

Horde and Hoard

A One-Round Dungeons & Dragons® Living Greyhawk™ Iuz's Border States Metaregional Adventure

Version .99

by Paul Kulbitski

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You have received a vision requesting your aid. Gildor Arcanix has asked that you go and defend a dreaming oracle in her lair. Let nothing awake her from her dreams, because her dreams are our only hope. She must be defended at all cost! A one-round Iuz's Border States Metaregional adventure set in Howling Hills for APLs 4-14.

Resources for this adventure include *Complete Arcane* [Richard Baker], *Complete Mage* [Skip Williams, Penny Williams, Ari Marnell, Kolja Raven Liqueite], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark], *The Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owens K.C. Stephens, John Snead], *The Monster Manual IV* [WoTC], *The Spell Compendium* [Matthew Sernet, Jeff Grubb, Mike Mc Artor].

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

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This adventure retires from RPGA-sanctioned play on December 31, 2008.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to *Appendix 1* for full information on NPCs and monsters. For your convenience, *Appendix 1* is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in

this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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

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

TIME UNITS AND UPKEEP

This is a standard Metaregional adventure, set in Iuz's Border States. Characters native to that metaregion pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

The Iuz meta-region has been filled with strife for generations, though in the past year this strife has mostly been caused by mysterious dragon cultists. The absence of Old Wicked on the material plane has been an opportunity for these draconic cults to start seizing power. As these dragon cults have begun emerging from the shadows so have a few other secrets.

These cults are obviously interested in the secrets of the ancient Ur-Flan Necromancers. They have been encountered in various sites or ruins that belonged to the Ur-Flan. The true aim of the cultists is unknown at this time.

In response to the dragon cultists an organization called the Oathsworn Slayers has surfaced and has been recruiting adventurers to lend them aid in stopping the cults. The Oathsworn Slayers are committed to stopping the machinations of the dragon cults and evil dragons, what their ultimate goals are at this time are also unknown. This group is sponsored by an alliance of very powerful good and neutral dragons. This alliance has existed for a very long time, possibly as far back as the imprisonment of Tharizdun.

The Oathsworn and their allies are searching for the mysterious connection between the recent influx of evil dragon cult activity and their attraction to the Ur-Flan sites. What are their aims and goals and who is guiding them? These are the questions that the Oracle Sialmaniosim-Mazleon (Sial) is currently seeking for

answers. Sial has sent her soul on a vision quest leaving behind her defenseless body.

Gildor Arcanix has been guarding her for the last few weeks as Sial has grown weaker. Her soul journey is taking far longer than was anticipated. This has Gildor quite worried because he has sensed that there is trouble in his homeland, something he has guarded against since his time with the Radiant Ones and the great alliance against Tharizdun. He must go and somehow re-activate the circle of *Obsidian Obelisks* before an umbral blot part of Tharizdun's essence can escape into the Shield Lands and hasten Tharizdun's return.

ADVENTURE SUMMARY

Introduction: Gildor has urgent business to deal with so he sends for some adventurers to come and guard Sial in his place while he attends to business.

Encounter 1: The entrance to Sial's cavern and trap complex. PCs should find a note that indicates that the bad guys will be returning in two days.

Encounter 2: PCs find Sial in her cavern "sleeping" away. For all but extremely close examination she seems dead, however her body still functions barely. She is laying on a bed of gold, in a carven filled with gold. There is enough gold in this room to buy entire nations. This is a PC's opportunity to swim in piles of gold and possibly have some accidentally slip into their pockets. PCs may also realize that this is also a temple to Bahamut.

Encounter 3: The trap control room is how all of the traps through the complex are triggered. Next to the trap levelers are scrying mirrors that show the various tunnels of the cavern system. Only one mirror can be active at a time.

Encounter 4: This section details the tunnels and the traps in each tunnel.

Encounter 5: This section deals with the time spent repairing traps and setting up defenses. It is important to read through this section. Also it has a section for organizing the invasion of the horde. These notes will help things run more smoothly.

There are tactics for each wave of evil. The horde was delayed as it had to defend itself against some adventures. The treasure that they have collected from the adventures is outside in their campsite about half a day away.

Encounter 9: Determine if people have stolen from Sial's hoard of gold. Individual choices do not affect the entire group.

Conclusion: If Sial is alive she will dismiss any one who stole from her hoard, and reward any who did not. Then she will reveal what she has learned.

Epilogue: This is for the PCs that go out and investigate where the cultists came from and leads them back to the cultist's campsite and eventually an abandoned tower that serves as a hide out for one of Dragotha's generals. If PCs don't investigate and follow the tracks, they will not receive this treasure on the AR and possibly not receive full gold for their APL.

PREPARATION FOR PLAY

This module is set up like a reverse dungeon. It is important to familiarize yourself with how the trap repair section works so this does not bog down time. The goal of the mission is to protect Sial, not to fix traps. It is vital to keep track of time in this module. Repairing the traps and setting up defenses takes time and the dragon cultists will be arriving in two days. It is possible for PCs to run out of time or be repairing the traps as the horde arrives.

If any PC works on any project longer than 8 hours then adapt the rules of forced marching from the PHB page 163. Spells like *lesser restoration* and *remove fatigue* can eliminate the need to be concerned about the effects of fatigue.

Ask if any PC has a ring of minor spell storing this will have an impact during the introduction and possible reward on the AR. If the ring of minor spell storing was the former ring of clumsiness that was transformed in SHL4-06 then additional powers are activated in the ring.

Ask if any PC has a dragon or pseudo-dragon familiar, companion, mount or cohort, if they do this will have an additional introduction section.

INTRODUCTION

Try to read the introduction text before PCs pick spells for the morning.

Deep in the night a vision appears in your mind. A figure stands before you haloed in golden light, floating above mounds of gold that fill a large cavern, like the sand dunes of some bizarre metallic desert.

Gildor gestures to what looks like a sleeping silvery dragon like creature wreathed in iridescent flames, "A great innocent needs your protection. Even though you do not understand, Sialmaniosim-Mazleon dreams to save you and your people. Be her awakened defender; guard her against those who would prevent her dreams. I can no longer defend her and our enemies will come again soon. An ancient evil is being released in the Shield Lands and I must be there before it is too late.

Take this, after you prepare your mind, pack your bags, and ready your weapons, break this rune and it will bring you to the entrance of her lair. It is only a matter of days until the cultists storm her lair and seek to end her dreams."

PCs who have met Gildor Arcanix before will recognize his human facade. He was first introduced in SHL103-02 and after helping out the Shield Lands for the last few years he has moved to helping the entire Iuzian Meta-region.

It is slightly possible that some PCs have played SHL103-

02 and therefore have seen the only time Gildor revealed his colossal gold dragon shape.

The PCs may have questions for Gildor. So here are some notes on playing Gildor and some possible responses. Gildor is a very charming fellow and a master manipulator. Gildor (like many creatures of great power) rarely acts directly to effect changes in the mortal world. Instead he is a master manipulator of coincidence, providence and luck. He is an adept at bringing the right people together at the right time so that mortals have a fighting chance of saving themselves. Gildor has been able to manipulate time, dreamscapes, and events that suggest he has an epic or near divine amount of power. Gildor's past is an extremely well kept secret but it has been rumored that he was alive during the rule of the Ur-Flan and actively involved in the imprisonment of Tharizdun. If asked Gildor will never say he is a dragon but he will not deny being a dragon. Which has always led to an ambiguity of what Gildor truly is, which is probably something more than just an ancient gold dragon.

When will the enemy attack? Well I imagine it will not be today but possibly tomorrow. In any event I would hurry about your business to get there as soon as possible. There is much there that needs to be done.

What will attack us? Spawn of Tiamat, possibly some undead, and any creatures that might be aligned with evil dragons.

Are there any defenses in place? Yes, there are various traps that have already been triggered. It may be possible for you to repair them.

Who is behind all of this? That is what Sial is attempting to find out. While her soul is on the quest her body lies defenseless. She needs your protection.

What do I get out of all of this? Well Sial is sleeping on her hoard, if you are only motivated by money there is more than you can imagine.

Who is Sial? She is an Oracle of Bahamut. Her origins are unknown to me but she has been a long time ally.

Where is Sial? Sial's lair is in the Howling Hills. It is a waste land of extinct civilizations filled with horrible undead specters. Even Old Wicked's forces stay out of the howling hills if they can help it.

Are you a Dragon? Such inquisitive minds you have, do I look like a dragon to you?

Why do you always appear in a human shape? Well if I reveal my true form, it is much easier for my enemies to find me and I have many enemies.

Why don't you squash them yourself? There are many rules to these games, the more directly I interfere the more directly my enemies may interfere. It is best to do things through proxy until there is no other option.

If a PC has the former ring of clumsiness that Gildor transformed in SHL4-06 read the following.

"Ah, I see you still have the ring. Gildor reaches out and takes your hand into his. I see its full potential has yet to awaken." With that Gildor kisses the ring which flashes brightly blinding you for just a moment. Gildor is gone but your ring has awakened to further power.

The ring temporarily for this module functions as a ring of spell storing and a ring of counterspells. The ring is currently holding a spell of *passwall* but it has a caster level of 18 instead of the normal 9. Also the ring has *disintegrate* cast in it for the counterspell. Any spell cast into the ring by a PC will have the normal caster level per the item.

If a PC has a normal ring of minor spell storing then read the following.

"Ahh let me see that ring, yes this will do nicely." Gildor takes your hands and blows gentle glittering flames on the ring as it begins to glow brightly. "That should aid you for the next few days."

If no PC has the ring at the start of the adventure then choose one PC most closely aligned with Gildor and read the following.

You may also need this. Gildor drops a golden ring into your lap. Use it wisely; it will only function for a few days.

This is a ring of spell storing and currently contains a *passwall* at caster level 18. It loses its magical properties at the end of the adventure. If a PC casts a spell into the ring then it will have a normal caster level as per the item description.

When the PCs wake or come out of reverie they will find a *rune stone* in their hand. It is a *rune stone of greater teleport* at caster level 20. When broken it transports them to the entrance of Sial's lair. The PC can make a DC 27 Spellcraft to identify what this rune does and caster level. This can only be used once and its power fades after 48 hours if not used.

PCs have some time if they want to buy things or do errands the rune will retain its power for 48 hours. Keep track of time as they do so because ready or not the horde begins its attack in just over two days. The time at the end of the introduction is dawn on the 9th of Patchwall and the horde will strike on the 11th at 4pm. Remember that it takes an hour or more for PCs to prepare spells. Make sure to count the time of people using ritual feats that require an investment of time such as divine ward.

DEVELOPMENT

After the PCs use the *rune of greater teleportation* proceed to Encounter 1. It is possible and very likely that some PCs will arrive hours or even a day after the others.

1: WHERE THERE ONCE WAS A HORDE

With a brief snap of the runestone and a flash of light the world around you has changed. In the air is the smell of a tomb, the Howling Hills are the resting places of many civilizations that have died. The large rolling hills of this landscape are nearly lifeless. Few scrub plants sprout between the dusty rocks and bits of bone the lay in this wasteland. The wind seems to be accompanied by a low moaning sound that rises in volume with the wind speed.

Next to you is a large carved entrance carved into the side of a large hill. The cavern is a deep red rock that looks as though it was hollowed out by some huge clawed creature. The entrance to this cave is about 30 feet wide and 20 feet tall and it looks to go deep into the hill.

Sial's lair is located in the Howling Hills. The entrance of the lair 30x20 is a large cave of deep red rock. This is a natural cave entrance of unworked stone. All flooring in the cavern is considered natural uneven stone. This adds +5 to all Tumble DCs.

Sial's cavern has many magical defenses in place that help hide it from the outside. No spells of the divination school can effect anything inside the cavern if cast from outside the cavern. Once in the cavern you can use divination spells, except divination spells that attempt to contact other planes or beings such as *commune* and *divination*, are blocked. PCs casting *detect magic* will realize that the cavern is heavily warded with multiple strong abjuration auras.

PC cannot dimensionally travel into the cavern from outside or out of the cavern from inside. Once inside the cavern PCs can *teleport* from one end of the cavern to another without problems. This does create some problems spells like *blink*, *ethereal jaunt* etc... these spells simply do not function with in the cave. This also interferes with any conjuration (summoning) spells such as *summon monster* or *summon nature's ally*. However, summoning spells could be cast outside the cavern and the creatures could be lead inside.

The stone of the cavern is magically reinforced and hardened. It is not possible to burrow through this stone. Nor is it possible to see through the stone with any type of effect such as a *ring of x-ray vision*, or an earth dreamer's abilities. However, this does not limit forms of travel that pass through the earth such as *earth glide*, or *passwall*.

The stone of the cavern walls are resistant to permanent change, from things like *stone shape*, *earth lock* and other spells that make permanent changes to the cavern the caster must make a caster level check DC 25 to alter the stone. If the caster makes the check then the

alterations will last 10 minutes per caster level before they revert to their original shape.

There are three separate tunnels that branch off the main entrance. The first two of these tunnels end abruptly in what has obviously been a trap that has blocked off the corridor.

In the third tunnel they will see that the sliding trap door (see below) has not fallen all the way to the floor. A small character could pass under the wall with a DC 20 Escape Artist check; otherwise, it is too tight of a fit.

TRAP

The Sliding wall trap crushes down from the ceiling when activated. The wall is made of magically reinforced stone so it counts as a magical weapon for the purpose of DR. It is a DC 35 Strength check to lift the wall for one round; hardness 20; hp 400. The wall traps do not need to be repaired just reset in the trap control room.

All APLS (EL 4)

Sliding Wall Trap: CR4; mechanical; remote trigger; manual reset; DC 25 Reflex avoids; 4d6 damage; multiple targets (10 ft. by 15 ft. area); Search DC 24, Disable Device DC 18. Market Value: 23,800 gp.

About 50 ft. past the sliding wall trap, the PC will start finding some dead bodies. The dead bodies are all of monstrous humanoids and magical beasts of the spawn of Tiamat variety (black, blue, green, red and white) and a few kobolds, they are spread out around the center of the trap (see encounter 4). Heal DC 15 all of the bodies died of dehydration. Spellcraft DC 23 will indicate it was like a horrid wilting spell that killed them, DC 28 will indicate the origin of the spell trap, which is no longer active. See Encounter 3 tunnel three for more detail on this trap. Search check DC 20 will reveal that these bodies have been picked clean of any valuables. However they will find a note on a redspawn arcanist's body. The note is written in draconic.

Malic,

Support will arrive on the 11th of Patchwall. Wait for support before entering the lair of the Oracle. She is reputed to have strong defenses and a small army of kobolds that serve her. She must be destroyed at all cost before she learns the secrets of our masters.

Praise Tiamat, Solinkala

Characters awoke on the 9th day of Patchwall with the rune stone in hand. DC 10 Knowledge Local (any) to figure out what day it is.

The third tunnel leads to an intersection where the first and second tunnels connect. Further on they can see the glinting of golden light. The light is coming from the

main cavern room of Sial's lair. The golden light comes from the reflection of multiple ever burning torches coming off the piles of gold that cover the entire floor of the cavern.

The tunnel leads to an intersection of four other tunnels. The three tunnels to your right seem to lead back towards the entrance. The tunnel directly ahead of you is flickering with golden sparkling lights.

DEVELOPMENT

If the PCs continue going towards the golden lights then continue on to encounter 2. If they instead choose to go investigate the other tunnels proceed to encounter 3.

2: CAVERN OF THE HOARD

An immense cavern opens up sparkling with gold flashes of light reflecting on the piles of gold carpeting the floor of the cavern. Mounds of coins that could hide an ogre create a bizarre golden landscape that surround a massive iridescent flaming creature. A colossal form that looks like a cross between a great lizard and a fiery bird of prey is nestled within the large piles of gold.

The entire cavern is covered in at a depth of at least two feet of coins. Over 80% of the coins that are in this room are gold. In the center of the cavern is the sleeping form of Sialmaniosim-Mazleon (Sial). She is in a nest like mound of gold coins. The depth of coin around Sial is 10ft so she is 10ft off the cavern floor and takes up a 30x30 area with her sleeping form. The ceiling of the cavern is 80ft high from the floor of the cavern.

Movement in this room is treacherous at best. Medium or smaller creatures must make a DC 13 Reflex save every round they start in a square covered in gold. It takes a DC 12 Balance check to move at half speed. Medium or smaller creatures without 5 ranks in balance are considered flat-footed while standing on the gold. 5ft steps are impossible on this terrain, all creatures must move at least 10ft in any direction as if they had poor maneuverability. Large or larger creatures are not affected by this.

A PC with at least 5 ranks in balance can, after spending an hour swimming through the gold, learn how to adapt their movement. With a DC 25 Balance check they can learn to move quite efficiently. PCs can take 20 on this check but it takes 4 hours of practice. They no longer need to make balance checks and are not considered flat-footed. However, they must move 10 ft in any direction they are facing as though they had average maneuverability but the PCs land movement speed is doubled by the sliding action.

If the PCs want to clear the floor of the cavern and move the coins behind Sial then look in encounter 5.

Sialmaniosim–Mazleon

Sial herself is a colossal half-dragon phoenix divine oracle of Bahamut. Sial is in a deep arcane induced slumber that she cannot be awakened from. It is a DC 20 Heal check to realize that she is actually alive, her breathing and heartbeat are so shallow that they are difficult to detect. DC 10 Search check will reveal a small sign next to her head. It is written in Draconic and says "I'm not dead". DC 30 Spellcraft will indicate that Sial is on some type of vision quest and her soul has left her body behind. She is completely helpless and as such devoid of many of her natural forms of defense.

Sial is considered helpless, melee attacks against a helpless creature gain a +4 bonus and her dexterity is treated as 0. However, unlike normal helpless creatures an attacker cannot be coupe de grace her successfully. Because her soul is somewhere else she does not have SR or many other forms of protection she would normally have. Sial is considered mindless so she cannot be affected by any mind effecting spells (charms, compulsions, fear, morale effects, illusions etc...). Sial is weakening because her soul has left her body, her hit points are APL dependent.

APL 6 (EL NA)

Sialmaniosim-Mazleon: hp 150; Appendix 1.

APL 8 (EL NA)

Sialmaniosim-Mazleon: hp 175; Appendix 1.

APL 10 (EL NA)

Sialmaniosim-Mazleon: hp 200; Appendix 1.

APL 12 (EL NA)

Sialmaniosim-Mazleon: hp 225; Appendix 1.

APL14 (EL NA)

Sialmaniosim-Mazleon: hp 250; Appendix 1.

If Sial is killed she will immolate in a 30ft spread out from her body for 40d6 damage (half of which is considered fire) DC 26 Reflex save for half damage. The death of Sial ends the adventure, immediately proceed to conclusion.

3: TRAP CONTROL ROOM

With a DC 20 Search check they will find a secret door to the trap control room. Behind the secret door is a large room with 3 mirrors mounted on the wall and three levers near each mirror. Currently all of the upper levers are in the down or off position; all of the other levers are in the up or on position. 10ft. separate each mirror. It is a standard action to shift a level to the on or off position.

The top of the three levers in each trio turns on the mirror which is actually a scrying device that shows a section of each tunnel where the traps are located. Mirror 1 is focused on tunnel one, mirror 2 on tunnel two etc... Each mirror shows the majority of the tunnel as if they

were looking at a map. The traps are clearly indicated on the mirror. The kobolds have used a grease pencil to draw the location of the traps on the mirror. If the PCs have not found the traps this will tell them where they are without the need for a search check. **Only one mirror can be active at a time.**

The middle, or second, level in each trio is the remote manual trigger to the sliding wall trap. The traps can be triggered by moving the lever to the on position. These traps are not in need of repair and work fine.

The third, or bottom, of lever in each trio activates the other trap in each tunnel. See encounter three for details on each trap. Each of these traps needs to be repaired.

In this chamber there is also a tiny sized door that leads into a complex tunnel system that a small character would need to squeeze to navigate through. It leads to all of the mechanicals for each trap to reset them. See encounter three for details on resetting each trap and what it takes to do so. A medium sized creature can move 5 ft. per round through these tunnels but takes a -8 squeezing penalty. It takes 15 minutes for a medium PC to get to the trap mechanicals squeezing through the tiny tunnels, 5 minutes for a small PC. It takes equally as long for the PC to return to the trap control room. Only one PC can fit into the small mechanical room by each trap.

The trap control room also has a large closet that contains everything that is needed to repair the traps.

4: THE HORDE OF TRAPS

There are three main tunnels that lead into Sial's lair. Each tunnel has two traps that guard the tunnel. The first is the sliding wall trap, which blocks any escape. The second trap in each tunnel is detailed below. See encounter one for details on the swinging wall trap.

TUNNEL ONE

This is a long winding tunnel that is 15 ft. to 20 ft. wide at any given point. This uneven stone floor makes tumbling a little difficult increasing the DC by 5 for any Tumble attempt. The PCs will find that there was a large battle here. There are about 100 charred kobold remains. DC 20 Heal check will reveal that the burnt remains died from some huge sized bladed weapon or trampled upon by some large creatures. The burning happened after they were dead. All of the corpses have been completely picked clean of anything of value.

Further down the tunnel is the falling block trap. This trap has already been activated and will require repair and manual reset to function again. DC 25 Search check will reveal that the trap successfully hit something with a blue scaly hide. This block looks like it got wedged in the hallway while it was being reset. A medium creature could squeeze underneath the block.

TRAP

This is a stone trap, so dwarves gain their stone cunning bonus. It is a huge 20x20x20 stone block that crushes everything underneath it. It is remotely triggered from inside the trap control room detailed in encounter 2.

APL 6 (EL 6)

Falling Block Trap: CR 6; mechanical; remote trigger; manual reset; Atk +15 melee (6d6); multiple targets in 20x35x20 area; Search DC 25; Disable Device DC 15

APL 8 (EL 8)

Falling Block Trap: CR 8; mechanical; remote trigger; manual reset; Atk +17 melee (8d6); multiple targets in 20x35x20 area; Search DC 25; Disable Device DC 25

APL 10 (EL 10)

Falling Block Trap: CR 10; mechanical; remote trigger; manual reset; Atk +19 melee (12d6); multiple targets in 20x35x20 area; Search DC 27; Disable Device DC 27

APL 12 (EL 12)

Falling Block Trap: CR 12; mechanical; remote trigger; manual reset; Atk +19 melee (16d6); multiple targets in 20x35x20 area; Search DC 27; Disable Device DC 27

APL 14 (EL 14)

Falling Block Trap: CR 14; mechanical; remote trigger; manual reset; Atk +24 melee (18d6); multiple targets in 20x35x20 area; Search DC 29; Disable Device DC 29

TUNNEL 2

This tunnel is very similar to Tunnel one in shape and design. This uneven stone floor makes tumbling a little difficult increasing the DC by 5 for any Tumble attempt.

Investigating this tunnel also leads to about 20 dead kobold bodies. A DC 25 Heal check reveals that these Kobolds died instantly. DC 27 Spellcraft check to identify the cause of death as the *blasphemy* spell. These kobolds have no items of value on their bodies. Track DC 35 will indicate that other small humanoid footprints have been there since the bodies have died, likely the looters of the dead kobolds. DC 30 Track check will identify huge four legged reptilian foot prints on the cavern floor.

Further down the hallway is a section of the cavern walls that have closed in. This trap has been triggered already it will need to be reset manually. See the repairing traps section for details on fixing the trap.

TRAP

This is a crushing wall trap that is remotely triggered from the trap control room. It is a deadly trap that crushes any target in its grasp. The walls are not complete retracted back into a reset position. A medium creature could squeeze through the trap, until it is reset correctly.

APL 6 (EL 6)

Crushing Wall Trap: CR 6; mechanical; remote trigger; manual reset; Atk +15 melee (8d6); multiple targets in 20x20 area; Search DC 20; Disable Device DC 20

APL 8 (EL 8)

Crushing Wall Trap: CR 8; mechanical; remote trigger; manual reset; Atk +17 melee (12d6); multiple targets in 20x20 area; Search DC 20; Disable Device DC 20

APL 10 (EL 10)

Crushing Wall Trap: CR 10; mechanical; remote trigger; manual reset; Atk +19 melee (12d6); multiple targets in 20x20 area; Search DC 25; Disable Device DC 25

APL 12 (EL 12)

Crushing Wall Trap: CR 12; mechanical; remote trigger; manual reset; Atk +21 melee (14d6); multiple targets in 20x20 area; Search DC 29; Disable Device DC 29

APL 14 (EL 14)

Crushing Wall Trap: CR 14; mechanical; remote trigger; manual reset; Atk +24 melee (16d6); multiple targets in 20x20 area; Search DC 32; Disable Device DC 32

Tunnel Three

The PCs have likely already explored this tunnel. However, they may not have found the magical trap that has already been triggered.

TRAP

There is a trap of spell holding. There is a small crystal that is embedded in the floor of the cavern that has the abilities to hold spells.

APL 6 (EL 6)

Spell Holding Trap: CR 6; mechanical; remote trigger; manual reset; holds 4 levels of spells; maximum spell level 3; Search DC 28; Disable Device DC 28

APL 8 (EL 8)

Spell Holding Trap: CR 8; mechanical; remote trigger; manual reset; holds 6 levels of spells; maximum spell level 4; Search DC 29; Disable Device DC 29

APL 10 (EL 10)

Spell Holding Trap: CR 10; mechanical; remote trigger; manual reset; holds 8 levels of spells; maximum spell level 5; Search DC 30; Disable Device DC 30

APL 12 (EL 12)

Spell Holding Trap: CR 12; mechanical; remote trigger; manual reset; holds 10 levels of spells; maximum spell level 6; Search DC 31; Disable Device DC 31

APL 12 (EL 14)

Spell Holding Trap: CR 14; mechanical; remote trigger; manual reset; holds 12 levels of spells; maximum spell level 7; Search DC 32; Disable Device DC 32

5: BEFORE THE HORDE INVADES

KEEPING TRACK OF TIME!

There will be a lot of time consuming activities such as; repairing traps, clearing out the coins in front of Sial, and setting up defenses thought up by the players. It is vital for the DM to keep track of time because on the 11th of Patchwall the Horde invades. Also it is important to keep track of time if people are doing tasks that last more than 8 hours. If so adopt the forced march rules from the PHB page 164. PCs will very likely have spells to remove or prevent fatigue. This will be extremely handy if some of the PCs don't have to sleep.

REPAIRING TRAPS

All non-sliding wall traps in this complex need to be repaired and reset so that they can be remotely triggered from the trap control room. Each trap takes a base 2d6 hours to repair (minimum 1 hour). To repair the trap it takes a Craft (Trap Making) or Knowledge (Architecture and Engineering) equal to the disable device check for the trap. For every 5 points over the DC the time is reduced by 1 hour. The trap that is different is the spell holding trap; see below for information on that trap. Taking 20 requires 18 hours before time reductions. Failure of 5 or more adds 1 hour to the time.

Bonuses on the skill checks:

- 5 Ranks in Disable Device +2 synergy bonus to both Craft and Knowledge checks
- 5 Ranks in Craft (Trap Making) +2 synergy bonus to Knowledge (Architecture and Engineering)
- 5 Ranks in Knowledge (Architecture and Engineering) +2 synergy bonus to Craft (Trap Making)
- Character assisting from inside the tiny tunnel system +4 on successful assist. It takes 15 minutes for a medium PC to get to the trap mechanicals squeezing through the tiny tunnels, 5 minutes for a small PC.
- +2 for every successful assist from the party.
- *Make whole* will reduce the time by 6 hours per trap and reduce the DC by 5.
- Successful Disable Device check against trap DC gives +5 bonus for that PC on either Craft or Knowledge check and reduces time by 1 hour, successful Disable Device check DC+10 gives a +10 bonus for that PC on the Craft or Knowledge checks and reduces time by 2 hours.

Repairing the Spell Holding Trap

The spell holding trap is completely different. First a spell caster needs to study the trap and make a DC Knowledge (Arcana, Religion, or Spellcraft) check equals the Disable

Device DC of the trap which takes 5 hours. Taking 20 takes 10 hours but automatically succeeds. The spell caster will learn that when the PC prepares spells they can spend an additional hour becoming attuned to the trap and learn how to fill the trap with spells. They also know how many spell levels the spell holding trap can contain and the maximum spell level it can hold. PCs can cast *identify* or *legend lore* will reveal this information in the standard amount of time for the spell. Characters using meta-magic rods to cast spells will realize that the meta-magic rod does not reduce the level of the spell held, nor does the feat Metamagic School Focus, Sudden Metamagic or any similar effects or feats. However, the spell does retain the caster level and DC of the person who cast the spells into the trap.

CLEARING THE FLOOR IN SIAL'S ROOM

If the PCs want to clear the floor of the cavern and move the coins behind Sial it would take one PC 24 hours of continuous shoveling. For each character that participates reduce the time accordingly. Two PCs can do it in 12 hours, 3 in eight hours. However, the PC must be able to make a DC 16 Strength check each hour to make any progress. PCs may take 10 on this check and if they have a shovel or spade they receive +2 on the check. If a PC shovels for 8 or more hours they must make fortitude check as if they force marched, see PHB page 164 for each hour beyond 8 that they shovel. After 24 hours of work they will have cleared the first half of the chamber.

DEFENSES CREATED BY PCs

It is hoped that in the last two days the PCs have also created defenses of their own. Even simple *alarm* spells can make a huge difference if placed 40 feet before a trap then the PCs will know if they have to change mirrors and activate a trap. There are a good number of spells that can create traps, snares, or warn players in advance. If the PCs seem to be at a loss then maybe a hint or two could be helpful.

PCs may also create barriers or barricades with whatever they have brought along or have gone out to find in the barren wilds of the Howling Hills. There may not be a lot of trees but rocks are plentiful. Let the PCs use whatever they want, such as making a big mound of coins in one hallway to use as cover or block the entrance. Some PCs may have access to wall of stone or iron and attempt to create a shelter for Sial. The PCs should feel free to create defenses and use their creativity.

TIMING OF THE INVASION

The forces of the invasion horde gather at the entrance to Sial's lair at 2pm on the 11th of Patchwall, they were delayed from their original schedule by capturing and eating some adventurers. The cultists left all of the adventurers' gear back at their camp about a half a day away from the cavern entrance.

ORGANIZING THE BATTLE

It is important to keep track of rounds so that everything runs smoothly. Remain in that initiative for the all 3 waves. People can not ready actions out side of initiative, so by rolling initiative at the start this will allow the PCs to ready actions like triggering a trap when the bad guys enter the correct area.

1. Roll for initiative for entire battle.
2. Round 1: send wave one (encounter 6) down a random corridor. The redspawn arcanist begins casting minute length buff spells on herself and the rest of wave three.
3. Round 11: send wave two (encounter 7) down a random corridor.
4. Round 15: If the redspawn arcanist is able, it will cast *prying eyes* to look for the safest path.
5. Round 21: send wave three (encounter 8) down the remaining corridor or safest path.

Each wave will take a single move each round after they start and actively spot with their other actions (except the zombies which just move). It is important to keep track of where each wave is on the map as the PC hopefully are in the trap control room waiting to trigger the traps. It is possible that PCs are busy fighting one wave when the other wave is crossing over a trap. It is important to remember that it is a standard action to move a lever to activate a mirror or a trap. Only one mirror can be active at a time.

If none of the groups come back victorious one minute after she sent the second group, she will take her remaining forces and go down the last tunnel if all others are blocked. If some are still open then she will go down that one. The EL is lowered for each encounter by 1 because each group will go through at least one trapped tunnel and the PCs have been given the last few days to create hazards and defenses of their own.

Troubleshooting

It is possible that the PCs will decide that the best defense is offense and attack the horde as it arrives. All three waves arrive to the cavern at the same time, which potentially means the PCs have to fight the entire horde at once. Instead of defending the last cavern, PCs may move the fight to the tunnels shortly after the waves begin to move in. PCs are free to choose their own doom, so be prepared for PCs to split the party by having a few people in the trap room and a few in the tunnels.

6: WAVE ONE OF THE HORDE

The redspawn arcanist will send the first wave down a random tunnel. Then will wait one minute before sending the second wave and another minute before bringing her group in.

CREATURES

In wave one the zombies are all of spawn of Tiamat. The kobold zombies are really whitespawn hordelings, just use the kobold zombie stats. The bugbear zombies are actually blackspawn raiders. The wyvern zombies are normal wyvern zombies but they are painted one of the 5 chromatic dragon colors. The grey render are bluespawn burrowers big bluish things with large claws and teeth. Just use the Monster Manual stats as the closest approximation to the actual creature.

APL 6 (EL 7)

"Whitespawn Hordelings" Kobold Zombies (18): hp 16; MM 266.

APL 8 (EL 9)

"Blackspawn Raiders" Bugbear Zombies (18): hp 42 (each); MM 266.

APL 10 (EL 11)

Wyvern Zombies (18): hp 94; MM 267.

APL 12 (EL 13)

"Bluespawn Burrower" Grey Render Zombies (18): hp 133; MM 267.

APL14 (EL 14)

"Bluespawn Burrower" Grey Render Zombies (24): hp 133; MM 267.

Tactics

The mindless zombies are under the control of DorMor a black dragon general of Dragotha. He is using the zombies to watch the proceedings. DorMor will send them down a tunnel and order them to kill anything living they find. However, after entering the cave entrance DorMor is unable to remain in active control due to the protections of the cave so they will follow the last instructions they received.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

7: WAVE TWO OF THE HORDE

The redspawn arcanist will send wave two down a different tunnel than wave one. Wave two starts 10 rounds after wave one.

CREATURES

These hydras are painted up to match Tiamat. Every head and neck is painted with one of the primary evil dragon

colors black, blue, green, red, and white. This painting was done by kobolds so it isn't pretty and sometimes they are not the best counters so there could be a color missing or way too many of one particular color.

APL 6 (EL 8)

10 Headed Hydra: hp 108; MM 156.

APL 8 (EL 10)

12 Headed Hydra: hp 129; MM 156.

APL 10 (EL 12)

12 Headed Pyro-Hydra: hp 129; MM 156.

APL 12 (EL 14)

12 Headed Cryo-Hydra: hp 129; MM 156.

12 Headed Pyro-Hydra: hp 129; MM 156.

APL14 (EL 16)

12 Headed Cryo-Hydra (2): hp 129; MM 156.

12 Headed Pyro-Hydra (2): hp 129; MM 156.

Tactics

The hydras will follow the red spawn arcanist's directions on to which tunnel to go through. If they live through a trap they will pause and let their fast healing cure their damage. If the PCs interrupt their healing they will go after the PCs savagely. If they can get in melee with Sial they will focus all their effort on her.

Treasure: The PCs can gain the following treasure here:

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

8: THE FINAL MARCH OF THE HORDE

CREATURES

The redspawn arcanist will take her remaining troops and forge on ahead. If there is path of least resistance they she will lead them down that path.

APL 6 (EL 9)

Bluespawn Storm Lizard: hp 69; Appendix 1.

Whitespawn Iceskiddier: hp 85; Appendix 1.

Greenspawn Sneak Rogue: hp 31; Appendix 1.

Blackspawn Raider: hp 60; Appendix 1.

Redspawn Arcanist: hp 58; Appendix 1.

APL 8 (EL 11)

Bluespawn Storm Lizard (2): hp 69 (each); Appendix 1.

Whitespawn Iceskiddier: hp 138; Appendix 1.

Greenspawn Sneak Rogue: hp 44; Appendix 1.

Blackspawn Raider: hp 89; Appendix 1.

Redspawn Arcanist: hp 75; Appendix 1.

APL 10 (EL 13)

Bluespawn Godslayer: hp 162; *Appendix 1*.

Whitespawn Iceskiddler (advanced): hp 207; *Appendix 1*.

Greenspawn Sneak Rogue: hp 57; *Appendix 1*.

Blackspawn Raider Barbarian: hp 106; *Appendix 1*.

Redspawn Arcanist Sorcerer: hp 90; *Appendix 1*.

APL 12 (EL 15)

Bluespawn Godslayer Barbarian: hp 193; *Appendix 1*.

Fiendish Whitespawn Iceskiddler (advanced): hp 207; *Appendix 1*.

Greenspawn Sneak Rogue: hp 70; *Appendix 1*.

Blackspawn Raider Barbarian: hp 127; *Appendix 1*.

Redspawn Arcanist Sorcerer: hp 101; *Appendix 1*.

APL 14 (EL 17)

Bluespawn Godslayer Barbarian Fighter: hp 238; *Appendix 1*.

Half-Fiend Whitespawn Iceskiddler (advanced): hp 225; *Appendix 1*.

Greenspawn Sneak Rogue: hp 83; *Appendix 1*.

Blackspawn Raider Barbarian: hp 148; *Appendix 1*.

Redspawn Arcanist Sorcerer: hp 128; *Appendix 1*.

Tactics

The bluespawn storm lizards are stupid. They will walk down the assigned path completely unaware that they might run into traps. If they make it to the lair of Sial they will suicide charge her. If they cannot charge her they will use their improved overrun ability to get with in melee range. If, for some reason, they cannot see Sial (i.e. blocked by a wall or invisible or some other reason) they will open up with their deadly charge. Because they are large creatures they are not affected by the carpet of gold coins.

If the second trap damages the bluespawn godslayer it will drink its *cure* potion. After entering the liar the bluespawn godslayer will immediately rage and goes to kill Sial. It is a cunning creature and will use its Awesome Blow feat to move people out of its way to get to Sial, or will take a running jump to move in as close as possible or get over walls. The main target is Sial everything else is secondary. Once to Sial it Power attacks for full BAB making excellent use of its dragon slaying ability. If there is a wall or any object blocking access to Sial it will attempt to destroy the object or obstacle if it believes it can.

The whitespawn iceskiddler will use its breath weapon every chance it can. The ice sheets on the floor make travel very difficult and the ice can pin down opponents in a grapple like effect. At APL 10+ the breath weapon clings and makes it even more useful; check the new rules appendix for the Clinging Breath feat. It uses its Improved Overrun ability to get up to melee with Sial.

APL 14 iceskiddler is a half-fiend and will use *unholy aura* as soon as it starts. After entering the room it will open up with *horrid wilting* if it can get Sial in the effect,

otherwise it will move up and *blaspheme* and then breathes.

If the black and green Tiamat-spawn can get to Sial they will sneak attack or power attack to their best advantage. However, it is unlikely that they will get that far past the defenders. So they will focus on one PC and attempt to flank then move on to the next PC unless there is a path clear for them to get to Sial. The greenspawn attempts to Search for traps but it is not very good at it. If the black or green are injured from the trap they will drink their *cure wounds* potions.

The redspawn arcanist is the brains of this wave. She stays near the whitespawn iceskiddler to gain immunity to cold. She orders the greenspawn to Search and makes sure there is enough space between the groups so as not catch everyone in area effect spells. She will cast any defense spells she can, (see power up suites). If she does not have a cloak of charisma she will cast *eagle's splendor* on her self to increase her DCs. Higher APLs she will also cast *bear's endurance* on as many of her group as she can. She will use her dragon mask for *see invisibility* and cast *true sight* on her self and the bluespawn godslayer. She casts haste, if she can, as her party starts down a tunnel. At APL 10+ she will enhance her offensive spells with the *vest of the master evoker*.

If she makes it to the room with Sial she will focus her attacks on Sial and use area effect spells that can get both the party and Sial. At APL 14 she will cast prying eyes before the first wave enters the tunnel and report any information she receives to her group. She will also dimension door herself and the bluespawn godslayer next to Sial if she can or behind the PCs if they come out to meet her if her prying eyes were able to gain that information.

Treasure: It is assumed that any of the curing potions were used by the creature after the traps. The PCs can gain the following treasure here:

APL 6: Loot 8 gp; Coin 0 gp; Magic 976 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught (Greed)* (250 gp), *dragon mask* (417 gp); Total 984 gp.

APL 8: Loot 8 gp; Coin 0 gp; Magic 976 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught (Greed)* (250 gp), *dragon mask* (417 gp); Total 984 gp.

APL 10: Loot 8 gp; Coin 0 gp; Magic 1,809 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught (Greed)* (250 gp), *dragon mask* (417 gp), *vest of the master evoker* (833 gp); Total 1,817 gp.

APL 12: Loot 8 gp; Coin 0 gp; Magic 3,142 gp *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of charisma +4* (1333 gp), *cloak of predatory vigor* (117 gp), *domain draught (Greed)* (250 gp), *dragon mask* (417 gp), *vest of the master evoker* (833 gp); Total 3,150 gp.

APL 14: Loot 8 gp; Coin 0 gp; Magic 7,476 gp *bracers of arcane freedom* (192 gp), *cloak of charisma +6* (3,000 gp), *cloak of predatory vigor* (117 gp), *domain draught (Greed)* (250

gp), dragon mask (417 gp), metamagic rod of empower (2667 gp), vest of the master evoker (833 gp); Total 7,484 gp.

8: TO STEAL OR NOT TO STEAL!

It is very important that before going on to the conclusion you determine if any of the characters have stolen anything from the hoard.

The PCs have had ample opportunities to pocket gold and magical items over the course of the last several days. It would be impossible for any PCs to stop another PC from stealing, without committing an evil act such as *dominate person* against a PCs will.

Ask each PC separately if they stole anything, do not let other characters answer for them or interfere with their answer. Once you move onto the conclusion it is too late for the PCs to change their minds or give anything back. PCs who stole things will get the AR entry Hoardstealer!, Curse of the Phoenix, receive maximum gold for the APL, and access to the items the PC stole. Cross off Dragon Friend! and Boon of the Phoenix on the PCs AR.

PCs who receive Hoardstealer! have their alignment changed to CN and cannot change it without an atonement for one year; this *atonement* must include the 500 xp cost.

PCs that did not steal receive the AR entry Dragon Friend! Cross off Hoardstealer! and Curse of the Phoenix.

Things not considered stealing

This treasure horde is vast and Sial will not begrudge anything used in the defense of her self. If players look for it they can find any spell component that is under 5,000 gp in the hoard and as long as it is used in Sial's best interest she will not mind the loss to her hoard. For example, casting *stone skin* on Sial or one of her defenders is a legitimate use of resources that will not incur her ire. Spells like *symbol of pain*, if used to protect her lair, are fine. However, this will not include anything like *reincarnation*, *raise dead* or *summon planar ally* spells.

DEVELOPMENT

Read the **Hoardstealer!** conclusion to thieves and the **Dragon Friend!** conclusion to those who did not steal.

CONCLUSION

HOARDSTEALER!

"You foul sniveling creatures, how dare you steal from me? Be gone from my sight before I eat you up! If you had not protected me in my time of need nothing would stop me from destroying you!" Sial thumps her tail against the gold sending a wave of coins to drown you in your greed. You feel your body sucked through a terrible void as you find yourself flying through the air outside of her lair.

Landing in the dusty tracks of an army you can see can see the vast trail of the horde leading to the

south. Even a bard could follow such an obvious trail.

PCs take 4d6 non-lethal damage from falling. There is no save or reduction of damage from jumping or tumbling.

Cross off the Dragon Friend and boon of the Phoenix on a Hoardstealer's AR. They should receive full gold even if they did not find all of the treasure they receive access to it because their pockets are filled coins and items from their theft.

If the PCs investigate the trail to the south proceed to the Epilogue. If PCs attempt to enter Sial's liar they will find that there is no longer a cavern entrance in the hill, it looks as though it had never been other then the obvious trail of the horde leading right into the side of the hill. If they wait around they will see the others walk out of the side of the hill.

DRAGON FRIEND!

"Thank you my friends, you have my gratitude. If you abide with me for awhile I have much I could teach ones as true as you."

"If you see Gildor again you must tell him my vision quest is complete. I have learned that the vile beast Dragotha has awakened! He is behind everything!"

Who or What is Dragotha? – Dragotha was once the Consort to Tiamat and one of the most powerful dragons to ever live. He is now a dracolich of terrible power.

What does he want? – That is still unclear. Dragotha has extremely powerful magic that is blocking even my most potent divinations.

What is Dragotha doing? – He is looking into ancient Ur-Flan ruins and sites that were dedicated to the study of life and death. The Ur-Flan Necromancers' power over life and death is legendary.

How do we stop him? – I am unsure. I was unable to determine what Dragotha is searching for. I sense that he is close to finishing his quest if he hasn't already.

After hearing these answers, PCs may leave the lair. They will see a large dusty trail that leads off into the hills.

Exiting Sial's lair you see the trail the Horde left in its wake. It winds through the rolling hills like a path of destruction. Looking behind you, you can still see the entrance to Sial's lair.

Cross off Hoardstealer! and Curse of the Phoenix on the AR of any Dragon Friend!

If the PCs investigate the trail of the horde proceed to the epilogue, otherwise the module has ended.

EPILOGUE

Outside of the cavern entrance the zombies have left an extremely obvious trail that can be followed by anyone with a DC 5 Survival or Search check. This will lead them to the campsite of the dragon cultists about 4 hours walk south.

Following the obvious trail of the shuffling zombies for several hours leads you to a small campsite. There are remains of mostly eaten human bodies around the campsite, the obvious remains of a hastily eaten breakfast. Around the central fire there are a few threadbare tents that seem poor protection from the elements.

The only things of value found are inside a bag in one of the tents. In the bag is a diary (Player Handout 1) and a few trinkets; an *amulet of teamwork*, *badge of valor*, *gauntlets of extended range*, *helm of tactics*, a *horn of resilience* and a broken masterwork lute.

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.

6: WAVE ONE OF THE HORDE

Defeat Creatures

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

7: WAVE TWO OF THE HORDE

Defeat Creatures

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

8: THE HORDE LEADER

Defeat Creatures

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

STORY AWARD

Sial Survived:

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

TOTAL POSSIBLE EXPERIENCE:

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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.

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

6: WAVE ONE OF THE HORDE

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

7: WAVE TWO OF THE HORDE

APL 6: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 0 gp; Total 0 gp.

8: THE FINAL MARCH OF THE HORDE

APL 6: Loot 8 gp; Coin 0 gp; Magic 976 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp); Total 984 gp.

APL 8: Loot 8 gp; Coin 0 gp; Magic 976 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp); Total 984 gp.

APL 10: Loot 8 gp; Coin 0 gp; Magic 1,809 gp *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *vest of the master evoker* (833 gp); Total 1,817 gp.

APL 12: Loot 8 gp; Coin 0 gp; Magic 3,142 gp *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of charisma* +4 (1333 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *vest of the master evoker* (833 gp); Total 3,150 gp.

APL 14: Loot 8 gp; Coin 0 gp; Magic 7,476 gp *bracers of arcane freedom* (192 gp), *cloak of charisma* +6 (3,000 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *metamagic rod of empower* (2667 gp), *vest of the master evoker* (833 gp); Total 7,484 gp.

EPILOGUE

APL 6: Loot 0 gp; Coin 0 gp; Magic 1018 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp); Total 1018 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 1018 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp); Total 1018 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 1018 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp); Total 1018 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 1018 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp); Total 851 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 1018 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *gauntlets of*

extended range (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp); Total 1018 gp.

TOTAL POSSIBLE TREASURE

APL 6: Loot 8 gp; Coin 0 gp; Magic 1577 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp); Total 1585 gp.

APL 8: Loot 8 gp; Coin 0 gp; Magic 1577 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp); Total 1585 gp.

APL 10: Loot 8 gp; Coin 0 gp; Magic 2,827 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *vest of the master evoker* (833 gp); Total 2,835 gp.

APL 12: Loot 8 gp; Coin 0 gp; Magic 4,160 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of charisma* +4 (1333 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *vest of the master evoker* (833 gp); Total 4,168 gp.

APL 14: Loot 8 gp; Coin 0 gp; Magic 8,494 gp *amulet of team work* (167 gp), *badge of valor* (100 gp), *bracers of arcane freedom* (192 gp), *cloak of charisma* +6 (3,000 gp), *cloak of predatory vigor* (117 gp), *domain draught* (Greed) (250 gp), *dragon mask* (417 gp), *gauntlets of extended range* (167 gp), *helm of tactics* (167 gp), *horn of resilience* (417 gp), *metamagic rod of empower* (2667 gp), *vest of the master evoker* (833 gp); Total 8,504 gp.

ADVENTURE RECORD

Hoardstealer!: You have stolen from the hoard of Sialmaniosim-Mazleon. You receive max gold and access to all items in the Items Found section. You gain Metaregional access to the following stolen items; *mithralmist shirt*⁶, *rogue blade*⁶, *demolition crystal* (greater)⁶, *truedeath crystal* (greater)⁶, *cloak of weaponry*⁶, *Gwaeron's boots*⁶, *lockpicking ring*⁶, *rogue's vest*⁶, *shirt of the leech*⁶, *silkslick belt*⁶, *skirmisher boots*⁶, *mantle of the predator*⁶. You gain Open access to *Hoardstealer*² and *Temple Raider*⁵ and meet all their special requirements. Your alignment shifts to CN and cannot be changed within one year without an atonement, which requires a 500 xp component cost.

You are unable to join the Oathsworn Slayers and receive a -4 Sacred penalty to Charisma checks with them, dragons, and worshipers of Tiamat or Bahamut.

Curse of the Phoenix: The next time you roll a natural 20 on a saving throw, treat it as a failure. If this results in your death, you will need a *resurrection* to be brought back to life as your

body is reduced to ash in a flash of holy flames. Cross off after one occurrence.

Boon of the Phoenix: As an immediate mental action you can call on the Boon of the Phoenix to grant you *death ward* (CL 10) or to reroll one saving throw with a +4 sacred bonus. Cross off this favor when used.

Dragon Friend!: You protected Sial and received the answers you need. You have met the special requirement for Contemplative of Bahamut. You gain Open access to the following for 1 TU each (circle those selected); Double Draconic Aura³, Draconic Aura³, Dragon Friend², Dragon Steed², Dragonsong², Dragontouched³, Frightful Presence², Initiate of Bahamut³, Sense Weakness², Dragon Descendent³, Dragon Devotee⁴, Dragon Lord³, Dragonsong Lyricist², Platinum Knight², Singer of Concordance¹, Swift Wing³.

You gain Open access to the following spells for 1 TU per 2 spells (circle those selected); *anti-dragon aura*⁴, *aura of evasion*⁴, *burrow*⁴, *create trap*¹, *fell the greatest foe*⁴, *mark of the enlightened soul*³, *mighty wallop*¹, *mighty wallop*, *greater*⁴, *local tremor*⁴, *instant diversion*⁴, *primal instinct*³, *primal senses*³, *primal speed*³, *shield of warding*⁴, *soul of light*³, *tremor sense*⁴, *true casting*³, *war cry*⁴.

All TU's must be spent on this AR.

Ring of Spell Storing: If you had the former ring of *clumsiness* you may also upgrade it to additionally function as a ring of *counterspells* for 4,000 gp and 1 TU. It may still be upgraded to a ring of *spell storing* or *major ring of spell storing* as normal per LGCS.

1 = Races of the Dragon, 2 = Draconomicon, 3 = Dragon Magic, 4 = Spell Compendium, 5 = Complete Divine, 6 – Magic Item Compendium.

ITEMS FOUND DURING THE ADVENTURE

APL 6 - 8:

- *Amulet of teamwork* (Adventure; MIC)
- *Badge of valor* (Adventure; MIC; limit 1)
- *Bracers of arcane freedom* (Adventure; MIC)
- *Cloak of predatory vigor* (Adventure; MIC)
- *Domain draught* (Greed) (Adventure; MIC)
- *Dragon mask* (Adventure; MIC)
- *Gauntlets of extended range* (Adventure; MIC)
- *Helm of tactics* (Adventure; MIC; limit 1)
- *Horn of resilience* (Adventure; MIC; limit 1)
- *Ring of Spell Storing* (Adventure; DMG)

APL 10-12 (all of APL 6-8 plus the following):

- *Vest of the master evoker* (Adventure; MIC; limit 1)

APL 14 (all of APL 6 - 12 plus the following):

- *Metamagic rod of empower* (Metaregional; DMG)

2: CAVERN OF THE HOARD

SIALMANIOSIM-MAZLEON

CR N/A

Female half-dragon phoenix

NG Huge dragon

Init -5; **Senses** Listen -, Spot -

Languages -

AC 21, touch 3, flat-footed 21

(-2 size, -5 Dex, +5 deflection, +13 natural)

hp 150, 175, 200, 225, 250* (20 HD); DR 20/magic

Immune cold, mind-affecting

Fort +19, **Ref** -, **Will** -

Weakness helpless

Speed 0 ft. (0 squares)

Space 15 ft.; **Reach** 0ft.

Atk Options none

Abilities Str 34, Dex 0, Con 22, Int -, Wis -, Cha -

SQ mindless, helpless, immolation

Feats Empower Spell, Enlarge Spell, Extend Spell, Flyby attack, Heighten Spell, Improved Critical Claw, Improved Initiative, Iron Will, Maximize Spell

Skills none

Helpless (Ex) Creatures have a +4 bonus to hit helpless creatures. Helpless creatures have a dexterity score of zero and unable to make a reflex save.

* see APL stats in Encounter 2 for actual HP for each APL.

8: THE FINAL MARCH OF THE HORDE

BLUESPAWN STORM LIZARD **CR 6**

LE Large magical beast (dragonblood)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +8**Languages** –**AC** 23, touch 8, flat-footed 23
(-1 size, -1 Dex, +15 natural)**hp** 69 (6 HD); **DR** 5/magic**Immune** electricity**Fort** +11, **Ref** +4, **Will** +4**Weakness****Speed** 40 ft. (8 squares)**Melee** gore +13 (2d6+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +18**Atk Options** Improved Bull Rush, Improved Overrun, Power Attack, deadly charge 4d6+12, magic strike**Special Actions** electricity arc, electricity link**Abilities** Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8**SQ** Tiamat's blessing (electricity)**Feats** Improved Bull Rush, Improved Overrun, Power Attack**Skills** Jump +12, Listen +5, Spot +8**Deadly Charge (Ex)** A bluespawn storm lizard typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allows the bluespawn storm lizard to deal 4d6+12 points of damage with its gore attack.**Electricity Arc (Su)** 100-ft. line, once every 1d4 rounds, standard action, damage 6d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.**Electricity Link (SU)** When bluespawn storm lizards gather, electricity surges between them. As a swift action, a bluespawn storm lizard can cause a line of electricity to fire from its horn to that of another bluespawn storm lizard within 100 feet. Creatures in the line must succeed on a DC 19 reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.**Tiamat's Blessing (electricity) (Su)** All spawn of Tiamat within 5 feet of or riding on a bluespawn storm lizard gain immunity to electricity.**WHITESPAWN ICESKIDDER** **CR 6**

CE Large magical beast (cold, dragonblood)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +12**Languages****AC** 17, touch 9, flat-footed 17

(-1 size, +8 natural)

hp 85 (9 HD); **DR** 10/magic**Immune** cold**Fort** +10, **Ref** +6, **Will** +5**Weakness** vulnerable to fire**Speed** 40 ft. (8 squares)**Melee** bite +17 (2d6+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Improved Overrun, Power attack, magic strike**Special Actions** breath weapon**Abilities** Str 27, Dex 10, Con 18, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite)**Skills** Jump +12, Listen +4, Spot +12**Breath Weapon (SU)** 30-ft. cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 20 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tangle foot bag (*PH* 128), taking -2 penalty on attack rolls and a -4 penalty to Dexterity and unable to move unless they succeed on a DC 15 Reflex save. The effect ends after 2d4 rounds. The save DC against the freezing effect increased by 1 for each additional HD.In addition, surfaces within the area of a whitespawn iceskider's breath weapon become covered with ice sheets (*DMG* 91)**Ice Step (Ex)** Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Tiamat's Blessing (Cold) (Su)** All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskider gain immunity to cold.

GREENSPAWN SNEAK ROGUE CR 4

Male greenspawn* sneak Rogue 2

**monster manual IV*

LE small monstrous humanoid (dragonblood)

Init +5; **Senses** darkvision 60 ft.; Listen +3, Spot +3**Languages** Draconic**AC** 23, touch 16, flat-footed 12

(+1 size, +5 Dex, +4 armor, +3 natural)

Miss Chance**hp** 31 (4 HD)**Immune** acid**Fort** +3, **Ref** +11, **Will** +6**Speed** 30 ft. in light (6 squares), base movement 30 ft**Melee** +2 short sword +9/+9 (1d4+4/19-20)**Melee** +2 short sword +11 (1d4+4/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +1**Atk Options** sneak attack +3d6**Combat Gear** 4 flasks of acid, potion of cure moderate wounds**Abilities** Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 12**SQ** water breathing, evasion**Feats** Two Weapon Fighting, Weapon Finesse, Iron Will**Skills** Bluff +8, Disable Device +7, Hide +15, Listen +3, Move Silently +14, Search +7, Spot +3**Possessions** combat gear plus leather armor, 2 short swords, 2 daggers, ~~oil of greater magic weapon +2 (2); oil of magic vestment +2~~**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silent.**BLACKSPAWN RAIDER CR 4**

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60ft, low-light vision; Listen +6, Spot +6**Languages** Common, Draconic**AC** 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 60 (8 HD); DR 5/magic or good**Immune** acid, paralysis, *sleep***Fort** +5, **Ref** +8, **Will** +6**Speed** 40 ft. (8 squares)**Melee** falchion +10/+5 (2d4+3/18-20)**Ranged** javelin +10 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +10**Atk Options** Power Attack**Special Actions** breath weapon**Combat Gear** potion of cure moderate wounds**Abilities** Str 14, Dex 15, Con 16, Int 10, Wis 11, Cha 8**Feats** Improved Initiative, Power Attack, Track**Skills** Jump +6, Listen +6, Spot +6, Survival +10**Possessions** combat gear plus *cloak of predatory vigor*, falchion, 2 javelins, silk rope (50ft.)**Special Attack/Quality (Su)** 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex 17 half. The breath weapon damage increases 1d4 for every 2 additional HD.**REDSPAWN ARCANIST CR 6**

CE Medium monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0**Languages** Common, Draconic**AC** 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +5 shield, +2 natural)

hp 58 (8 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +4, **Ref** +7, **Will** +6**Weakness** vulnerability to cold**Speed** 40 ft. in light (8 squares), base movement 40 ft.**Melee** mace +8/+3 (1d8)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +8**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** potion of cure serious wounds**Sorcerer Spells Known** (CL 6th):3rd (4/day)—*fireball* (DC 16; CL 8th)2nd (6/day)—*mirror Image*, *scorching ray* (+10 ranged touch; CL 8th)1st (7/day)—*burning hands* (DC 14; CL 8th), *chill touch* (+8 melee touch; DC 14), *true strike*0 (6/day)—*acid splash* (+10 ranged touch), *detect magic*, *ghost sound*, *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+8 melee touch; DC 13)**Abilities** Str 10, Dex 13, Con 15, Int 13, Wis 10, Cha 17**Feats** Point Blank Shot, Precise Shot, Weapon focus (ranged touch)**Skills** Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0**Possessions** combat gear plus *bracers of arcane freedom*, *domain draught (greed)*, *dragon mask*, studded leather, light shield, heavy mace, spell component pouch (2), ~~oil of magic vestment +2; oil of magic vestment +2~~**Fire Spell Affinity (Ex)** A redspawn arcanist casts fire spells at +2 caster level. In addition, the redspawn arcanist heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcanist can wear light armor and use light shields without an arcane spell failure chance. *Complete arcane* 12.**Power-up Suite (Mirror Image): Miss Chance** 5 mirror images2nd (5/day)—*mirror Image*, *scorching ray* (+10 ranged touch; CL 8th)

8: THE FINAL MARCH OF THE HORDE**BLUESPAWN STORM LIZARD CR 6**

LE Large magical beast (dragonblood)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +8**Languages** –**AC** 23, touch 8, flat-footed 23
(-1 size, -1 Dex, +15 natural)**hp** 69 (6 HD); DR 5/magic**Immune** electricity**Fort** +11, **Ref** +4, **Will** +4**Weakness****Speed** 40 ft. (8 squares)**Melee** gore +13 (2d6+12)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +18**Atk Options** Improved Bull Rush, Improved Overrun, Power Attack, deadly charge 4d6+12, magic strike**Special Actions** electricity arc, electricity link**Abilities** Str 27, Dex 9, Con 22, Int 2, Wis 14, Cha 8**SQ** Tiamat's blessing (electricity)**Feats** Improved Bull Rush, Improved Overrun, Power Attack**Skills** Jump +12, Listen +5, Spot +8**Deadly Charge (Ex)** A bluespawn storm lizard typically begins a battle by charging at an opponent. In addition to the normal benefits and hazards of a charge, this allow the bluespawn storm lizard to deal 4d6+12 points of damage with its gore attack.**Electricity Arc (Su)** 100-ft. line, once every 1d4 rounds, standard action, damage 6d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.**Electricity Link (SU)** When bluespawn storm lizards gather, electricity surges between them. As a swift action, a bluespawn storm lizard can cause a line of electricity to fire from its horn to that of another bluespawn storm lizard within 100 feet. Creatures in the line must succeed on a DC 19 reflex save or take 3d6 points of electricity damage. The save DC is Constitution-based.**Tiamat's Blessing (electricity) (Su)** All spawn of Tiamat within 5 feet of or riding on a bluespawn storm lizard gain immunity to electricity.**WHITESPAWN ICESKIDDER CR 8**

CE Huge magical beast advanced (cold, dragonblood)

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +12**Languages****AC** 18, touch 7, flat-footed 18
(-2 size, -1 Dex, +11 natural)**hp** 138 (12 HD); DR 10/magic**Immune** cold**Fort** +12, **Ref** +7, **Will** +6**Weakness** vulnerable to fire**Speed** 40 ft. (8 squares)**Melee** bite +24 (2d6+18)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +32**Atk Options** Improved Overrun, Power attack, magic strike**Special Actions** breath weapon**Abilities** Str 35, Dex 8, Con 22, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite), Clinging Breath**Skills** Jump +15, Listen +4, Spot +12**Breath Weapon (SU)** 30-ft. cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 22 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tangle foot bag (*PH* 128), taking -2 penalty on attack rolls and a -4 penalty to Dexterity and unable to move unless they succeed on a DC 18 Reflex save. The effect ends after 2d4 rounds. The save DC against the freezing effect increased by 1 for each additional HD.In addition, surfaces within the area of a whitespawn iceskider's breath weapon become covered with ice sheets (*DMG* 91)**Ice Step (Ex)** Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Tiamat's Blessing (Cold) (Su)** All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskider gain immunity to cold.

GREENSPAWN SNEAK ROGUE CR 6

Male greenspawn sneak* Rogue 4

**monster manual IV*

LE small monstrous humanoid (dragonblood)

Init +5; **Senses** darkvision 60 ft.; Listen +5, Spot +5**Languages** Draconic**AC** 23, touch 16, flat-footed 12

(+1 size, +5 Dex, +4 armor, +3 natural)

Miss Chance**hp** 44 (6 HD)**Immune** acid**Fort** +6, **Ref** +12, **Will** +7**Speed** 30 ft. in light (6 squares), base movement 30 ft**Melee** +2 short sword +11/+11 (1d4+4/19-20)**Melee** +2 short sword +13 (1d4+4/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +5; **Grp** +1**Atk Options** sneak attack +4d6**Combat Gear** 4 flasks of acid, potion of cure moderate wounds**Abilities** Str 14, Dex 20, Con 16, Int 10, Wis 12, Cha 12**SQ** water breathing, evasion**Feats** Two Weapon Fighting, Weapon Finesse, Iron Will, Great Fortitude**Skills** Bluff +10, Disable Device +9, Hide +17, Listen +5, Move Silently +16, Search +9, Spot +5, Tumble +7**Possessions** combat gear plus leather armor, 2 short swords, 2 daggers, ~~oil of greater magic weapon +2 (2)~~, ~~oil of magic vestment +2~~**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.**Evasion (Ex):** If exposed to any effect that normally allows a Reflex save for half damage, a rogue takes no damage on a successful result.**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silent.**BLACKSPAWN RAIDER CR 6**

Male blackspawn raider* barbarian 2

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60ft, low-light vision; Listen +6, Spot +6**Languages** Common, Draconic**AC** 22, touch 12, flat-footed 20

(+3 Dex, +7 armor, +3 natural)

hp 89 (10 HD); DR 5/magic or good**Immune** acid, paralysis, *sleep***Fort** +9, **Ref** +9, **Will** +6**Speed** 40 ft. (8 squares)**Melee** +2 falchion +18/+13 (2d4+11/16-20)**Ranged** javelin +13 (1d6+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +16**Atk Options** Power Attack**Special Actions** breath weapon**Combat Gear** potion of cure moderate wounds**Abilities** Str 22, Dex 16, Con 18, Int 10, Wis 11, Cha 6**Feats** Improved Initiative, Power Attack, Track, Improved Critical**Skills** Jump +6, Listen +6, Spot +6, Survival +10**Possessions** combat gear plus breastplate, *cloak of predatory vigor*, falchion, 2 javelins, silk rope (50ft.), ~~oil of greater magic weapon +2~~, ~~oil of magic vestment +2~~**Special Attack/Quality (Su)** 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex 17 half. The breath weapon damage increases 1d4 for every 2 additional HD.**Power-Up Suite (rage):** **AC** 20, touch 10, flat-footed 18; **hp** 109; **Fort** +11, **Will** +8; **Melee** +2 falchion +20/+15 (2d4+14/16-20); **Ranged** javelin +13 (1d6+8); Str 26, Con 22

REDSPAWN ARCANIST**CR 8**

Female redspawn* arcanist sorcerer 2

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60ft., low-light vision;

Listen +0, Spot +0

Languages Common, Draconic**AC** 25, touch 13, flat-footed 22

(+3 Dex, +5 armor, +5 shield, +2 natural)

hp 75 (10 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +5, **Ref** +9, **Will** +10**Weakness** vulnerability to cold**Speed** 40 ft. in light (8 squares), base movement 40 ft.**Melee** mace +8/+3 (1d8-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +8**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** potion of cure serious wounds**Sorcerer Spells Known** (CL 8th):4th (6/day)—*blast of flame* (DC 20; CL 10th)3rd (6/day)—*fireball* (DC 19; CL 10th), *slow* (DC 19)2nd (8/day)—*eagle's splendor*, *mirror Image*,
scorching ray (2 rays +13 ranged touch; CL 10th)1st (8/day)—*burning hands* (DC 17; CL 10th), *chill touch* (+8 melee touch; DC 17), *magic missile* (4d4+4), *ray of enfeeblement* (ranged touch +13; 1d6+4), *true strike*0 (6/day)—*acid splash* (+13 ranged touch), *detect magic*, *ghost sound*, *message*, *ray of frost* (+13 ranged touch), *touch of fatigue* (+8 melee touch; DC 16)**Abilities** Str 8, Dex 16, Con 16, Int 10, Wis 12, Cha 22**Feats** Point Blank Shot, Precise Shot, Weapon focus (ranged touch)**Skills** Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0**Possessions** combat gear plus *bracers of arcane freedom*, *domain draught (greed)*, *dragon mask*, studded leather, light shield, heavy mace, spell component pouch (2), ~~*oil of magic vestment* +2, *oil of magic vestment* +2~~**Fire Spell Affinity (Ex)** A redspawn arcanist casts fire spells at +2 caster level. In addition, the redspawn arcanist heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcanist can wear light armor and use light shields without an arcane spell failure chance. *Complete arcane* 12.**Power-up Suite** (*mirror image* – *eagle's splendor*):**Miss Chance** 5 mirror images, 1st level spells DC 19, 2nd level spells DC 20, 3rd level spells DC 21, 4th level spells DC 22.2nd (6/day)—*eagle's splendor*, *mirror Image*,
scorching ray (2 rays +13 ranged touch; CL 10th)

8: THE FINAL MARCH OF THE HORDE

BLUESPAWN GODSLAYER CR 10

LE Huge monstrous humanoid (dragonblood)

Init +2; **Senses** darkvision 60ft.; Listen +2, Spot +3**Languages** Draconic**AC** 26, touch 6, flat-footed 26

(-2 size, -2 Dex, +5 shield, +15 natural)

hp 162 (12 HD); DR 10/chaotic**Immune** electricity, paralysis, *sleep***SR** 20**Fort** +13, **Ref** +6, **Will** +8**Speed** 30 ft. in (6 squares)**Melee** +3 bastard sword +26/+21/+16 (3d8+15/17-20 plus 2d6 electricity) and bite +17 (2d6+6 plus 2d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +12; **Grp** +30**Atk Options** Awesome Blow, Improved Bull Rush, Power Attack, dragon slayer, outsider slayer**Special Actions****Combat Gear** *potion of cure critical***Abilities** Str 34, Dex 6, Con 29, Int 8, Wis 11, Cha 10**SQ****Feats** Awesome Blow, Improved Bull Rush, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)**Skills** Climb +17, Jump +17, Listen +2, Spot +3,**Possessions** combat gear plus bastard sword, heavy dragonskull shield, ~~*oil of Greater magic weapon* +3, *oil of magic vestment* +3, *potion of bull's strength*, and *potion of bear's endurance*~~**Dragon Slayer (Su)** A bluespawn godslayer deals an extra 2d6 points of damage when it hits a dragon or dragonblood creature.**Outsider Slayer (Su)** A bluespawn godslayer deals an extra 2d6 points of damage when it hits an outsider.**WHITESPAWN ICESKIDDER CR 10**

CE Huge magical beast advanced (cold, dragonblood)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +16**Languages****AC** 18, touch 7, flat-footed 18

(-1 Dex, -2 size, 11 natural)

hp 207 (18 HD); DR 10/magic**Immune** cold**Fort** +17, **Ref** +10, **Will** +10**Weakness** vulnerable to fire**Speed** 40 ft. (8 squares)**Melee** bite +30 (4d6+19)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +18; **Grp** +39**Atk Options** Improved Overrun, Power attack, magic strike**Special Actions** breath weapon, clinging breath**Abilities** Str 37, Dex 8, Con 22, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite), Improved Natural Attack, Iron Will, Clinging Breath**Skills** Jump +22, Listen +4, Spot +17**Breath Weapon (Su)** 30-ft. cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 22 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tangle foot bag (*PH* 128), taking -2 penalty on attack rolls and a -4 penalty to Dexterity and unable to move unless they succeed on a DC 24 Reflex save. The effect ends after 2d4 rounds. The save DC against the freezing effect increased by 1 for each additional HD.In addition, surfaces within the area of a whitespawn iceskider's breath weapon become covered with ice sheets (*DMG* 91)**Ice Step (Ex)** Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Tiamat's Blessing (Cold) (Su)** All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskider gain immunity to cold.

GREENSPAWN SNEAK ROGUE CR 8

Male greenspawn sneak* Rogue 6

**monster manual IV*

LE small monstrous humanoid (dragonblood)

Init +5; **Senses** darkvision 60 ft.; Listen +7, Spot +7**Languages** Draconic**AC** 25, touch 16, flat-footed 20

(+1 size, +5 Dex, +6 armor, +3 natural)

hp 57 (8 HD)**Immune** acid**Fort** +7, **Ref** +13, **Will** +8**Speed** 30 ft. in light (6 squares), base movement 30 ft**Melee** +4 short sword +14/+14 (1d4+6/19-20)**Melee** +4 short sword +16 (1d4+6/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +4**Atk Options** sneak attack +5d6**Combat Gear** 4 flasks of acid potion of cure moderate wounds**Abilities** Str 14, Dex 21, Con 16, Int 10, Wis 12, Cha 12**SQ** water breathing, evasion**Feats** Two Weapon Fighting, Weapon Finesse, Iron Will, Great Fortitude**Skills** Bluff +12, Disable Device +11, Hide +19, Listen +7, Move Silently +18, Search +11, Spot +7, Tumble +9**Possessions** combat gear plus leather armor, 2 short swords, 2 daggers, ~~oil of greater magic weapon +4, oil of magic vestment +4~~**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.**Evasion (Ex):** If exposed to any effect that normally allows a Reflex save for half damage, a rogue takes no damage on a successful result.**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silent.**BLACKSPAWN RAIDER CR 8**

Male blackspawn raider* barbarian 4

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60ft, low-light vision; Listen +6, Spot +6**Languages** Common, Draconic**AC** 25, touch 13, flat-footed 22

(+3 Dex, +9 armor, +3 natural)

hp 110 (12 HD); DR 5/magic or good**Immune** acid, paralysis, *sleep***Fort** +9, **Ref** +9, **Will** +7**Speed** 40 ft. (8 squares)**Melee** +4 falchion +22/+17 (2d4+13/16-20)**Ranged** javelin +18 (1d6+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +18**Atk Options** Power Attack, Improved Critical, Power Critical, rage**Special Actions** breath weapon**Combat Gear** potion of cure moderate wounds**Abilities** Str 22, Dex 16, Con 18, Int 10, Wis 12, Cha 6**Feats** Improved Initiative, Power Attack, Track, Improved Critical, Power Critical**Skills** Jump +6, Listen +6, Spot +6, Survival +10**Possessions** combat gear plus *cloak of predatory vigor*, falchion, 2 javelins, silk rope (50ft.), breastplate, ~~oil of magic vestment +4, oil of greater magic weapon +4~~**Special Attack/Quality (Su)** 40-ft. line, once every 1d4 rounds, 6d4 acid, Reflex 18 half. The breath weapon damage increases 1d4 for every 2 additional HD.**Power-Up Suite (rage):** **AC** 23, touch 11, flat-footed 20; **hp** 130; **Fort** +11, **Will** +9; **Melee** +4 falchion +24/+19 (2d4+16/16-20); **Ranged** javelin +20 (1d6+7); Str 24, Con 20

REDSPAWN ARCANIST**CR 10**

Female redspawn* arcanist sorcerer 4

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0**Languages** Common, Draconic**AC** 28, touch 13, flat-footed 25

(+3 Dex, +7 armor, +6 shield, +2 natural)

hp 90 (12 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +6, **Ref** +10, **Will** +10**Weakness** vulnerability to cold**Speed** 40 ft. in light (8 squares), base movement 40 ft.**Melee** heavy mace +8/+3 (1d8-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +10; **Grp** +9**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** potion of cure serious wounds**Sorcerer Spells Known** (CL 10th):5th (4/day)—*firebrand* (DC21; CL 12th)4th (6/day)—*blast of flame* (DC 20; CL 12th), *orb of fire* (+14 ranged touch; CL 12th)3rd (7/day)—*fireball* (DC 19; CL 12th), *ray of exhaustion* (+14 ranged touch) *Slow* (DC 19)2nd (8/day)—*eagle's splendor*, *melf's acid arrow* (+14 ranged touch), *mirror image*, *scorching ray* (3 rays +14 ranged touch; CL 12th)1st (8/day)—*lesser orb of fire* (+14 ranged touch; CL 12th), *chill touch* (+8 melee touch; DC 17), *magic missile*, *true strike*, *ray of enfeeblement* (+14 ranged touch; 1d6+5)0 (6/day)—*acid splash* (+14 ranged touch), *detect magic*, *ghost sound*, *message*, *ray of frost* (+14 ranged touch), *touch of fatigue* (+8 melee touch; DC 16)**Abilities** Str 8, Dex 16, Con 17, Int 10, Wis 12, Cha 22**Feats** Point Blank Shot, Precise Shot, Weapon focus (ranged touch), Rapid Meta Magic, and Quicken Spell**Skills** Concentration +17, Jump +4, Knowledge (arcana) +15, Listen +0, Spot +0**Possessions** combat gear plus *bracers of arcane freedom*, *domain draught (greed)*, *dragon mask*, studded leather, light shield, heavy mace, 2 spell component pouches, scroll of *true sight*, ~~*oil of magic vestment* +4~~, ~~*oil of magic vestment* +4~~, *vest of the master evoker***Fire Spell Affinity (Ex)** A redspawn arcanist casts fire spells at +2 caster level. In addition, the redspawn arcanist heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcanist can wear light armor and use light shields without an arcane spell failure chance. *Complete arcane* 12.**Power-up Suite** (*mirror image* – *eagle's splendor*):**Miss Chance** 6 mirror images, 1st level spells DC 19, 2nd level spells DC 20, 3rd level spells DC 21, 4th level spells DC 22.2nd (6/day)—*eagle's splendor*, *melf's acid arrow* (+14 ranged touch), *mirror image*, *scorching ray* (3 rays +14 ranged touch; CL 12th)

8: FINAL MARCH OF THE HORDE

BLUESPAWN GODSLAYER CR 12

Male bluespawn godslayer* barbarian 2

**monster manual IV*

LE Huge monstrous humanoid (dragonblood)

Init +2; **Senses** darkvision 60ft.; Listen +2, Spot +3**Languages** Draconic**AC** 26, touch 6, flat-footed 26

(-2 size, -2 Dex, +5 shield, +15 natural)

hp 193 (14 HD); DR 10/chaotic**Immune** electricity, paralysis, *sleep***SR** 22**Fort** +16, **Ref** +6, **Will** +8**Speed** 40 ft. in (8 squares)**Melee** +3 bastard sword +28/+23/+18 (3d8+15/17-20 plus 2d6 electricity) and bite +19 (2d6+6 plus 2d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +14; **Grp** +32**Atk Options** Awesome Blow, Improved Bull Rush, Power Attack, dragon slayer, outsider slayer, rage**Special Actions****Combat Gear** *potion of cure critical***Abilities** Str 34, Dex 6, Con 29, Int 8, Wis 11, Cha 10**Feats** Awesome Blow, Improved Bull Rush, Improved Critical (bastard sword), Power Attack, Weapon Focus (bastard sword)**Skills** Climb +20, Jump +24, Listen +2, Spot +3,**Possessions** combat gear plus bastard sword, heavy dragonskull shield, ~~*oil of Greater magic weapon* +3, *oil of magic vestment* +3, *potion of bull's strength*, and *potion of bear's endurance*~~**Dragon Slayer (Su)** A bluespawn godslayer deals an extra 2d6 points of damage when it hits a dragon or dragonblood creature.**Outsider Slayer (Su)** A bluespawn godslayer deals an extra 2d6 points of damage when it hits an outsider.**Power-Up Suite (Rage - haste):** **AC** 25, touch 5, flat-footed 25; **hp** 221; **Fort** +18, **Will** +10; **Speed** 70ft.; **Melee** +3 bastard sword +31/+26/+21 (3d8+17/17-20 plus 2d6 electricity) and bite +22 (2d6+7 plus 2d6 electricity); **Grp** +34; **Str** 38, **Con** 33; **Skills** Climb +22, Jump +38**FIENDISH WHITESPAWN ICESKIDDER CR 12**

CE Huge magical beast (cold, dragonblood, extra planar)

Init -1; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +16**Languages****AC** 18, touch 7, flat-footed 18

(-1 Dex, -2 size, 11 natural)

hp 207 (18 HD); DR 10/magic**Immune** cold**Resistance** Fire 10; **SR** 23**Fort** +17, **Ref** +10, **Will** +8**Weakness** vulnerable to fire**Speed** 40 ft. (8 squares)**Melee** bite +30 (4d6+19)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +18; **Grp** +39**Atk Options** Improved Overrun, Power attack, magic strike**Special Actions** breath weapon, clinging breath, smite good**Abilities** Str 37, Dex 8, Con 22, Int 2, Wis 14, Cha 7**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved Overrun, Power Attack, Weapon Focus (bite), Improved Natural Attack, Extra Smiting, Clinging Breath**Skills** Jump +22, Listen +4, Spot +17**Breath Weapon (SU)** 30-ft. cone, once every 1d4 rounds, damage 6d6 cold, Reflex DC 22 half. Creatures that fail the save are frozen in place. Treat them as though struck by a tangle foot bag (*PH* 128), taking -2 penalty on attack rolls and a -4 penalty to Dexterity and unable to move unless they succeed on a DC 24 Reflex save. The effect ends after 2d4 rounds. The save DC against the freezing effect increased by 1 for each additional HD.In addition, surfaces within the area of a whitespawn iceskidder's breath weapon become covered with ice sheets (*DMG* 91)**Ice Step (Ex)** Whitespawn iceskidders ignore all movement penalties associated with snow or ice on the ground. They always succeed on Balance checks against effects caused by ice or by spells or special abilities with the cold descriptor.**Tiamat's Blessing (Cold) (Su)** All spawn of Tiamat within 5 feet of or riding on a whitespawn iceskidder gain immunity to cold.**Smite Good (Su)** A fiendish whitespawn iceskidder may smite good three times per day for an additional +18 damage against a good creature.**Power-Up Suite (bear's endurance, haste):** **AC** 19, touch 8, flat-footed 19; **hp** 243; **Fort** +19, **Ref** +11; **Melee** bite +31 (4d6+19); Con 26

GREENSPAWN SNEAK ROGUE CR 10

Male greenspawn sneak* Rogue 8

**monster manual IV*

LE small monstrous humanoid (dragonblood)

Init +5; **Senses** darkvision 60 ft.; Listen +9, Spot +9**Languages** Draconic**AC** 25, touch 16, flat-footed 20

(+1 size, +5 Dex, +6 armor, +3 natural)

hp 70 (10 HD)**Immune** acid**Fort** +8, **Ref** +15, **Will** +9**Speed** 30 ft. in light (6 squares), base movement 30 ft**Melee** + 4 short sword +17/+17/+12 (1d4+6/19-20)**Melee** +4 short sword +19/+14 (1d4+6/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +8; **Grp** +6**Atk Options** sneak attack +6d6**Combat Gear** 4 flasks of acid, potion of cure serious wounds**Abilities** Str 14, Dex 21, Con 16, Int 10, Wis 12, Cha 12**SQ** water breathing, evasion**Feats** Two Weapon Fighting, Weapon Finesse, Iron Will, Great Fortitude, Weapon focus (short sword)**Skills** Bluff +14, Disable Device +13, Hide +21, Listen +9, Move Silently +20, Search +13, Spot +9, Tumble +11**Possessions** combat gear plus leather armor, 2 short swords, 2 daggers, ~~oil of greater magic weapon +4 (2)~~, ~~oil of magic vestment +4~~**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.**Evasion (Ex):** If exposed to any effect that normally allows a Reflex save for half damage, a rogue takes no damage on a successful result.**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silent.**Power-Up Suite** (*bear's endurance, haste*): **AC** 26, touch 17, flat-footed 21; **hp** 90; **Fort** +10, **Ref** +16; **Melee** + 4 short sword +18/+18/+13 (1d4+6/19-20); **Melee** +4 short sword +20/+15 (1d4+6/19-20); Con 20**BLACKSPAWN RAIDER CR 10**

Male blackspawn raider* barbarian 6

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60ft, low-light vision; Listen +8, Spot +8**Languages** Common, Draconic**AC** 25, touch 13, flat-footed 22

(+3 Dex, +9 armor, +3 natural)

hp 127 (14 HD); DR 5/magic or good**Immune** acid, paralysis, *sleep***Fort** +10, **Ref** +10, **Will** +8**Speed** 40 ft. (8 squares)**Melee** +4 falchion +24/+19/+14 (2d4+13/16-20)**Ranged** javelin +20 (1d6+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +14; **Grp** +20**Atk Options** Power Attack, Improved Critical, Power Critical, rage**Special Actions** breath weapon**Combat Gear** potion of cure serious wounds**Abilities** Str 22, Dex 16, Con 18, Int 10, Wis 12, Cha 6**Feats** Improved Initiative, Power Attack, Track, Improved Critical, Power Critical**Skills** Jump +8, Listen +8, Spot +8, Survival +12**Possessions** combat gear plus *cloak of predatory vigor*, falchion, 2 javelins, silk rope (50ft.), breastplate, ~~oil of magic vestment +4~~, ~~oil of greater magic weapon +4~~**Special Attack/Quality (Su)** 40-ft. line, once every 1d4 rounds, 7d4 acid, Reflex 18 half. The breath weapon damage increases 1d4 for every 2 additional HD.**Power-Up Suite** (*rage – bear's endurance, haste*): **AC** 24, touch 12, flat-footed 21; **hp** 183; **Fort** +14, **Ref** +11, **Will** +10; **Melee** +4 falchion +27/+22/+17 (2d4+14/16-20); **Ranged** javelin +23 (1d6+7); Str 24, Con 24

REDSPAWN ARCANIST**CR 12**

Female redspawn arcanist* sorcerer 6

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0**Languages** Common, Draconic**AC** 29, touch 13, flat-footed 26

(+3 Dex, +8 armor, +6 shield, +2 natural)

hp 101 (14 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +7, **Ref** +11, **Will** +11**Weakness** vulnerability to cold**Speed** 40 ft. in light (8 squares), base movement 40 ft.**Melee** masterwork heavy mace +9/+4 (1d8-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +11; **Grp** +10**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** potion of cure critical wounds**Sorcerer Spells Known** (CL 12th):6th (4/day)—*disintegrate* (+15 ranged touch; DC 24)5th (6/day)—*arc of lightning* (DC 23) *firebrand* (DC23; CL 14th)4th (8/day)—*blast of flame* (DC 22; CL 14th), *dimension door*, *orb of fire* (+15 ranged touch; CL 14th)3rd (8/day)—*haste*, *fireball* (DC 21; CL 14th), *ray of exhaustion* (+15 ranged touch) *Slow* (DC 21)2nd (8/day)—*bear's endurance*, *eagle's splendor*, *melf's acid arrow* (+15 ranged touch), *mirror image*, *scorching ray* (3 rays +15 ranged touch; CL 14th)1st (8/day)—*lesser orb of fire* (+15 ranged touch; CL 14th), *chill touch* (+8 melee touch; DC 19), *magic missile*, *true strike*, *ray of enfeeblement* (+15 ranged touch; 1d6+5)0 (6/day)—*acid splash* (+15 ranged touch), *daze* (DC18), *detect magic*, *flare* (DC 18; CL 14th) *ghost sound*, *light*, *message*, *ray of frost* (+15 ranged touch), *read magic*, *touch of fatigue* (+8 melee touch; DC 18)**Abilities** Str 8, Dex 16, Con 17, Int 10, Wis 12, Cha 26**Feats** Point Blank Shot, Precise Shot, Weapon focus (ranged touch), Rapid Meta Magic, and Quicken Spell**Skills** Concentration +19, Jump +4, Knowledge (arcana) +18, Listen +0, Spot +0**Possessions** combat gear plus *bracers of arcane freedom*, *domain draught (greed)*, *dragon mask*, chain shirt, light shield, master work heavy mace, 2 spell component pouches, cloak of charisma +4, ~~*oil of magic vestment* +4, *oil of magic vestment* +4~~, *Scroll of true seeing*, *vest of the master evoker***Fire Spell Affinity (Ex)** A redspawn arcanist casts fire spells at +2 caster level. In addition, the redspawn arcanist heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcanist can wear light armor and use light shields without an arcane spell failure chance. *Complete arcane* 12.**Power-up Suite** (*mirror image* – *haste*, *bear's endurance*): **AC** 30; **Miss Chance** 7 mirror images; **hp** 129; **Ranged** ranged touch +16; **Fort** +9, **Ref** +12;3rd (7/day)—*haste*, *fireball* (DC 21; CL 14th), *ray of exhaustion* (+15 ranged touch) *Slow* (DC 21)2nd (3/day)—*bear's endurance*, *eagle's splendor*, *melf's acid arrow* (+15 ranged touch), *mirror image*, *scorching ray* (3 rays +15 ranged touch; CL 14th)

8: THE FINAL MARCH OF THE HORDE

BLUESPAWN GODSLAYER CR 14

Male bluespawn godslayer* barbarian 2 fighter 2

**monster manual IV*

LE Huge monstrous humanoid (dragonblood)

Init +2; **Senses** darkvision 60ft.; Listen +2, Spot +3**Languages** Draconic**AC** 26, touch 6, flat-footed 26

(-2 size, -2 Dex, +5 shield, +15 natural)

hp 238 (16 HD); DR 10/chaotic**Immune** electricity, paralysis, *sleep***SR** 24**Fort** +20, **Ref** +6, **Will** +10**Speed** 40 ft. in (8 squares)**Melee** +5 bastard sword +32/+27/+22/+18
(3d8+23/17-20 plus 2d6 electricity) and bite +21
(2d6+6 plus 2d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Base Atk** +16; **Grp** +34**Atk Options** Awesome Blow, Improved Bull Rush,
Power Attack, dragon slayer, outsider slayer, rage,
uncanny dodge**Special Actions****Combat Gear** *potion of cure critical***Abilities** Str 34, Dex 6, Con 30, Int 8, Wis 11, Cha 10**Feats** Awesome Blow, Blind Fighting, Improved Bull
Rush, Improved Critical (bastard sword), Improved
Over Run, Iron Will Power Attack, Weapon Focus
(bastard sword)**Skills** Climb +21, Jump +25, Listen +2, Spot +3,**Possessions** combat gear plus bastard sword, +1
animated heavy dragonskull shield, ~~oil of Greater~~
~~magic weapon +3, oil of magic vestment +3, potion~~
~~of bull's strength, and potion of bear's endurance~~**Dragon Slayer (Su)** A bluespawn godslayer deals an
extra 2d6 points of damage when it hits a dragon
or dragonblood creature.**Outsider Slayer (Su)** A bluespawn godslayer deals
an extra 2d6 points of damage when it hits an
outsider.**Power-Up Suite (Rage - haste):** **AC** 25, touch 5, flat-
footed 25; **hp** 270; **Fort** +22, **Will** +12; **Speed** 70ft.;
Melee +5 bastard sword +34/+29/+24/+19
(3d8+26/17-20 plus 2d6 electricity) and bite +22
(2d6+7 plus 2d6 electricity); **Grp** +34; **Str** 38, **Con**
34; **Skills** Climb +23, Jump +39**HALF-FIEND WHITESPAWN ICESKIDDER CR 14**CE Huge magical beast (cold, dragonblood, extra
planar)**Init** -1; **Senses** darkvision 60 ft., low-light vision;
Listen +23, Spot +23**AC** 21, touch 9, flat-footed 20

(+1 Dex, -2 size, 12 natural)

hp 225 (18 HD); DR 10/magic**Immune** cold**Resistance** Fire 10; **SR** 28**Fort** +18, **Ref** +12, **Will** +8**Weakness** vulnerable to fire**Speed** 40 ft. (8 squares)**Melee** bite +32 (4d6+21)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +18; **Grp** +41**Atk Options** Improved Overrun, Power attack, magic
strike**Special Actions** breath weapon, clinging breath,
smite good**Spell-Like Abilities** (CL 18th):9th—*summon monster IX* (fiends only)8th—*horrid wilting* (DC 18), *unholy aura* (3/day; DC
18)7th—*blasphemy*5th—*unhallow*4th—*poison* (3/day; DC 21), *unholy blight* (DC 14)3rd—*contagion, darkness* (3/day)2nd—*desecrate***Abilities** Str 39, Dex 12, Con 24, Int 6, Wis 14, Cha
11**SQ** ice step, Tiamat's blessing (cold)**Feats** Ability Focus (breath weapon), Improved
Overrun, Power Attack, Weapon Focus (bite),
Improved Natural Attack, Extra Smiting, Clinging
Breath**Skills** Jump +39, Listen +23, Spot +23**Breath Weapon (SU)** 30-ft. cone, once every 1d4
rounds, damage 6d6 cold, Reflex DC 23 half.
Creatures that fail the save are frozen in place.
Treat them as though struck by a tangle foot bag
(PH 128), taking -2 penalty on attack rolls and a -4
penalty to Dexterity and unable to move unless
they succeed on a DC 24 Reflex save. The effect
ends after 2d4 rounds. The save DC against the
freezing effect increased by 1 for each additional
HD.In addition, surfaces within the area of a
whitespawn iceskider's breath weapon become
covered with ice sheets (DMG 91)**Ice Step (Ex)** Whitespawn iceskidders ignore all
movement penalties associated with snow or ice
on the ground. They always succeed on Balance
checks against effects caused by ice or by spells or
special abilities with the cold descriptor.**Tiamat's Blessing (Cold) (Su)** All spawn of Tiamat
within 5 feet of or riding on a whitespawn
iceskider gain immunity to cold.**Smite Good (Su)** A fiendish whitespawn iceskider
may smite good three times per day for an
additional +18 damage against a good creature.**Power-Up Suite (bear's endurance, haste):** **AC** 22,
touch 10, flat-footed 21; **hp** 261; **Fort** +20, **Ref**
+13; **Melee** bite +32 (4d6+21); Con 28

GREENSPAWN SNEAK ROGUE CR 12

Male greenspawn sneak* Rogue 10

**monster manual IV*

LE small monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60 ft.; Listen +11, Spot +11**Languages** Draconic**AC** 26, touch 17, flat-footed 20

(+1 size, +6 Dex, +6 armor, +3 natural)

hp 83 (12 HD)**Immune** acid**Fort** +8, **Ref** +16, **Will** +9**Speed** 30 ft. in light (6 squares), base movement 30 ft**Melee** + 4 short sword +19/+19/+14/+14 (1d4+6/19-20)**Melee** +4 short sword +21/+16 (1d4+6/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +6**Atk Options** sneak attack +7d6**Combat Gear** 4 flasks of acid, potion of cure serious wounds**Abilities** Str 14, Dex 22, Con 16, Int 10, Wis 12, Cha 12**SQ** water breathing, evasion**Feats** Two Weapon Fighting, Weapon Finesse, Iron Will, Great Fortitude, Weapon focus (short sword), Improved Two-Weapon Fighting**Skills** Bluff +16, Disable Device +15, Hide +24, Listen +11, Move Silently +23, Search +15, Spot +11, Tumble +14**Possessions** combat gear plus leather armor, 2 short swords, 2 daggers, ~~oil of greater magic weapon +4 (2), oil of magic vestment +4~~**Sneak Attack (Ex)** Extra damage to flanked or flat-footed target; *PH* 50. This sneak attack damage stacks with that granted by class levels.**Water Breathing (Ex)** A greenspawn sneak can breathe underwater indefinitely.**Evasion (Ex):** If exposed to any effect that normally allows a Reflex save for half damage, a rogue takes no damage on a successful result.**Crippling Strike (Ex)** A rogue with this ability can sneak attack opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.**Skills** Greenspawn sneaks have a +5 racial bonus on Bluff, Hide, and Move Silent.**Power-Up Suite** (*bear's endurance, haste*): **AC** 27, touch 18, flat-footed 21; **hp** 107; **Fort** +10, **Ref** +17; **Melee** + 4 short sword +19/+19/+14/+14 (1d4+6/19-20); **Melee** +4 short sword +22/+17 (1d4+6/19-20); Con 20**BLACKSPAWN RAIDER CR 12**

Male blackspawn raider* barbarian 8

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +6; **Senses** darkvision 60ft, low-light vision; Listen +8, Spot +8**Languages** Common, Draconic**AC** 25, touch 13, flat-footed 22

(+3 Dex, +9 armor, +3 natural)

hp 148 (16 HD); DR 5/magic or good or DR 1/-**Immune** acid, paralysis, *sleep***Fort** +12, **Ref** +11, **Will** +9**Speed** 40 ft. (8 squares)**Melee** +4 falchion +26/+21/+16/+11 (2d4+13/16-20)**Ranged** javelin +19 (1d6+6)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +16; **Grp** +22**Atk Options** Power Attack, Improved Critical, Power Critical, rage**Special Actions** breath weapon**Combat Gear** potion of cure serious wounds**Abilities** Str 23, Dex 16, Con 18, Int 10, Wis 12, Cha 6**Feats** Improved Initiative, Power Attack, Track, Improved Critical, Power Critical, Blind Fighting**Skills** Jump +8, Listen +8, Spot +8, Survival +12**Possessions** combat gear plus *cloak of predatory vigor*, falchion, 2 javelins, silk rope (50ft.), masterwork breastplate, ~~oil of magic vestment +4, oil of greater magic weapon +4~~**Special Attack/Quality (Su)** 40-ft. line, once every 1d4 rounds, 8d4 acid, Reflex 18 half. The breath weapon damage increases 1d4 for every 2 additional HD.**Power-Up Suite** (*rage – bear's endurance, haste*): **AC** 24, touch 12, flat-footed 21; **hp** 212; **Fort** +14, **Ref** +12, **Will** +11; **Melee** +4 falchion +29/+24/+19 (2d4+16/16-20); **Ranged** javelin +20 (1d6+8); Str 27, Con 26

REDSPAWN ARCANIST**CR 14**

Female redspawn arcanist* sorcerer 8

**monster manual IV*

CE Medium monstrous humanoid (dragonblood)

Init +3; **Senses** darkvision 60ft., low-light vision; Listen +0, Spot +0**Languages** Common, Draconic**AC** 30, touch 13, flat-footed 27

(+3 Dex, +8 armor, +7 shield, +2 natural)

hp 128 (16 HD); fire spell affinity**Immune** fire, paralysis, *sleep***Fort** +8, **Ref** +11, **Will** +12**Weakness** vulnerability to cold**Speed** 40 ft. in light (8 squares), base movement 40 ft.**Melee** masterwork heavy mace +9/+4 (1d8-1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +12; **Grp** +10**Atk Options** Point Blank Shot, Precise Shot**Combat Gear** potion of cure critical wounds**Sorcerer Spells Known** (CL 14th):7th (4/day)—*radiant assault* (DC 26)6th (6/day)—*disintegrate* (+16 ranged touch; DC 25), *true seeing*5th (8/day)—*arc of lightning* (DC 24) *firebrand* (DC24; CL 16th), *prying eyes*4th (8/day)—*blast of flame* (DC 23; CL 16th), *dimension door*, *orb of fire* (+16 ranged touch; CL 16th)3rd (8/day)—*haste*, *fireball* (DC 22; CL 16th), *ray of exhaustion* (+16 ranged touch) *slow* (DC 22)2nd (8/day)—*bear's endurance*, *eagle's splendor*, *Melf's acid arrow* (+16 ranged touch), *mirror image*, *scorching ray* (3 rays +16 ranged touch; CL 16th)1st (8/day)—*lesser orb of fire* (+16 ranged touch; CL 16th), *chill touch* (+10 melee touch; DC 20), *magic missile*, *true strike*, *ray of enfeeblement* (+16 ranged touch; 1d6+5)0 (6/day)—*acid splash* (+16 ranged touch), *daze* (DC19), *detect magic*, *flare* (DC 19; CL 16th) *ghost sound*, *light*, *message*, *ray of frost* (+16 ranged touch), *read magic*, *touch of fatigue* (+9 melee touch; DC 19)**Abilities** Str 8, Dex 16, Con 18, Int 10, Wis 12, Cha 28**Feats** Point Blank Shot, Precise Shot, Weapon focus (ranged touch), Rapid Meta Magic, energy substation (fire), Quicken Spell**Skills** Concentration +21, Jump +4, Knowledge (arcana) +20, Listen +0, Spot +0**Possessions** combat gear plus *bracers of arcane freedom*, *domain draught (greed)*, *dragon mask*, masterwork chain shirt, light shield, heavy mace, 2 spell component pouches, *cloak of charisma* +6, ~~*oil of magic vestment* +5, *oil of magic vestment* +5, *vest of the master evoker*~~**Fire Spell Affinity (Ex)** A redspawn arcanist casts fire spells at +2 caster level. In addition, the redspawn arcanist heals 2 points of damage per spell level each time it casts a fire spell.**Armored Mage (Ex)** A redspawn arcanist can wear light armor and use light shields without an arcane spell failure chance. *Complete arcane* 12.**Power-up Suite** (*mirror image* – *haste*, *bear's endurance*): **AC** 31; **Miss Chance** 8 mirror images; **hp** 160; **Ranged** ranged touch +17; **Fort** +10, **Ref** +12;3rd (7/day)—*haste*, *fireball* (DC 22; CL 16th), *ray of exhaustion* (+17 ranged touch) *Slow* (DC 22)2nd (3/day)—*bear's endurance*, *eagle's splendor*, *Melf's acid arrow* (+17 ranged touch), *mirror image*, *scorching ray* (3 rays +17 ranged touch; CL 16th)

FEATS

CLINGING BREATH

Your breath weapon clings to creatures and continues to affect them in the round after you breathe.

Prerequisites: Con 13, breath weapon.

Benefit: Your breath weapon has its normal effect, but also clings to anything caught in its area. A clinging breath weapon lasts for 1 round. In the round after you breathe, the clinging breath weapon deals half of the damage it dealt in the previous round. Creatures that avoid damage from the breath weapon (such as creatures with the evasion special quality or incorporeal creatures) do not take the extra damage. For example, an old silver dragon uses its cold breath and deals 72 points of cold damage (or 36 points against a target that made its save). In the following round, foes that failed their saves against the breath weapon initially take an additional 36 points of cold damage, and foes that succeeded on their saves take 18 points of cold damage.

A foe can take a full-round action to attempt to remove the clinging breath weapon before taking any additional damage. It takes a successful Reflex saving throw (same DC as your normal breath weapon) to remove the effect. Rolling around on the ground grants a +2 bonus on the saving throw, but leaves the foe prone. A clinging breath weapon can not be removed or smothered by jumping into water. A clinging breath weapon can be magically dispelled (DC equal to your breath weapon save DC).

This feat only works on a breath weapon that has an instantaneous duration and that deals some kind of damage, such as energy damage (acid, cold, electricity, fire, or sonic), ability damage or negative levels.

When you use this feat, add +1 to the number of rounds you must wait before using the breath weapon again.

Special: You can apply this feat more than once to the breath weapon. Each time you do, the clinging breath weapon lasts an additional round.

Source: Draconomicon

ENERGY SUBSTITUTION (FIRE)

You can modify an energy-based spell to use another type of energy instead.

Prerequisite: Knowledge (arcana) 5 ranks, any metamagic feat.

Benefit: Choose one type of energy (acid, cold, electricity, or fire). You can modify any spell with an energy descriptor to use the chosen type of energy instead. An energy substituted spell uses a spell slot of the spell's normal level. The spell's descriptor changes to the new energy type – for example, a fireball composed of cold energy is an evocation [cold] spell.

Special: You can gain this feat multiple times, choosing a different type of energy each time.

Source: Complete Arcane

POWER CRITICAL

Choose one weapon, such as a longsword or a greataxe. With that weapon, you know how to hit where it hurts.

Prerequisites: Weapon Focus with weapon, base attack bonus +4

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Power Critical as one of his fighter bonus feats.

You can gain Power Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon, the effects of the feats stack.

Source: Complete Warrior

RAPID METAMAGIC

You possess an uncanny mastery of your magic, enabling you to modify spells on the fly much faster than others can.

Prerequisites: Spellcraft 12 ranks, ability to spontaneously cast spells.

Benefit: When you apply a metamagic feat to a spontaneously cast spell, the spell takes only its normal casting time.

Source: Complete Mage

ITEMS

BRACERS OF ARCANES FREEDOM

Price (Item Level): 2,300 gp (6th)

Body Slot: Arms

Caster Level: 7th

Aura: Moderate; (DC 18) Abjuration

Activation: Swift (command)

Weight: ½ lb

Bracers of arcane freedom allow you to cast arcane spells without the normal complex gestures required. When you activate these bracers, you can omit the somatic component of the next arcane spell you cast before the end of your turn (as if applying the Still Spell feat to it, but without altering the spell's level or casting time).

The effect functions two times per day.

Prerequisites: Craft Wondrous Item, *freedom of movement*.

Cost to Create: 1,150 gp, 92 XP, 3 days

CLOAK OF PREDATORY VIGOR

Price (Item Level): 1,400 gp (5th)

Body Slot: Shoulders

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: Swift (mental)

Weight: 2 lb

A cloak of predatory vigor helps you channel the power of your combat frenzy into rejuvenating energy. While in a rage or frenzy, you can activate this cloak to heal damage to yourself equal to your Hit Dice.

This effect functions two times per day.

Prerequisites: Craft Wondrous Item, cure moderate wounds.

Cost to Create: 700gp, 56 XP, 2 days.

DRAGON MASK

Price (Item Level): 4,000 gp (8th)

Body Slot: Face

Caster Level: 6th

Aura: Moderate; (DC 18) divination

Activation: Swift (command)

Weight: 2 lb

When activated, a *dragon mask* allows you to use *see invisibility*, as the spell for 5 minutes. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, See invisibility.

Cost to Create: 2,000 gp, 160 XP, 4 days.

DOMAIN DRAUGHT

Price (Item Level): 3,300 gp (8th)

Body Slot: –

Caster Level: 20th

Aura: Strong; (DC 25) transmutation

Activation: Standard (manipulation)

Weight: –

A *domain draught* is the distilled essence of a cleric domain. A successful DC 15 Knowledge (religion) check identifies the specific domain with which a given draught is associated from the markings on the bottle.

Upon drinking a *domain draught* you gain access to its domain for 24 hours. You can use the domain granted power, and if you normally prepare domain spells, you can add those from the draught's domain to your choices until the effect expires. If you drink a second *domain draught* before using the first one, the effect of the first one is lost.

Prerequisites: Craft Wondrous Items, access to the associated domain.

Cost to Create: 1,650 gp, 132 XP, 4 days.

VEST OF THE MASTER EVOKER

Price (Item Level): 10,000 gp (12th)

Body Slot: Torso

Caster Level: 9th

Aura: Moderate; (DC 19) evocation

Activation: Swift (command)

Weight: 2 lb

Crackling with power, a *vest of the master evoker* intensifies arcane evocation spells you cast. Many an ambitious evoker sees gaining this vest as a rite of passage, much like casting his first magic missile or fireball, and among elite warmages (CAr 10) it serves as an unparalleled status symbol.

Three times per day, you can activate the vest to enhance the next arcane evocation spell you cast before the end of your turn. That spell deals additional damage equal to twice its spell level, and the save DC of the spell increases by 2. This damage is of the same type as normal for that spell (or if the spell deals more than one type of damage, any one of these types at your discretion). If the spell doesn't normally deal damage, this use of the vest has no effect.

In addition, you can apply the effect of any sudden metamagic feat (CAr 85) you know to any evocation spell you cast from a wand or staff as if you were casting the spell yourself. Doing this requires no activation, but uses up that feat's daily use as normal.

Prerequisites: Craft Wondrous Items, Spell Focus (evocation) or evoker, able to cast at least 5 evocation spells, two of which must be 5th level or higher.

Cost to Create: 5,000gp, 400 XP, 10 days.

SPELLS

ARC OF LIGHTNING

Conjuration (creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, Windstorm 5

Components: V, S, M/DF

Casting Time: 1 standard action

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

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Static fills the air as you complete the spell. With a gesture you create magical conductivity between two creatures, and a bolt of electricity arcs between them with a shockingly loud crackle.

This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw a line from any corner in one creature's space to any corner in the other's space. The bolt affects all squares in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15.

BLAST OF FLAME

Conjuration (creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S, M

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

As you cast the spell, your hand becomes sheathed in barely perceptible yellow flames. With a roar, the flames burst from your hand in the shape of a cone, leaving your hand trailing wisps of smoke.

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Source: Spell Compendium 31.

FIREBRAND

Evocation [Fire]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

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

Area: One 5-ft.-radius burst/level (S)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The flask of alchemist's fire vanishes from your hand and the ground erupts beneath your foes, shooting multiple fountains of fiery liquid upward.

Each burst deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. All subjects hit by the burst in the round the spell is cast or are within the area the following round take 1d6 points of fire damage per two caster levels (maximum 5d6). A character struck in the first round the spell is cast can attempt to extinguish the flames on itself as a full-round action with a successful DC 15 Reflex save.

Burst effect that overlap do not deal additional damage (a creature can be affected by only one burst).

Material Component: A flask of Alchemist's fire (worth 20gp)

Source: Spell Compendium 93.

ORB OF FIRE

Conjuration (creation) [Fire]

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of fire about 3 inches across shoots from your palm at its target, dealing 1d6 points of fire damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes dazed for one round. A successful Fortitude saves negates the dazed effect but does not reduce the damage.

Source: Spell Compendium 151.

ORB OF FIRE, LESSER

Conjuration (creation) [Fire]

Level: Sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

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

Effect: One orb of acid

Duration: Instantaneous

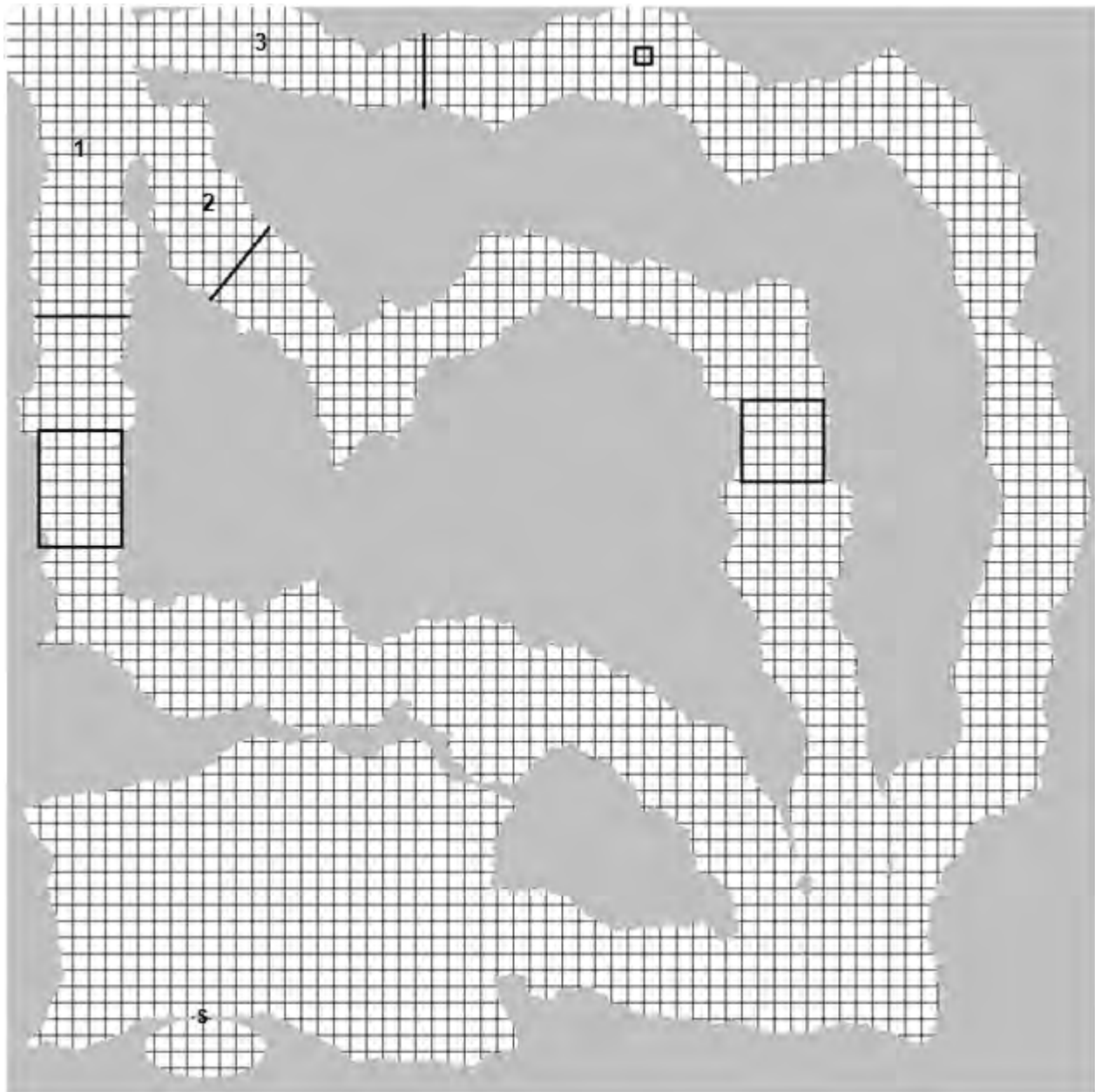
Saving Throw: None

Spell Resistance: No

An orb of fire about 2 inches across shoots from your palm at its target, dealing 1d8 points of fire damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: Spell Compendium 151.



Scale = 5ft
Black Lines = Sliding Walls
Black Squares are Traps
S = Secret Door

PLAYER HANDOUT 1: DIARY PAGES

I can't believe that I let Lucky talk me into doing this mission. This is the scariest place I have ever seen! If it wasn't for the Vesve ranger and the Greycloak I think we would have been killed ages ago! They have steered us around some things I'm too afraid to think about. The Howling Hills are well named and just creepy! Anyway so far we have had some good luck following the trail of this mysterious figure, even though he has not left any trail that I can see. That crazy Hieronian knight from Furryondy has been following the smell of evil for days. By Lydia's sweet melodies that man is full of himself err umm I mean righteousness! Twice now that mercenary from the Bandit Kingdoms has had to practically wrestle him down from breaking our cover, with the few patrols of Old Wicked's forces that we have seen. Still that mercenary makes me a little nervous he seemed awfully familiar with those patrols, but it did keep us safe. Oh I didn't even mention that weird sorcerer from Perrenland he is obsessed with revenge against some group that killed his family, because of their draconic heritage. The guy is creepy he has claws and these eyes that are closer to reptilian than human. Goddess I miss polite society, I dream at night about being in a nice warm inn and with a generous audience back in Highfolk city or Greyhawk and spending the night with my sweet Triss. But here I am stuck in this miserable gloomy cold place.

So we have been following "zee smell ov eevill", who knew Furryondians would have such a sensitive nose, the only thing I knew them to be sensitive about was their honor and their women. I remember this one Count's daughter she was so vivacious and such a pouty little mouth that, oop block that out Triss would kill me if she new I thought about her again, she can get so jealous! Anyway, earlier today we found an odd site that the knight said smelled heavily of this evil. There we found the bloody remains of... well I'm not sure but it had the largest rack of antlers I have ever seen, I think they called it a dire elk. The carcass left looked like it had been chewed on by something vastly larger as though this was just an appetizer, I mean all it left was the head and some bones... yuck! There were tracks from some impossibly large creature, which doesn't make sense. Really when we followed this guy from Ungra Balan he was just a guy okay well sure he was like 7 feet tall and wore some kind of green scaly plate armor and looked like death walking but he was a guy. The ranger found this huge green plate that he said was a scale, which I find hard to believe I mean it was a least 10 stones and larger than my chest, which is quite manly I must say. I can still feel Triss's last caress against err sorry my mind keeps wandering. Oh then the creepy sorcerer said that it was a dragon scale, which I could not believe. I mean that would make the dragon the size of small castle. I really should have just stayed home; I'm never doing Lucky another favor. That whole life of adventure speech and inspiring song to impress Triss will not work a second time, I swear! The only songs this will inspire will give me nightmares and send Triss running away.

This morning I was awakened from my sweet dreams of Triss and her soft caresses by the creepy sorcerer screaming. Beside him was a blank scroll and he was holding the large green scale. It seemed to be dissolving his hands and creating a horrible acidic stench! Which made me long even more for my Triss's sweet smelling perfume; I wonder what she is doing? But, if it wasn't for the healing of the knight I think he would have lost his hands. Either way he did learn something important, which has been tickling in the back of my brain all day, knowing that I had heard this name before. Then it came to me as we were approaching a tower in the distance. I nearly died of fright right then and there. "DorMor" was the name he said, but I mean it couldn't be! DorMor was one of the great Generals of Tiamat's consort, long ago. Then I realized it couldn't be the same dragon, I know they can live a long time but really that was thousands of years ago, and so it must be a descendant! Not even dragons could still be alive after all that time. Before I knew it I was running for my life and when I realized that the fear I was feeling was coming from the tower that I could barely see in the distance but I couldn't have stopped even had I wanted to. I'm not sure how long I ran but it was a few hours before the Greycloak found me, collapsed and unconscious. I think I fell and hit my head on a rock. He laughed saying that being fearless sometimes had its benefits. He was able to witness several things while the rest of us were fleeing for our lives. Apparently, I was the last person he was rounding up and bringing back to camp. The Greycloak saw a small army of undead and several draconic creatures arrive shortly after we did. He said he saw the man in green armor come out and talk with the creatures. Unfortunately, he doesn't speak draconic so we have no idea what they talked about. However, the dragon did speak in common to some cloaked figure that teleported away, the Greycloak could not make out exactly what was said, other than something about an oracle being stopped. He did say that the DorMor guy's accent sounded like he came from the area of the Forlorn Forest and White Fanged Bay. Apparently, the army headed north a few hours ago, and he watched this DorMor go into the tower but never come out. But the fearful presence is gone and the knight said that "zee eevil iz gon-na."

Since the evil had left, we decided to go investigate the tower. From the outside, it is a pleasant enough building. But inside, the stair wells up and down have been ripped out, leaving a 20' circular gap in floor and ceiling. The roof has been reworked so that it can be pushed out on a hinge from the inside. The basement... well the basement is full of bones scattered to the edges leaving a circular gap in the floors center. From the scrape marks on the floor, whatever nested here was big. From the condition of the bones (cracked, splintered and scratched), I know that whatever was here had a huge appetite. Tomorrow we are going to go follow the army that is headed north.