistance, resistance to cold 10, resistance to electricity 10, DR 10/silver and magic, DR 2/cold iron; AL CE; SV Fort +11, Ref +12, Will +10; Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 19. *Complete Arcane*, page 5, *Libris Mortis*, page 55.

Skills & Feats: Balance +9, Bluff +13, Concentration +12, Hide +12, Intimidate +10, Jump +10, Knowledge (Arcana) +10, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +15, Swim +10; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Improved Turn Resistance^{LM}, Lightning Reflexes^B, Multiattack. ^{LM}Libris Mortis.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is

entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the

level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Turn Resistance (Ex): A vampire has +4 turn resistance. A Master vampire's turn resistance is increased by 1 for each of its spawn within 60 feet. In addition, Sakatha has turn resistance +4 from the Improved Turn Resistance feat and turn resistance +4 from his *cloak of turn resistance*. PCs attempting to turn Sakatha within the shrine suffer a -6 profane penalty to turn checks. Bon appetite!

Warlock Invocations Known (5; DC 14 + equivalent spell level; CL 8th): Least – *baleful utterance*^{CA}, *dark one's own luck*^{CA} (used before the encounter), *hideous blow*^{CA}; Lesser – *flee the scene*^{CA}, *hellrime blast*^{CA}. ^{CA}Complete Arcane.

Possessions: +1 studded leather armor, +1 trident, *cloak of turn resistance*^{LM}, *ring of protection* +1, *vest of resistance* +1^{CA}. ^{CA}Complete Arcane, ^{LM}Libris Mortis.

APPENDIX 3 – APL 10

ENCOUNTER 4

Werecocodile Sor 6 (hybrid form): CR 9; medium humanoid (shapechanger, hybrid form); HD 3d8+6d4+45; hp 70; Init +7; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 23 (+4 armor, +1 deflection, +3 Dex, +5 natural), touch 14, flat-footed 20; BAB/Grp +5/+9; Atk bite +9 melee (1d6+4, 20/x2); Full Atk bite +9 melee (1d6+3, 20/x2) and 2 claws +7/+7 (1d4+2, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +11, Ref +9, Will +9; Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 15 (17).

Skills & Feats: Bluff +10, Concentration +14, Hide +10, Spellcraft +7, Swim +10; Alertness, Combat Casting, Improved Initiative, Multiattack, Skill Focus (Hide), Surrogate Spellcasting*. *Savage Species.

Sorcerer Spells Per Day (6/76/6/4; DC 13 + spell level): 0 – acid splash, daze, detect magic, mage hand, ray of frost, resistance, touch of fatigue; 1st – mage armor, ray of enfeeblement, shield, shocking grasp; 2nd – Melf's acid arrow, touch of idiocy; 3rd – lightning bolt.

Possessions: amulet of natural armor +1, bracers of armor +1, vest of resistance +1*, ring of protection +1, cloak of charisma +2, spell component pouches. *Complete Arcane.

Werecocodile Ftr6 (hybrid form): CR 9; medium humanoid (reptilian, shapechanger); HD 6d10+3d8+45; hp 97; Init +3; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 23 (+6 armor, +3 Dex, +4 natural), touch 13, flat-footed 21; BAB/Grp +8/+15; Atk +1 greatsword +17 melee (2d6+13/19-20/x2); Full Atk +1 greatsword +17/+12 melee (2d6+13/19-20/x2) and bite +14 melee (1d6+7, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +14, Ref +9, Will +8; Str 23 (25), Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +9, Intimidate +7, Spot +6, Swim +10; Alertness, Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Skill Focus (Hide), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 chain shirt, +1 greatsword, cloak of resistance +1, gauntlets of ogre power.

Nolan Yarbough, male human Wiz10/Loremaster 3, energy drained (effective caster level 9th): CR 9; medium humanoid (human); HD 13d4+13; hp 49 (currently 34); Init +2; Spd 30 ft. (6 squares); AC 18 (+4 armor, +1 deflection, +2 Dex, +1 natural), touch 13, flat-footed 16; BAB/Grp +6/+6; Atk dagger +7 melee (1d4+1; 20/x2); Full Atk dagger +7/+2 melee (1d4+1; 20/x2); AL LG; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 13, Int 18, Wis 13, Cha 10.

Skills & Feats: Concentration +8, Heal +5, Knowledge (arcana) +23, Knowledge (dungeoneering) +9, Knowledge (geography) +9, Knowledge (history) +17, Knowledge

(nature) +14, Knowledge (nobility & royalty) +9, Knowledge (religion) +14, Knowledge (the planes) +6, Spellcraft +22; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge (history), Knowledge (arcana)).

Wizard Spells Prepared (4/5/5/5/3/2/1; DC 14 + spell level): 0 – detect magic x2, message, resistance; 1st – ~~alarm~~, color spray, expeditious retreat, ~~mage armor~~, shield; 2nd – blindness/deafness, glitterdust, mirror image, pyrotechnics, shatter; 3rd – dispel magic, haste, hold person, slow, tongues; 4th – dimension door, fear, ~~scrying~~, wall of fire; 5th – feeblemind, ~~persistent image~~.

Possessions: +1 dagger, amulet of natural armor +1, headband of intellect +2, cloak of resistance +1, ring of protection +1.

Special: Nolan has been energy drained and has 4 negative levels. He has a -4 penalty on all ability checks, skill checks, attack rolls, saving throws and lost four effective levels. He has also lost four spell slots of the highest level spells that he can cast and so has no 6th or 7th level spells available.

ENCOUNTER 5

Lord Arcturus, male human Rgr6/Occult Slayer2/Order of the Bow Initiate3: CR 11; medium humanoid (human); HD 11d8+22; hp 83; Init +7; Spd 30 ft.; AC 20, touch 14, flat-footed 17 (+5 armor, +1 deflection, +3 Dex, +1 natural); BAB/Grp +11/+13; Atk +1 composite longbow (+2 Str) +16 ranged (1d8+3, 20/x3) or masterwork greatsword +14 melee (2d6+3, 19-20/x2); Full Atk +1 composite longbow (+2 Str) +16/+16/+11/+6 ranged (1d8+3; 20/x3) or masterwork greatsword +14/+9/+4 melee (2d6+3, 19-20/x2); SA close combat shot, precision shot +2d8, vicious strike, weapon bond; SQ animal companion, favored enemy humans +4, favored enemy elves +2, magical defense +1, mind over magic; AL NE; SV Fort +10, Ref +13, Will +11; Str 14, Dex 15 (17), Con 14, Int 10, Wis 12, Cha 10. Complete Warrior, pages 66 and 68.

Skills & Feats: Bluff +6, Craft (bowmaking) +5, Handle Animal +5, Hide +10, Knowledge (arcana) +4, Knowledge (nature) +5, Knowledge (religion) +2, Listen +6, Ride +12, Spellcraft +3, Spot +15, Survival +8; Endurance^B, Improved Initiative, Improved Rapid Shot, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Magical Defense (Ex): Occult Slayers have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): An Occult Slayer must choose a particular weapon of at least masterwork quality as a focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures

with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): An Occult Slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions like the spell *spell turning* at caster level 7. This Occult Slayer can use this ability 1 time per day.

Vicious Strike (Ex): If an Occult Slayer readies an action to disrupt a spellcaster, he deals double damage if the attack hits.

Ranged Precision (Ex): Ranged Precision Attack: As a standard action the character may make a single precisely aimed attack with a ranged weapon dealing an extra 2d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. The character can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot (Ex): The Initiate can attack with a ranged weapon while in a threatened square without provoking an attack of opportunity.

Ranger Spells Prepared (2, save DC 12 + spell level): 1st – ~~hawk eye~~^{SC}, ~~resist energy (fire)~~. ^{SC}Spell Compendium.

Possessions: +1 chain shirt, +1 composite longbow (+2 Str bonus), masterwork greatsword, slaying arrow (humans); 11 arrows +1, gloves of dexterity +2, ring of protection +1, amulet of natural armor +1, vest of resistance +2^{CA}, signet ring, ~~potions of resist energy (cold) 10, potion of resist energy (electricity) 10, potion of resist energy (sonic) 10, potion of resist energy (acid) 10.~~ ^{CA}Complete Arcane.

Arcturus' and Kurg's Wolf Companions: large animal; HD 4d8+16; hp 36; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +2 armor, +1 Dex, +6 natural); BAB/Grp +3/+4; Full Atk bite +10 melee (1d8+6, 20/x2); SA trip; SQ animal companion, empathic link, evasion, share spells; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide -3, Listen +3, Move Silently +1, Spot +3, Survival +3 (+6 when Tracking by scent); Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the wolf.

Possessions: masterwork leather barding.

Kurg, male half-orc Bbn1/Drd5/Warshaper1: CR 7; medium humanoid (orc); HD 1d12+6d8+21; hp 61; Init +1; Spd 30 ft.; AC 18, touch 12, flat-footed 17 (+4 armor, +1 deflection, +1 Dex, +2 shield); BAB/Grp +4/+7; Full Atk club +7 melee (1d6+3, 20/x2); or sling +5 ranged (1d4+3, 20/x2); SA morphic weapons, rage 1/day; SQ animal companion, morphic immunities, trackless step,

wild shape, woodland stride; AL CN; SV Fort +11, Ref +5, Will +7; Str 16, Dex 12, Con 14, Int 8, Wis 14, Cha 8. *Complete Warrior*, page 89.

Skills & Feats: Concentration +10, Handle Animal +5, Knowledge (nature) +7, Survival +11; Lightning Reflexes, Natural Spell, Improved Toughness^{CW}. ^{CW}Complete Warrior.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). If the warshaper's form already has natural weapons the weapon deals damage as if it were one size category larger.

Morphic Immunities (Ex): A warshaper is immune to stunning and critical hits.

Druid Spells Prepared (5/4/3/1, DC 12 + spell level): 0 – cure minor wounds x4, resistance; 1st – cure light wounds, entangle, heat metal, ~~longstrider~~, 2nd – barkskin, tree shape, briar web^{SC}; 3rd – spike growth. ^{SC}Spell Compendium.

Possessions: +1 hide armor, heavy wooden shield, club, sling with 20 sling bullets, cloak of resistance +1, ring of protection +1, spider's nest bullet^{A&EG}, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person, potion of cat's grace. ^{A&EG}Arms & Equipment Guide.

Krag, male half-orc Bbn2/Ftr4/Rgr1: CR 7; medium humanoid (orc); HD 2d12+4d10+1d8+21; hp 70; Init +2; Spd 40 ft.; AC 18, touch 12, flat-footed 18 (+6 armor, +2 Dex); BAB/Grp +7/+11; Atk masterwork greataxe +13 melee (1d12+8, 20/x3) or masterwork composite longbow (+4 Str) +10 ranged (1d8+4, 20/x3); Full Atk masterwork greataxe +13/+8 melee (1d12+8;20/x3) or masterwork composite longbow (+4 Str) +10/+5 ranged (1d8+4, 20/x3); SA rage 1/day, favored enemy +2 (human); SQ fast movement, uncanny dodge; AL CN; SV Fort +13, Ref +6, Will +5; Str 18, Dex 14, Con 14 (16), Int 6, Wis 12, Cha 6.

Skills & Feats: Intimidate +7, Iron Will, Survival +9; Cleave^B, Dodge, Power Attack^B, Track^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)^B.

Possessions: masterwork greataxe, +1 breastplate, masterwork composite longbow (+4 Str bonus), *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person*, cloak of resistance +1, amulet of health +2.

ENCOUNTER 7

Sakatha, Male Lizardfolk Vampire Warlock9/Master Vampire1: CR 12; medium undead (augmented humanoid, reptilian); HD 12d12+12; hp 117 (141 in desecrated area); Init +8; Spd 30 ft.; AC 30, touch 15, flat-footed 26 (+4 armor, +1 deflection, +4 Dex, +11 natural); BAB/Grp +7/+12; Atk +1 trident +13 melee (1d8+6, 20/x2) or claw +12 melee (1d4+5, 20/x2 plus energy drain) or *eldritch blast* +11 ranged touch (5d6, 20/x2); Full Atk +1 trident +13/+8 melee (1d8+6, 20/x2) or 2 claws +12/+12 (1d4+5, 20/x2 plus energy drain) and bite +10 (1d4+2, 20/x2 plus blood drain) or *eldritch blast* +11 ranged touch (5d6, 20/x2); SA blood drain, children of the night,

dominate (DC 22), create spawn, energy drain (DC 22), *eldritch blast* 5d6, warlock invocations; SQ alternate form, *detect magic*, deceive item, fast healing 5, gaseous form, spider climb, turn resistance, resistance to cold 10, resistance to electricity 10, DR 10/silver and magic, DR 2/cold iron, fiendish resilience 1; AL CE; SV Fort +12, Ref +13, Will +11; Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 20 (22). *Complete Arcane*, page 5, *Libris Mortis*, page 55.

Skills & Feats: Balance +9, Bluff +15, Concentration +17, Hide +12, Intimidate +12, Jump +10, Knowledge (Arcana) +13, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +15, Swim +10; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Improved Toughness^{CW}, Improved Turn Resistance^{LM}, Lightning Reflexes^B, Multiattack. ^{LM}*Libris Mortis*, ^{CW}*Complete Warrior*.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a

new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Turn Resistance (Ex): A vampire has +4 turn resistance. A Master vampire's turn resistance is increased by 1 for each of its spawn within 60 feet. In addition, Sakatha has turn resistance +4 from the Improved Turn Resistance feat and turn resistance +4 from his *cloak of turn resistance*. PCs attempting to turn Sakatha within the shrine suffer a -6 profane penalty to turn checks. Bon appetite!

Warlock Invocations Known (6; DC 16 + equivalent spell level; CL 10th): Least – *baleful utterance*^{CA}, *dark one's own luck*^{CA} (used before the encounter), *hideous blow*^{CA}; Lesser – *flee the scene*^{CA}, *hellrime blast*^{CA}, *hungry darkness*^{CA}.
^{CA}Complete Arcane.

Possessions: +1 studded leather armor, ioun stone (pink and green sphere), +1 trident, *cloak of turn resistance*^{LM}, brooch of shielding, ring of protection +1, vest of resistance +1^{CA}.
^{CA}Complete Arcane, ^{LM}Libris Mortis.

ENCOUNTER 4

Werecrocodile Sor 8 (hybrid form): CR 11; medium humanoid (reptilian, shapechanger); HD 3d8+8d4+55; hp 84; Init +7; Spd 30 ft. (6 squares), 20 ft in animal form; AC 23 (+4 armor, +1 deflection, +3 Dex, +5 natural), touch 14, flat-footed 20; BAB/Grp +6/+10; Atk bite +10 melee (1d6+4; 20/x2); Full Atk bite +10 melee (1d6+3; 20/x2) and 2 claws +8/+8 (1d4+2; 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +11, Ref +9, Will +10; Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 15 (19).

Skills & Feats: Bluff +12, Concentration +16, Hide +10, Spellcraft +7, Swim +10; Alertness, Combat Casting, Improved Initiative, Multiattack, Surrogate Spellcasting*, Skill Focus (Hide). *Savage Species.

Sorcerer Spells Per Day (6/76/7/6/4; DC 14 + spell level): 0 – acid splash, daze, detect magic, mage hand, ray of frost, read magic, resistance, touch of fatigue; 1st – mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd – Melf's acid arrow, Tasha's hideous laughter, touch of idiocy; 3rd – lightning bolt, slow; 4th – ice storm.

Possessions: amulet of natural armor +1, bracers of armor +1, cloak of charisma +4, vest of resistance +1*, ring of protection +1, spell component pouches. *Complete Arcane.

Werecrocodile Ftr8 (hybrid form): CR 11; medium humanoid (reptilian, shapechanger); HD 8d10+3d8+55; hp 120; Init +7; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 23 (+6 armor, +3 Dex, +4 natural), touch 13, flat-footed 20; BAB/Grp +10/+17; Atk +2 greatsword +20 melee (2d6+14; 19-20/x2); Full Atk +2 greatsword +20/+15 melee (2d6+14; 19-20/x2) and bite +15 melee (1d6+7; 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +16, Ref +10, Will +9; Str 23 (25), Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +9, Intimidate +9, Spot +7, Swim +11; Alertness, Cleave, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack, Skill Focus (Hide), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 chain shirt, +2 greatsword, cloak of resistance +2, gauntlets of ogre power.

Nolan Yarbough, male human Wiz10/Lorenmaster3, energy drained (effective caster level 11th): Medium Humanoid (human); CR 11; HD 13d4+13; hp 49 (currently 42); Init +2; Spd 30 ft. (6 squares); AC 18 (+4 armor, +1 deflection, +2 Dex, +1 natural), touch 13, flat-footed 16; BAB/Grp +6/+6; Atk +1 dagger +7 melee (1d4+1; 19-20/x2); Full Atk +1 dagger +7/+2 melee (1d4+1; 19-20/x2); AL LG; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 13, Int 16 (20), Wis 13, Cha 10.

Skills & Feats: Concentration +8, Heal +5, Knowledge (arcana) +24, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +18, Knowledge (nature) +15, Knowledge (nobility & royalty) +10, Knowledge (religion) +15, Knowledge (the planes) +7, Spellcraft +23; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge (history)), Skill Focus (Knowledge (arcana)).

Wizard Spells Prepared (4/0, 5/1, 5/2, 5/3, 5/4, 4/5, 2/6, 1/7; save DC 15 + spell level): 0 – detect magic x2, message, resistance; 1st – ~~alarm~~, color spray, expeditious retreat, ~~mage armor~~, shield; 2nd – blindness/deafness, glitterdust, mirror image, pyrotechnics, shatter; 3rd – dispel magic, haste, hold person, slow, tongues; 4th – dimension door, fear, ~~scrying~~, wall of fire; 5th – baleful polymorph, cone of cold, feeblemind, ~~persistent image~~; 6th – chain lightning.

Possessions: amulet of natural armor +1, +1 dagger, headband of intellect +4, cloak of resistance +1, ring of protection +1.

Special: Nolan has been energy drained and has 2 negative levels. He has a -2 penalty on all ability checks, skill checks, attack rolls, saving throws and lost two effective levels. He has also lost two spell slots of the highest level spells that he can cast and so has no 7th level spells available.

ENCOUNTER 5

Lord Arcturus, male human Rgr6/Occult Slayer2/Order of the Bow Initiate5: CR 13; medium humanoid (human); HD 13d8+26; hp 98; Init +8; Spd 30 ft.; AC 21, touch 15, flat-footed 17 (+5 armor, +1 deflection, +4 Dex, +1 natural); BAB/Grp +13/+15; Atk +1 magebane composite longbow (+2 Str) +20 ranged (1d8+3 +2d6 vs. spellcasters; 19-20/x3) or masterwork greatsword +16 melee (2d6+3; 19-20/x2); Full Atk +1 magebane composite longbow (+2 Str) +20/+20/+15/+10 ranged (1d8+3 +2d6 versus spellcasters; 19-20/x3) or masterwork greatsword +16/+11/+6 melee (2d6+3; 19-20/x2); SA close combat shot, precision shot +3d8, vicious strike, weapon bond; SQ animal companion, favored enemy humans +4, favored enemy elves +2, magical defense +1, mind over magic; AL NE; SV Fort +10, Ref +15, Will +12; Str 14, Dex 16 (18), Con 14, Int 10, Wis 12, Cha 10. Complete Warrior, pages 66 and 68.

Skills & Feats: Bluff +6, Craft (Bowmaking) +5, Handle Animal +5, Hide +12, Knowledge (arcana) +4, Knowledge (nature) +5, Knowledge (religion) +2, Listen +6, Ride +12, Spellcraft +3, Spot +22, Survival +8; Improved Critical (longbow), Endurance^B, Greater Weapon Focus (Longbow)^B, Improved Initiative, Improved Rapid Shot, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (Longbow).

Magical Defense (Ex): Occult Slayers have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): An Occult Slayer must choose a particular weapon of at least masterwork quality as a focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): An Occult Slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions like the spell *spell turning* at caster level 7. This Occult Slayer can use this ability 1 time per day.

Vicious Strike (Ex): If an Occult Slayer readies an action to disrupt a spellcaster, he deals double damage if the attack hits.

Ranged Precision (Ex): Ranged Precision Attack: As a standard action the character may make a single precisely aimed attack with a ranged weapon dealing an extra 2d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. The character can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot (Ex): The Initiate can attack with a ranged weapon while in a threatened square without provoking an attack of opportunity.

Ranger Spells Prepared (2, save DC 12 + spell level): 1st – ~~hawk eye~~^{SC}, ~~resist energy (fire)~~. ^{SC}Spell Compendium.

Possessions: +1 chain shirt, eyes of the eagle, +1 magebane^{CA} composite longbow (+2 Str bonus), masterwork greatsword, slaying arrow (humans); 11 arrows +1, gloves of dexterity +2, ring of protection +1, amulet of natural armor +1, vest of resistance +2^{CA}, signet ring, ~~potion of resist energy (cold) 10, potion of resist energy (electricity) 10, potion of resist energy (sonic) 10, potion of resist energy (acid) 10.~~ ^{CA}Complete Arcane.

Arcturus' and Kurg's Wolf Companions: large animal; HD 4d8+16; hp 36; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +2 armor, +1 Dex, +6 natural); BAB/Grp +3/+4; Full Atk bite +10 melee (1d8+6, 20/x2); SA trip; SQ animal companion, empathic link, evasion, share spells; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide -3, Listen +3, Move Silently +1, Spot +3, Survival +3 (+6 when Tracking by scent); Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the wolf.

Possessions: masterwork leather barding.

Kurg, male half-orc, Bbn1/Drd5/Warshaper3: CR 9; medium humanoid (orc); HD 1d12+8d8+54; hp 98; Init +1; Spd 30 ft.; AC 20, touch 12, flat-footed 19 (+4 armor, +1 deflection, +1 Dex, +2 natural, +2 shield); BAB/Grp +6/+11; Atk club +11 melee (1d6+5; 20/x2) or sling +7 ranged (1d4+5; 20/x2); Full Atk club +11/+6 melee (1d6+5; 20/x2) or sling +7/+2 ranged (1d4+5; 20/x2); SA morphic weapons, morphic reach, rage 1/day; SQ animal companion, morphic immunities, morphic body, trackless step, wild shape, woodland stride; AL CN; SV Fort +12, Ref +5, Will +7; Str 20, Dex 13, Con 18 (20), Int 8, Wis 14, Cha 8. *Complete Warrior*, page 89.

Skills & Feats: Concentration +10, Handle Animal +5, Knowledge (nature) +7, Survival +11; Fast Wild Shape^{CD}, Lightning Reflexes, Natural Spell, Improved Toughness^{CW}. ^{CW}Complete Warrior, ^{CD}Complete Divine.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). If the warshaper's form already has natural weapons the weapon deals damage as if it were one size category larger.

Morphic Immunities (Ex): A warshaper is immune to stunning and critical hits.

Morphic Body (Su): A warshaper gains +4 Str and +4 Con at 2nd level.

Morphic Reach (Su): A warshaper's natural attacks gain 5 feet of added reach than the natural weapon it is emulating.

Druid Spells Prepared (5/4/3/1, DC 12 + spell level): 0 – cure minor wounds x4, resistance; 1st – cure light wounds, entangle, heat metal, ~~longstrider~~; 2nd – ~~barkskin~~, tree shape, briar web^{SC}; 3rd – spike growth. ^{SC}Spell Compendium.

Possessions: +1 hide armor, heavy wooden shield, club, sling with 20 sling bullets, amulet of health +2, cloak of resistance +1, ring of protection +1, spider's nest bullet^{A&EG}, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person, potion of cat's grace. ^{A&EG}Arms & Equipment Guide.

Krag, male half-orc Bbn3/Ftr4/Rgr1/Bear Warrior1: CR 9; medium humanoid (orc); HD 3d12+4d10+1d8+27; hp 84; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 deflection); BAB/Grp +9/+17; Atk masterwork greataxe +15 melee (1d12+8; 20/x3) or masterwork composite longbow (+4 Str) +10 ranged (1d8+4; 20/x3); Full Atk masterwork greataxe +15/+10 melee (1d12+8; 20/x3) or masterwork composite longbow (+4 Str) +13/+8 ranged (1d8+4; 20/x3); SA rage, favored enemy +2 (human); SQ darkvision, fast movement, uncanny dodge; AL CN; SV Fort +15, Ref +7, Will +6; Str 18, Dex 14, Con 14 (16), Int 6, Wis 12, Cha 6. *Complete Warrior*, page 16.

Skills & Feats: Intimidate +9, Knowledge (nature) +1, Survival +11; Cleave^B, Improved Grapple, Improved Unarmed Strike, Iron Will, Power Attack^B, Track^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)^B.

Bear Form (Black) (Su): A bear warrior can transform into a black bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. He retains the normal +2 bonus on Will saves and -2 penalty to AC while raging and gains +8 Str, +2 Dex, and +4 Con. He gains the bear forms physical qualities: Space/Reach: 5 ft.; Speed: 40 ft.; Natural Armor Bonus: +2; Attacks: 2 claws (1d4), bite -5 melee (1d6). The transformation last for the duration of the rage or frenzy. The transformation lasts for the duration of the rage or frenzy. He may also assume bear form outside of your rage once per day.

Possessions: masterwork greataxe, +1 breastplate, masterwork composite longbow (+4 Str bonus), amulet of health +2, ring of protection +1, cloak of resistance +1, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person.

ENCOUNTER 7

Sakatha, Male Lizardfolk Vampire Warlock11/Master Vampire1: CR 14; medium undead (augmented humanoid, reptilian); HD 14d12+14; hp 137 (165 in desecrated area); Init +8; Spd 30 ft.; AC 32, touch 16, flat-footed 28 (+5 armor, +2 deflection, +4 Dex, +11 natural); BAB/Grp +9/+14; Atk +2 trident +16 melee (1d8+7, 20/x2) or claw +14 melee (1d4+5, 20/x2 plus energy drain) or *eldritch blast* +13 ranged touch (6d6, 20/x2); Full Atk +2 trident +16/+11 melee (1d8+7, 20/x2) or 2 claws +14/+14 (1d4+5, 20/x2 plus energy drain) and bite +12 (1d4+2, 20/x2 plus blood drain) or *eldritch blast* +13 ranged touch (6d6, 20/x2); SA blood drain, children of the night, dominate (DC 23), create spawn, energy drain (DC 23), *eldritch blast* 6d6, warlock invocations; SQ alternate form, *detect magic*, deceive item, fast healing 5, gaseous form, spider climb, turn resistance, resistance to cold 10, resistance to electricity 10, resistance to acid 5, resistance to fire 5, DR 10/silver and magic, DR 3/cold iron, fiendish resilience 1; AL CE; SV Fort +12, Ref +13, Will +12; Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 20 (22). *Complete Arcane*, page 5, *Libris Mortis*, page 55.

Skills & Feats: Balance +9, Bluff +16, Concentration +19, Hide +12, Intimidate +13, Jump +10, Knowledge (Arcana) +15, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +15, Swim +10; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Improved Toughness^{CW}, Improved Turn Resistance^{LM}, Lightning Reflexes^B, Multiattack. ^{LM}*Libris Mortis*, ^{CW}*Complete Warrior*.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is

entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with *eldritch* power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or *eldritch* essence invocation to your *eldritch blast*, your *eldritch blast* uses the

level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every 4 levels thereafter, a warlock's DR improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Turn Resistance (Ex): A vampire has +4 turn resistance. A Master vampire's turn resistance is increased by 1 for each of its spawn within 60 ft. In addition, Sakatha has +4 from the Improved Turn Resistance feat and +4 from his *cloak of turn resistance*. PCs attempting to turn Sakatha within the shrine suffer a -6 profane penalty to turn checks. Bon appetite!

Warlock Invocations Known (7; DC 16 + equivalent spell level; CL 12th): Least – *baleful utterance*^{CA}, *dark one's own luck*^{CA} (used before the encounter), *hideous blow*^{CA}, Lesser – *flee the scene*^{CA}, *hellrime blast*^{CA}, *hungry darkness*^{CA}, Greater – *devour magic*^{CA}. ^{CA}Complete Arcane.

Possessions: +2 studded leather armor, ioun stone (pink and green sphere), +2 trident, cloak of turn resistance^{LM}, brooch of shielding, ring of protection +2, ring of counterspells (disintegrate), vest of resistance +1^{CA}. ^{CA}Complete Arcane, ^{LM}Libris Mortis.

Vampire Spawn, Spellstitched: Medium Undead; CR 5; HD 4d12+3; hp 39 (47 in *desecrated* area); Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +2/+5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA blood drain, domination (DC 14), energy drain (DC 14), spell-like abilities; SQ +4 turn

resistance, DR 5/silver and magic, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, resistance to electricity 10, spider climb, undead traits, SR 17 (15 + Cha bonus), +2 profane bonus to saves; AL CE; SV Fort +3, Ref +7, Will +7; Str 16, Dex 14, Con –, Int 13, Wis 13, Cha 14. *Monster Manual* II, page 215.

Skills & Feats: Bluff +6, Climb +8, Craft (alchemy) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (alchemy), Toughness.

Languages: Common.

Spell-like Abilities: 2/day – *glitterdust* (DC 14), *magic missile*, *ray of enfeeblement* (+4 ranged touch), *scorching ray* (+4 ranged touch); 1/day – *fireball* (DC 15), *stinking cloud* (DC 15). CL 4th; save DC is Cha-based.

Description: This feral-looking creature virtually drips with evil. Its grab is noble-looking, though in a state of disrepair. Its dark red mouth is dominated by a pair of vicious-looking canine teeth.

Blaspheme: Medium Undead; CR 9; HD 18d12+30; hp 185 (221 in *desecrated* area); Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); Base Atk/Grp: +9/+18; Atk/Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); SA blasphemous contact, erratic charge; SQ darkvision 60 ft, DR 5/slashing, immunity to cold, inescapable craving, undead traits; AL NE; SV Fort +6, Ref +7, Will +13; Str 28, Dex 12, Con –, Int 5, Wis 15, Cha 10. *Libris Mortis*, page 85.

Skills & Feats: Listen +10, Spot +10, Survival +7; Improved Natural Attack (bite), Improved Toughness^{CW}, Toughness x4, Track. ^{CW}Complete Warrior.

Blasphemous Contact (Su): Each time a blaspheme bites a non-evil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength. The creature is driven to drain Strength to satiate its hunger and may use tactically questionable attacks to do so. For more information on Undead Metabolism, refer to *Libris Mortis*, pages 8-10.

Languages: Common.

Description: Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.

APPENDIX 5 – APL 14

ENCOUNTER 4

Werecrocodile Sor 10 (hybrid form): CR 13; medium humanoid (reptilian, shapechanger); HD 3d8+10d4+65; hp 97; Init +7; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 24 (+4 armor, +2 deflection, +3 Dex, +5 natural), touch 15, flat-footed 21; BAB/Grp +7/+11; Atk bite +11 melee (1d6+4; 20/x2); Full Atk bite +11 melee (1d6+3; 20/x2) and 2 claws +9 melee (1d4+2; 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +12, Ref +10, Will +11; Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 16 (20).

Skills & Feats: Bluff +13, Concentration +18, Hide +10, Spellcraft +8, Swim +10; Alertness, Combat Casting, Empower Spell, Improved Initiative, Multiattack, Surrogate Spellcasting*, Skill Focus (Hide). *Savage Species.

Sorcerer Spells Known (6/8/7/7/6/4; DC 15 + spell level): 0 – acid splash, daze, detect magic, mage hand, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st – mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd – Melf's acid arrow, scorching ray, Tasha's hideous laughter, touch of idiocy; 3rd – displacement, lightning bolt, slow; 4th – enervation, ice storm; 5th – wall of force.

Possessions: amulet of natural armor +1, bracers of armor +3, cloak of charisma +4, vest of resistance +1*, ring of protection +2, spell component pouches. *Complete Arcane.

Werecrocodile Ftr10 (hybrid form): CR 13; medium humanoid (reptilian, shapechanger); HD 10d10+3d8+78; hp 152; Init +7; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 24 (+7 armor, +3 Dex, +4 natural), touch 13, flat-footed 21; BAB/Grp +12/+19; Atk +3 greatsword +22 melee (2d6+15; 19-20/x2); Full Atk +3 greatsword +22/+17/+12 melee (2d6+15; 19-20/x2) and bite +17 melee (1d6+7; 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +17, Ref +11, Will +10; Str 23 (25), Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +10, Intimidate +10, Spot +8, Swim +10; Alertness, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Improved Toughness, Iron Will, Multiattack, Power Attack, Skill Focus (Hide), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +3 chain shirt, +3 greatsword, cloak of resistance +2, gauntlets of ogre power.

Nolan Yarbough, male human Wiz 10 / Loremaster 3: CR 13; medium humanoid (human); HD 13d4+13; hp 49; Init +2; Spd 30 ft. (6 squares); AC 18 (+4 armor, +1 deflection, +2 Dex, +1 natural), touch 13, flat-footed 16; BAB/Grp +6/+6; Atk +1 dagger +7 melee (1d4+1, 19-

20/x2); Full Atk +1 dagger +7/+2 melee (1d4+1, 19-20/x2); AL LG; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 13, Int 18 (22), Wis 13, Cha 10.

Skills & Feats: Concentration +8, Heal +5, Knowledge (arcana) +24, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +18, Knowledge (nature) +15, Knowledge (nobility) +10, Knowledge (religion) +15, Knowledge (the planes) +7, Spellcraft +23; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge (history)), Skill Focus (Knowledge (arcana)).

Wizard Spells Prepared (4/5/5/5/5/4/2/1 per day; DC 16 + spell level): 0 – detect magic x2, message, resistance; 1st – ~~alarm~~, color spray, expeditious retreat, ~~mage armor~~, shield; 2nd – blindness/deafness, glitterdust, mirror image, pyrotechnics, shatter; 3rd – dispel magic, haste, hold person, slow, tongues; 4th – dimension door, fear, ~~scrying~~, wall of fire; 5th – baleful polymorph, cone of cold, feeblemind, ~~persistent image~~; 6th – chain lightning, eyebite; 7th – forcecage.

Possessions: amulet of natural armor +1, +1 dagger, headband of intellect +4, cloak of resistance +1, ring of protection +1, wand of fireball (6th level caster).

ENCOUNTER 5

Lord Arcturus: male human Rgr6/Occult Slayer2/Order of the Bow Initiate7: CR 15; medium humanoid (human); HD 15d8+30; hp 113; Init +8; Spd 30 ft.; AC 23, touch 17, flat-footed 19 (+5 armor, +3 deflection, +4 Dex, +1 natural); BAB/Grp +15/+17; Atk +1 magebane composite longbow (+2 Str) +22 ranged (1d8+3; 19-20/x3) or masterwork greatsword +18 melee (2d6+3; 19-20/x2); Full Atk +1 magebane composite longbow (+2 Str) +22/+22/+17/+12 ranged (1d8+3; 19-20/x3) or masterwork greatsword +18/+13/+8 melee (2d6+3; 19-20/x2); SA close combat shot, precision shot +4d8, vicious strike, weapon bond; SQ animal companion, favored enemy humans +4, favored enemy elves +2, magical defense +1, mind over magic; AL NE; SV Fort +11, Ref +16, Will +13; Str 14, Dex 16 (18), Con 14, Int 10, Wis 12, Cha 10. *Complete Warrior*, pages 66 and 68.

Skills & Feats: Bluff +6, Craft (bowmaking) +5, Handle Animal +5, Hide +12, Knowledge (arcana) +4, Knowledge (nature) +5, Knowledge (religion) +2, Listen +6, Ride +12, Spellcraft +3, Spot +24, Survival +8; Dodge, Endurance^B, Greater Weapon Focus (longbow)^B, Improved Critical (longbow), Improved Initiative, Improved Rapid Shot, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Sharp-Shooting^{CW/B}, Track^B, Weapon Focus (longbow). ^{CW}Complete Warrior.

Magical Defense (Ex): Occult Slayers have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): An Occult Slayer must choose a particular weapon of at least masterwork quality as a

focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): An Occult Slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions like the spell *spell turning* at caster level 7. This Occult Slayer can use this ability 1 time per day.

Vicious Strike (Ex): If an Occult Slayer readies an action to disrupt a spellcaster, he deals double damage if the attack hits.

Ranged Precision (Ex): Ranged Precision Attack: As a standard action the character may make a single precisely aimed attack with a ranged weapon dealing an extra 2d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. The character can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot (Ex): The Initiate can attack with a ranged weapon while in a threatened square without provoking an attack of opportunity.

Ranger Spells Prepared (2, save DC 12 + spell level): 1st – ~~hawkeye~~^{SC}, ~~resist energy (fire)~~. ^{SC}Spell Compendium.

Possessions: +1 chain shirt, eyes of the eagle, +1 magebane^{CA} composite longbow (+2 Str bonus), masterwork greatsword, slaying arrow (humans); 30 arrows +1, gloves of dexterity +2, ring of protection +3, amulet of natural armor +1, vest of resistance +2^{CA}, signet ring, ~~potion of resist energy (cold)~~ 10, ~~potion of resist energy (electricity)~~ 10, ~~potion of resist energy (sonic)~~ 10, ~~potion of resist energy (acid)~~ 10. ^{CA}Complete Arcane.

Arcturus' and Kurg's Wolf Companions: large animal; HD 4d8+16; hp 36; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +2 armor, +1 Dex, +6 natural); BAB/Grp +3/+4; Full Atk bite +10 melee (1d8+6, 20/x2); SA trip; SQ animal companion, empathic link, evasion, share spells; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide -3, Listen +3, Move Silently +1, Spot +3, Survival +3 (+6 when Tracking by scent); Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the wolf.

Possessions: masterwork leather barding.

Kurg, male half-orc Bbn1/Drd5/Warshaper5: CR 11; medium humanoid (orc); HD 1d12+10d8+66; hp 119; Init +1; Spd 30 ft.; AC 22, touch 13, flat-footed 21 (+4 armor, +2 deflection, +1 Dex, +2 natural, +3 shield); BAB/Grp

+7/+12; Atk +1 club +13 melee (1d6+6; 20/x2) or sling +8 ranged (1d4+5; 20/x2); Full Atk +1 club +13/+8 melee (1d6+6; 20/x2) or sling +8/+3 ranged (1d4+5; 20/x2); SA morphic weapons, morphic reach, rage 1/day; SQ animal companion, morphic immunities, morphic body, trackless step, wild shape, woodland stride; AL CN; SV Fort +13, Ref +5, Will +7; Str 20, Dex 13, Con 18 (20), Int 8, Wis 14, Cha 8. *Complete Warrior*, page 89.

Skills & Feats: Concentration +12, Handle Animal +5, Knowledge (nature) +7, Survival +11; Fast Wild Shape^{CD}, Lightning Reflexes, Natural Spell, Improved Toughness^{CW}. ^{CW}Complete Warrior, ^{CD}Complete Divine.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). If the warshaper's form already has natural weapons the weapon deals damage as if it were one size category larger.

Morphic Immunities (Ex): A warshaper is immune to stunning and critical hits.

Morphic Body (Su): A warshaper gains +4 Str and +4 Con at 2nd level.

Morphic Reach (Su): A warshaper's natural attacks gain 5 feet of added reach than the natural weapon it is emulating.

Morphic Healing (Su): In animal form, a warshaper has fast healing 2 and can take a full-round action to make a Concentration check (DC equal to total damage sustained) to heal 10 points of damage.

Multimorph (Su): During each use of wildshape ability, a warshaper can change form as many times as he likes taking a standard action to do so. Only the first change heals the Warshaper.

Druid Spells Prepared (5/4/3/1, DC 12 + spell level): 0 – cure minor wounds x4, resistance; 1st – cure light wounds, entangle, heat metal, ~~longstrider~~, 2nd – ~~barkskin~~, tree shape, briar web^{SC}; 3rd – spike growth. ^{SC}Spell Compendium.

Possessions: +1 hide armor, +1 heavy wooden shield, +1 club, sling with 20 sling bullets, amulet of health +2, cloak of resistance +1, ring of protection +2, spider's nest bullet^{A&EG}, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person, potion of cat's grace. ^{A&EG}Arms & Equipment Guide.

Krag, male half-orc Bbn3/Ftr4/Rgr1/Bear Warrior3: CR 11; medium humanoid (orc); HD 6d12+4d10+1d8+44; hp 123; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+6 armor, +1 deflection, +2 Dex); BAB/Grp +11/+21; Atk masterwork greataxe +19 melee (1d12+11; 20/x3) or masterwork composite longbow (+4 Str) +12 ranged (1d8+4; 20/x3); Full Atk masterwork greataxe +19/+14/+9 melee (1d12+11; 20/x3) or masterwork composite longbow (+4 Str) +15/+10/+5 ranged (1d8+4; 20/x3); SA rage, favored enemy (humans +2); SQ darkvision, fast movement, scent, uncanny dodge; AL CN; SV Fort +17, Ref +8, Will +7; Str 22, Dex 14, Con 14 (18), Int 6, Wis 12, Cha 6. *Complete Warrior*, page 16.

Skills & Feats: Intimidate +11, Knowledge (nature) +1, Survival +11; Improved Unarmed Strike, Improved

Grapple, Iron Will, Power Attack^B, Cleave^B, Track^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)^B.

Bear Form (Black) (Su): A bear warrior can transform into a black bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. He retains the normal +2 bonus on Will saves and -2 penalty to AC while raging and gains +8 Str, +2 Dex, and +4 Con. He gains the bear forms physical qualities: Space/Reach: 5 ft.; Speed: 40 ft.; Natural Armor Bonus: +2; Attacks: 2 claws (1d4), bite -5 melee (1d6). The transformation last for the duration of the rage or frenzy. The transformation lasts for the duration of the rage or frenzy. He may also assume bear form outside of rage once per day.

Scent (Ex): At third level, a bear warrior gains the Scent special ability.

Possessions: masterwork greataxe, +1 breastplate, masterwork composite longbow (+4 Str bonus), amulet of health +4, ring of protection +1, cloak of resistance +1, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person.

ENCOUNTER 7

Sakatha, Male Lizardfolk Vampire Warlock13/Master Vampire1: CR 16; medium undead (augmented humanoid, reptilian); HD 16d12+16; hp 156 (188 in desecrated area); Init +8; Spd 30 ft.; AC 32, touch 16, flat-footed 28 (+5 armor, +2 deflection, +4 Dex, +11 natural); BAB/Grp +10/+15; Atk +2 *keen bane (human) trident* +17 melee (1d8+7, 19-20/x2) or claw +15 melee (1d4+5, 20/x2 plus energy drain) or *eldritch blast* +14 ranged touch (7d6, 20/x2); Full Atk +2 *keen bane (human) trident* +17/+12 melee (1d8+7, 19-20/x2) or 2 claws +15/+15 (1d4+5, 20/x2 plus energy drain) and bite +13 (1d4+2, 20/x2 plus blood drain) or *eldritch blast* +14 ranged touch (7d6, 20/x2); SA blood drain, children of the night, dominate (DC 24), create spawn, energy drain (DC 24), *eldritch blast* 7d6, warlock invocations; SQ alternate form, *detect magic*, deceive item, fast healing 5, gaseous form, spider climb, turn resistance, resistance to cold 10, resistance to electricity 10, resistance to acid 5, resistance to fire 5, DR 10/silver and magic, DR 3/cold iron, fiendish resilience 2, imbue item; AL CE; SV Fort +15, Ref +16, Will +15; Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 21 (23). *Complete Arcane*, page 5, *Libris Mortis*, page 55.

Skills & Feats: Balance +9, Bluff +17, Concentration +21, Hide +12, Intimidate +14, Jump +10, Knowledge (Arcana) +17, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +15, Swim +10; Alertness^B, Combat Casting, Combat Reflexes^B, Dodge^B, Great Fortitude, Improved Initiative^B, Improved Toughness^{CW}, Improved Turn Resistance^{LM}, Lightning Reflexes^B, Multiattack, Quicken Spell-like Ability (*eldritch blast*).^{LM}*Libris Mortis*, ^{CW}*Complete Warrior*.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities

known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast. If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the xp or gp costs for making the item; his progress is simply arrested. He cannot retry this Use

Magic Device check for that spell until he gains a new level.

Turn Resistance (Ex): A vampire has +4 turn resistance. A Master vampire's turn resistance is increased by 1 for each of its spawn within 60 feet. In addition, Sakatha has turn resistance +4 from the Improved Turn Resistance feat and turn resistance +4 from his *cloak of turn resistance*. PCs attempting to turn Sakatha within the shrine suffer a -6 profane penalty to turn checks. Bon appetite!

Warlock Invocations Known (8; DC 16 + equivalent spell level; CL 14th): Least – *baleful utterance*^{CA}, *dark one's own luck*^{CA} (used before the encounter), *hideous blow*^{CA}; Lesser – *flee the scene*^{CA}, *hellrime blast*^{CA}, *hungry darkness*^{CA}, *walk unseen*^{CA}; Greater – *devour magic*^{CA}. ^{CA}Complete Arcane.

Possessions: +2 studded leather armor, ioun stone (pink and green sphere), +2 keen bane (human) trident, cloak of turn resistance^{LM}, brooch of shielding, ring of protection +2, ring of counterspells (disintegrate), vest of resistance +3^{CA}. ^{CA}Complete Arcane, ^{LM}Libris Mortis.

Vampire Spawn, Spellstitched: Medium Undead; CR 5; HD 4d12+3; hp 39 (47 in *desecrated* area); Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +2/+5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA blood drain, domination (DC 14), energy drain (DC 14), spell-like abilities; SQ +4 turn resistance, DR 5/silver and magic, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, resistance to electricity 10, spider climb, undead traits, SR 17 (15 + Cha bonus), +2 profane bonus to saves; AL CE; SV Fort +3, Ref +7, Will +7; Str 16, Dex 14, Con –, Int 13, Wis 13, Cha 14. *Monster Manual II*, page 215.

Skills & Feats: Bluff +6, Climb +8, Craft (alchemy) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (alchemy), Toughness.

Languages: Common.

Spell-like Abilities: 2/day – *glitterdust* (DC 14), *magic missile*, *ray of enfeeblement* (+4 ranged touch), *scorching ray* (+4 ranged touch); 1/day – *fireball* (DC 15), *stinking cloud* (DC 15). CL 4th; save DC is Cha-based.

Description: This feral-looking creature virtually drips with evil. Its grab is noble-looking, though in a state of disrepair. Its dark red mouth is dominated by a pair of vicious-looking canine teeth.

Blaspheme, Spellstitched: Medium Undead; CR 10; HD 18d12+30; hp 185 (221 in *desecrated* area); Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); Base Atk/Grp: +9/+18; Atk/Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); SA blasphemous contact, erratic charge, spell-like abilities; SQ darkvision 60 ft, DR 5/slashing and magic and silver, immunity to cold, inescapable craving, undead traits, SR 15 (15 + Cha bonus), +2 profane bonus to saves, +2 turn resistance; AL NE; SV Fort +8, Ref +9, Will +15; Str 28, Dex 12, Con –, Int 5, Wis 15, Cha 10. *Libris Mortis*, page 85; *Monster Manual II*, page 215.

Skills & Feats: Listen +10, Spot +10, Survival +7; Improved Natural Attack (bite), Improved Toughness^{CW}, Toughness x4, Track. ^{CW}Complete Warrior.

Spell-like Abilities: 2/day – *magic missile*, *Melf's acid arrow* (+10 ranged touch), *ray of enfeeblement* (+10 ranged touch), *scorching ray* (+10 ranged touch); 1/day – *Evard's black tentacles*, *fireball* (DC 13), *solid fog*, *vampiric touch*. CL 18th; save DC is Cha-based.

Blasphemous Contact (Su): Each time a blaspheme bites a non-evil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength. The creature is driven to drain Strength to satiate its hunger and may use tactically questionable attacks to do so. For more information on Undead Metabolism, refer to *Libris Mortis*, pages 8-10.

Languages: Common.

Description: Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.

ENCOUNTER 4

Werecrocodile Sor12 (hybrid form): CR 15; medium humanoid (reptilian, shapechanger); HD 3d8+1d4+75; hp 111; Init +7; Spd 30 ft. (6 squares) 20 ft. in animal form; AC 25 (+5 armor, +2 deflection, +3 Dex, +5 natural), touch 15, flat-footed 22; BAB/Grp +8/+12; Atk bite +12 melee (1d6+3, 20/x2); Full Atk bite +12 melee (1d6+3, 20/x2) and 2 claws +10 melee (1d4+2, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +15, Ref +13, Will +14; Str 18, Dex 16, Con 20, Int 10, Wis 14, Cha 16 (20).

Skills & Feats: Bluff +13, Concentration +20, Hide +10, Spellcraft +10, Swim +10; Alertness, Combat Casting, Empower Spell, Improved Initiative, Multiattack, Surrogate Spellcasting*, Skill Focus (Hide), Spell Focus (transformation). *Savage Species.

Sorcerer Spells Known (6/8/7/7/6/3; save DC 15 + spell level, +1 DC for transformation school): 0 – acid splash, daze, detect magic, mage hand, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st – mage armor, magic missile, ray of enfeeblement, shield, shocking grasp; 2nd – levitate, Melf's acid arrow, scorching ray, Tasha's hideous laughter, touch of idiocy; 3rd – displacement, lightning bolt, protection from energy, slow; 4th – confusion, enervation, ice storm; 5th – baleful polymorph, wall of force; 6th – disintegrate.

Possessions: amulet of natural armor +1, bracers of armor +5, cloak of charisma +4, vest of resistance +3*, ring of protection +2, spell component pouches. *Complete Arcane.

Werecrocodile Ftr12 (hybrid form): CR 15; medium humanoid (reptilian, shapechanger); HD 12d10+3d8+90; hp 175; Init +7; Spd 20 ft. (6 squares), 20 ft. in animal form; AC 26 (+9 armor, +3 Dex, +4 natural), touch 13, flat-footed 23; BAB/Grp +14/+21; Atk +3 greatsword +25 melee (2d6+15/17-20/x2); Full Atk +3 greatsword +25/+20/+15 melee (2d6+15/17-20/x2) and bite +19 melee (1d6+7, 20/x2); SA curse of lycanthropy, improved grab (animal form only); SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent; AL CE; SV Fort +19, Ref +13, Will +12; Str 23 (25), Dex 16, Con 20, Int 10, Wis 14, Cha 10.

Skills & Feats: Hide +8, Intimidate +10, Spot +9, Swim +8; Alertness, Cleave, Great Cleave, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Toughness, Iron Will, Multiattack, Power Attack, Skill Focus (Hide), Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: cloak of resistance +3, mithral full plate of speed, gauntlets of ogre power, +3 greatsword.

Werecrocodile Rog5/Assassin5/Shadowdancer1 (hybrid form): CR 14; medium humanoid (reptilian, shapechanger); HD 4d8+10d6+56; hp 111 (121 with pre-

cast false life); Init +3; Spd 30 ft. (6 squares), 20 ft. in animal form; AC 23 (+5 armor, +4 Dex, +4 natural), touch 14, flat-footed 19; BAB/Grp +8/+13; Atk sword of subtlety +14 melee (1d6+5/19-20/x2, +4 to hit and damage when making sneak attack); Full Atk sword of subtlety +14/+9 (1d6+5/19-20/x2, +4 to hit and damage when making sneak attack) and bite +11 melee (1d6+5, 20/x2); SA curse of lycanthropy, improved grab (animal form only), sneak attack +6d6, death attack, poison use; SQ alternate form, DR 10/silver, lycanthropic empathy, low-light vision, scent, evasion, improved uncanny dodge, trap sense +1, hide in plain sight; AL CE; SV Fort +9, Ref +17, Will +3; Str 20, Dex 18, Con 18, Int 14, Wis 10, Cha 10.

Skills & Feats: Bluff +16, Disguise +15, Gather Information +10, Hide +22, Listen +19, Move Silently +27, Perform (Dance) +5, Search +8, Sense Motive +14, Spot +20, Swim +15, Tumble +17; Alertness, Combat Reflexes, Dodge, Mobility, Multiattack, Skill Focus (Hide).

Assassin Spells Prepared (4/3/±0; DC 12 + spell level): 1st – ghost sound, obscuring mist, true strike x2; 2nd – cat's grace, invisibility, spider climb; 3rd – false life.

Possessions: sword of subtlety coated with black lotus extract poison (contact poison, DC 20 Fort save, initial damage 3d6 Con, secondary damage 3d6 Con), +1 mithral chain shirt with improved silent moves.

Nolan Yarbough, male human Wiz 10 / Loremaster 3: CR 13; medium humanoid (human); HD 13d4+13; hp 49; Init +2; Spd 30 ft. (6 squares); AC 18 (+4 armor, +1 deflection, +2 Dex, +1 natural), touch 13, flat-footed 16; BAB/Grp +6/+6; Atk +1 dagger +7 melee (1d4+1, 19-20/x2); Full Atk +1 dagger +7/+2 melee (1d4+1, 19-20/x2); AL LG; SV Fort +8, Ref +7, Will +12; Str 10, Dex 14, Con 13, Int 18 (22), Wis 13, Cha 10.

Skills & Feats: Concentration +8, Heal +5, Knowledge (arcana) +24, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +18, Knowledge (nature) +15, Knowledge (nobility) +10, Knowledge (religion) +15, Knowledge (the planes) +7, Spellcraft +23; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extend Spell, Skill Focus (Knowledge (history), Skill Focus (Knowledge (arcana))).

Wizard Spells Prepared (4/5/5/5/4/2/1 per day; DC 16 + spell level): 0 – detect magic x2, message, resistance; 1st – alarm, color spray, expeditious retreat, mage armor, shield; 2nd – blindness/deafness, glitterdust, mirror image, pyrotechnics, shatter; 3rd – dispel magic, haste, hold person, slow, tongues; 4th – dimension door, fear, ~~scrying~~, wall of fire; 5th – baleful polymorph, cone of cold, feeblemind, ~~persistent image~~; 6th – chain lightning, eyebite; 7th – forcecage.

Possessions: amulet of natural armor +1, +1 dagger, headband of intellect +4, cloak of resistance +1, ring of protection +1, wand of fireball (6th level caster).

ENCOUNTER 5

Lord Arcturus, male human Rgr6/Occult Slayer2/Order of the Bow Initiate9: CR 17; medium humanoid (human); HD 17d8+34; hp 128; Init +8; Spd 30 ft.; AC 26, touch 20, flat-footed 20 (+5 armor, +4 deflection, +6 Dex, +1 natural); BAB/Grp +17/+19; Atk +1 *magebane composite longbow* (+2 Str) +25 ranged (1d8+3, 19-20/x3) or *masterwork greatsword* +20 melee (2d6+3, 19-20/x2); Full Atk +1 *magebane composite longbow* (+2 Str) +25/+25/+20/+15/+10 ranged (1d8+3; 19-20/x3) or *masterwork greatsword* +20/+15/+10/+5 melee (2d6+3, 19-20/x2); SA close combat shot, precision shot +5d8, vicious strike, weapon bond; SQ animal companion, favored enemy humans +4, favored enemy elves +2, magical defense +1, mind over magic; AL NE; SV Fort +12, Ref +18, Will +14; Str 14, Dex 19 (23), Con 14, Int 10, Wis 12, Cha 10. *Complete Warrior*, pages 66 and 68.

Skills & Feats: Bluff +6, Craft (bowmaking) +5, Handle Animal +5, Hide +14, Knowledge (arcana) +4, Knowledge (nature) +5, Knowledge (religion) +2, Listen +6, Ride +12, Spellcraft +3, Spot +24, Survival +8; Dodge, Endurance^B, Greater Weapon Focus (longbow)^B, Improved Critical (longbow), Improved Initiative, Improved Rapid Shot, Manyshot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Sharp-Shooting^{CW/B}, Track^B, Weapon Focus (longbow). ^{CW}*Complete Warrior*.

Magical Defense (Ex): Occult Slayers have a +1 bonus to saving throws vs. spells and spell-like abilities.

Weapon Bond (Su): An Occult Slayer must choose a particular weapon of at least masterwork quality as a focus for your power. The chosen weapon is imbued with the force of your hatred for spellcasters. A successful attack with this weapon against spellcasters or creatures with spell like abilities deals an extra 1d6 points of damage. If the weapon is lost or destroyed you lose this ability until you form a bond with the same kind of weapon.

Mind over Magic (Su): An Occult Slayer can cause a spell or spell-like ability targeted against him to rebound onto the originator as a free action. This ability functions like the spell *spell turning* at caster level 7. This Occult Slayer can use this ability 1 time per day.

Vicious Strike (Ex): If an Occult Slayer readies an action to disrupt a spellcaster, he deals double damage if the attack hits.

Ranged Precision (Ex): Ranged Precision Attack: As a standard action the character may make a single precisely aimed attack with a ranged weapon dealing an extra 2d8 points of damage. You must be within 30 ft. of your target. Ranged precision attacks only work against living creatures with discernible anatomies. Creature immune to critical hits are immune to ranged precision attacks. Items that protect against critical hits also protect against ranged precision attacks. The character can only use this ability with ranged weapons for which you have the Weapon Focus feat.

Close Combat Shot (Ex): The Initiate can attack with a ranged weapon while in a threatened square without provoking an attack of opportunity.

Ranger Spells Prepared (2, save DC 12 + spell level): 1st – ~~hawkeye^{SC}~~, ~~resist energy (fire)~~. ^{SC}*Spell Compendium*.

Possessions: +1 chain shirt, eyes of the eagle, +1 *magebane*^{CA} composite longbow (+2 Str bonus), masterwork greatsword, slaying arrow (humans); 30 arrows +1, gloves of dexterity +2, ring of protection +4, amulet of natural armor +1, ring of evasion, vest of resistance +2^{CA}, signet ring, ~~potion of resist energy (cold) 10~~, ~~potion of resist energy (electricity) 10~~, ~~potion of resist energy (sonic) 10~~, ~~potion of resist energy (acid) 10~~. ^{CA}*Complete Arcane*.

Arcturus' and Kurg's Wolf Companions: large animal; HD 4d8+16; hp 36; Init +1; Spd 50 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +2 armor, +1 Dex, +6 natural); BAB/Grp +3/+4; Full Atk bite +10 melee (1d8+6, 20/x2); SA trip; SQ animal companion, empathic link, evasion, share spells; AL N; SV Fort +8, Ref +5, Will +2; Str 22, Dex 12, Con 19, Int 2, Wis 12, Cha 6.

Skills & Feats: Hide -3, Listen +3, Move Silently +1, Spot +3, Survival +3 (+6 when Tracking by scent); Improved Natural Attack, Track, Weapon Focus (bite).

Trip (Ex): A wolf that hits with a bite attack can attempt to trip an opponent (+6 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the trip attempt fails, the opponent cannot react to trip the wolf.

Possessions: masterwork leather barding.

Kurg, male half-orc Bbn1/Drd5/Warshapers5: CR 11; medium humanoid (orc); HD 1d12+10d8+66; hp 119; Init +1; Spd 30 ft.; AC 22, touch 13, flat-footed 21 (+4 armor, +2 deflection, +1 Dex, +2 natural, +3 shield); BAB/Grp +7/+12; Atk +1 *club* +13 melee (1d6+6; 20/x2) or sling +8 ranged (1d4+5; 20/x2); Full Atk +1 *club* +13/+8 melee (1d6+6; 20/x2) or sling +8/+3 ranged (1d4+5; 20/x2); SA morphic weapons, morphic reach, rage 1/day; SQ animal companion, morphic immunities, morphic body, trackless step, wild shape, woodland stride; AL CN; SV Fort +13, Ref +5, Will +7; Str 20, Dex 13, Con 18 (20), Int 8, Wis 14, Cha 8. *Complete Warrior*, page 89.

Skills & Feats: Concentration +12, Handle Animal +5, Knowledge (nature) +7, Survival +11; Fast Wild Shape^{CD}, Lightning Reflexes, Natural Spell, Improved Toughness^{CW}. ^{CW}*Complete Warrior*, ^{CD}*Complete Divine*.

Morphic Weapons (Su): As a move action, a warshaper can grow natural weapons allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). If the warshaper's form already has natural weapons the weapon deals damage as if it were one size category larger.

Morphic Immunities (Ex): A warshaper is immune to stunning and critical hits.

Morphic Body (Su): A warshaper gains +4 Str and +4 Con at 2nd level.

Morphic Reach (Su): A warshaper's natural attacks gain 5 feet of added reach than the natural weapon it is emulating.

Morphic Healing (Su): In animal form, a warshaper has fast healing 2 and can take a full-round

action to make a Concentration check (DC equal to total damage sustained) to heal 10 points of damage.

Multimorph (Su): During each use of wildshape ability, a warshaper can change form as many times as he likes taking a standard action to do so. Only the first change heals the Warshaper.

Druid Spells Prepared (5/4/3/1, DC 12 + spell level): 0 – cure minor wounds x4, resistance; 1st – cure light wounds, entangle, heat metal, ~~longstrider~~; 2nd – barkskin, tree shape, briar web^{SC}; 3rd – spike growth. ^{SC}Spell Compendium.

Possessions: +1 hide armor, +1 heavy wooden shield, +1 club, sling with 20 sling bullets, amulet of health +2, cloak of resistance +1, ring of protection +2, spider's nest bullet^{A&EG}, potion of bull's strength, potion of cure moderate wounds, potion of enlarge person, potion of cat's grace. ^{A&EG}Arms & Equipment Guide.

Krag, male half-orc Bbn3/Ftr4/Rgr1/Bear Warrior5: CR 13; medium humanoid (orc); HD 8d12+4d10+1d8+65; hp 157; Init +2; Spd 40 ft.; AC 19, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 deflection); BAB/Grp +13/+23; Atk masterwork greataxe +21 melee (1d12+11, 20/x3) or masterwork composite longbow (+4 Str) +15 ranged (1d8+4, 20/x3); Full Atk masterwork greataxe +21/+16/+11 melee (1d12+11, 20/x3) or masterwork composite longbow (+4 Str) +15/+10/+5 ranged (1d8+4, 20/x3); SA rage, favored enemy +2 (human), bear form 2/day; SQ darkvision, fast movement, scent, uncanny dodge; AL CN; SV Fort +18, Ref +9, Will +8; Str 19 (23), Dex 14, Con 14 (18), Int 6, Wis 12, Cha 6.

Skills & Feats: Intimidate +12, Knowledge (nature) +1, Survival +12; Improved Unarmed Strike, Improved Grapple, Improved Toughness^{CW}, Iron Will, Power Attack^B, Cleave^B, Track^B, Weapon Focus (greataxe), Weapon Specialization (greataxe)^B. ^{CW}Complete Warrior.

Bear Form (Black) (Su): A bear warrior can transform into a black bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. He retains the normal +2 bonus on Will saves and -2 penalty to AC while raging and gains +8 Str, +2 Dex, and +4 Con. He gains the bear forms physical qualities: Space/Reach: 5 ft.; Speed: 40 ft.; Natural Armor Bonus: +2; Attacks: 2 claws (1d4), bite -5 melee (1d6). The transformation last for the duration of the rage or frenzy. The transformation lasts for the duration of the rage or frenzy. He may also assume bear form outside of rage twice per day.

Bear Form (Brown) (Su): A bear warrior can transform into a brown bear form while in a rage or frenzy and return to your own form once the rage of frenzy ends. He retains the normal +2 bonus on Will saves and -2 penalty to AC while raging and gains +16 Str, +2 Dex, and +4 Con. He gains the bear forms physical qualities: Space/Reach: 5 ft.; Speed: 40 ft.; Natural Armor Bonus: +5; Attacks: +22/+22 melee (1d8+7, 2 claws) and +27 melee (2d6+14, bite). The transformation last for the duration of the rage or frenzy. He may also assume bear form outside of rage twice per day.

Scent (Ex): At third level, a bear warrior gains the Scent special ability.

Possessions: masterwork greataxe, +1 breastplate, masterwork composite longbow (+4 Str bonus), amulet of health +4, ring of protection +1, cloak of resistance +1, belt of giant strength +4, potion of cure moderate wounds, potion of enlarge person.

ENCOUNTER 7

Sakatha, Male Lizardfolk Vampire Warlock15/Master Vampire1: CR 18; medium undead (augmented humanoid, reptilian); HD 18d12+18; hp 176 (212 in desecrated area); Init +8; Spd 30 ft.; AC 34, touch 18, flat-footed 30 (+5 armor, +4 deflection, +4 Dex, +11 natural); BAB/Grp +12/+17; Atk +2 keen bane (human) trident +19 melee (1d8+7, 19-20/x2) or claw +17 melee (1d4+5, 20/x2 plus energy drain) or eldritch blast +16 ranged touch (7d6, 20/x2); Full Atk +2 keen bane (human) trident +19/+14/+9 melee (1d8+7, 19-20/x2) or 2 claws +17/+17 (1d4+5, 20/x2 plus energy drain) and bite +15 (1d4+2, 20/x2 plus blood drain) or eldritch blast +16 ranged touch (7d6, 20/x2); SA blood drain, children of the night, dominate (DC 25), create spawn, energy drain (DC 25), eldritch blast 7d6, warlock invocations; SQ alternate form, detect magic, deceive item, fast healing 5, gaseous form, spider climb, turn resistance, resistance to cold 10, resistance to electricity 10, resistance to acid 5, resistance to fire 5, DR 10/silver and magic, DR 4/cold iron, fiendish resilience 2, imbue item; AL CE; SV Fort +17, Ref +20, Will +17; Str 22, Dex 18, Con —, Int 12, Wis 14, Cha 21 (23). *Complete Arcane*, page 5, *Libris Mortis*, page 55.

Skills & Feats: Balance +9, Bluff +18, Concentration +23, Hide +12, Intimidate +15, Jump +10, Knowledge (Arcana) +19, Listen +12, Move Silently +12, Search +9, Sense Motive +10, Spot +15, Swim +10; Alertness^B, Combat Casting, Combat Reflexes^B, Danger Sense^{CA}, Dodge^B, Great Fortitude, Improved Initiative^B, Improved Toughness^{CW}, Improved Turn Resistance^{LM}, Lightning Reflexes^B, Multiattack, Quicken Spell-like Ability (eldritch blast). ^{LM}Libris Mortis, ^{CW}Complete Warrior, ^{CA}Complete Adventurer.

Invocations (Sp): A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications:

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes attacks of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Concentration check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Concentration check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A warlock's caster level with his

invocations is equal to his warlock level. A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier. Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see page 303 of the *Monster Manual*), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 of the *Monster Manual*).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of one invocation, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as described in *Complete Arcane*.

At any level when a warlock learns a new invocation, he can also replace an invocation he already knows with another invocation of the same or a lower grade. At 6th level, a warlock can replace a least invocation he knows with a different least invocation (in addition to learning a new invocation, which could be either least or lesser). At 11th level, a warlock can replace a least or lesser invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, or greater). At 16th level, a warlock can replace a least, lesser, or greater invocation he knows with another invocation of the same or a lower grade (in addition to learning a new invocation, which could be least, lesser, greater, or dark).

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance (warlocks do not suffer arcane spell failure chance for invocations when wearing light armor).

Eldritch Blast (Sp): The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. *Eldritch blast* is an invocation. A warlock can use *eldritch blast* at will.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An *eldritch blast* deals half damage to objects. An *eldritch blast* is the equivalent of a 1st level spell.

If you apply a blast shape or eldritch essence invocation to your *eldritch blast*, your *eldritch blast* uses the level equivalent of the shape or essence (whichever is higher if both are applied). Unless noted otherwise, *eldritch blast* modified by blast shape and eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape invocation and only one eldritch essence invocation to a single *eldritch blast*; a warlock can apply both a blast shape

invocation and an eldritch essence invocation to the same *eldritch blast*.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to more easily commandeer magic items made for the use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Fiendish Resilience (Su): Beginning at 8th level, a warlock knows the trick of fiendish resilience. Once per day, as a free action, he can enter a state that lasts for 2 minutes. While in this state, the warlock gains fast healing 1. At 13th level, a warlock's fiendish resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

Energy Resistance (Su): At 10th level and higher, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, this energy resistance cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected types of energy.

Imbue Item (Su): A warlock of 12th level or higher can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can substitute a Use Magic Device check (DC 15 + spell level for arcane spells, DC 25 + spell level for divine spells) in place of a required spell he doesn't know or can't cast. If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the xp or gp costs for making the item; his progress is simply arrested. He cannot retry this Use Magic Device check for that spell until he gains a new level.

Turn Resistance (Ex): A vampire has +4 turn resistance. A Master vampire's turn resistance is increased by 1 for each of its spawn within 60 feet. In addition, Sakatha has turn resistance +4 from the Improved Turn Resistance feat and turn resistance +4 from his *cloak of turn resistance*. PCs attempting to turn Sakatha within the shrine suffer a -6 profane penalty to turn checks. Bon appetite!

Warlock Invocations Known (10; DC 16 + equivalent spell level; CL 16th): Least – *baleful utterance*^{CA}, *dark one's own luck*^{CA} (used before the encounter), *hideous blow*^{CA}; Lesser – *flee the scene*^{CA}, *hellrime blast*^{CA}, *hungry darkness*^{CA}, *walk unseen*^{CA}; Greater – *devour magic*^{CA}, *enervating shadow*^{CA}; Dark – *dark discorporation*^{CA}. ^{CA}Complete Arcane.

Possessions: *serpent armor*^{SS}, *ioun stone* (pink and green sphere), +2 *keen bane* (human) *trident*, *cloak of turn*

resistance^{LM}, brooch of shielding, ring of protection +4, ring of counterspells (disintegrate), vest of resistance +4^{CA}. ^{CA}Complete Arcane, ^{LM}Libris Mortis, ^{SS}Savage Species.

Vampire Spawn, Spellstitched: Medium Undead; CR 5; HD 4d12+3; hp 39 (47 in *desecrated* area); Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk/Grp: +2/+5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA blood drain, domination (DC 14), energy drain (DC 14), spell-like abilities; SQ +4 turn resistance, DR 5/silver and magic, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10, resistance to electricity 10, spider climb, undead traits, SR 17 (15 + Cha bonus), +2 profane bonus to saves; AL CE; SV Fort +3, Ref +7, Will +7; Str 16, Dex 14, Con –, Int 13, Wis 13, Cha 14. *Monster Manual II*, page 215.

Skills & Feats: Bluff +6, Climb +8, Craft (alchemy) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness^B, Improved Initiative^B, Lightning Reflexes^B, Skill Focus (alchemy), Toughness.

Languages: Common.

Spell-like Abilities: 2/day – glitterdust (DC 14), magic missile, ray of enfeeblement (+4 ranged touch), scorching ray (+4 ranged touch); 1/day – fireball (DC 15), stinking cloud (DC 15). CL 4th; save DC is Cha-based.

Description: This feral-looking creature virtually drips with evil. Its grab is noble-looking, though in a state of disrepair. Its dark red mouth is dominated by a pair of vicious-looking canine teeth.

Blaspheme, Spellstitched: Medium Undead; CR 10; HD 18d12+30; hp 185 (221 in *desecrated* area); Init +1; Spd 40 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); Base Atk/Grp: +9/+18; Atk/Full Atk +18 melee (1d8+13 plus blasphemous contact, bite); SA blasphemous contact, erratic charge, spell-like abilities; SQ darkvision 60 ft, DR 5/slashing and magic and silver, immunity to cold, inescapable craving, undead traits, SR 15 (15 + Cha bonus), +2 profane bonus to saves, +2 turn resistance; AL NE; SV Fort +8, Ref +9, Will +15; Str 28, Dex 12, Con –, Int 5, Wis 15, Cha 10. *Libris Mortis*, page 85; *Monster Manual II*, page 215.

Skills & Feats: Listen +10, Spot +10, Survival +7; Improved Natural Attack (bite), Improved Toughness^{CW}, Toughness x4, Track. ^{CW}Complete Warrior.

Spell-like Abilities: 2/day – magic missile, Melf's acid arrow (+10 ranged touch), ray of enfeeblement (+10 ranged touch), scorching ray (+10 ranged touch); 1/day – Evard's black tentacles, fireball (DC 13), solid fog, vampiric touch. CL 18th; save DC is Cha-based.

Blasphemous Contact (Su): Each time a blaspheme bites a non-evil creature, the creature is dazed for 1 round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

Erratic Charge (Ex): When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A

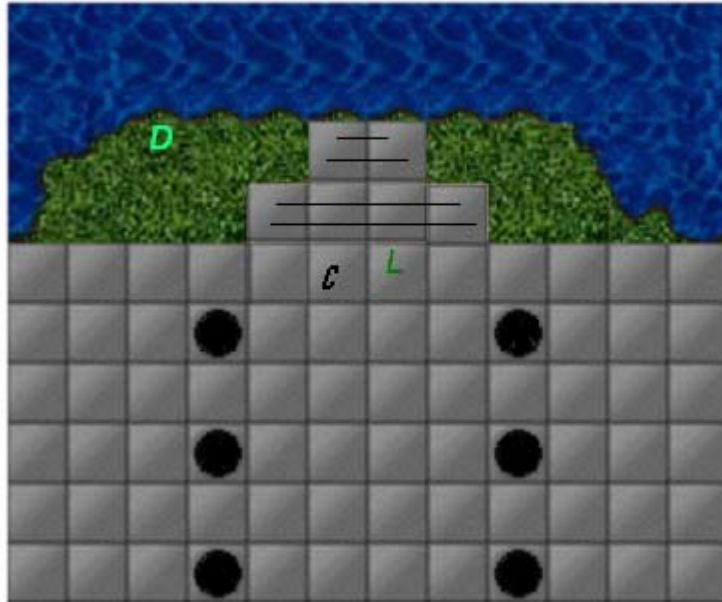
blaspheme must have line of sight to a targeted opponent at the start of its turn.

Inescapable Craving: A blaspheme has an inescapable craving for Strength. The creature is driven to drain Strength to satiate its hunger and may use tactically questionable attacks to do so. For more information on Undead Metabolism, refer to *Libris Mortis*, pages 8-10.

Languages: Common.

Description: Appearing similar to a corpse that has been dug up and surgically modified, this creature stands nearly 7 feet tall, but is extraordinarily thin. Its arms are extra long, hanging nearly to mid-calf. Its head is wide and wedge-shaped, with a split mouth that opens wider than that of a normal humanoid. Its teeth glitter like shards of black, steaming ice.

DM AID: MAP #1 – TOMB AREA, ENCOUNTER 2



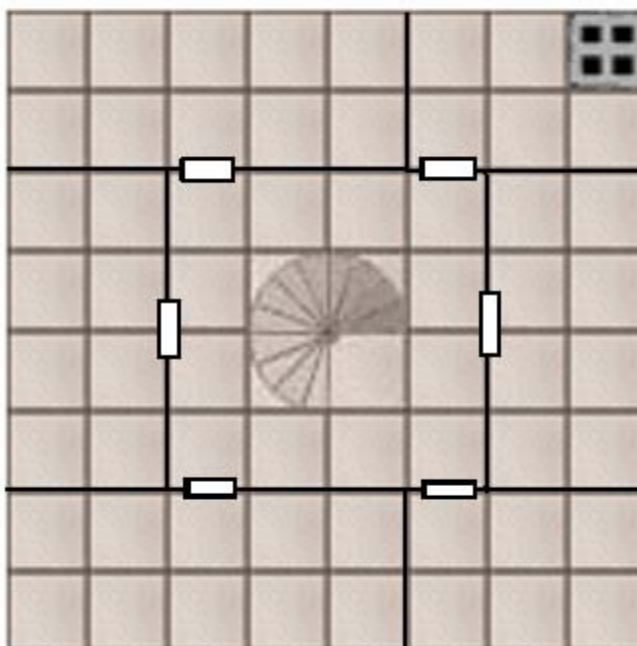
Map Key

C = Calder Neheli

L = Lizardfolk Warrior

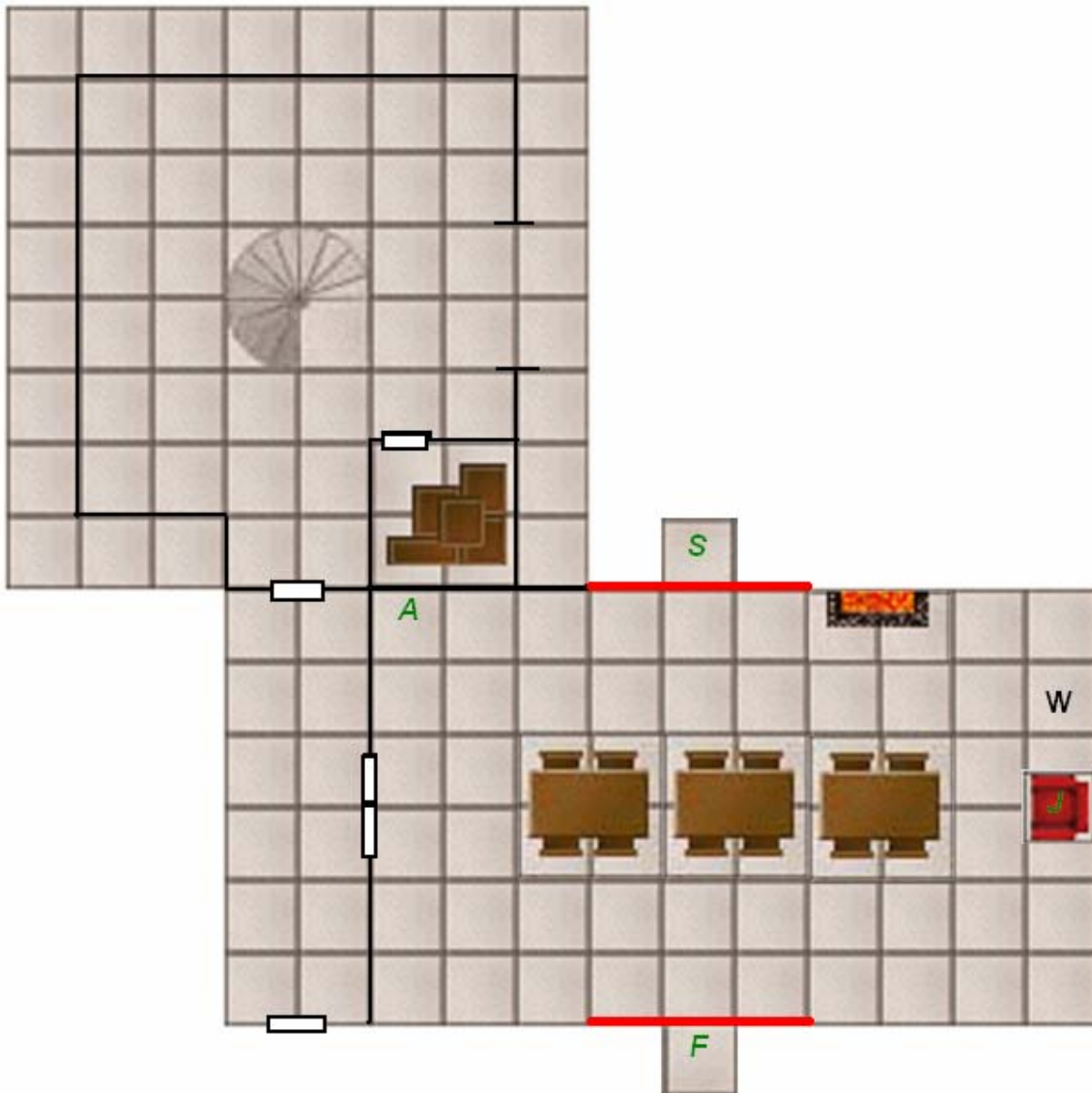
D = Lizardfolk Druid

DM AID: MAP #2 – THE KEEP, LEVEL 1



1 SQUARE = 5 FEET

DM AID: MAP #3 – THE KEEP, LEVEL 2



J = VISCOUNT

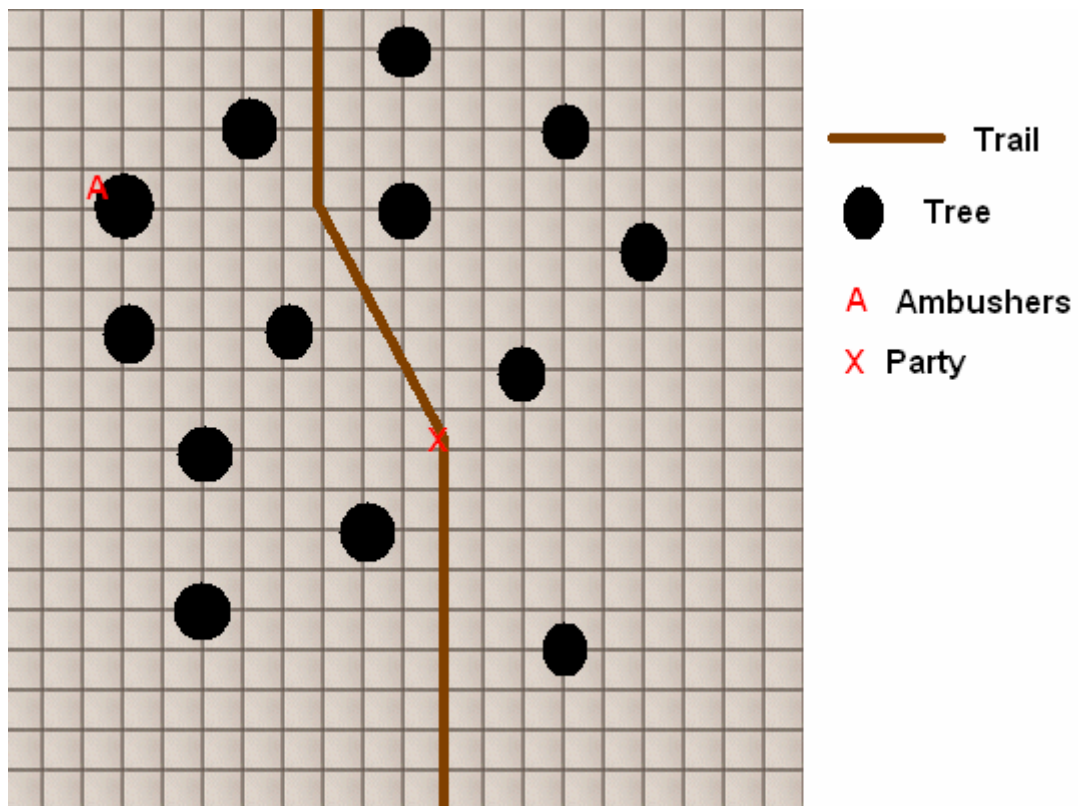
A = ASSASSIN

F = FIGHTER

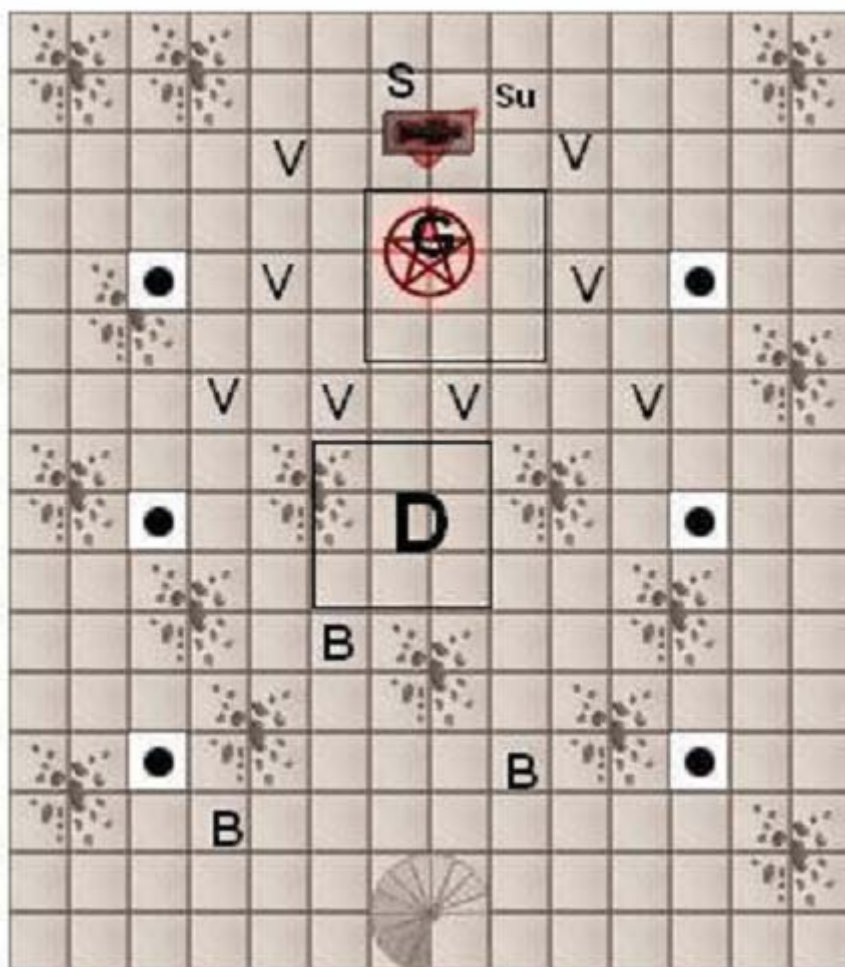
S = SORCERER

W = WIZARD

DM AID: MAP #4 – THE DREADWOOD, ENCOUNTER 5



DM AID: MAP #5 – THE TEMPLE, ENCOUNTER 7



One Square = 5 Feet

S= Sakatha

V = Vampire Spawn

G = Glabrezu (at APL 16)

B = Blaspheme

Su = Succubus (at APL 18)

D = Demogorgon

DM AID: HISTORY OF THE LIZARD KING

KNOWLEDGE (HISTORY) OR BARDIC KNOWLEDGE

- **DC 5:** Sakatha came to rule over the lizardfolk of the Hool Marsh and ruled southern Keoland some 100 years ago.
- **DC 10:** Sakatha's domain extended beyond the River Ardo and into southern Keoland.
- **DC 15:** Farmers and fishermen alike banded together under the leadership of one of the noble families that did not flee the County before it was overrun by the lizardfolk. Sakatha rode into battle at the head of his forces and was defeated by the Keoish.
- **DC 20:** Sakatha was slain by Richart Brunis, the man who became the first Count of Eor. **Note:** Any PC that succeeds at this check may also make a DC 25 Knowledge (nobility) check to know that the current viscount, Richart Jorgos is a descendant of Count Brunis.
- **DC 25:** When Tavish IV died in 488 CY, his successor, Nyhan IV of House Neheli disbanded the various expeditionary forces in an attempt to pull the deteriorating empire back together. In 498 CY, Sakatha's armies invaded the old County of Eor and ruled the humans who dwelled there as slaves. Turning a blind eye to foreign affairs, Nyhan IV had neither the resources nor desire to turn attention to events far down south and the Keoish suffered greatly under the depredations of the lizardfolk.
- **DC 30:** Sakatha employed evil wizards and legends attribute strange magical powers to the Lizard King.
- **DC 35:** Legends also claim that Sakatha possessed a *ring of wishes* and was able to come back from the dead as a vampire. In 576 CY and his minions attempted to assassinate the Count of Eor, Jon Brunis. The Lizard King formed an alliance with the black dragon Aulicus and a cabal of evil clerics. Sakatha planned to re-conquer southern Keoland. The Lizard King was supposedly destroyed by a small group of adventurers that same year.

KNOWLEDGE (LOCAL – SHELDOMAR VALLEY METAREGION)

- **DC 10:** Sakatha came to rule over the lizardfolk of the Hool Marsh and ruled southern Keoland some 100 years ago.
- **DC 20:** Farmers and fishermen alike banded together under the leadership of one of the noble families that did not flee the County before it was overrun by the lizardfolk. Sakatha rode into battle at the head of his forces and was defeated by the Keoish.
- **DC 35:** Sakatha returned in 576 CY and his minions attempted to assassinate the Count of Eor. The Lizard King formed an alliance with the black dragon Aulicus and planned to re-conquer southern Keoland but his plans were stopped by a small group of adventurers that same year.

KNOWLEDGE (ARCANA)

- **DC 13:** Lizard Kings the product of unions between lizardfolk and demons. **Note:** Any PC makes the Knowledge (arcana) check may also make a DC 20 Knowledge (religion) check to know that as Outsiders, Lizard Kings cannot normally become vampires.

BARDIC KNOWLEDGE

- **DC 15:** Lizard Kings the product of unions between lizardfolk and demons.

DM AID: DIVINATIONS

Below are guidelines for the use of divinations to investigate the viscount's alleged madness, to determine his location, or gather other information.

COMMUNE

Use of this spell can determine certain facts that are not readily apparent in this adventure. The following list of sample questions is not intended to be exhaustive; use your discretion in answering questions posed using this spell. Remember, only yes or no questions can be asked using this spell. Any questions about Nolan Yarbough will not be answered, as Nolan is under the effects of a *nondetection* spell.

- Is Viscount Jorgos insane? No.
- Is Viscount Jorgos in Jaedrae Keep? No.
- Is Sakatha responsible for the viscount's insanity? No (since the viscount is not mad).
- Is Sakatha in Jaedrae? No (Sakatha left the morning of the PCs arrival).
- Is Sakatha a vampire? Yes (depending on when the spell is cast).
- Is Sakatha planning on killing the viscount? Yes.
- Is the viscount in imminent danger? Yes (he will be dead in 24 hours).
- Is Sakatha alone? No.
- Is Sakatha with other undead? Yes.
- Is Sakatha with fiends? No (not at the time of casting).
- Is Sakatha a spellcaster? Yes.
- Is Sakatha a sorcerer? No.
- Is Sakatha a wizard? No.

CLAIRVOYANCE/CLAIRAUDIENCE, LOCATE OBJECT, DISCERN LOCATION

Use of such spells will not reveal the viscount's or Sakatha's whereabouts as they are in a von Reiklande crypt in the Dreadwood dedicated to Vecna and protected by the deity of secrets.

DIVINATION

Apply the guidelines for *commune*, above.

DM AID – NEW RULES ITEMS

NEW FEATS

Danger Sense (*Complete Adventurer*)

You are one twitchy individual.

Prerequisite: Improved Initiative.

Benefit: Once per day, you may re-roll an initiative check you have just made. You may use the better of your two rolls. You must decide to re-roll before the round starts.

Fast Wild Shape (*Complete Divine*)

You assume your wild shape faster and more easily than you otherwise would.

Prerequisites: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move action.

Normal: A druid uses wild shape as a standard action.

Improved Toughness (*Complete Warrior*)

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

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

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

Sharp-Shooting (*Complete Warrior*)

Your skill with ranged weapons lets you score hits others would miss due to an opponent's cover.

Prerequisite: Point Blank Shot, Precise Shot, BAB +3.

Benefit: Your targets only receive a +2 bonus to AC due to cover. This feat has no effect against foes with no cover or total cover.

Normal: Cover normally provides a +4 bonus to AC.

Special: A fighter may select this feat as a fighter bonus feat.

Surrogate Spellcasting (*Savage Species*)

You use substitute verbal and somatic components when casting spells.

Prerequisites: Wis 13, non-humanoid or non-humanlike form.

Benefit: You complete the verbal and somatic components of spells by substituting vocalizations and gestures appropriate to your shape. You must still have suitable appendages and vocal organs. For example, a giant eagle could substitute screeches and waves of its talons for the normal verbal and somatic components of a spell. You can use any material component or focus you can hold. This feat does not permit the use of magic items by a creature whose form could not ordinarily use them, and you do not gain the ability to speak if you cannot already.

NEW INVOCATIONS (*COMPLETE ARCANE*)

Baleful Utterance

Least; 2nd.

You speak a single syllable of the Dark Speech affecting an object or area as if by the *shatter* spell. If a creature is holding or wearing the target of the spell and the target is destroyed, the creature must make a Fort save or be dazed for 1 round and deafened for one minute by your terrible word. This is a sonic effect.

Dark Discorporation

Dark; 8th.

One with the powers of the darkness, you learn to abandon your body. When you use this ability, you become a swarm of Diminutive, bat-like shadows that fill two 10-foot squares (or eight 5-foot squares, shapeable as you desire). The duration of this ability is 24 hours. In this swarm-like form, you gain the following characteristics and traits:

- **Abilities:** Your Str score drops to 1, but your Dex increases by 6.
- **Armor Class:** You lose any natural armor or armor bonuses to Armor Class. You gain a +4 size bonus to AC and a deflection bonus to AC equal to your Cha modifier.

- **Movement:** You gain a fly speed of 40 feet with perfect maneuverability. You can pass through openings a Diminutive creature could pass through.
- **Swarm Traits:** You are not subject to critical hits or flanking, and you are immune to weapon damage. You cannot be tripped, grappled or bull rushed, and you cannot grapple an opponent. You are immune to any spell or effect that targets a specific number of creatures, except for mind-affecting spells and abilities. You take half again as much damage (+50%) from spells or effects that affect an area. Unlike other swarms of Diminutive creatures, you are not vulnerable to wind effects. If reduced to 0 hit points or less, or rendered unconscious by nonlethal damage, you instantly return to your normal form in a square of your own choice that was formerly covered by the swarm.
- **Swarm Attack:** You gain a swarm attack that deals 4d6 points of damage to any creature whose space you occupy at the end of your turn. Your swarm attack strikes as a magic weapon of your alignment.
- **Distraction:** Any living creature vulnerable to your swarm attack that begins its turn in a square occupied by your swarm must make a Fort save or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of your swarm requires a Concentration check (DC 20 + spell level).
- **Possessions:** All your worn or carried equipment and items become non-functional, absorbed into your new form.
- You can take only move actions (so you cannot use other invocations) while under the effect of *dark discorporation*.

Dark One's Own Luck

Least; 2nd.

You are favored by the dark powers if you have this invocation. You gain a luck bonus equal to your Charisma bonus (if any) on Fortitude saves, Reflexes saves, or Will saves (your choice each time you use this ability) for a period of 24 hours. You can't apply this ability to two different saves at the same time. This bonus can never exceed your class level.

Devour Magic

Greater; 6th.

This invocation allows you to deliver a targeted *greater dispel magic* with your touch. You gain 5 temporary hit points for each spell level dispelled by this touch. For example, if you successfully dispel a *wall of ice*, you gain 20 temporary hit points. These temporary hit points after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the ones from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

Enervating Shadow

Greater; 5th.

The dark powers cloak you and shield you from harm while draining vitality from nearby foes. This invocation grants you total concealment in any area that isn't brightly lit (it will not work in daylight or in the radius of a spell with the light descriptor). In addition, any living creature adjacent to you with this ability active must make a Fort save at the beginning of its turn or take a -4 penalty to Str for 5 rounds. Once a creature is affected by enervating shadow, it cannot be affected again for 24 hours. The duration of this ability is 5 rounds and it can be countered or dispelled by any light spell or effect of equal or higher level.

Flee the Scene

Lesser; 4th.

You can use *dimension door* as a spell-like ability, although the range is limited to short (25 feet + 5 ft./2 levels). When you use this ability, you leave behind a *major image* of yourself in your place that lasts for one round. The image reacts appropriately to attacks as if you were concentrating on it.

Hellrime Blast

Lesser; 4th; Eldritch Essence.

This eldritch essence invocation allows you to change your *eldritch blast* into a *hellrime blast*. A *hellrime blast* deals cold damage. Any creature struck by the attack must make a Fort save or take a -4 penalty to Dex for 10 minutes. The Dex penalties from multiple *hellrime blasts* do not stack.

Hideous Blow

Least; 1st; Blast Shape.

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including an eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

Hungry Darkness

Lesser; 3rd.

You can create an area of shadow (as the *darkness* spell) that is filled with bats (as the bat swarm, page 37 of the *Monster Manual* except the swarm fills every square occupied by the darkness). The hungry darkness is stationary. You are immune to the attacks of your own hungry darkness, but you are still subject to the effects of the darkness. The hungry darkness remains as long as you concentrate on it plus two rounds thereafter. If the bat swarm is destroyed, the darkness disappears as well.

Walk Unseen

Lesser; 2nd.

You gain the ability to fade from view. You can use *invisibility* (self only) except the duration is 24 hours.

NEW ITEMS

Cloak of Turn Resistance (Libris Mortis)

This unholy item makes its wearer more difficult to turn by adding a +4 bonus on its turn resistance. Moderate necromancy [evil]; CL: 10th; *Prerequisites*: Craft Wondrous Item, able to rebuke undead as a 10th level cleric; *Market Price*: 11,100 gp; *Weight*: 1 lb.

Magebane Weapon Special Ability (Complete Arcane)

Weapons crafted with the magebane property are rightly feared by all arcane spellcasters. Against any creature with arcane spells currently prepared or spell slots available to cast arcane spells without preparation, or against creatures with the ability to use arcane spell-like abilities, a magebane weapon's effective enhancement level is 2 better than normal (so that a +1 *longsword* becomes a +3 *longsword* when wielded against arcane spellcasters) and deals an extra 2d6 points of damage. Magebane bows, crossbows, and slings bestow this ability upon their ammunition. Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *dispel magic*; *Price* +1 bonus.

Serpent Armor (Savage Species)

This +3 *leather armor* appears to be made of from the skin of one or more big snakes. Though some claim serpent armor is made of naga hide, no one has proven it. In addition to its value as armor, serpent armor provides its wearer a +2 insight bonus to Reflex saves, and the wearer acts as if she had the Combat Reflexes feat. Moderate transmutation; CL: 9th; *Prerequisites*: Craft Magic Arms and Armor, *cat's grace*; *Market Price*: 21,660 gp; *Weight*: 15 lbs.

Spider's Nest Bullet (Arms & Equipment Guide)

This oddly shaped sling bullet consists of a tightly packed cluster of small spheres rather than one smooth mass. On a successful hit, a spider's nest bullet creates a *web*, as the spell from a 7th level caster, and releases 2d4 Small monstrous spiders. The spiders move through the web freely and swarm over any creature caught in it. The spiders do not leave the web and are destroyed if it is. The spiders and the web last for 10 minutes. Moderate conjuration; CL: 10th; *Prerequisites*: Craft Magic Arms and Armor, *summon monster III*, *web*; *Market Price*: 1,057 gp; *Weight*: 0 lbs.

Vest of Resistance (Complete Arcane)

These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws. Faint abjuration; CL: 5th; *Prerequisites*: Craft Wondrous Item, *resistance*, creator's CL must be at least three times the vest's bonus; *Market Price*: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5); *Weight*: 1 lb.

NEW SPELLS

Briar Web (Spell Compendium)

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 standard action

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

Area: 40 ft. radius spread

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

With a sharp sound like a thousand knives being unsheathed, the plants in the area grow sharp thorns and warp into a thick briar patch.

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap and twist around creatures in or entering the area. The spell's area becomes difficult terrain, and creatures move at half speed within the affected area. Any creature moving through the area also takes 1 point of nonmagical piercing damage for each 5 feet moved.

A creature with *freedom of movement* or the woodland stride ability is unaffected by this spell.

Distort Summons (Book of Vile Darkness)

Transmutation [Evil]

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

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

Area: 50-ft. radius spread

Duration: 1 hour/level

Saving Throw: No

Spell Resistance: No

The caster creates an area in which only evil creatures can be magically summoned. No matter what a later caster attempts to summon, he actually summons an evil version (a fiendish beast rather than a celestial one, for example) or an evil equivalent (a devil rather than a formian). If the summoner was attempting to summon a good or neutral creature, the evil creature that appears does not obey the commands of the summoner or attack his enemies. Instead, it attacks the summoner, and the spell that summoned the evil creature cannot be dismissed. A *distort summons* spell can be dispelled normally, however.

Hawkeye (Spell Compendium)

Transmutation

Level: Drd 1, Rgr 1

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 10 min./level (D)

By crying out like a hawk, you improve your eyesight. Distant objects and creatures seem closer and more distinct.

Your range increment for ranged weapons increases by 50%, and you gain a +5 competence bonus on Spot checks.

Dear Friends of Viscount Jorgos:

Time is of the essence. As you may have heard, the Viscount is not in his right mind. He will see no visitors. I fear for his sanity. My divinations have revealed that his condition is the result of foul magicks worked by minions of the Lizard King Sakatha. The cure for his affliction may be found at the Tomb of the Lizard King within the Hool Marsh. I am attaching a rough map detailing the way to the Tomb.

May Pelor's Light Guide Your Path!

Nolan Yarbough