

HIG5-01

Pooling Resources

A One-Round D&D LIVING GREYHAWK[®] Highfolk Regional Adventure

Version 1.0

by Todd Ammerman
with Brian Nowak

Reviewed by Chris Tulach

The Guildsmen of the High Art have been busy these last two years. They've moved into a new Guildhall and rumors say it is haunted. Whispers of keys, both magical and musical, and even the discovery of something called a *spellpool* abound within the new halls, and now beyond them. This adventure is especially for arcanists and their investigative allies, APLs 6-12.

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

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

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

Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

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

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 being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. 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.

| | 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 |

3. Sum the results of 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.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will 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 you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

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

Adventure Background

Almost two years ago, Daimon Truflame of the Guildsmen of the High Art purchased the former domicile of an old adventuring company known as the Doom Patrol for use as the organization's new Guildhall. Many Guildsmen were involved in moving their property from their former headquarters located in the basement of residence of Wilmont the Sagely to the new location in the Merchant's District.

A group of adventurers who delivered a wagonload of books to the new Guildhall aided the Guildsmen in this move, which they learned was formerly known as Doom's Retreat. They arrived to find the place apparently deserted, though they experienced some strange phenomena. The adventurers eventually found fellow Guildsmen Fallon Oakley and Selina but were drawn to the cellar by a scream from below.

Upon investigating, they discovered yet another Guildsman named Orin Yaun who claimed to have seen a ghost. The ghost soon attacked, first by possessing the sorceress and casting spells, and then by manifesting and using her *telekinesis* to throw the adventurers down the well. The adventurers eventually defeated the ghost and then investigated a secret summoning chamber, where they discovered the body of a wizard. Based upon information found in her journal, they learned the wizard was named Azrael, and was a former member of the Doom Patrol. Azrael had apparently been killed by a demon while researching the possibility of a *spellpool* in the area, and had recovered the first of five keys (the copper) necessary to unlock its powers. These events occurred in *GHA3-01, Moving Day*, a Highfolk Meta-Org Mini-Module.

Azrael's form eventually rejuvenated. While she was unhappy about sharing her domicile with others, she had become interested in their various arcane activities. Noticing that many of the Guildsmen showed some promise, she decided that if she could find several arcanists that were capable of passing a few tests they might be deemed worthy of carrying on with her quest to find the *spellpool*. These tests eventually led to the discovery of Azrael's secret laboratory beneath the tower, as well as the location of the second key in an extraplanar glass maze that contained several shocker lizards and possibly one or more flesh golems. The platinum key was eventually obtained by negotiating with Melkior, a very powerful cornugon devil.

When the adventurers returned to the Guildhall proper, they once again discovered Orin Yaun in the cellar, this time hiding because she feared for her life. It seemed she had caught wind of a possible assassination attempt, and asked them for protection. A few days later,

the attempt occurred, but Orin Yaun survived due to the intervention of a group of local heroes.

After dealing with Orin Yaun's situation, they were faced with a decision – to report their findings to the ranking Guildsmen, or to keep the ghost of Azrael's secret. Whether they received the gratitude of the Guildsmen of the High Art or the notice of the ghost of Azrael, one of the adventurers possibly has gained a new shocker lizard for a familiar. These events occurred in *GHA3-02 Out for a Spell* – the Mini Module – and the *DCV'03 Interactive Anthology of Interest*.

A few months later, the adventurers were once again called upon to assist the obsessive ghost in her ongoing quest for the *spellpool*. Azrael had discovered the means to obtain the next key, but needed the help of corporeal beings to reach it. She used the platinum key to summon a brass golem that immediately used its modified maze ability to transport the adventurers to an extra-dimensional maze.

After a brief but terrifying experience of individually navigating their way to the center of the maze while being stalked by the golem, the adventurers joined up in a water-filled room where they discovered another document with more information on the *spellpool* and the remaining keys. They were then forced to defeat the brass golem, and discovered the gold key was part of the construct itself. Upon grasping it, the adventurers were transported back to the Guildhall. These events occurred in *GHA4-01 Testing the Waters*, a Highfolk Meta-Org Mini-Module.

Several months later, Azrael and the PCs joined forces to rescue Orin Yaun from Melkior; Orin had attempted to bind the devil to garner more information on the *spellpool*. They managed to seal Melkior in an *iron flask*, but found that the brass stopper was faulty and needed to be locked by an iron key. They also discovered that the previously recovered documents were partially written in starlight phantom ink, and the hidden information detailed the means to obtain the iron key and the next step toward discovering the *spellpool*. The key was found, along with another document, in yet another extraplanar location, guarded by a watery trap. This document was eventually discovered to hold clues to the location of the silver key, written in moonlight phantom ink. These events occurred in *GHA4-02, Evening Dip*, a Highfolk Meta-Org Mini-Module.

Orin Yaun is in fact an agent of the Shadowclaw, a sneaky organization of Iuzian supporters. Orin is by nature aloof, arrogant, and condescending. She is also well organized and very ambitious. When it suits her, she plays the damsel in distress role quite convincingly; this includes flirting with charismatic males. She has been working for years as a plant within the Guild. The sorceress has decided that procuring the power of the

spellpool is worth exposing her cover, and is determined to ensure she learns its secrets before the Guildsmen do.

Adventure Summary

Before beginning, determine which PCs have done the following:

- played *GHA3-01 Moving Day*
 - obtained the copper key
 - received the Favor of Fallon Oakley
- played *GHA3-02 Out for a Spell*
 - obtained the platinum key
 - a shocker lizard familiar
 - gained an Influence Point with the Guildsmen of the High Art
 - received the Notice of Azrael
- played *GHA4-01 Testing the Waters*
 - obtained the gold key
 - received the Trust of Azrael
 - hold the documents retrieved from the maze
- played *GHA4-02 Evening Dip*
 - obtained the iron key
 - received the Recognition of Orin Yaun
- played *HIGB-02 Trouble Brewing*
 - received the Recognition of Orin Yaun

The adventure can start in one of several ways, depending on whether the PCs have any of the above.

1. PCs that belong to the Guildsmen of the High Art are contacted by Daimon to assist in locating the final clues to the *spellpool*. He actually teleports into the home of these Guildsman PCs. Give these PCs **Adventure Hook #1**, unless they qualify for Adventure Hook #2 as well; in this case, the PC only receives Hook #2.
2. PCs who have had prior friendly contact with Azrael are asked by the ghost (via a *whispering wind* spell) to assist in locating the *spellpool*. Those that have her Trust or even her Notice, receive additional information, preferential treatment, and be secretly asked once again to play host to her *malevolence*. Give these PCs **Adventure Hook #2**.
3. Those PCs that either have the Recognition of Orin Yaun from *GHA4-02 Evening Dip* or *HIGB-02 Trouble Brewing* (unlikely), have none of the above favors or influence (possibly), or have not played any of the Guildsmen Minimods (quite likely), are hired by Orin Yaun to assist in locating the *spellpool*. Give these PCs **Adventure Hook #3**.

Introduction: Once their agreement to help has been gained (even if by Azrael), the PCs are invited to the Guildhall along with their peers. Wilmont and Orin

Yaun fill them in on the *spellpool* information they have, and provide them with the copper, platinum, gold, and iron keys, along with the document written in various phantom inks (originally retrieved in *GHA4-01 Testing the Waters*, **Player Handout #1**). This note was originally found to hold clues to the location of the iron key, and has been recently discovered to hold additional clues leading to the silver key and to the *spellpool* itself. Last, the PCs are given a scrap of sheet music that was recovered from *GHA4-02 Evening Dip*, **Player Handout #2**.

The document suggests that the final key to the *spellpool*, the silver, may be found by visiting an abandoned cathedral of Sehanine Moonbow in the southeastern Vesve Forest.

Encounter One: After the meeting, Fallon Oakley meets up with the PCs. He offers any that have his Favor a *wand of shatter* and a *scroll of stone shape*, as a thank you for keeping his earlier indiscretions to themselves.

Encounter Two: If any Guildsmen are asked about the strange clef present on the scrap of sheet music, the PCs are referred to the Bardic College. Assuming they heed this advice, they eventually find from the young bard Sherlin Torenlo that the music was written in the alto clef. This is a clue that the music may be read either right-side up or upside down and backwards. The latter reveals that the notes spell out the phrase "DEFACE A AGED FACADE", which is also a clue that leads to the location of the silver key.

Encounter Three: After a few days travel, the PCs arrive to find nothing of interest in the ruined cathedral other than an old pipe organ and the curiously intact stained glass windows. If they play the music they found, the right way or the wrong way, several stained glass golems attack (any other notes played have no effect).

If the music was played correctly, the stained glass golems suffer the effects of a *shatter* spell prior to attacking the party, resulting in a significantly easier encounter. This also causes a vine stairway to grow, revealing an entrance to hidden catacombs above the cathedral. At this point, the PCs may become aware of a scrying attempt, performed by Orin Yaun to pick up any information she may be missing.

Encounter Four: Entering into the catacombs, the PCs find them guarded by a handful of illusionary skeletons.

Following the clues in the document, the PCs eventually find the old crypt-walls are covered with ancient bas-relief carvings. One of these walls has something magical behind it, and is actually a *wall of stone* spell. Breaking through it reveals an entrance to an extraplanar space beyond – this space holds the silver key, which in turn holds the liquid necessary to make the document indicate the *spellpool's* location in the Yatil

Mountains. Orin Yaun attempts another scrying while the party is en route.

Encounter Five: The PCs then have an uneventful journey through the Vesve and into the mountains, eventually arriving at a small cave entrance. Entering into the cave, they may find a plaque written in Ancient Suloise along with a complex lock; both are only visible if two or more of the keys are within ten feet of it. The phrase on the plaque reads “Feigned Agreement Augurs Cursed aPtitude”. The lock can only be opened by inserting the keys into the single lock in the proper order - in addition to the phrase being a clue to that order, it is also a warning of the curse that will be inflicted upon any that uses a key incorrectly. The first two letters of each word correspond to the alchemical symbol for the material of which the proper key is made (except for the platinum key, which uses the second and third letters). **Player’s Handout #3** depicts this setup.

Encounter Six: Once unlocked, the door opens on a passage that leads down to a large cavern containing the *spellpool*. The *spellpool* is fed by a golden-colored underground stream by means of a small waterfall. It is guarded by a female behir named Jewel that has been sustaining herself by feeding on the magical energies of the *pool*. She allows the PCs access to the *pool* and its relay device if they can answer a simple riddle; otherwise, the behir lets them pass anyway. Jewel is much too lazy to care. Orin Yaun attempts a final scrying at this time.

Encounter Seven: Either method allows the PCs a chance to discover a secret door that leads up to a smaller cavern that houses a magical crystal vial. This vial acts as a relay device once it is filled with liquid from the *spellpool*. A water-related trap protects the relay device.

Encounter Eight: While the PCs are retrieving the vial, Orin Yaun and her 3 cronies set up an ambush back in the *spellpool* cavern. Orin first attempts to sweet-talk the PCs into giving her the vial. If unsuccessful, they attack to obtain the vial, and to ensure the PCs don’t live to tell of the *spellpool*’s location. Failing that, Orin Yaun then attempts to escape at all costs. Any spells cast in this cavern are subject to strange magical effects.

Conclusion: If the PCs should succeed in accessing the *spellpool*, retrieving the vial, and defeating Orin Yaun, Azrael (if present) takes control of her host PC, forcing him to jump into the *spellpool*. If the PC has been subjected to the *bestow curse* effect from Encounter Four, contact with the liquid instantly cures him of this curse. The PC then senses the ghost of Azrael leave his body as the others see her separate from him. She favors them with a sad smile and a whispered ‘thank you’ as she fades into the stuff of the *spellpool*. It is unclear whether they have seen the last of the ghost.

Spellpool

In addition to affecting spells cast in its vicinity (see Encounter Eight), the *spellpool* removes curses and breaks enchantments as if the spells *remove curse* and *break enchantment* were cast (CL 17). It only affects one curse or enchantment per PC, ever. If any PC was cursed by the keyhole puzzle, this is the curse that is removed as if by a *wish* spell; otherwise a randomly chosen curse is removed as if the spells *remove curse* and *break enchantment* (CL17) were cast. Note that the *spellpool* cannot remove curses bestowed by an AR that specifically dictates the curse can’t be removed.

Preparation for Play

Legendary Deeds: At the beginning of this scenario, each player must determine the recognition of his Legendary Deeds. Roll percentile dice for each player and compare it to the total percentage value of all the Legendary Deeds that the player has accumulated for this character. If the percentile roll is greater than the total, a Legendary Deed is not recognized, and nothing happens. If the roll is less than the percentage total, then randomly choose one of the deeds from the PC’s pool. For the entirety of the event, NPCs recognize the PC for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, the deed is marked “USED” and the player may keep it, so as to keep a record of his deeds.

Before starting, have each player make three 1d20 rolls – these will be used later to determine if their PCs detect Orin Yaun’s scrying attempts. She actually makes an attempt to scry upon the PCs once every day using the Guildsmen’s crystal ball, but, for simplicity, only allow the PCs a chance to notice the attempts detailed in Encounters Three, Four, and Six.

Give the players the appropriate handout for their hook as indicated above.

Introduction

Read or paraphrase the following:

Following your instructions this blustery Fireseek morning, you head for the heart of the Merchant’s District in search of Doom’s Retreat. Shortly before you turn around the last corner, what must be at least a fifty-foot high tower looms into view. Continuing on, you note a rather large edifice is attached to the lower stories of the tower, complete with a quaint little garden enclosed by a wrought-iron fence. Though the freshly oiled iron gates are flung open wide, it is the kindly old gentleman polishing the brass knocker of the large double-doors that draws your attention.

The human, who stands over six feet tall and appears to be in his early 60s, doesn't seem to notice you. So intent is he upon his polishing you are able to approach without distracting him at all.

Eventually, Wilmont becomes aware of the PCs, either as a result of their actions, or of an end to their patience.

☛ **Wilmont the Sagely:** Male human Wiz 12. *Traits:* Kindly, intelligent, absent-minded.

"Oh! Heh, heh! I'm sorry – didn't see you young'ns standing there. Why don't you come on in for a hot drink and a little chat? I'm Wilmont... some call me the Sagely One, or some such." He dismisses the notion with a wave of his hand and leads you in through the imposing doors. "The others are waiting inside."

Wilmont recognizes and addresses any members of the Guildsman of the High Art by name, but won't answer any questions or go into details on anything important yet.

Wilmont ushers you through several areas of the Guildhall – through a spacious but empty meeting hall to a door between a spiral staircase and a fireplace and into a circular and well-stocked library He turns down a long and twisty corridor, through an unused dining room, and finally into a comfortable and well-appointed sitting room, where you note there are several other adventurers already waiting. A plaque bearing a plain golden wand with a bolt of green fire issuing forth from the tip, offset on a field of deep blue hangs above the mantle of the fireplace.

PCs may make their introductions at this time. They can make a DC 12 Knowledge (Local [Iuz's Border States]) check to recognize the symbol as that of the Guildsmen of the High Art; members of the Guildsmen recognize it immediately.

As you get settled, your attention is drawn by some activity at the teacart in the corner. Cups and saucers begin to move, seemingly of their own accord, as hot, aromatic tea is poured and served to anyone that wishes it. There are also some warm cookies available, but Wilmont advises, "They are the result of one of Elena's recent 'baking by conventional means' attempts, and she has hardly scratched the surface of perfecting her techniques."

Any Guildsmen recognize 'Elena' as Elena Galen, one of the ranking members of the Guildsmen of the High Art;

others may make a DC 20 Knowledge (local [Iuz's Border States]) check to recognize her name. Once the PCs are introduced and their needs attended to, Wilmont goes on to explain why they've been called to Doom's Retreat. Most of his 'absent-minded professor' traits drop as he introduces fellow Guildsman Orin Yaun and they begin serious discussion of the *spellpool* and its importance to the Guild.

☛ **Orin Yaun:** Female half-elf Sor6/Rog4. *Traits:* beautiful (Cha 20), sweet, vulnerable, flirtatious. See Appendix One for statistics.

They relate most of the information given in the Adventure Background, but the pertinent details for this adventure are summarized here:

- ☛ Despite the efforts of some Guildsmen to keep it quiet, Wilmont and the other ranking members have discovered that the ghost of Azrael haunts the Guildhall.
- ☛ Wilmont says that Azrael had been researching the existence of a spellpool in the Yatil Mountains prior to her violent death at the claws of a fiend, over 60 years ago.
- ☛ Wilmont also share that over the course of the last two years, Azrael has garnered the assistance of several Guildsmen and their allies to collect information and materials leading to the discovery of a *spellpool* and a means of gaining access to its powers.
- ☛ According to Wilmont, the *spellpool* is believed to be a phenomenon that would greatly benefit the Guild by allowing its members a means of storing and sharing spells.
- ☛ Orin Yaun believes that Azrael and her 'assistants' have acquired as many as four keys that are believed to unlock the powers of the spellpool – Guildsman PCs may have one or more of these keys on their person.
- ☛ Orin Yaun and the ghost of Azrael have had several run-ins in the past, but the ghost has recently saved the life of the sorceress. As a result, they have agreed to work together to complete the ghost's research.
- ☛ Orin shares that the previously discovered keys are reported to all have been guarded by elaborate puzzles, deadly traps, and frightening constructs, all in strange, extraplanar spaces. Refer to Adventure Background for details, if necessary.
- ☛ Orin explains that the certain words of the document were written in moonlight phantom ink and have since been highlighted in regular ink.

- Orin resorts to flirting with any male PCs that seem to require motivation to help.

Once the PCs agreement to help has been gained, they are provided with the copper, platinum, gold, and iron keys (whichever they don't already have), as well as the document written in both normal and phantom inks (retrieved in *GHA4-01 Testing the Waters*). This note was found to hold clues to the location of the silver key and perhaps to the *spellpool* itself. Last, the PCs are given a scrap of sheet music that was recovered from *GHA4-02 Evening Dip*. Give the party **Player Handouts #1** and **#2** at this time.

The document suggests that the final key to the *spellpool*, the silver, may be found by visiting an abandoned cathedral in the southeastern Vesse Forest, and provides enough detail to discern its location. Once the PCs are clear on their course of action, Wilmont and Orin Yaun thank them and wish them luck, then send them on their way.

If asked about the scrap of sheet music, Orin snidely refers the PCs to try asking the silly musicians at the Bardic College of Myrin Tyrinthaël. If the PCs should attempt to investigate the musical passage themselves, a DC 15 Perform (any Instrument, or Sing) check reveals that the music was written in the alto clef, which places middle C on the middle line of the staff. They also note that the stems of each note are drawn incorrectly (upside-down and on the wrong side).

This is a clue that the music may be read either right-side up and forwards or upside down and backwards. Right-side up (as written), the notes are BAGECA E EFAB GECEBA. But if inverted, held up to a strong light, and read through the parchment, the scrap reveals that the notes spell out the phrase "DEFACE A AGED FACADE", which is also a clue that eventually leads to the location of the silver key.

At some point during this conversation, Azrael herself makes an 'appearance'. She *manifests* in the fireplace, attempting to remain hidden from the PCs (a DC 41 Spot check detects her), and begins to play several practical jokes on Wilmont, Orin, and the PCs while they update the adventurers. These jokes can be, but are not limited to, making strange noises, music, or voices using *ghost sound* or *ventriloquism* spells; odd smells, thermal fluctuations, or personal items changing color or becoming soiled using *prestidigitation*, objects floating about using *telekinesis*, and other phenomena. The DM is encouraged to be creative with Azrael's pranks, but not to overdo it. Suggestions are to turn a PC's hair purple, goose a male PC, or to make the sitting room abnormally cold. After a few pranks, Wilmont chuckles and chastises the ghost for her behavior, causing her to cease.

Ghost of Azrael: Female human Ghost Wiz 12. *Traits:* normally serious but prone to practical jokes, intolerant of incompetence.

If any PC gained a shocker lizard familiar from the maze in *GHA3-02 Out for a Spell*, at least one of the Guildsmen NPCs comments on such a fine familiar.

If any PC has the Favor of Fallon Oakley from *GHA3-01 Moving Day*, proceed to Encounter One. If the party decides to head to the Bardic College, proceed to Encounter Two. Whenever the party is ready to proceed to the cathedral, go to Encounter Three.

Development: At this point, any player that received **Adventure Hook #2** receives the *message* from the ghost of Azrael. If there is more than one qualifying PC, she gives preference to those PCs with her Trust. If the PC refuses, Azrael communicates with the next PC that received Hook #2. If there are no others, she uses her *malevolence* to forcefully take over one of these PCs (DC 19 Will save), in reverse order of her initial attempts. Failing that, Azrael simply gives up and stays put.

Do this after Encounter One, if it takes place.

Encounter One Silence is Golden

This encounter only takes place if one or more PCs have the Favor of Fallon Oakley from *GHA3-01 Moving Day*. Read or paraphrase the following:

As you prepare to leave Doom's Retreat to begin your journey, you are greeted by another Guildsman, this time in the library. You recognize by his bright red tunic, gold breeches, and long, light-brown ponytail that this is the half-elven wizard, Fallon Oakley. He seems barely able to contain his excitement, as if he has some secret to share.

Fallon addresses Guildsmen and/or those that have his Favor by name and direct his comments to them. He even attempts to pull those PCs aside, but continues anyway if other PCs insist on listening in.

☛ **Fallon Oakley:** Male half-elven Wizard 9. *Traits:* loyal, fun-loving, and likeable. He is also a bit of a rebel and a free spirit.

"Hello, my friend(s)! I hope all is well with you." He lowers his voice a notch and then continues. "I just wanted to thank you again for your discretion when we met way back on moving day. I told you then I would repay you for keeping quiet about Selina and me." He fishes out two long, slender objects of ivory

from inside his tunic and hands them over. As he does, a plain gold band can be seen shining on the ring finger of his left hand. "These are for you – a token of my gratitude and a repayment of my debt."

Fallon offers any that have his Favor a *wand of shatter* with 10 charges remaining and a *scroll of stone shape*– he explains their workings, that the wand was something he no longer has use for, and that he made the scroll for this purpose.

If asked about the ring, he laughs and confesses that fellow Guildsmen lover Selina, unconcerned about Daimon's opinion, actually asked Fallon to marry her! They are to be married later this year, but he is still trying to keep it quiet around the Guildhall, for now.

Treasure: Fallon gives PCs who have his Favor a *wand of shatter* (caster level 3) with 10 charges remaining, and a *scroll of stone shape* (caster level 9).

All APLs: *wand of shatter* (75 gp), *scroll of stone shape* (75 gp).

Encounter Two The Magic of Music

If the PCs should choose to visit the Bardic College to get assistance in deciphering the musical clue, read or paraphrase the following:

The main entrance building to the campus is tall, perhaps three stories. The ornate pillars in front illustrate tales that are carved into the marble; one is of a gallant knight slaying a dragon, and another is a titanic battle amongst depictions of some gods. A third pillar has some poetry carved on it while yet another has what appears to be a series of musical notes that seem to travel down the pillar.

The great oak front doors are standing open and inviting. Inside you see small groups of what can only be bards. There are people in hats with various types of plumage, a small group in a corner having what appears to be a sing off, and even a handful of people sitting in some chairs reading large and dusty texts. If it were not for the people already in this expansive room, you might think that your simple footsteps would echo across the world.

This entrance hall, almost two stories in height with a couple of staircases in the back, has various tapestries hanging on the walls, similar to the pillars outside. There are shelves with many books, a grand harpsichord in the corner, and many comfortable-looking chairs. Out of all of this, two things grab your attention: a large sign in the middle of the room that says "College Information: Directions and General Information", and a young woman's voice -

"Greetings, and welcome to the College of Myrin Tyrinthaël!"

This woman is the young bard Sherlin Torenlo. She is very eager to help and to prove herself, with a tendency to overdo things in an effort to prove that she is capable.

Sherlin is a five feet-five inch tall human female, with long brown hair tied back in a ponytail. She is only 16 years old and looks it, but she holds herself as if she has been working for years. Her clothes tend toward the darker colors, dark browns and blues, with a spark of bright green that matches her eyes.

If the PCs ask Sherlin for help with the musical passage, she immediately tells them that the music was written in the alto clef, which places middle C on the middle line of the staff. She also notes that the stems of each note are drawn incorrectly (on the wrong side).

This is a clue that the music may be read either right-side up and forwards or upside down and backwards. Right-side up (as written), the notes are BAGECA E EFAB GECEBA. But if inverted, held up to a strong light, and read through the parchment, the scrap reveals that the notes spell out the phrase "DEFACE A AGED FACADE", which is also a clue that eventually leads to the location of the silver key. It is best to let the PCs discover this for themselves, but use Sherlin as necessary to guide them toward this revelation.

☞ **Sherlin Torenlo:** Female human Bard 3. *Traits:* Eager, helpful, determined.

Whenever the party is ready to proceed to the cathedral, go to Encounter Three.

Encounter Three Stained Glass

Read or paraphrase the following:

Your goal now clear, an uneventful journey of several days through the Vesve Forest lies behind you. According to your directions, the cathedral should be close now – in fact, could that be it just beyond the edge of that copse?

Crossing the tiny stream and approaching the large structure in the dreary light of a Fireseek afternoon reveals its sorry condition; the dilapidated cathedral must have been abandoned for nearly a decade to reach this state of disrepair. Scarred white marble and crumbling mortar do their best to repel the elements, and what can be seen of the domed roof looks even less promising. A gargantuan willow tree rises through the dome of the central structure, providing some degree of protection for the open

cathedral. Four vine-entwined marble towers, their open tops exposed to the winter, surround the main edifice as if they were weary sentinels.

Craning your necks to scan the higher reaches, you note the moonmote and vine walkways joining the towers to each other and stretching to the willow itself. One of the towers features a series of silvered moon chimes hanging from an alabaster archway. The wooden shutters adjoining the stained glass windows either barely hang by a single nail, or are missing altogether. Returning your gaze to the earth, you see that the heavy wooden doors, though still mostly intact are so swollen they look impossible to open, and so scarred that the symbol of a full moon beneath a crescent can barely be made out.

PCs that can make a successful DC 5 Knowledge (religion) check recognize this symbol as that of Sehanine Moonbow, goddess of mysticism, dreams, far journeys, death, full moons, and transcendence. Worshippers of any deity of the Seldarine Pantheon get a +6 competence bonus on this check.

A DC 30 Knowledge (history), Knowledge (religion), or Knowledge (local [Iuz's Border States]) check, or Bardic Knowledge check reveals that this cathedral was built hundreds of years ago by the elves of Flameflower and was used as a bastion against the Old One's forces as they emerged from the Defiled Glades, but was abandoned and mostly forgotten after the Greyhawk Wars.

If the adventurers attempt to open the stuck door, it requires a Strength check of 23; otherwise, access to the interior can also be gained by breaking through a wall (also requiring a Strength check of 23), or by entering through one of the holes in the roof.

🔓 **Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; AC 5; Break DC 23.

The swollen doors finally release onto a narrow curved entryway. As you enter, your booted feet shuffle and crunch through a carpet of desiccated leaves beyond what appears to be a broken stone font.

Passing through another set of open double doors leads to a rather large space, slivers of diffused light leaking in not only through the leafless canopy of branches, but also through the filthy ten foot-tall stained glass windows crafted in the form of elven knights. Once your eyes adjust to the dim interior, they reveal that this leaf-strewn cathedral is roughly 80 feet in diameter and perhaps 100 feet from narthex to curved apse, with a domed ceiling at least 60 feet high. The center of the dome is open to the elements above, where the trunk of the enormous willow

stretches up and out to expand into thick limbs reaching almost to the surrounding marble towers.

Circling around the forty-foot diameter trunk in the center of the choir to approach the semi-circular apse, you spy several small openings in the tree that reveal a hollow within. Continuing around, a large gnarled cavity houses a small wooden bench before a hulking rounded contraption with a horizontal display of wooden levers beneath a myriad of dusty buttons and knobs. Many silver and wooden pipes and tubes rise up out of sight inside the tree. And behind you in the apse is all that remains of a broken alabaster altar, the larger chunks of rubble defaced with orcish scrawlings covering the old carvings of lunar phases and constellations.

The PCs find absolutely nothing of interest in the ruined cathedral other than a broken font in the nave (marked 'A' on the map), the tree ('B'), the old pipe organ in the tree's hollow ('C') a largely destroyed altar ('D') in the apse, and the curiously intact windows ('E').

The lower entrance to each of the towers is hidden by a modified *veil*/spell that looks like a blank wall ('F') to all but followers of any of the Seldarine pantheon or those that interact with the walls and make a DC 18 Will save. Note that extra sensory perceptions (such as blindsight) count as interaction, but do not automatically see through the illusion. Each tower has a spiral staircase that leads up to the open top. Atop tower 'G' is a small transept chapel that houses a smaller altar, this one mostly intact. Atop this second, intact altar is a supple length of willow with a forked tip. At APL 10 and higher, this willow branch is in fact a *staff of divination* with 9 charges remaining. At lower APLs it was once a *staff* but has been drained of all its charges.

Tower 'H' holds an empty sacristy, and is topped with moon chimes. Tower 'J' is used for storage, and Tower 'K' holds empty priest's quarters.

Note that a DC 52 (for APLs 6 and 8), DC 60 (APL 10), or DC 64 (APL 12) Spot check is required to note anything odd about the stained glass windows. If the golems are detected and attacked in any way, they jump down to the cathedral floor and attack as if the organ had been played incorrectly (see below).

If the PCs attempt to investigate the organ, they find it still capable of producing music, albeit in a bad state of disrepair and grossly out of tune. The fact that is not properly tuned is the reason the golems attack, even if the passage is played properly. The PCs may attempt to repair and tune the organ, but this requires the expenditure of one additional Time Unit and a DC 25 Craft (Musical Instruments). A successful check results in the golems not attacking at all if the musical passage is

played correctly, but the constructs still attack if the passage is played the wrong way.

Without repair and tuning, if the PCs play any random tune or notes on the still-functioning pipe organ, nothing happens. But if they play the musical passage they brought with them, either the right way or the wrong way, several stained glass golems jump out of their window frames, land with a loud crash, and attack.

Upon playing the final note of the passage, it begins to resonate, increasing in intensity and then suddenly in pitch as well. It builds for many seconds, until it reaches nearly painful frequencies, causing you and your companions to cover your ears. With a resounding crash, the stained glass windows suddenly implode, raining multi-colored shards all about the choir of the cathedral. As you release your ears now that the pain has subsided, you realize that the shards have fallen in a disturbing pattern, as they coalesce into the flat knightly forms they previously held when the windows were intact.

If the music is played in reverse order (as written), which requires a DC 12 Perform (keyboard instruments) check and for the performer to play the notes BAGECA E EFAB GECEBA), add the following:

The glass knights advance menacingly upon your group.

If the music is played properly, which also requires a DC 12 Perform (keyboard instruments) check and for the performer to play the notes DEFACE A AGED FACADE), add the following instead:

Uninitiated by anyone, the organ emits yet one more ear-piercing note. The advancing forms take pause, as hairline fractures begin to form and grow across their features. Once the note ceases, the glass knights continue to advance menacingly upon your group.

If the music was played correctly (DEFACE A AGED FACADE), the stained glass golems suffer the effects of a *shatter* spell cast at 10th level prior to attacking the party, resulting in a significantly easier encounter. This effect deals an automatic 35 points of damage to each golem, with no save.

APL 6 (EL 8)

☛ **Stained Glass Golems, Advanced (2):** hp 108 each; see *Appendix One*.

APL 8 (EL 10)

☛ **Stained Glass Golems, Advanced (4):** hp 108 each; see *Appendix One*.

APL 10 (EL 12)

☛ **Stained Glass Golems, Advanced (4):** hp 152 each; see *Appendix One*.

APL 12 (EL 14)

☛ **Stained Glass Golems, Advanced (4):** hp 204 each; see *Appendix One*.

Development: Playing the musical passage correctly also causes a spiral staircase within the massive willow tree's trunk to slowly rise up around the organ at the rate of one foot per round, revealing an entrance to a hidden crypt above the cathedral. If the adventurers should choose to flee up this staircase without first defeating the golems, the constructs will pursue.

Once the combat is over, the PCs may also become aware of a scrying attempt performed by Orin Yaun, trying to discern the progress of the adventurers. Any PC with an Int of 12 or higher and a DC 20 Intelligence check may detect the scrying sensor; use the first of the per-rolled checks.

Treasure: The only treasure found in this encounter is the *staff of divination* found in the transept chapel.

APL10 *staff of divination* (1102gp).

APL12 *staff of divination* (1102gp).

Encounter Four The Crypt Keepers' Facade

A gnarled mass of roots and vines twists and spirals upwards, forming a staircase that provides access to the interior of the massive willow's trunk. A pungent, loamy scent descends and wafts around you, released from its prison above. An eerie silence accompanies it, despite the distinct feeling that the area above is not entirely unoccupied.

The crypt can be reached with a thirty-foot climb, and is currently unlit.

Once a light source is provided, what appears to be a circular crypt opens before you. Nearly a dozen rough alcoves line the walls of the large, earthy room. The side walls of the individual crypts are formed of gnarled limbs and branches, while the back walls of the alcoves are covered with bas-relief carvings depicting elven funeral processions and rites, lunar portrayals, and mystic rituals.

If the earlier Knowledge (religion) check was made, they can easily recognize the references to Sehanine Moonbow and the Seldarine pantheon. If the earlier check was failed, allow the PCs another DC 5 Knowledge (religion) check, with the same conditional modifiers, to recognize the trappings now.

Creatures: As soon as the PCs disturb any of the coffins or crypts (except for the one covering the *wall of stone*), a pair of illusionary skeletal guardians emerges from opposite wall-crypts. Attempt to lead the PCs to believe that these skeletons are more than they seem.

Note that these creatures are really just a *programmed image* and not actually undead, as Sehanine and her worshippers consider undead to be a blasphemy; treat them as normal skeletons, except that a DC 19 Will save will reveal them as figments.

As you disturb the crypt, an eerie scraping sound followed by the rattle of bones announces the fact that you are not alone. Simultaneously, a standing coffin at either end of the crypt opens, and a pair of skeletal figures emerges. The tattered remains of their bodies and clothing are barely intact enough to suggest elven clergy as they advance upon you to attack. Their ire at your disruption is apparent in the crimson pinpricks glowing in their dead eye sockets.

All APLs (EL o)

☛ **Skeletons, Human (Elven) Warrior (2):** hp 6, 6; see *Monster Manual*/page 225.

Development: After the skeletons are swept away, the PCs should be able to follow the clues in the *spellpool* document to determine that a *detect magic* spell would be helpful here. The spell reveals that one of the crypt walls (see **DM's Aid #2** for diagram of crypt detail) covers something that radiates magic. A successful DC 25 Spellcraft check identifies a small portion of the wall as a *wall of stone* spell. Have players roll this check if any of them state their PC is checking the walls. A successful *disintegrate* cast on this "wall" reveals a miniature portal to an extraplanar space beyond, as will a *dig, stone shape*, or *passwall* spell, similar magics, or simply breaking through the wall.

🗡 **Masonry Wall:** 2 in. thick; hardness 8; hp 15; AC 5; Break DC 35.

Breaking through the tiny portion of wall reveals a swirling, silvery screen before you. Steeling your nerves you forge ahead, carefully reaching your hand through and into the strange space beyond.

You feel a chill on your skin, but it leaves your hand unharmed. Feeling around, you touch a hard, cold, cylindrical object. Grasping it, a slight tug is all that is required to bring the object back to this plane.

The object is a simple-looking large skeleton key, fashioned entirely of silver. A DC 12 Search check reveals that the bow (top) of the key seems to be removable. Carefully opening the bow allows one to see that the key is hollow and contains about one ounce of liquid that, when poured on the *spellpool* document, indicates a map written in a special phantom ink that provide further clues to the *spellpool's* location in the Yatil Mountains. A DC 10 Craft (alchemy) or Knowledge (religion) check reveals the liquid to be holy water.

It is possible that the party may need some help figuring out what they should do next – they may resort to the casting of divination spells. If a *divination* is cast, you might reply with a phrase something like "Let the key be your quill; the blessed liquid will reveal the path."

Development: Orin Yaun attempts another scrying while the party is en route to the cave – use the next of the pre-rolled checks.

Encounter Five Alchemy 101

Read or paraphrase the following:

Following the phantom ink map revealed by the holy water leads to an uneventful journey of several more days, along the Quagflow Road and beyond, high up into the Yatil Mountains. Your new information eventually allows for the discovery of a small cave, one that would have been very difficult to find without the map.

It is the dead of winter, so cold weather gear or similar protection magics will be necessary to avoid the dangers of the weather. See page 302 of the DMG for effects of the cold environment on unprotected PCs. The environment is merely cold.

If the PCs bring at least two of the five keys into the cave (which means within ten feet), lettering in Ancient Suloise can be seen. If any of the PCs speaks or understands either language, give the party **Player Handout #3**, and read or paraphrase the following:

As you approach the right wall of the cave, a lettered brass plaque appears around a tiny hole.

The phrase on the plaque reads "Feigned Agreement Augurs Cursed aPtitude" to those that can read Ancient Suloise, can make a DC 25 Decipher Script check, or have

access to magic such as a *comprehend languages* spell. The hole is a keyhole with a very complex lock that can only be opened by inserting each of the five keys in the proper order, or by making five successful DC 40 Open Locks checks. In addition to the phrase being a clue to that order, it is also a warning of the curse that will be inflicted upon any PC that uses a key incorrectly. The first two letters of each word correspond to the alchemical symbol for the material of which the proper key is made (except for the platinum key, which uses the second and third letters). PCs may make a DC 20 Craft (alchemy) check to know the correct alchemical symbol for each key. Alternately, those that understand Ancient Suloise may recognize the Suel words for the key materials - ferrum, argentum, aurum, cuprum, and platinum – and be able to establish a connection between those words and the words engraved on the plaque. Note that Azrael (if present) can provide this information to her host.

The key sequence is completed properly by first inserting the iron key into the keyhole, turning it one full rotation counter-clockwise, removing it, and then repeating with the silver, gold, copper, and platinum keys in that order. As each correct key is inserted in the proper order, the corresponding word flashes briefly and then disappears. If this is done properly, ending with the turning of the platinum key, the thin green ray of a *disintegrate* spell shoots forth from the keyhole, destroying the platinum key and creating a five-foot diameter opening in the opposite wall of the small cave. The newly created entrance is shrouded in a glowing green curtain (the *dimensional lock* spell – see below).

Trap: Should a key be inserted in the wrong order or turned in the wrong direction, any PC in contact with that key is subjected to a trap or series of traps. Note that the keys each require more than 20 lbs. of force to open the lock, so *unseen servant*, *wood wose*, or similar spells aren't useful to open the lock. Those using longreach thief's tools or ranged legerdemain, *summoned* creatures, *telekinesis*, or similar magics to manipulate the keys, or a *stone shape* spell to bypass the wall still suffer the effects of the curse even though they are not actually touching them.

As a note, making successful Open Locks checks (as indicated above), does not subject the lock picker to the effects of the trap. The device is sufficiently fooled in such instances.

In addition, a permanent *dimensional lock* spell has been cast just inside the passage, in order to prevent *teleport*, *dimension door*, and similar spells from bypassing the puzzle

APL 6 (EL 8)

↗ **Heightened Bestow Curse Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*heightened bestow curse* [one randomly determined ability score is reduced by 6], 13th-level cleric, DC 20 Will save negates); Search DC 32; Disable Device DC 32.

APL 8 (EL 10)

↗ **Heightened Greater Bestow Curse Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*heightened greater bestow curse* [one randomly determined ability score is reduced to 1], 17th-level cleric, DC 23 Will save negates); Search DC 34; Disable Device DC 34.

APL 10 (EL 12)

↗ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 2d4 negative levels for 24 hours, 17th-level wizard, DC 23 Fort save negates); Search DC 34; Disable Device DC 34.

↗ **Heightened Greater Bestow Curse Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*heightened greater bestow curse* [one randomly determined ability score is reduced to 1], 17th-level cleric, DC 23 Will save negates); Search DC 34; Disable Device DC 34.

APL 12 (EL 14)

↗ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; Atk +9 ranged touch; spell effect (*energy drain*, 2d4 negative levels for 24 hours, 17th-level wizard, DC 23 Fort save negates); Search DC 34; Disable Device DC 34.

↗ **Energy Drain Trap:** CR 10; magic device; touch trigger; automatic reset; Atk +9 ranged touch; spell effect (*energy drain*, 2d4 x 1.5 negative levels for 24 hours, 17th-level wizard, DC 26 Fort save negates); Search DC 34; Disable Device DC 34.

↗ **Heightened Greater Bestow Curse Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*heightened greater bestow curse* [one randomly determined ability score is reduced to 1], 17th-level cleric, DC 23 Will save negates); Search DC 34; Disable Device DC 34.

↗ **Heightened Symbol of Weakness Trap:** CR 10; magic device; touch trigger; automatic reset; spell effect (*heightened symbol of weakness*, 3d6 Strength damage,

17th-level wizard, DC 20 Fort save negates); Search DC 34; Disable Device DC 34.

Once the party has opened the passageway to the *spellpool*, proceed to Encounter Six.

Development: If the PCs have trouble solving the puzzle, it is possible that they may need some help figuring out what they should do next – they may resort to the casting of divination spells. If a *divination* is cast to determine what happens if they use the proper key sequence, you might reply with a phrase something like “Green rays open the way, leading to golden pools and watery death.” Also, if the ghost of Azrael is tagging along, she understands Ancient Suloise. She shares that knowledge with her host if necessary.

Encounter Six Testing the Waters

Read or paraphrase the following:

The newly formed opening leads to a narrow passage that descends for several leagues into the bowels of the mountains. Eventually, it opens upon a spacious glowing cavern, accompanied by the fluid music of running water.

Carefully entering into the vast cavern, it becomes obvious that the gentle glow originates from the slow running golden stream that begins at a small waterfall on the far wall and culminates at a deep pool in the center of the cavern. The entirety of the rocky grotto pulsates with latent energy, which seems to emanate from the golden pool itself. A myriad of stalactites and various ledges glisten overhead, dripping more of the golden liquid onto the stony ground surrounding the pool.

At the first step into the expansive chamber, the liquid of the golden pool suddenly begins to swirl and churn as the head of a huge, armored serpent breaks the surface. It sniffs about for a moment before noticing your presence; when it does, the blue-scaled head opens its mouth wide, inhales deeply, and... speaks, in perfect Common tongue with a pleasant, lilting female voice.

“Well, hello there, fffew-legsss. You’vevve come to sssteal from my precioussss pool, havvve you? Hmmm... not without a little fffun fffirssst. My name iss Jewel – who are you?”

Jewel appears as a colossal armored snake, about three hundred feet long and weighing about 37,000 pounds. She can fold her dozen limbs close to her long, narrow body and slither in snake fashion. The behir’s coloration ranges from ultramarine to deep blue with bands of gray-

brown, and her belly is pale blue. She has two large horns that curve back over her head.

☞ **Jewel:** Female behir. *Traits:* Lazy, contented, relaxed. Int 20. Cha 13. See *Appendix One*.

Jewel can share the following information:

- ☞ She has been sustaining herself by feeding on the magical energies of the *pool* for centuries, ever since she was a youngling.
- ☞ The liquid of the *spellpool* is not wet, and can be breathed as if it were air. One mouthful can sustain a being for an entire day.
- ☞ Other than a fleeting interest in some company, her only desire is to remain close to the incredibly powerful energies of the *spellpool*.
- ☞ The behir feels only a slight sense of obligation to protect the *spellpool* from being destroyed or tainted, and mostly just wants the PCs to visit for a bit and then leave her alone and be on their way.
- ☞ Jewel can tell them of the vast magical power of the *spellpool* and that it can sustain life and augment magic.
- ☞ She was told by the ancient Suel people that brought her to this cavern that there is a crystal vial stored further down the passage. When filled with the liquid of the *spellpool*, this vial allows a being to access its powers from any distance.
- ☞ She allows the PCs access to the *spellpool* and to the relay device further down the passage if they can answer a simple riddle.

“What’sss assss heavvvvy assss ssstone, yet can fffloat in the air?”

The answer she has in mind is “gargoyle”, but she is just toying with the PCs; any answer will do, as will even no answer at all.

Development: If threatened, Jewel retreats beneath the surface of the *spellpool*. She only defends herself if the PCs pursue the attack. As the PCs proceed down the passage, Orin Yaun attempts a final scrying – use the last of the pre-rolled checks.

Encounter Seven An Evening Dip

Read or paraphrase the following:

Taking your leave of the behir and continuing down the dark and narrow passage, you sense an end to

your quest rapidly approaching. The corridor ends in a thirty-foot diameter room, a narrow ledge surrounding a cistern of some sort. The water appears ordinary, for it does not glow with the golden hue of the spellpool stuff; on the contrary, it appears brackish and dark, preventing any casual determination of its depth.

The water is too dark to be able to see more than two feet unless a magical light source is used in the water. Even then, the effective range of the light source is halved. If a magical light source is thrown or carried into the water, read or paraphrase the following:

Though the range of your light source is greatly reduced, it gives off enough feeble light to be able to discern a small object at the bottom of the cistern, perhaps 20 feet down.

Trap: There are also a number of tiny holes in the walls of the room just above the water level – these can be seen with a DC 35 Spot check or an active Search check, as indicated below. If any object (PC or otherwise) weighing more than 50 pounds enters the water, it displaces enough liquid that some spills through the holes and triggers the trap. See **DM's Aid #3** for a map of the cistern.

APL 6 (EL 6)

This is a magical *hold person* and *fireball* trap. The *hold person* trap can paralyze a PC, which penalizes the save against the fireball as if the PC had a Dexterity of 0, and can lead to drowning (per the drowning rules, DMG page 304; a held PC can still hold their breath).

The *fireball* detonates at the water's surface in the center of the room. Anyone below the water's surface but within the blast range is safe unless the DM makes a DC 23 Spellcraft check with a modifier of +12 (per the rules for casting fire spells underwater, DMG page 93, Underwater Combat).

↗ **Hold Person Trap:** CR 4; spell; touch trigger; automatic reset; spell effect (*hold person*, 5th level wizard, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

↗ **Fireball Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*fireball*, 6th level wizard, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

APL 8 (EL 8)

This is a magical *fireball* and *Evard's black tentacles* trap. The *fireball* detonates at the water's surface in the center of the room. Anyone below the water's surface but within the blast range is safe unless the DM makes a DC 23 Spellcraft check with a modifier of +12 is made (per the rules for casting fire spells under water, DMG page 93, Underwater Combat).

The *Evard's black tentacles* are cast upon a point 10-ft. below the surface of the water near the center of the cistern (so that it can still reach those at the surface) and attempts to grapple and pull any PCs beneath the surface of the water.

↗ **Empowered Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*empowered fireball*, 9th level wizard, 6d6 * 1.5 fire, DC 14 Reflex save half damage); Search DC 29; Disable Device DC 29.

↗ **Evard's Black Tentacles Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*Evard's black tentacles*, 7th level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in 20-ft.-radius spread); Search DC 29; Disable Device DC 29.

APL 10 (EL 10)

This is a magical *chain lightning* and *Evard's black tentacles* trap. The *chain lightning* has a primary target of the PC closest to the center of the cistern.

The *Evard's black tentacles* are cast upon a point 10-ft. below the surface of the water near the center of the cistern (so that it can still reach those at the surface) and attempt to grapple and pull any PCs beneath the surface of the water.

↗ **Empowered Chain Lightning Trap:** CR 9; magic device; touch trigger; automatic reset; spell effect (*empowered chain lightning*, 15th level wizard, 11d6 * 1.5 electricity to target nearest center of trigger area plus 5d6 * 1.5 electricity to each of up to twelve secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

↗ **Evard's Black Tentacles Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*Evard's black tentacles*, 7th level wizard, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in 20-ft.-radius spread; Search DC 29; Disable Device DC 29.

APL 12 (EL 12)

This is a magical *waves of exhaustion* and *forcecage* trap. The *waves of exhaustion* spell is arranged so that it

completely fills the cistern and the entire room, affecting all PCs within. The *forcecage* covers the entire cistern and forms a barred cage around any PCs in the water. It keeps them submerged, increasing the risk of drowning.

↗ **Waves of Exhaustion Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*waves of exhaustion*, 13th level wizard, no save); Search DC 32; Disable Device DC 32.

↗ **Dispel Magic Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (targeted *dispel magic*, 10th level wizard, no save); Search DC 29; Disable Device DC 29.

↗ **Forcecage Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*forcecage*, 13th level wizard, no save); Search DC 32; Disable Device DC 32.

Once the traps have been (or possibly even while they are being) dealt with, PCs that enter the water and approach within five feet of the object can see that it looks to be some sort of leather bag.

Once retrieved and out of the water, the PCs find that the leather bag is in fact a *bag of holding* (Type I). Inside the bag, is a magical crystal vial. Also, at APL 8 and higher, the bag contains a long sablewood staff, a *staff of abjuration* with 12 charges. This vial radiates moderate Universal magic and acts as a relay device once filled with liquid from the *spellpool*.

Treasure: At the bottom of the pool is a *bag of holding*. At APLs 8 and higher, inside the bag is a *staff of abjuration* with several charges remaining.

APL 6 – *bag of holding* (type I) (208 gp).

APL 8 – *bag of holding* (type I) (208 gp), *staff of abjuration* [12 charges] (1300 gp).

APL 10 – *bag of holding* (type I) (208 gp), *staff of abjuration* [12 charges] (1300 gp)

APL 12 – *bag of holding* (type I) (208 gp), *staff of abjuration* [12 charges] (1300 gp)

When the party is ready to return to the *spellpool* cavern, proceed to Encounter Eight. Orin Yaun has arrived while the PCs were below, and has set up an ambush for them.

Encounter Eight The Shadow's Claw

Crystal vial in hand, the journey back up the narrow passage lightens your heart. All that remains is to fill it with the stuff of the spellpool, take your leave of the bothersome lazy behir, and return the vial to the Guildhall. But as you reenter the vast glowing cavern and fill the vial, you notice you have a friendly visitor.

Entering the cavern from the passage on the far side of the spellpool is the beautiful sorceress, Orin Yaun. She favors you all with a welcoming smile as you finish replacing the vial's stopper. "Excellent work, my friends. I'm so happy to see you, and unharmed; I trust you were successful in your mission for our organization? May I see this device?"

While the PCs were retrieving the vial, Orin Yaun and her three cronies set up an ambush back in the *spellpool* cavern. Orin first attempts to sweet-talk the PCs into giving her whatever they have found; if they are so foolish as to hand over the crystal vial, she produces a *teleport* scroll and offers to transport the adventurers back to Doom's Retreat. Of course, she has no such intention, and only *teleports* herself and the vial back to one of many Shadowclaw headquarters. Her cronies then attack to ensure the PCs don't live to tell of the *spellpool's* location. Proceed to the **Creatures** section for details on beginning the combat.

If the PCs choose not to give Orin the vial, read or paraphrase the following:

Orin simply smiles. "No matter," she says, shrugging. "Let's just be on our way then." She turns, as if to make her way towards the cavern exit, and then pauses. "Hmmm," she whispers, slowly turning, a dainty finger tapping her pursed lips. "One small problem." She's pointing towards the ceiling, as if having a revelation. "You can't live to talk about this place. So, the Shadowclaw will just have to kill you, just like I killed Wilmont right before meeting you here."

Her cronies attack at this point. Proceed to the **Creatures** section for details on beginning the combat.

Combat: Combat near the *spellpool* can have some odd effects if any spellcasting is done. Each spell cast has a base 10% chance of being affected by the *pool*. Each spell's chance of being affected increases by 10% per spell level (e.g., *magic missile* has a 20% chance of being affected by the *spellpool*). Long duration spells are only affected on the initial round. If a spell is affected by the proximity of the *pool*, roll on the table below to determine the effect. It is cast normally, and then affected as determined below.

| Roll 1d12 | Effect |
|-----------|----------------------------|
| 1 | Spell fizzles |
| 2 | Spell reduced |
| 3 | Spell stifled |
| 4 | Caster level decreased 1d4 |
| 5 | Empowered |
| 6 | Heightened 1d4 levels |

| | |
|----|----------------------------|
| 7 | Enlarged |
| 8 | Energy modified |
| 9 | Spell echoes |
| 10 | Maximized |
| 11 | Caster level increased 1d4 |
| 12 | Spell Retained |

Caster Level Decreased: Roll 1d4, and subtract that from the caster level of the spell. This affects damage, duration, and any other level-based effects appropriately.

Spell reduced: If the spell causes damage, this damage is reduced by 50%.

Spell fizzles: The spell has no effect, but is wiped from the caster's mind as if it did. Instead, it is drawn into the *spellpool*. The caster loses his action as if the spell was cast.

Spell stifled: The spell has no effect, but is not wiped from the caster's mind. The caster loses his action as if the spell was cast.

Empowered: As the Empower Spell feat.

Heightened: Roll 1d4. The spell is Heightened, as the feat, this many levels. This increases the DC of the spell appropriately.

Enlarged: As the Enlarge Spell feat. If the spell cannot normally be Enlarged, roll again.

Energy Modified: Roll 1d6. The spell becomes a different energy type: 1 – fire, 2 – cold, 3 – acid, 4 – electricity, 5 – sonic, 6 – force. If the 1d6 roll results in no change in energy type, roll 1d6 again. If the spell does not have an energy subtype, roll 1d10 again.

Spell Echoes: One round after this spell has been cast, it echoes or repeats. If it was a targeted spell, the target is subject to the effects a second time. If it was an area spell, it originates once more from the same point, and all now in its area are affected.

Maximized: As the Maximize Spell feat.

Caster Level Increased: Roll 1d4, and add that to the caster level of the spell. This affects damage, duration, and any other level-based effects appropriately.

Spell Retained: The spell is not erased from its caster's memory, nor is the spell slot used for the day. Roll again on the chart, as the spell is still affected in another way.

Creatures: While Orin Yaun parlays with the PCs, her cronies lie in wait about the cavern, covered by her *invisibility* spells and waiting for her signal.

When the combat begins, allow the party to make DC 20 Sense Motive and DC 20 Spot checks. Those who succeed at either may act on the surprise round. At APL 6, PCs with *see invisibility* or other spells or effects that allow for seeing of invisible creatures may also act on the surprise round. At APL 8 and higher, PCs with *see invisibility* or other spells that allow for seeing of invisible creatures if they are able to pierce the

nondetection effects on each combatant. Orin Yaun, if present, acts on the surprise round, as do all of her companions.

At APL 6, Orin has suffered horribly at the hands of the keyhole trap. Her Charisma and Constitution have been greatly reduced.

APL 6 (EL 9)

✦ Orin Yaun, Shadowclaw Spy: hp 16; See *Appendix One*

✦ Shu'lash, Shadowclaw Mauler: hp 102; See *Appendix One*

✦ Jorasch, Shadowclaw Archer: hp 26; See *Appendix One*

✦ Ritt, Shadowclaw Druid: hp 27; See *Appendix One*

APL 8 (EL 11)

✦ Orin Yaun, Shadowclaw Spy: hp 46; See *Appendix One*

✦ Shu'lash, Shadowclaw Mauler: hp 111; See *Appendix One*

✦ Jorasch, Shadowclaw Archer: hp 33; See *Appendix One*

✦ Ritt, Shadowclaw Druid: hp 33; See *Appendix One*

APL 10 (EL 13)

✦ Orin Yaun, Shadowclaw Spy: hp 46; See *Appendix One*

✦ Shu'lash, Shadowclaw Mauler: hp 149; See *Appendix One*

✦ Jorasch, Shadowclaw Archer: hp 59; See *Appendix One*

✦ Ritt, Shadowclaw Druid: hp 55; See *Appendix One*

APL 12 (EL 15)

✦ Orin Yaun, Shadowclaw Spy: hp 46; See *Appendix One*

✦ Shu'lash, Shadowclaw Mauler: hp 189; See *Appendix One*

✦ Jorasch, Shadowclaw Archer: hp 83; See *Appendix One*

✦ Ritt, Shadowclaw Druid: hp 66; See *Appendix One*

Tactics: The Shadowclaw, excluding Orin, begin the combat *invisible*. They have had time to prepare for combat, and begin with the full Power-Up Suite in place. Shu'lash and the animal companions close to melee with the PCs, while Jorasch and Ritt rain arrows and spells down upon them from twenty-five-foot high ledges. These ledges require a DC 15 Climb check to climb.

Treasure: Once the party has defeated Orin Yaun and her cronies, Jewel emerges from the spellpool and thanks the PCs for defending her home from dark-

hearted intruders. She offers up her ring, *Jewel's Ring*, as a show of gratitude, unless they had previously tried to attack her.

All APLs – *Jewel's Ring* (250 gp).

Conclusion

Spellpool: The *spellpool* removes curses and breaks enchantments as if the spells *remove curse* and *break enchantment* were cast (CL 17). It only affects one curse or enchantment per PC, ever. If any PC was cursed by the keyhole puzzle, this is the curse that is removed as if by a wish spell; otherwise, a randomly chosen curse is removed as if the spells *remove curse* and *break enchantment* (CL 17) were cast. Note that the *spellpool* cannot remove curses bestowed by an AR that specifically dictates the curse can't be removed.

Orin Beaten, No Ghost

If Orin did not escape with the vial, she was defeated along with her cronies, and the ghost of Azrael is not present, read or paraphrase the following:

The Shadowclaw agents defeated, you retain possession of the vial for which you have toiled. Now it only remains for you to return it to your employers at the Guildhall, report the treachery of the sorceress, and hope that she was lying about Wilmont's fate.

As your company turns to depart, Jewel calls out from the pool, "You know, sssome offf you look like you could ussse a little... attenssshun. You don't sssee any woundsss, weaknessss, or slownessss about me, do you? Perhaps a little dip in my pond might help?"

If any PCs comply, read or paraphrase the following:

Easing yourself into the churning liquid of the spellpool, your clothing and exposed skin immediately begins to glow with a healthy golden light, though it remains perfectly dry. Any ills you may have begin to seep from your pores, and are quickly washed away by the stuff of the spellpool. After just a few moments, you emerge feeling refreshed and ready for your return journey.

Then proceed to the **Good End**.

Orin Beaten, Ghost Present

If Orin did not escape with the vial, she was defeated along with her cronies, and the ghost of Azrael is present, read or paraphrase the following:

The Shadowclaw agents defeated, you retain possession of the vial for which you have toiled. Now it only remains for you to return it to your employers at the Guildhall, report the treachery of the sorceress, and hope that she was lying about Wilmont's fate.

As your company turns to depart, you notice that <insert possessed PC name here> has fallen behind, a confused look upon the adventurer's mien. He/she tilts his/her head quizzically at the rest of you, and intones in a completely different voice, "I believe I like it here too much to leave right now; I think you all should go on ahead without me.

Suddenly, your companion turns and plunges into the Spellpool, quickly sinking below the surface and out of sight. But a few heartbeats later, his/her form bobs back up and smiles peacefully at your party.

"Yes, THIS is where I belong. Here with my discovery." The face contorts, as if attempting to look in upon itself. "And I thank you, my friend, for your assistance, and your trust. I have watched your progress and feel you will go far with your Guild, and hope the spellpool furthers your success. Perhaps it will promote the cooperation that was lacking from our company that eventually led to my demise. Farewell."

With that, a wispy, translucent form flows out from your companion and then slowly sinks, seemingly merging into the stuff of the spellpool. Your companion shakes his/her head, obviously confused and wondering how he/she ended up in the pool, until he/she realizes, with a sudden sense of emptiness, that Azrael is gone, likely for good.

Read or paraphrase this to the formerly possessed PC:

As you become aware of your situation amidst the churning liquid of the spellpool, your clothing and exposed skin immediately begin to glow with a healthy golden light, though it remains perfectly dry. Any ills you may have begin to seep from your pores, and are quickly washed away by the stuff of the spellpool. After just a few moments, you emerge feeling refreshed and ready for your return journey. A lingering thought, not even your own, gives you the idea that perhaps your companions might also benefit from a quick dip.

As the others act on your suggestion, you gradually become aware of more thoughts that seem a bit foreign to you. Perhaps this odd feeling will pass by the time you return your Guildhall.

Then proceed to the **Good End**.

Orin Gets Away

But we beat her minions down!

If Orin did escape, but her minions were destroyed, read or paraphrase the following:

Hanging your heads in failure, you stare with unbelieving eyes at the floor where the deceptive Shadowclaw agent stood before fleeing with your prize. The thought occurs to you of the possible evils the Old One could bring to the Vesse with the power of the spellpool at his behest, not to mention your worries about Wilmont's fate. As your group turns to depart, Jewel calls out from the pool, "You know, sssome off you look like you could usse a little... attensshun. You don't sssee any woundsss, weaknessss, or slownesss about me, do you? Perhapss a little dip in my pond might help?"

If any PCs comply, read or paraphrase the following:

Easing yourself into the churning liquid of the spellpool, your clothing and exposed skin immediately begins to glow with a healthy golden light, though it remains perfectly dry. Any ills you may have begin to seep from your pores, and are quickly washed away by the stuff of the spellpool. After just a few moments, you emerge feeling refreshed and ready for your return journey. It feels as if it will be a long journey indeed.

Then proceed to the **Bad End**.

Note: Even if Azrael is with the party at this time, she does not depart into the *spellpool* if Orin has gotten away with the vial.

Utter Defeat

If the party suffers total death at the hands of the Shadowclaw cronies, read or paraphrase the following:

As the last of your company falls, the three/four Shadowclaw agents begin to chuckle. After they gather your belongings from your corpses, they toss the lifeless shells into the spellpool, suggesting to the behir that she try some fresh meat for a change. They exit the vast cavern, giggling about how Iuz will reward them for their success.

After the Shadowclaw leave, the ghostly form of Azrael separates and rises from the body of its unsuspected host. She shakes her head sadly at the carnage and disappears to the ethereal plane, then floats her way back to the Guildhall to report on the

demise and failure of your company. Perhaps the Guildsmen will send someone to recover your bodies.

Several days later, the PCs bodies are recovered. They have been stripped of all the gear they carry on their person. If this is the entirety of their gear, they may claim the Charity of Friends clause to regain 25% of their total wealth. The PCs may be raised, but must do so at their own expenses. The Guildsmen search out people who owe you favors and whatnot, but will not pay for a raise themselves.

To make matters worse, the PCs learn that Orin Yaun was telling the truth about one thing – Wilmont the Sagely, co-founder of the Guildsmen of the High Art, was indeed slain. Orin stabbed him in the back with a dagger coated with deathblade poison. For reasons unknown, Wilmont refused to be raised from the dead, giving Daimon Truflame full control of the Guildsmen.

Then proceed to the **Bad End**.

Good End

There is no sensation more pure than that of success. A traitor identified and defeated combined with the acquisition of an item that will revolutionize the way the Guild works has the entirety of Doom's Retreat alive with anticipation and excitement. It only slightly alleviates the pain you feel when you confirm Wilmont's fate. He is gone for good, unwilling to be raised from the dead, leaving sole responsibility of the Guildsmen in the hands of Daimon Truflame.

The crystal vial was quickly whisked away by Daimon, who closed himself off to sink into research. You were thanked, and quietly ushered out of the Guildhall. "We owe you!" they said. May Fharlanghn trip over his quarterstaff if they don't! They owe you, alright. They owe you plenty.

Successful PCs each receive four Influence Points with the Guildsmen of the High Art. Successful PCs who are also members of the Guildsmen of the High Art receive the Favor of the Guildsmen.

PCs who have the Influence Point with the Guildsmen of the High Art from GHA3-02, are not members of the Guild, and have no spellcasting ability become Protectors of the Guild. They receive a separate certificate.

Bad End

Defeat never had so sour a taste to it. Betrayal is the truest of crimes. Your return to Highfolk town and Doom's Retreat was met with little celebration. Disappointment echoed so thick within the walls of

the Guildhall, you were nearly deafened by the silence. No one bothered to usher you out after you met with Daimon Truflame and confirmed Wilmont's fate. He is gone for good, unwilling to be raised from the dead, leaving sole responsibility of the Guildsmen in Daimon's hands. You made your way, alone, back into the world. A failure.

There are no prizes for losers. Sorry.

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 Three

Defeating the stained glass golems

APL6 240 xp; APL8 300 xp; APL10 360 xp; APL12 420 xp.

Encounter Four

Encountering the illusionary skeletons

All APLs 30 xp.

Encounter Seven

Experiencing or defeating the water trap

APL6 180 xp; APL8 240 xp; APL10 300 xp; APL12 360 xp.

Encounter Eight

Defeating Orin Yaun and her cronies

APL6 270 xp; APL8 330 xp; APL10 390 xp; APL12 450 xp.

Story Award

Solving the keyhole puzzle

APL6 60 xp; APL8 75 xp; APL10 90 xp; APL12 105 xp.

Acquiring the *spellpool*/access relay vial:

APL6 60 xp; APL8 75 xp; APL10 90 xp; APL12 105 xp.

Discretionary roleplaying award

APL6 60 xp; APL8 75 xp; APL10 90 xp; APL12 105 xp.

Total possible experience:

APL6 900 xp; APL8 1,125 xp; APL10 1,350 xp; APL12 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information

about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

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

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

Encounter One

All APLs: L: 0 gp; C: 0 gp; M: 150 gp

Encounter Three

APL 10: L: 0 gp; C: 0 gp; M: 1102 gp

APL 12: L: 0 gp; C: 0 gp; M: 1102 gp

Encounter Seven

APL 6: L: 0 gp; C: 0 gp; M: 208 gp

APL 8: L: 0 gp; C: 0 gp; M: 1508 gp

APL 10: L: 0 gp; C: 0 gp; M: 1508 gp

APL 12: L: 0 gp; C: 0 gp; M: 1508 gp

Encounter Eight

APL 6: L: 34 gp; C: 0 gp; M: 1852 gp

APL 8: L: 59 gp; C: 0 gp; M: 1936 gp

APL 10: L: 38 gp; C: 0 gp; M: 3369 gp

APL 12: L: 38 gp; C: 0 gp; M: 6114 gp

Total Possible Treasure

APL 6: L: 34 gp; C: 0 gp; M: 2,210 gp - Total: 2,244 gp
(Cap 900 gp)

APL 8: L: 59 gp; C: 0 gp; M: 3,594 gp - Total: 3,653 gp
(Cap 1,300 gp)

APL 10: L: 38 gp; C: 0 gp; M: 6,129 gp - Total: 6,167 gp
(Cap 2,300 gp)

APL 12: L: 38 gp; C: 0 gp; M: 8,874 gp - Total: 8,912 gp
(Cap 3,300 gp)

Special

Jewel's Ring: This ring is a *minor ring of wizardry (I)*, and grants its wearer one extra 1st level arcane spell each day. Once per adventure after this one, this ring may be upgraded in the order appearing below. For 8,000 gp, it upgrades to a *moderate ring of wizardry (I)*, and grants its wearer two extra 1st level arcane spells each day. For 9,000 gp, it upgrades to a *ring of wizardry (I)*. For 15,000 gp, it upgrades to a *ring of wizardry (II)*. The ring may not receive any enchantments other than those listed above. *Prerequisites:* This item cannot be crafted; *Market Price:* 1,500 gp; *Frequency:* Adventure.

Influence Points – Guildsmen of the High Art [] [] [] []

Favor of the Guildsmen of the High Art: For successfully locating the *spellpool* and bringing back its access relay, members of the Guildsmen of the High Art receive Regional access to the following items: *Boccob's blessed book*, *minor cloak of displacement*, and *vibrant purple prism ioun stone*.

Members that are Solar level and have earned Competency Level 3 at the time of playing this scenario gain access to the Mage of the Arcane Order prestige class. Cross out this paragraph if the Guildsman does not qualify.

Touched by Azrael: You played host to the ghost of Azrael and have been affected in an unusual way. You are able to access some of Azrael's memories until they fade from your mind after a period of six months. This manifests in the form of a +4 insight bonus to any one Knowledge check once per week. You may use this bonus to make a Knowledge check for which you have

no ranks as if you were trained. You have also gained the ability to read and understand the Ancient Suloise language, but cannot speak it. In addition, you have inadvertently lowered your resistance to possession. For the duration of this effect, you are more susceptible to charms and compulsions, suffering a –4 penalty to these spells or spell effects. A *remove curse* spell removes all of these effects. Expiration date: _____.

PCs who have the Influence Point with the Guildsmen of the High Art from GHA3-02, are not members of the Guild, and have no spellcasting ability become Protectors of the Guild. They receive a separate certificate.

Protector of the Guild: The above named PC has continually proven himself as an asset to the Guildsmen of the High Art. Though he has no spellcasting ability whatsoever, he has shown time and again that a little bit of brawn is needed to go with any amount of brains.

This PC is recognized as an honorary member of the Guildsmen of the High Art. For role-playing and information purposes, he counts as a member of the Guild. He does not gain any access granted to Guild members via meta-orgs or play opportunities, but does learn any in character information associated with membership. Additionally, he is treated cordially by most Guildsmen.

Item Access

APL 6:

Jewel's Ring (Adventure, Varies, See Above)

Wand of shatter (Regional, CL 3, DMG)

Arcane scroll of stone shape (Regional, CL 9, DMG, 900 gp)

Divine scroll of calm animals (Adventure, CL 4, DMG, 100 gp)

Vest of escape (Adventure, DMG)

Wand of cure light wounds (Adventure, CL 3, DMG, 2,250 gp)

Bag of holding (type I) (Adventure, DMG)

APL 8: (All of APL 6 plus the following)

Wand of cure light wounds (Adventure, CL 5, DMG, 3,750 gp)

Staff of abjuration (Regional, CL 13, DMG)

APL 10: (All of APLs 6-8 plus the following)

Staff of divination (Regional, CL 13, DMG)

Lesser bracers of archery (Adventure, DMG)

Wand of cure moderate wounds (Adventure, CL 10, DMG, 15,000 gp)

APL 12: (All of APLs 6-10 plus the following)

+2 mighty composite longbow [*+4 Str bonus*] (Adventure, DMG, 8,800 gp)

Divine scroll of repel wood (Adventure, CL 11, DMG, 1650 gp)

Amulet of mighty fists +2 (Adventure, DMG)

Appendix 1

NPC Statistics

Encounter Four

APL 6

Stained Glass Golem, Advanced: CR 6; Medium Construct; HD 16d10+20; hp 108; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +12; Grp +14; Atk +14 melee (2d6+2/19-20, rake); Full Atk +14 melee (2d6+2/19-20, 2 rakes); SA –; SQ Construct traits, darkvision 60 ft.; DR 10/adamantine, fast healing 5, keen, low-light vision, magic immunity; AL N; SV Fort +5, Ref +5, Will +6; Str 14, Dex 10, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +22*; Blind-Fight, Cleave, Great Cleave, Improved Natural Attack, Power Attack, Skill Focus (Hide).

Construct Traits (Ex): Immune to all mind-affecting effects. Immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Keen (Su): A stained golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects that allow for spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem as taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

APL 8

Stained Glass Golem, Advanced: CR 6; Medium Construct; HD 16d10+20; hp 108; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +12; Grp +14; Atk +14 melee (2d6+2/19-20, rake); Full Atk +14 melee (2d6+2/19-20, 2 rakes); SA –; SQ Construct traits, darkvision 60 ft.; DR 10/adamantine, fast healing 5, keen, low-light vision, magic immunity; AL N; SV Fort +5, Ref +5, Will +6; Str 14, Dex 10, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +22*; Blind-Fight, Cleave, Great Cleave, Improved Natural Attack, Power Attack, Skill Focus (Hide).

Construct Traits (Ex): Immune to all mind-affecting effects. Immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Keen (Su): A stained golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects that allow for spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem as taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

APL 10

Stained Glass Golem, Advanced: CR 8; Medium Construct; HD 24d10+20; hp 152; Init +4; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +18; Grp +21; Atk +22 melee (2d6+3/19-20, rake); Full Atk +22 melee (2d6+3/19-20, 2 rakes); SA –; SQ Construct traits, darkvision 60 ft., DR 10/adamantine, fast healing 5, keen, low-light vision, magic immunity; AL N; SV Fort +8, Ref +8, Will +9; Str 16, Dex 10, Con –, Int 4, Wis 13, Cha 7.

Skills and Feats: Hide +30; Blind-Fight, Dire Charge*, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack, Power Attack, Skill Focus (Hide), Weapon Focus (rake).

Construct Traits (Ex): Immune to all mind-affecting effects. Immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Keen (Su): A stained golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects that allow for spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem as taken. Sonic attacks affect it normally.

Skills: A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

APL 12

Stained Glass Golem, Advanced: CR 10; Large Construct; HD 28d10+30; hp 204; Init +4; Spd 30 ft.; AC 15, touch 8, flat-footed 15; Base Atk +21; Grp +32; Atk +28 melee (3d6+7/19-20, rake); Full Atk +28 melee (3d6+3/19-20, 2 rakes); SA Powerful charge +2d6; SQ Construct traits, darkvision 60 ft., DR 10/adamantine, fast healing 5,

keen, low-light vision, magic immunity; AL N; SV Fort +9, Ref +8, Will +11; Str 24, Dex 8, Con -, Int 4, Wis 14, Cha 7.

Skills and Feats: Hide +34; Blind-Fight, Dire Charge*, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack, Power Attack, Powerful Charge*, Skill Focus (Hide), Weapon Focus (rake).

Construct Traits (Ex): Immune to all mind-affecting effects. Immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain.

Keen (Su): A stained golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects that allow for spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem as taken. Sonic attacks affect it normally.

Skills: A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Encounter Eight

* indicates a new rules item. See Appendix 2 for details

APL 6

Orin Yaun, Shadowclaw Spy: Female half-elf Sor 6/Rog 4; CR 6; Medium Humanoid; HD 6d4+6 plus 4d6+4; hp 46 16; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6/18-20, rapier) or +6/+1 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6, spells; SQ half-elven traits, evasion, uncanny dodge, trapfinding, trap sense +1, summon familiar; AL CN; SV Fort +3 +0, Ref +8, Will +4; Str 10, Dex 18, Con ~~±2~~ 6, Int 10, Wis 8, Cha ~~±0~~ 14.

Skills and Feats: Bluff +18, Concentration ~~±10~~ +7, Decipher Script +5, Disable Device +5, Escape Artist +5, Gather Information +15, Hide +5, Move Silently +5, Open Lock +10, Search +5, Sense Motive +5, Spellcraft +5, Tumble +5; Dodge, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (ray).

Languages: Common, Elven, Undercommon.

Half-Elven Traits (Ex): Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

Evasion (Ex): If Orin is exposed to any effect that normally allows her a Reflex saving throw for half

damage, she takes no damage with a successful saving throw.

Summon Familiar (Su): Orin has the ability to summon a familiar, but has not done so.

Trap Sense (Ex): Against attacks by traps, Orin gets a +1 bonus on Reflex saves and a +1 dodge bonus to AC.

Trapfinding (Ex): Orin can use a Search check to locate a trap with the task as a DC higher than 20.

Uncanny Dodge (Ex): Orin can react to danger before her sense would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Spells Known ~~(6/8/6/4; base DC = 15 + spell level, +7 + spell level for Evocation)~~ (6/7 5/6 2/3 0; base DC = 12 + spell level, 14 + spell level for Evocation): 0—*daze, detect magic, detect poison, mage hand, message, prestidigitation, ray of frost*, 1st—*disguise self, enlarge person, mage armor, magic missile*, 2nd—*invisibility, scorching ray*, 3rd—*nondetection*

Because of Orin's reduced Charisma and Constitution, she is not very effective, reducing her CR by 4.

Possessions: Rapier, light crossbow, spell component pouch, +1 amulet of natural armor, +2 cloak of charisma, hat of disguise, potion of cure serious wounds, +1 ring of protection, vest of escape, scroll of teleport.

Power-Up Suite (nondetection, scroll of barkskin, resist energy, and mage armor): AC 21, touch 15, flat-footed 17; SQ *nondetection*, resist fire 10.

Jorasch, Shadowclaw Archer: male half-orc Rgr4; CR 4; Medium humanoid (orc); HD 4d8+8; hp 26; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +9; Atk +8 melee (2d4+6/18-20, falchion) or +9 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]); Full Atk +8 melee (2d4+6/18-20, falchion) or +9 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]) or +7/+7 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy humans +2, wild empathy; AL LE; SV Fort +6, Ref +7, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +9, Knowledge (arcana) +3, Listen +8, Move Silently +3, Spellcraft +3, Spot +8, Survival +8; Endurance^B, Improved Initiative, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Animal Companion (Ex): Jorasch has a dire rat animal companion. Its statistics are as described on page 64 of the *Monster Manual*, except that Jorasch can handle it as a free action and share spells if the companion is within 5 feet (see page 36 of the *Player's Handbook*).

Favored Enemy (Ex): Jorasch gains a +2 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks

when using these skills against humans. He gets the same bonus on weapon damage rolls against humans.

Wild Empathy (Ex): Jorasch can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+1, or 1d20-3 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

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

Possessions: +1 composite longbow [+4 Str bonus], falchion, masterwork chain shirt, 10 silver arrows, 10 cold iron arrows, 40 arrows.

Power-Up Suite (*scroll of barkskin, invisibility, and longstrider*): Spd 40 ft.; AC 19, touch 13, flat-footed 16; SQ *invisible*.

Ritt n'Lacc, Shadowclaw Druid: male wood elf War1/Drd4; CR 4; Medium Humanoid (Elf); HD 1d8+1 plus 4d8+4; hp 27; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +5; Atk +5 melee (2d4+1/x4, scythe) or +7 ranged (1d6/x3, shortbow) or +5 melee touch (spell) or +7 ranged touch (spell); Full Atk as Atk; SA spells; SQ animal companion, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy +2, woodland stride; AL NE; SV Fort +8, Ref +5, Will +8; Str 12, Dex 15, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +9, Handle Animal +5, Knowledge (nature) +9, Listen +5, Search +2, Spot +12, Survival +5. Rapid Spell*, Scribe Scroll.

Animal Companion (Ex): Ritt's animal companion is Nowagna, a mountain lion (use the statistics for leopard, found on pg 274 of the *Monster Manual*).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Nature Sense (Ex): Ritt gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Ritt gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Ritt can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Ritt leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Ritt's wild empathy check is 1d20+2.

Woodland Stride (Ex): Ritt may move through any sort of undergrowth at his normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect him.

Druid Spells Prepared (5/4/3; save DC 13 + spell level): 0 – *cure minor wounds* (2), *flare* (2), *detect magic*; 1st – ~~longstrider, magic fang~~, *produce flame* (2); 2nd – ~~barkskin, resist energy, warp wood~~.

Possessions: scythe, shortbow, 20 arrows, +1 leather armor, backpack, *wand of cure light wounds* (caster level 3, 15 charges), *scroll of calm animals* (caster level 4) (2), *scroll of faerie fire* (2), *scroll of magic stone*, ~~scroll of barkskin~~ (2), *scroll of chill metal* (2), *scroll of heat metal* (2), *scroll of reduce animal*, *scroll of rapid summon nature's ally I* (caster level 4) (2), *cloak of resistance* +1.

Power-Up Suite (*nondetection, barkskin, invisibility, and longstrider*): Spd 40 ft.; AC 17, touch 12, flat-footed 15; SQ *invisible, nondetection*.

Nowagna Power-Up Suite (*nondetection, invisibility, mage armor, and magic fang*): AC 19, touch 14, flat-footed 15; Atk +7 melee (1d6+4, *bite*); Full Atk +7 melee (1d6+4, *bite*) and +1 melee (1d3+1, 2 claws); SQ *invisible, nondetection*.

Shu'lash, Shadowclaw Mauler: female advanced choker; CR 4; Medium Aberration; HD 12d8+48; hp 102; Init +7; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flatfooted 14; Base Atk +9; Grp +21; Atk +17 melee (1d6+8, tentacle); Full Atk +17 melee (1d6+8, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Constrict 1d6+8, improved grab, stunning attack 3/day; SQ Darkvision 60 ft., quickness; AL CE; SV Fort +8, Ref +7, Will +10; Str 27, Dex 16, Con 18, Int 4, Wis 14, Cha 6.

Skills and Feats: Climb +16, Escape Artist +8, Tumble +8; Clever Wrestling*, Combat Reflexes, Improved Initiative^B, Improved Natural Attack, Improved Unarmed Strike, Stunning Attack.

Constrict (Ex): Shu'lash deals 1d6+8 points of damage with a successful grapple check against a Large or smaller creature. Because she seizes her victim by the neck, a creature in Shu'lash's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, Shu'lash must hit a Large or smaller creature with a tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict. Chokers receive a +4 racial bonus to grapple checks, which has already been included in the stat block.

Stunning Attack (Ex): DC 18 Fortitude save or be stunned for one round.

Quickness (Su): Shu'lash can take an extra standard or move action during her turn each round.

Possessions: None

Power-Up Suite (*nondetection, and invisibility*): SQ *invisibility, nondetection*.

APL 8

Orin Yaun: Female half-elf Sor 6/Rog 4; CR 10; Medium Humanoid; HD 6d4+6 plus 4d6+4; hp 46; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6/18-20, rapier) or +6/+1 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6, spells; SQ half-elven traits, evasion, uncanny dodge, trapfinding, trap sense +1, summon familiar; AL CN; SV Fort +3, Ref +8, Will +4; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 20.

Skills and Feats: Bluff +18, Concentration +10, Decipher Script +5, Disable Device +5, Escape Artist +5, Gather Information +15, Hide +5, Move Silently +5, Open Lock +10, Search +5, Sense Motive +5, Spellcraft +5, Tumble +5; Dodge, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (ray).

Languages: Common, Elven, Undercommon.

Half-Elven Traits (Ex): Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

Evasion (Ex): If Orin is exposed to any effect that normally allows her a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Summon Familiar (Su): Orin has the ability to summon a familiar, but has not done so.

Trap Sense (Ex): Against attacks by traps, Orin gets a +1 bonus on Reflex saves and a +1 dodge bonus to AC.

Trapfinding (Ex): Orin can use a Search check to locate a trap with the task as a DC higher than 20.

Uncanny Dodge (Ex): Orin can react to danger before her sense would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Spells Known (6/8 6/6 3/4 0; base DC = 15 + spell level, 17 + spell level for Evocation): 0—*daze, detect magic, detect poison, mage hand, message, prestidigitation, ray of frost*, 1st—*disguise self, enlarge person, mage armor, magic missile*, 2nd—*invisibility, scorching ray*, 3rd—*nondetection*

Possessions: Rapier, light crossbow, spell component pouch, +1 amulet of natural armor, +2 cloak of charisma, hat of disguise, potion of cure serious wounds, +1 ring of protection, vest of escape, scroll of teleport.

Power-Up Suite (nondetection, scroll of barkskin, resist energy, and mage armor): AC 21, touch 15, flat-footed 17; SQ *nondetection*, resist fire 10.

Jorasch, Shadowclaw Archer: male half-orc Rgr 5; CR 5; Medium humanoid (orc); HD 5d8+10; hp 33; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +10; Atk +9 melee (2d4+6/18-20, falchion) or +10 ranged

(1d8+5/x3, +1 composite longbow [+4 Str bonus]); Full Atk +9 melee (2d4+6/18-20, falchion) or +10 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]) or +8/+8 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]); SA —; SQ animal companion, darkvision 60 ft., favored enemy humans +4, favored enemy elves +2, wild empathy; AL LE; SV Fort +7, Ref +8, Will +3; Str 18, Dex 16, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Knowledge (arcana) +4, Listen +9, Move Silently +4, Spellcraft +3, Spot +9, Survival +9; Endurance^B, Improved Initiative, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Animal Companion (Ex): Jorasch has a dire rat animal companion. Its statistics are as described on page 64 of the *Monster Manual*, except that Jorasch can handle it as a free action and share spells if the companion is within 5 feet (see page 36 of the *Player's Handbook*).

Favored Enemy (Ex): Jorasch gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gets the same bonus on weapon damage rolls against humans.

Against elves, he gains a +2 bonus on these skill checks and weapon damage rolls.

Wild Empathy (Ex): Jorasch can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+2, or 1d20-2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Ranger Spells Prepared (1; save DC 11 + spell level); 1st — ~~longstrider~~.

Possessions: +1 composite longbow [+4 Str bonus], falchion, masterwork chain shirt, *cloak of resistance* +1, 10 silver arrows, 10 cold iron arrows, 40 arrows.

Power-Up Suite (nondetection, scroll of barkskin, invisibility, and longstrider): Spd 40 ft.; AC 19, touch 13, flat-footed 16; SQ *invisible, nondetection*.

Ritt n'Lacc, Shadowclaw Druid: male wood elf War1/Drd5; CR 5; Medium Humanoid (Elf); HD 1d8+1 plus 5d8+5; hp 33; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +5; Atk +6 melee (2d4+1/x4, scythe) or +7 ranged (1d6/x3, shortbow) or +5 melee touch (spell) or +7 ranged touch (spell); Full Atk as Atk; SA spells; SQ animal companion, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, wild empathy +3, wild shape 1/day, woodland stride; AL NE; SV Fort +8, Ref +5, Will +8; Str 12, Dex 15, Con 12, Int 10, Wis 16, Cha 6.

Skills and Feats: Concentration +10, Handle Animal +6, Knowledge (nature) +10, Listen +5, Search +2, Spot +13, Survival +5. Empower Spell, Rapid Spell*, Scribe Scroll.

Animal Companion (Ex): Ritt's animal companion is Nowagna, a mountain lion (use the statistics for leopard, found on pg 274 of the *Monster Manual*).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Nature Sense (Ex): Ritt gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Ritt gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Ritt can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Ritt leaves no trail in natural surroundings and cannot be tracked.

Wild Empathy (Ex): Ritt's wild empathy check is 1d20+3.

Wild Shape (Ex): Ritt can turn himself into any Small or Medium animal and back again one time each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until he changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Ritt may move through any sort of undergrowth at his normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect him.

Druid Spells Prepared (5/4/3/2; save DC 13 + spell level): 0 – *cure minor wounds* (2), *flare* (2), *detect magic*; 1st – ~~*longstrider*~~, ~~*magic fang*~~, *produce flame* (2); 2nd – ~~*barkskin*~~, ~~*resist energy*~~, *warp wood*; 3rd – ~~*call lightning*~~, ~~*nature's favor*~~.

Possessions: masterwork scythe, shortbow, 20 arrows, +1 *leather armor*, backpack, *wand of cure light wounds* (caster level 5, 15 charges), *scroll of calm animals* (caster level 4) (2), *scroll of faerie fire* (2), *scroll of magic stone*, ~~*scroll of barkskin*~~ (2), *scroll of chill metal* (2), *scroll of heat metal* (2), *scroll of reduce animal* (2), *scroll of rapid summon nature's ally I* (caster level 4) (3), *scroll of dominate animal*, *cloak of resistance +1*.

Power-Up Suite (*call lightning*, *nondetection*, *barkskin*, *invisibility*, and *longstrider*): Spd 40 ft.; AC 17, touch 12, flat-footed 15; SA *call lightning* (3d6, 5 times); SQ *invisible*, *nondetection*.

Nowagna Power-Up Suite (*nature's favor*, *nondetection*, *invisibility*, *mage armor*, and *magic fang*): AC 19, touch 14, flat-footed 15; Atk +9 melee (1d6+6, *bite*); Full Atk +9 melee (1d6+6, *bite*) and +3 melee (1d3+3, 2 claws); SQ *invisible*, *nondetection*.

Shu'lash, Shadowclaw Mauler: female advanced choker Reaping Mauler 1; CR 5; Medium Aberration; HD 12d8+48 plus 1d10+4; hp 111; Init +7; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flatfooted 14; Base Atk +10; Grp +26; Atk +18 melee (1d6+8, tentacle); Full Atk +18 melee (1d6+8, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Constrict 1d6+8, improved grab, stunning attack 3/day; SQ Darkvision 60 ft., quickness; AL CE; SV Fort +10, Ref +9, Will +10; Str 27, Dex 16, Con 18, Int 4, Wis 14, Cha 6.

Skills and Feats: Climb +16, Escape Artist +8, Tumble +9; Clever Wrestling*, Combat Reflexes, Improved Grapple^B, Improved Initiative^B, Improved Natural Attack, Improved Unarmed Strike, Mobility^B, Stunning Attack.

Constrict (Ex): Shu'lash deals 1d6+8 points of damage with a successful grapple check against a Large or smaller creature. Because she seizes her victim by the neck, a creature in Shu'lash's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, Shu'lash must hit a Large or smaller creature with a tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict. Chokers receive a +4 racial bonus to grapple checks, which has already been included in the stat block.

Stunning Attack (Ex): DC 18 Fortitude save or be stunned for one round.

Quickness (Su): Shu'lash can take an extra standard or move action during her turn each round.

Possessions: None

Power-Up Suite (*nondetection*, and *invisibility*): SQ *invisibility*, *nondetection*.

APL 10

Orin Yaun: Female half-elf Sor 6/Rog 4; CR 10; Medium Humanoid; HD 6d4+6 plus 4d6+4; hp 46; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6/18-20, rapier) or +6/+1 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6, spells; SQ half-elven traits, evasion, uncanny dodge, trapfinding, trap sense +1, summon familiar; AL CN; SV Fort +3, Ref +8, Will +4; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 20.

Skills and Feats: Bluff +18, Concentration +10, Decipher Script +5, Disable Device +5, Escape Artist +5, Gather Information +15, Hide +5, Move Silently +5, Open Lock +10, Search +5, Sense Motive +5, Spellcraft +5, Tumble +5; Dodge, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (ray).

Languages: Common, Elven, Undercommon.

Half-Elven Traits (Ex): Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

Evasion (Ex): If Orin is exposed to any effect that normally allows her a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Summon Familiar (Su): Orin has the ability to summon a familiar, but has not done so.

Trap Sense (Ex): Against attacks by traps, Orin gets a +1 bonus on Reflex saves and a +1 dodge bonus to AC.

Trapfinding (Ex): Orin can use a Search check to locate a trap with the task as a DC higher than 20.

Uncanny Dodge (Ex): Orin can react to danger before her sense would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Spells Known (6/8 6/6 2/4 0; base DC = 15 + spell level, 17 + spell level for Evocation): 0—*daze, detect magic, detect poison, mage hand, message, prestidigitation, ray of frost*; 1st—*disguise self, enlarge person, mage armor, magic missile*; 2nd—*invisibility, scorching ray*; 3rd—*nondetection*

Possessions: Rapier, light crossbow, spell component pouch, +1 amulet of natural armor, +2 cloak of charisma, hat of disguise, potion of cure serious wounds, +1 ring of protection, vest of escape, scroll of teleport.

Power-Up Suite (*nondetection, scroll of barkskin, resist energy, mage armor, and pass without trace*): AC 21, touch 15, flat-footed 17; SQ *nondetection, pass without trace*, resist fire 10.

Jorasch, Shadowclaw Archer: male half-orc Rgr5/OccSlayer4; CR 9; Medium humanoid (orc); HD 5d8+10 plus 4d8+8; hp 59; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +9; Grp +13; Atk +13 melee (2d4+6/18-20, falchion) or +15 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]); Full Atk +13/+8 melee (2d4+6/18-20, falchion) or +15/+10 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]) or +13/+13/+8 ranged (1d8+5/x3, +1 composite longbow [+4 Str bonus]); SA vicious strike, weapon bond; SQ animal companion, auravision, darkvision 60 ft., favored enemy humans +4, favored enemy elves +2, magical defense +2, mind over magic 2/day, nondetection cloak, wild empathy; AL LE; SV Fort +8, Ref +9, Will +7; Str 18, Dex 17, Con 14, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Knowledge (arcana) +4, Listen +9, Move Silently +4, Spellcraft +11, Spot +9, Survival +9; Endurance^B, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Vicious Strike (Ex): Jorasch deals double damage on attacks made as readied actions to disrupt spellcasters.

Weapon Bond (Su): Any hit Jorasch scores with his composite longbow deals an extra 1d6 points of damage against a spellcaster or creature with spell-like abilities.

Animal Companion (Ex): Jorasch has a dire rat animal companion. Its statistics are as described on page 64 of the *Monster Manual*, except that Jorasch can handle it as a free action and share spells if the companion is within 5 feet (see page 36 of the *Player's Handbook*).

Auravision (Su): Jorasch can see magical auras within 60 feet as a free action, but can only tell the number of different auras, not their strength or school.

Favored Enemy (Ex): Jorasch gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against humans. He gets the same bonus on weapon damage rolls against humans.

Against elves, he gains a +2 bonus on these skill checks and weapon damage rolls.

Magical Defense (Ex): Jorasch gains a +2 bonus to saves against spells and spell-like effects.

Mind Over Magic (Su): Jorasch can reflect targeted spells back at their casters, as the *spell turning* spell from a 9th-level caster.

Nondetection Cloak (Su): Jorasch gains magical protection from divinations equivalent to a *nondetection* spell from a 4th-level caster except that it affects only himself and his possessions.

Wild Empathy (Ex): Jorasch can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+2, or 1d20-2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

Ranger Spells Prepared (1; save DC 11 + spell level); 1st—~~longstrider~~.

Possessions: +1 composite longbow [+4 Str bonus], falchion, +1 chain shirt, cloak of resistance +1, lesser bracers of archery, ring of protection +1, 10 silver arrows, 10 cold iron arrows, 40 arrows.

Power-Up Suite (*scroll of barkskin, invisibility, longstrider, and pass without trace*): Spd 40 ft.; AC 24, touch 15, flat-footed 20; SQ *invisible, pass without trace*.

Ritt n'Lacc, Shadowclaw Druid: male wood elf War1/Drd9; CR 9; Medium Humanoid (Elf); HD 1d8+1 plus 9d8+9; hp 55; Init +3; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +7; Grp +8; Atk +9 melee (2d4+1/x4, scythe) or +10 ranged (1d6/x3, shortbow) or +8 melee touch (spell) or +10 ranged touch (spell); Full Atk +9/+4 melee (2d4+1/x4, scythe) or +10/+5 ranged (1d6/x3, shortbow); SA spells; SQ animal companion, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy +7, wild shape 3/day, woodland stride; AL NE; SV Fort +10, Ref +7, Will +11; Str 12, Dex 15, Con 12, Int 10, Wis 19, Cha 6.

Skills and Feats: Concentration +14, Handle Animal +10, Knowledge (nature) +14, Listen +6, Search +2, Spot +18, Survival +6. Empower Spell, Elephant's Hide*, Rapid Spell*, Scribe Scroll.

Animal Companion (Ex): Ritt's animal companion is Nowagna, a dire wolf (use the statistics for dire wolf, found on pg 65 of the *Monster Manual*, except it gets +3 to AC, +3 on attack rolls, +1 on damage rolls, +1 to saves, has 8 HD and 68 hp, and gains Evasion due to its advancement as Ritt's animal companion).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Nature Sense (Ex): Ritt gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Ritt gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Ritt can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Ritt leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Ritt is immune to poison.

Wild Empathy (Ex): Ritt's wild empathy check is 1d20+7.

Wild Shape (Ex): Ritt can turn himself into any Small, Medium, or Large animal and back again three times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until he changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Ritt may move through any sort of undergrowth at his normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect him.

Druid Spells Prepared (6/5/5/4/3/1; save DC 14 + spell level): 0 – *cure minor wounds* (2), *flare* (2), *detect magic*, *light*, 1st – *faerie fire*, *longstrider*, ~~*pass without trace*~~, *produce flame* (2); 2nd – ~~*barkskin*~~, ~~*bear's endurance*~~, ~~*bull's strength*~~, ~~*resist energy*~~, *warp wood*, 3rd – *cure moderate wounds*, *daylight*, ~~*greater magic fang*~~, ~~*nature's favor*~~; 4th – *flame strike*, *languor**(2); 5th – ~~*animal growth*~~

Possessions: masterwork scythe, shortbow, 20 arrows, +1 *leather armor*, backpack, *wand of cure light wounds* (caster level 5, 15 charges), *wand of cure moderate wounds* (caster level 10, 4 charges), *scroll of calm animals* (caster level 9) (2), *scroll of faerie fire* (2), *scroll of magic stone*, ~~*scroll of barkskin*~~ (2), *scroll of chill metal* (2), *scroll of heat metal* (2), *scroll of reduce animal* (2), *scroll of rapid summon nature's ally I* (caster level 4) (3), *scroll of dominate animal*, *scroll of rapid summon*

nature's ally IV (caster level 9) (3), *cloak of resistance* +1, *periapt of wisdom* +2.

Power-Up Suite (*elephant's hide*, *nondetection*, *barkskin*, *bear's endurance*, *invisibility*, and *longstrider*): hp 75; Spd 40 ft.; AC 26, touch 12, flat-footed 24; SQ *invisible*, *nondetection*; SV Fort +12; Con 16.

Nowagna Power-Up Suite (*animal growth*, *greater magic fang*, *nature's favor*, *nondetection*, *invisibility*, *mage armor*, and *pass without trace*): Huge Animal; HD 8d8+40; hp 84; AC 21, touch 9, flat-footed 20; Atk +22 melee (2d6+23, *bite*); Full Atk +22 melee (2d6+23, *bite*); SQ DR 10/magic, *invisible*, *nondetection*; SV Fort +15, Ref +11, Will +11; Str 35, Dex 13, Con 21.

Shu'lash, Shadowclaw Mauler: female advanced choker Reaping Mauler 5; CR 9; Medium Aberration; HD 12d8+48 plus 5d10+20; hp 149; Init +7; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flatfooted 14; Base Atk +14; Grp +33; Atk +23 melee (1d6+9, tentacle); Full Atk +23 melee (1d6+9, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Constrict 1d6+9, devastating grapple, improved grab, stunning attack 4/day; SQ Adept wrestling +2, counter grapple, darkvision 60 ft., quickness; AL CE; SV Fort +12, Ref +11, Will +11; Str 28, Dex 16, Con 18, Int 4, Wis 14, Cha 6.

Skills and Feats: Climb +17, Escape Artist +8, Tumble +13; Clever Wrestling*, Combat Reflexes, Earth's Embrace*, Improved Grapple^B, Improved Initiative^B, Improved Natural Attack, Improved Unarmed Strike, Mobility^B, Stunning Attack.

Constrict (Ex): Shu'lash deals 1d6+9 points of damage with a successful grapple check against a Large or smaller creature. Because she seizes her victim by the neck, a creature in Shu'lash's grasp cannot speak or cast spells with verbal components.

Devastating Grapple (Ex): If Shu'lash pins her opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a DC 17 Fortitude save at the end of the third round or die.

Improved Grab (Ex): To use this ability, Shu'lash must hit a Large or smaller creature with a tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict. Chokers receive a +4 racial bonus to grapple checks, which has already been included in the stat block.

Sleeper Lock (Ex): If Shu'lash pins her opponent and maintains the pin for 1 full round, the opponent must make a DC 17 Fortitude save or fall unconscious for 1d3 rounds.

Stunning Attack (Ex): DC 20 Fortitude save or be stunned for one round.

Adept Wrestling (Ex): Shu'lash gains a +2 bonus on all opposed grapple checks (already added above) and opposed Dexterity or Strength checks.

Counter Grapple (Ex): When grappling or pinned, Shu'lash can attempt either a grapple check or an Escape Artist check to free herself. If she fails the check, she can try the other check as a free action.

Quickness (Su): Shu'lash can take an extra standard or move action during her turn each round.

Possessions: None

Power-Up Suite (*nondetection*, *bull's strength*, and *invisibility*): Grp +35; Atk +25 (1d6+11, tentacle); Full Atk +25 melee (1d6+11, 2 tentacles); SA Constrict 1d6+11; SQ *invisible*, *nondetection*.

APL 12

Orin Yaun: Female half-elf Sor 6/Rog 4; CR 10; Medium Humanoid; HD 6d4+6 plus 4d6+4; hp 46; Init +4; Spd 30 ft.; AC 16, touch 15, flat-footed 12; Base Atk +6; Grp +6; Atk +6 melee (1d6/18-20, rapier) or +6 ranged (1d8/19-20, light crossbow); Full Atk +6/+1 melee (1d6/18-20, rapier) or +6/+1 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6, spells; SQ half-elven traits, evasion, uncanny dodge, trapfinding, trap sense +1, summon familiar; AL CN; SV Fort +3, Ref +8, Will +4; Str 10, Dex 18, Con 12, Int 10, Wis 8, Cha 20.

Skills and Feats: Bluff +18, Concentration +10, Decipher Script +5, Disable Device +5, Escape Artist +5, Gather Information +15, Hide +5, Move Silently +5, Open Lock +10, Search +5, Sense Motive +5, Spellcraft +5, Tumble +5; Dodge, Greater Spell Focus (Evocation), Spell Focus (Evocation), Weapon Focus (ray).

Languages: Common, Elven, Undercommon.

Half-Elven Traits (Ex): Immune to magic sleep spells and effects, +2 racial bonus on saving throws against enchantment spells or effects; elven blood.

Evasion (Ex): If Orin is exposed to any effect that normally allows her a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Summon Familiar (Su): Orin has the ability to summon a familiar, but has not done so.

Trap Sense (Ex): Against attacks by traps, Orin gets a +1 bonus on Reflex saves and a +1 dodge bonus to AC.

Trapfinding (Ex): Orin can use a Search check to locate a trap with the task as a DC higher than 20.

Uncanny Dodge (Ex): Orin can react to danger before her sense would normally allow her to do so. She retains her Dexterity bonus to Armor Class even when caught flat-footed.

Spells Known (6/8 5/6 2/4 0; base DC = 15 + spell level, 17 + spell level for Evocation): 0—*daze*, *detect magic*, *detect poison*, *mage hand*, *message*,

prestidigitation, *ray of frost*, 1st—*disguise self*, *enlarge person*, *mage armor*, *magic missile*, 2nd—*invisibility*, *scorching ray*, 3rd—*nondetection*

Possessions: Rapier, light crossbow, spell component pouch, +1 amulet of natural armor, +2 cloak of charisma, hat of disguise, potion of cure serious wounds, +1 ring of protection, vest of escape, scroll of teleport.

Power-Up Suite (*mass bear's endurance*, *nondetection*, *scroll of barkskin*, *resist energy*, *mage armor*, and *pass without trace*): hp 66; AC 21, touch 15, flat-footed 17; SQ *nondetection*, *pass without trace*, resist fire 20; SV Fort +5; Con 16.

Jorasch, Shadowclaw Archer: male half-orc Ftr1/Rgr5/OccSlayer5; CR 11; Medium humanoid (orc); HD 1d10+3 plus 5d8+15 plus 5d8+15; hp 83; Init +7; Spd 30 ft.; AC 20, touch 15, flat-footed 16; Base Atk +11; Grp +15; Atk +15 melee (2d4+6/18-20, falchion) or +19 ranged (1d8+6/x3, +2 *composite longbow* [+4 *Str bonus*]); Full Atk +15/+10/+5 melee (2d4+6/18-20, falchion) or +19/+14/+9 ranged (1d8+6/x3, +2 *composite longbow* [+4 *Str bonus*]) or +17/+17/+12/+7 ranged (1d8+6/x3, +2 *composite longbow* [+4 *Str bonus*]); SA vicious strike, weapon bond; SQ animal companion, auravision, blank thoughts, darkvision 60 ft., favored enemy humans +4, favored enemy elves +2, magical defense +3, mind over magic 2/day, *nondetection* cloak, wild empathy; AL LE; SV Fort +10, Ref +9, Will +6; Str 18, Dex 19, Con 16, Int 10, Wis 12, Cha 4.

Skills and Feats: Hide +10, Knowledge (arcana) +4, Listen +9, Move Silently +4, Spellcraft +12, Spot +10, Survival +9; Endurance^B, Improved Initiative, Improved Precise Shot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Track^B, Weapon Focus (longbow).

Vicious Strike (Ex): Jorasch deals double damage on attacks made as readied actions to disrupt spellcasters.

Weapon Bond (Su): Any hit Jorasch scores with his composite longbow deals an extra 1d6 points of damage against a spellcaster or creature with spell-like abilities.

Animal Companion (Ex): Jorasch has a dire rat animal companion. Its statistics are as described on page 64 of the *Monster Manual*, except that Jorasch can handle it as a free action and share spells if the companion is within 5 feet (see page 36 of the *Player's Handbook*).

Auravision (Su): Jorasch can see magical auras within 60 feet as a free action, but can only tell the number of different auras, not their strength or school.

Blank Thoughts (Ex): Jorasch can induce within himself a state of mental absence, thereby becoming immune to mind-affecting effects (charms, compulsions, patterns, phantasms, and morale effects). He can suppress or resume this ability as a free action.

Favored Enemy (Ex): Jorasch gains a +4 bonus on his Bluff, Listen, Sense Motive, Spot, and Survival checks

when using these skills against humans. He gets the same bonus on weapon damage rolls against humans.

Against elves, he gains a +2 bonus on these skill checks and weapon damage rolls.

Magical Defense (Ex): Jorasch gains a +3 bonus to saves against spells and spell-like effects.

Mind Over Magic (Su): Jorasch can reflect targeted spells back at their casters, as the *spell turning* spell from a 10th-level caster.

Nondetection Cloak (Su): Jorasch gains magical protection from divinations equivalent to a *nondetection* spell from a 5th-level caster except that it affects only himself and his possessions.

Wild Empathy (Ex): Jorasch can improve the attitude of an animal in the same way a Diplomacy check can improve the attitude of a sentient being. He rolls 1d20+2, or 1d20-2 if attempting to influence a magical beast with an Intelligence score of 1 or 2.

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

Possessions: +2 composite longbow [+4 Str bonus], falchion, +1 chain shirt, lesser bracers of archery, ring of protection +1, gloves of Dexterity +2, amulet of health +2, 10 silver arrows, 10 cold iron arrows, 40 arrows.

Power-Up Suite (*mass bear's endurance, scroll of barkskin, invisibility, longstrider, and pass without trace*): hp 105; Spd 40 ft.; AC 24, touch 15, flat-footed 20; SQ *invisible, nondetection, pass without trace*; SV Fort +12; Con 20.

Ritt n'Lacc, Shadowclaw Druid: male wood elf WarI/DrdII; CR 11; Medium Humanoid (Elf); HD 1d8+1 plus 11d8+11; hp 66; Init +3; Spd 30 ft.; AC 17, touch 15, flat-footed 15; Base Atk +9; Grp +10; Atk +11 melee (2d4+1/x4, scythe) or +12 ranged (1d6/x3, shortbow) or +10 melee touch (spell) or +12 ranged touch (spell); Full Atk +11/+6 melee (2d4+1/x4, scythe) or +12/+7 ranged (1d6/x3, shortbow); SA spells; SQ animal companion, elf traits, nature sense, resist nature's lure, spontaneous casting, trackless step, venom immunity, wild empathy +7, wild shape 4/day, woodland stride; AL NE; SV Fort +12, Ref +8, Will +14; Str 12, Dex 15, Con 12, Int 10, Wis 20, Cha 6.

Skills and Feats: Concentration +16, Handle Animal +12, Knowledge (nature) +16, Listen +7, Search +2, Spot +21, Survival +7. Dodge, Empower Spell, Elephant's Hide*, Rapid Spell*, Scribe Scroll.

Animal Companion (Ex): Ritt's animal companion is Nowagna, a dire wolf (use the statistics for dire wolf, found on pg 65 of the *Monster Manual*, except it gets +3 to AC, +3 on attack rolls, +1 on damage rolls, +1 to saves, has 8 HD and 68 hp, and gains Evasion due to its advancement as Ritt's animal companion).

Elf Traits (Ex): Immunity to magic sleep spells and effects; +2 bonus on saves against enchantment; entitled to a Search check when within 5 feet of a secret or concealed door.

Nature Sense (Ex): Ritt gains a +2 bonus on Knowledge (nature) and Survival checks (already figured into the statistics above).

Resist Nature's Lure (Ex): Ritt gains a +4 bonus on saving throws against the spell-like abilities of fey.

Spontaneous Casting: Ritt can lose a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Trackless Step (Ex): Ritt leaves no trail in natural surroundings and cannot be tracked.

Venom Immunity (Ex): Ritt is immune to poison.

Wild Empathy (Ex): Ritt's wild empathy check is 1d20+7.

Wild Shape (Ex): Ritt can turn himself into any Small, Medium, or Large animal and back again three times each day. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour, or until he changes back. Changing form is a standard action and doesn't provoke an attack of opportunity.

Woodland Stride (Ex): Ritt may move through any sort of undergrowth at his normal speed and without taking damage or suffering from any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated still affect him.

Druid Spells Prepared (6/5/5/5/3/3/1; save DC 15 + spell level): 0 – *cure minor wounds* (2), *flare* (2), *detect magic, light*; 1st – *faerie fire, longstrider* (2), *produce flame* (2); 2nd – ~~*barkskin, bull's strength, resist energy, warp wood*~~ (2); 3rd – ~~*call lightning, cure moderate wounds, empowered produce flame, greater magic fang, nature's favor*~~; 4th – *flame strike* (2), *languor** (2); 5th – ~~*animal growth, stoneskin, wall of thorns*~~; 6th – ~~*mass bear's endurance*~~.

Possessions: masterwork scythe, shortbow, 20 arrows, +1 leather armor, backpack, *wand of cure light wounds* (caster level 5, 15 charges), *wand of cure moderate wounds* (caster level 10, 4 charges), *scroll of calm animals* (caster level 9) (2), *scroll of faerie fire* (2), *scroll of magic stone*, ~~*scroll of barkskin*~~ (2), *scroll of chill metal* (2), *scroll of heat metal* (2), *scroll of reduce animal* (2), *scroll of rapid summon nature's ally I* (caster level 4) (3), *scroll of dominate animal, scroll of rapid summon nature's ally IV* (caster level 9) (3), *scroll of rapid summon nature's ally V* (caster level 11) (2), *scroll of repel wood, cloak of resistance +2, periapt of Wisdom +2, ring of protection +2*.

Power-Up Suite (*elephant's hide, mass bear's endurance, nondetection, barkskin, invisibility, and longstrider*): hp 88; Spd 40 ft.; AC 28, touch 14, flat-

footed 26; SA *call lightning* (3d6, 11 times); SQ *invisible, nondetection*; SV Fort +14; Con 16.

Nowagna Power-Up Suite (*animal growth, mass bear's endurance, stonesskin, greater magic fang, nature's favor, nondetection, invisibility, mage armor, longstrider, and pass without trace*): Huge Animal; HD 8d8+40; hp 100; Spd 60 ft.; AC 21, touch 9, flat-footed 20; Atk +22 melee (2d6+23, *bite*); Full Atk +22 melee (2d6+23, *bite*); SQ DR 10/adamantine, DR 10/magic, *invisible, nondetection*; SV Fort +17, Ref +11, Will +11; Str 35, Dex 13, Con 25.

Shu'lash, Shadowclaw Mauler: female advanced choker Bbn2/Reaping Mauler 5; CR 11; Medium Aberration; HD 12d8+48+12 plus 5d10+20+5 plus 2d12+8+2; hp 189; Init +7; Spd 30 ft., climb 10 ft.; AC 17, touch 13, flatfooted 17; Base Atk +16; Grp +35; Atk +27 melee (1d6+11, +2 *tentacle*); Full Atk +27 melee (1d6+11, 2 +2 *tentacles*); Space/Reach 5 ft./10 ft.; SA Constrict 1d6+11, devastating grapple, improved grab, stunning attack 4/day; SQ Adept wrestling +2, counter grapple, darkvision 60 ft., quickness, rage 1/day, uncanny dodge; AL CE; SV Fort +15, Ref +11, Will +11; Str 28, Dex 16, Con 18, Int 4, Wis 14, Cha 6.

Skills and Feats: Climb +19, Escape Artist +8, Tumble +13; Clever Wrestling*, Combat Reflexes, Earth's Embrace*, Improved Grapple^B, Improved Initiative^B, Improved Natural Attack, Improved Toughness*, Improved Unarmed Strike, Mobility^B, Stunning Attack.

Constrict (Ex): Shu'lash deals 1d6+11 points of magic damage with a successful grapple check against a Large or smaller creature. Because she seizes her victim by the neck, a creature in Shu'lash's grasp cannot speak or cast spells with verbal components.

Devastating Grapple (Ex): If Shu'lash pins her opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a DC 17 Fortitude save at the end of the third round or die.

Improved Grab (Ex): To use this ability, Shu'lash must hit a Large or smaller creature with a tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict. Chokers receive a +4 racial bonus to grapple checks, which has already been included in the stat block.

Sleeper Lock (Ex): If Shu'lash pins her opponent and maintains the pin for 1 full round, the opponent must make a DC 17 Fortitude save or fall unconscious for 1d3 rounds.

Stunning Attack (Ex): DC 21 Fortitude save or be stunned for one round.

Adept Wrestling (Ex): Shu'lash gains a +2 bonus on all opposed grapple checks (already added above) and opposed Dexterity or Strength checks.

Counter Grapple (Ex): When grappling or pinned, Shu'lash can attempt either a grapple check or an Escape Artist check to free herself. If she fails the check, she can try the other check as a free action.

Quickness (Su): Shu'lash can take an extra standard or move action during her turn each round.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 9 rounds.

Uncanny Dodge (Ex): Shu'lash retains her Dexterity bonus to Armor Class even when caught flat-footed.

Possessions: Amulet of mighty fists +2

Power-Up Suite (*mass bear's endurance, nondetection, bull's strength, invisibility, and mage armor*): hp 227; AC 21, touch 13, flat-footed 21; Grp +37; Atk +29 (1d6+13, *tentacle*); Full Atk +29 melee (1d6+13, 2 *tentacles*); SA Constrict 1d6+13; SQ *invisible, nondetection*; SV Fort +17; Con 22.

Appendix 2

New Rules Items

New Feats

Clever Wrestling [General]

from *Complete Warrior*, page 97

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.

Prerequisites: Small or Medium size, Improved Unarmed Strike

Benefit: When your opponent is larger than Medium, you gain a circumstance bonus on your grapple checks to escape a grapple or pin. The size of the bonus depends on your opponent's size according to the following table.

| Opponent Size | Bonus |
|---------------|-------|
| Large | +2 |
| Huge | +4 |
| Gargantuan | +6 |
| Colossal | +8 |

Dire Charge [Epic]

from *Draconomicon*, page 68

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

Prerequisite: Improved Initiative

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

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

Earth's Embrace [General]

from *Complete Warrior*, page 97

You can crush opponents when you grapple them.

Prerequisites: Str 15, Improved Grapple or improved grab, Improved Unarmed Strike

Benefit: While grappling, if you pin your opponent, you deal an extra 1d12 points of damage in each round that you maintain the pin. You must hold your opponent immobile as normal (with an opposed grapple check), but you must also remain immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless). You do not gain this extra damage against creatures that are immune to critical hits.

Normal: You may deal normal damage to a pinned opponent by making a successful grapple check.

Elephant's Hide [Wild]

from *Complete Divine*, page 81

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. This effect lasts for 10 minutes.

Improved Toughness [General]

from *Complete Warrior*, page 101

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.

Powerful Charge [General]

from *Miniatures Handbook*, page 27

You can charge with extra force.

Prerequisites: Medium or larger, base attack bonus +1

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

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

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

Rapid Spell [Metamagic]

from *Complete Divine*, page 84

You can cast spells with long casting times more quickly.

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

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat

can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

New Spells

Languor

from *Complete Divine*, page 167

Transmutation

Level: Druid 4

Components: V, S

Casting Time: 1 standard action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. The spell's *slow* effect counters and is countered by *haste*. However, the Strength penalty is not countered by *haste*.

Nature's Favor

from *Complete Divine*, page 170

Evocation

Level: Druid 3, Ranger 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Animal touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

By calling on the power of nature, you grant the target animal a +1 luck bonus on attack and damage rolls for every 2 caster levels you possess (to a maximum +5 bonus).

Greater Bestow Curse

from *Complete Divine*, page 153

Transmutation

Level: Bard 6, cleric 7, sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

The spellcaster places a curse on the creature touched, choosing one of the following three effects:

- One ability score is reduced to 1, or two ability scores suffer -6 penalties (minimum 1).
- -8 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the subject has a 25% chance to act normally; otherwise, he takes no action.

You may also invent your own curse, but it should be no more powerful than those listed above, and the Dungeon Master (DM) has final say on the curse's effects.

The *greater curse* cannot be dispelled, nor can it be removed with a *break enchantment*, *limited wish*, or *remove curse* spell. A *miracle* or *wish* spell removes the *greater curse*, but each *greater curse* must also have a single means of removing it with some deed that the spellcaster designates. The deed must be something that the subject can accomplish within one year (assuming he undertakes it immediately). For example, the deed might be "slay the dragon under Castle Bluecraft", or "climb the tallest mountain in the world." The cursed victim can have help accomplishing the task, and in some cases another character can lift the curse.

New Prestige Classes

Occult Slayer

from *Complete Warrior*, page 66.

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

Hit Die: d8

Requirements

To qualify to become an occult slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +5

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

Feats: Improved Initiative, Weapon Focus (any weapon)

Class Skills

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

Skill Points at Each Level: 2 + Int modifier.

Class Features

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

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

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

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

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

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

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

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

Reaping Mauler

from *Complete Warrior*, page 75

| Class Level | Base Attack | Fort Save | Ref Save | Will Save | Special |
|-----------------|-------------|-----------|----------|-----------|-------------------------------|
| 1 st | +1 | +2 | +2 | +0 | Improved Grapple, Mobility |
| 2 nd | +2 | +3 | +3 | +0 | Adept Wrestling +1 |
| 3 rd | +3 | +3 | +3 | +1 | Counter grapple, sleeper lock |
| 4 th | +4 | +4 | +4 | +1 | Adept Wrestling +2 |
| 5 th | +5 | +4 | +4 | +1 | Devastating grapple |

Hit Die: d10

Requirements

To qualify to become a reaping mauler, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Escape Artist 5 ranks, Tumble 5 ranks.

Feats: Clever Wrestling, Improved Unarmed Strike.

Special: The candidate must have defeated at least three opponents one size category larger than himself with his bare hands.

Class Skills

Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the reaping mauler prestige class.

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

Improved Grapple (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites.

Mobility (Ex): When wearing light armor or no armor, a reaping mauler gains the benefit of the Mobility feat, even if he does not meet the prerequisites.

Adept Wrestling (Ex): Beginning at 2nd level, a reaping mauler who is wearing light armor or no armor gains a +1 bonus on all grapple checks and opposed Dexterity or Strength checks. This bonus increases to +2 at 4th level.

Counter Grapple (Ex): When grappling or pinned, a reaping mauler of 3rd level or higher wearing light armor or no armor can attempt either a grapple check or an Escape Artist check opposed by his opponent's grapple check to free himself as normal. If he fails the check he has chosen, he can immediately attempt the other check as a free action.

Sleeper Lock (Ex): At 3rd level, a reaping mauler learns how to render an opponent unconscious with pressure. If the character pins his opponent while grappling and maintains the pin for 1 full round, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the round or fall unconscious for 1d3 rounds. A creature with no discernible anatomy has immunity to this effect.

Devastating Grapple (Ex): If a 5th level reaping mauler pins his opponent while grappling and maintains the pin for 3 consecutive rounds, the opponent must make a Fortitude save (DC 10 + the reaping mauler's class level + the reaping mauler's Wis modifier) at the end of the third round or die. A creature with no discernible anatomy is immune to this ability.

Stained Glass Golem

from *Monster Manual II*, page 116

Updated to v3.5 using D&D Accessory Update Booklet

Medium-Size Construct

Hit Dice: 12d10+20 (86 hp)

Initiative: +0

Speed: 30 ft. (can't run)
AC: 15 (+5 natural), touch 10, flat-footed 15
Attacks: 2 rakes +10 melee
Damage: Rake 1d8+1/19-20
Face/Reach: 5 ft./5 ft.
Special Attacks: --
Special Qualities: Construct traits, DR 10/adamantine, fast healing 5, keen, magic immunity
Saves: Fort +4, Ref +4, Will +5
Abilities: Str 13, Dex 10, Con –, Int 4, Wis 13, Cha 7
Skills: Hide +18*
Feats: Blind-Fight, Cleave, Great Cleave, Power Attack, Skill Focus (Hide)
Climate/Terrain: Any land and underground
Organization: Solitary, pair, or crew (3-5)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 13-24 HD (Medium-size), 25-26 HD (Large)

Beautiful stained glass windows not only indicate the wealth of a temple or stronghold, they may also be the site's guardians. These beautiful constructs are built to harmonize with a structure's décor, so that their presence is not obvious to any except intruders.

Stained glass golems are flat, two-dimensional replicas of living beings. When they move, they produce a tinkling sound like that made by delicate crystal wind chimes. When moving through a lighted area, they flash and flicker as the light striking them breaks down into its component hues. Stained glass golems never communicate in any way.

Combat

Stained glass golems attack by slashing with their “arms”, which are as sharp as broken glass.

Keen (Su): A stained golem's rake attack threatens a critical hit on a natural attack roll of 19-20.

Magic Immunity (Ex): A stained glass golem is immune to all spells, spell-like abilities, and supernatural effects that allow for spell resistance, except as follows. A *shatter* spell affects it normally. A *mending* spell heals 2d6 points of damage the golem as taken. Sonic attacks affect it normally.

Skills: *A stained glass golem receives a +20 competence bonus on Hide checks when standing motionless in a window frame.

Appendix 3

The Ghost of Azrael

Ghost of Azrael: Female human Wiz 12; CR 3; Medium Undead (incorporeal); HD 12d12 (Wizard); hp 84; Init +3; Spd 30 ft., fly 30 ft. (perfect); AC 13 (17 manifested) (touch 17, flat-footed 14) [+3 Dex, +4 deflection]; Atk +10/+5 melee (1d4, +2 dagger); SA: Manifestation, Frightful Moan, Malevolence, Telekinesis, Spells; SQ: Rejuvenation, Turn Resistance +4; AL CN; SV Fort +4, Ref +7, Will +8; Str 8, Dex 16, Con -, Int 18, Wis 10, Cha 18. Height 5 ft. 4 in., Weight 110 lb.

Skills and Feats: Alchemy +19, Appraise +4, Concentration +19, Diplomacy +10, Hide +11*, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (Local [Iuz's Border States]) +19, Knowledge (planes) +19, Listen +8*, Search +11*, Spellcraft +19, Spot +8*, Combat Casting, Empower Spell, Energy Substitution, (sonic), Greater Spell Focus (Evo), Silent Spell, Spell Focus (Evo), Scribe Scroll, Weapon Finesse (dagger); speaks Ancient Suloise.

Manifestation (Su): When Azrael manifests she becomes visible but remains incorporeal. Her spells have a 50% chance to affect targets on the Material Plane. Her touch spells don't work on material targets when Azrael manifests. Incorporeal creatures can only be harmed by other incorporeal creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms. Even when struck by magic or magic weapon, she has a 50% chance to ignore any damage from a corporeal source – except for a force effect, such as magic missile, or damage inflicted by a ghost touch weapon.

Undead: Azrael is immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects. She ignores mind-influencing effects, charms, compulsions, phantasms, patterns, and morale effects. She is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. She is immune to anything requiring a Fortitude saving throw (unless it affects objects).

Frightful Moan (Su): Azrael can moan as a standard action. All living creatures within a 30-foot spread must succeed at a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic, necromantic, mind-affecting fear effect. A creature that successfully saves against her moan cannot be affected by it again for one day.

Malevolence (Su): Once per round, Azrael can merge with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 12th level sorcerer, except that it does not require a receptacle. If the attack succeeds, the ghost's body vanishes the opponent's body. The target can resist the attack with a successful Will save

(DC 19). A creature that successfully saves is immune to Azrael's malevolence for one day.

Telekinesis (Su): Azrael can use telekinesis once per round as a free action, as cast by a 12th level sorcerer; range is 880 ft. She can use this ability to create a *sustained force*, moving a creature or object up to 300 pounds up to 20 feet per round; this effect can be negated with a successful Will save (DC 19). Alternately, she can use this ability to create a *violent thrust* in a single round, hurling one or more objects or creatures within 10 feet and with a total weight of 300 pounds toward any target within 120 feet. See PHB, page 264.

Rejuvenation (Su): If destroyed, Azrael is able to restore herself in 2d4 days with a successful level check (1d20+1) against DC 16. For purposes of this module, consider the level check to be automatically successful.

Turn Resistance (Ex): A ghost has a +4 turn resistance; attempts to turn, rebuke, command, or bolster are treated as if Azrael had 16 HD.

Skills: Ghosts gain a +8 racial bonus to Hide, Listen, Search, and Spot checks.

Possessions: +2 dagger (ethereal copy), bracers of armor +3 (ethereal copy)

Physical Description: long, raven-black hair; green eyes, pretty

Spells Prepared (4/5/5/5/4/3/2; base DC = 14 + spell level [base DC = 16 + spell level for Evo]): 0 – *dancing lights*, *ghost sound*, *prestidigitation* (2); 1st – *charm person*, *magic missile*, *shield*, *silent image*, *ventriloquism*; 2nd – (sonic) *flaming sphere*, *magic mouth* (2), *mirror image*, *false life*, *web*; 3rd – *explosive runes*, (sonic) *lightning bolt*, *secret page*, *sepia snake sigil*, *stinking cloud*; 4th – *silent dispel magic*, *silent (sonic) lightning bolt*, *Otiluke's resilient sphere*, *stoneskin*; 5th – (sonic) *cone of cold*, *dominate person*, *empowered (sonic) lightning bolt*; 6th – repeated (sonic) *lightning bolt*, (sonic) *chain lightning*

DM's Aid #1: Adventure Hooks

Each PC should receive one of the three hooks presented here, based on the Criteria found in the Adventure Summary.

Adventure Hook #1

It was three days ago when a striking man of olive skin and raven hair disturbed your evening meal. He literally appeared in your kitchen, having teleported directly into your home without so much as a "Hello" or "How do you do?" Luckily for the arrogant intruder, or perhaps even moreso for you, your spellcasting finger was a bit slow that day or you might have ended up sizzling the sorcerer. You quickly recognized the interloper of your meal as Daimon Truflame, one of the pair of Guildmasters for the Guildsmen of the High Art.

To your protestations, Daimon simply raised his hand, palm out. The sorcerer poked about, opening drawers and shuffling through their contents, or unscrewing spice lids and sniffing disdainfully. He even went so far as to scoop a forkful of food straight from your plate and into his mouth, only to cringe disgustedly.

It wasn't until his inspection was complete to his liking that Daimon finally acknowledged your complaints with a flat stare. "For once, you must prove you are actually worth something to the Guild," he said, his dark voice flowing smoothly and with command. "Come to the Retreat in three days. Bring your adventuring gear." Then, without so much as a "Goodbye" or "Have a nice night", the Guildmaster uttered an arcane phrase and teleported out of your home.

There's just no accounting for the arrogance of sorcerers.

Adventure Hook #3

Two days have passed since your encounter with the enigmatic Orin Yaun. Equally flirtatious and standoffish, the sorcerous Yaun was a confounding bundle of half-elven woman. She caught you briefly in the Merchant's District of Highfolk town, appearing seemingly from nowhere. Forcefully, she grasped your arm, only to smile demurely when you turned on her.

She talked smoothly, a sincerely friendly smile touching her eyes as she asked you to perform a task for the Guildsmen of the High Art. More specifically, the task was for her in particular. Or as she told it, anyway. She left many of the details vague, insisting that you come to a meeting today at the new Guildhall, Doom's Retreat.

That is why you're up this early, thinking about turning down the next street and making your way to the Retreat for this meeting.

Adventure Hook #2

Fireseek is a cold time of year. The comfortable chair before the large, roaring fireplace in your home is warm. These two facts are what placed you in that chair during the evening hours of yesterday. You were settled in with your own personal copy of "Quicksilver". Once again, you were reaching an early climax in the novel when you were irritatingly interrupted by a cold wind gliding over your left shoulder and fluttering the parchment pages of your book.

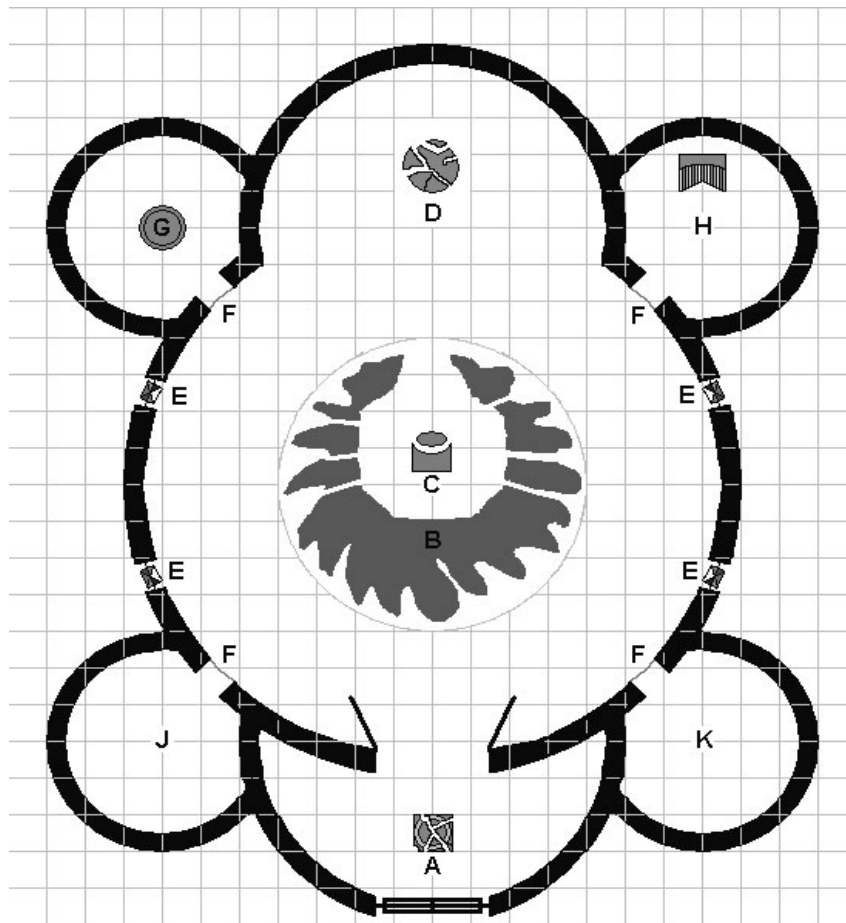
"The last key is ready to be found," echoed the whispering wind, speaking the words in a voice you quickly recognized. "Come to Doom's Retreat tomorrow afternoon. Prepare for adventure. My notes say upside-down and backwards. And counter-clockwise." The voice belonged to Azrael, the ghostly arcanist haunting the new Guildhall. Over the past year, she has been helping you locate a spellpool rumored to be in the region... or have you been helping her? Either way, the prospect of a spellpool is one you cannot ignore. Personal power aside, the Guild could benefit greatly if your studies on spellpools turn out to be true. The ability to freely exchange spells between Guild members could prove invaluable.

The following occurs later, just before leaving Doom's Retreat:

As you cross the vast meeting hall, your attention is seized by a whisper in your ear. The voice is easily recognizable as that of Azrael, the ghost of Doom's Retreat.

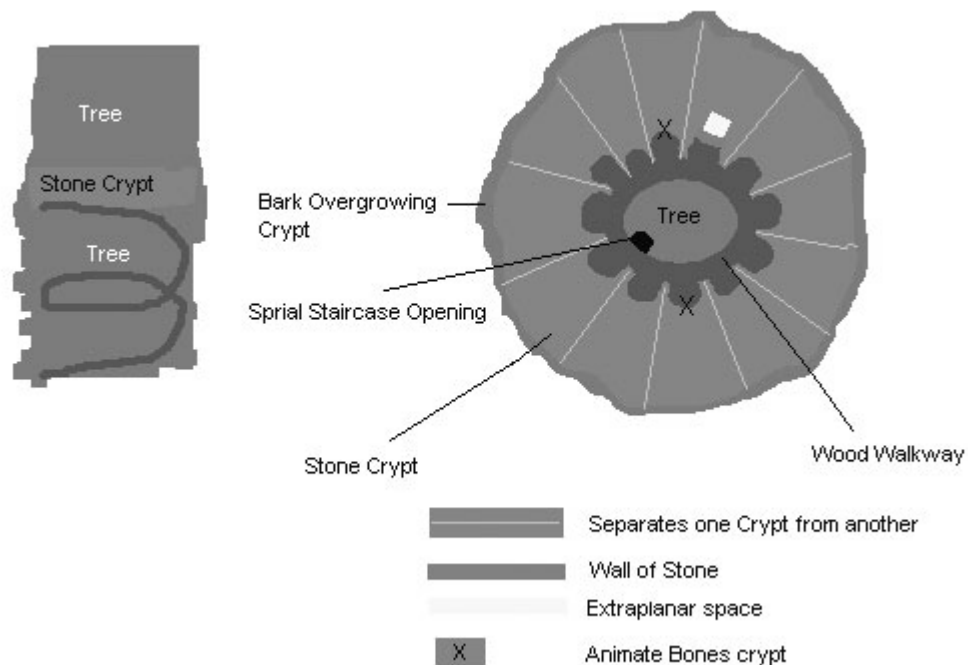
"My chosen, I ask a favor of you, in return for the help I have provided to you in the past. I wish to observe the final steps in reaching the spellpool, and I beg your aid. As you must know, in my present form I cannot leave the confines of Doom's Retreat. If one of such skill and prowess as yourself would allow, I would very much like to... accompany you. Of course, I promise not to harm or take control of such a gracious host. Would you allow me the pleasure of a journey beyond these walls? It has been so long..."

DM's Aid #2: Cathedral Maps



Side View

Top View



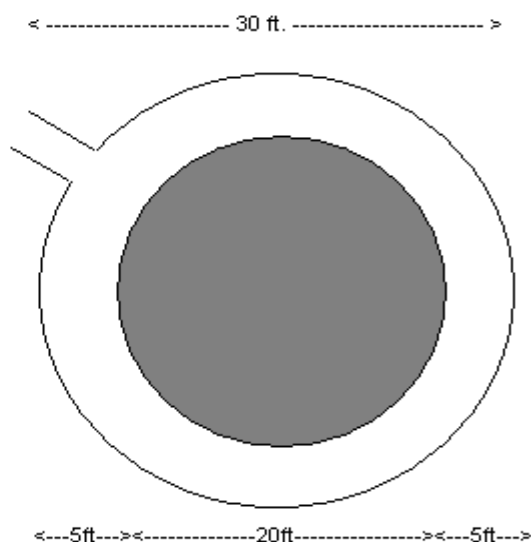
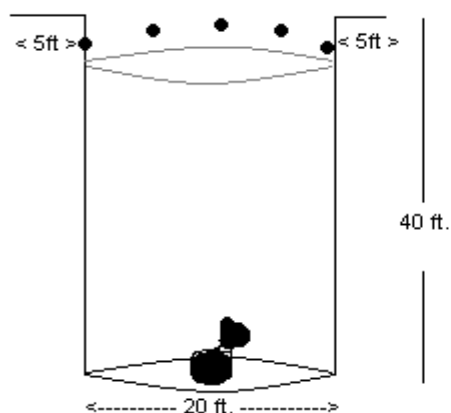
Map of the Cavern & Cistern

One Square = 10 feet

From Lock Puzzle



- O = Orin's Starting Place
- R = Ritt's Starting Place
- S = Shu'lash's Starting Place
- J = Jorasch's Starting Place
- = Cavern Floor
- = Twenty-Five Foot Ledges
- = Spellpool



Player's Handout #1

Pontifus gave Raylinth the gift of music – just one staff, which I have saved between these pages below. He told the elven priest that this music must always be played carefully on the chapel **organ**. Raylinth decided he will open each service to the **Transcendent One** with this music.

For me, a strange phrase, which he asked me to record here:

"DEFACE A AGED FACADE"

When I sheepishly pointed out the poor grammar, Pontifus informed me that it was imperative that I record the phrase exactly as he uttered it. Always so enigmatic and mysterious, he is, full of phrases with **double meaning**.

I heard the elves had an unusual visitor to the **cathedral** last week, an elven paladin of impeccable grace and virtue from the nearby **City of Iron two days to the southwest**. He stopped to drink from the **nearby stream** and to rest for a few days, hoping the waters would wash away his weariness. He had been on what he said was his quest for a magical sword that shone like the sun, the **key** to his quest. The first thing he asked to do when he arrived was to visit the chapel and pray, wishing that what was **hidden inside** him would **yield a revelation**. He stayed for four days, spending almost all of his time in the chapel, praying. It is unknown whether the knight would ever **find the path** he was searching for.

I'm told that the cathedral was attacked by a fierce band of foul orc savages. The first warning that they had was when they heard them through the open windows screaming about the 'rainbow warrior'. There were reportedly at least three-score orcs, both near and on the stairs, and many more strewn about, wounded, dead, or dying. I'm told a lone, scintillating knight dealt blow after vicious blow upon the orcs with his sparkling **silver** sword. Within minutes, the entire band was defeated; all dead or dying, with a small group fleeing in terror. They unbarred the doors to welcome and thank their savior, but by the time they exited, he had run around the corner - he did, however, pause to salute before doing so. When they tried to follow him around the corner, they found the knight had vanished. Later that day, after gathering their wits, they began digging a burial pit for the attackers. During this arduous process, I'm told they reflected on the slaughter; several of the priests remarked on the similarity of the knight to those portrayed in the chapel windows. They commented that he looked most like the knight in the northeast window of the chapel; one priest added her opinion that our rescuer had appeared unusually thin. Very strange, but very fortunate for them - the orcs would surely have broken down the doors and killed them all if not for the mysterious knight. Very few of the priests had any formal training with weapons or offensive spells. Perhaps they should better prepare themselves, lest they be caught off-guard again.

Player's Handout #2

This is what the parchment looks like on the front:



But it appears as though the ink has bled through to the backside of the parchment:



Player's Handout #3

The wall is carved with words, as shown below, around a keyhole within the stone.

