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FORGOTTEN REALMS

# NEVERWINTER NIGHTS™

# Hordes of the Underdark™

Official Strategy Guide

**Complete  
Coverage!**  
All New Epic Levels,  
Prestige Classes, Feats,  
Monsters & Spells

**FULL COLOR!**

This game  
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Covers Windows® 98/ME/2000/XP

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NEVERWINTER  
NIGHTSHORDES  
of the  
UNDERDARK

## Official Strategy Guide

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# Beneath the Streets of Waterdeep



It has been quite some time since you left the questions and fears of a novice adventurer behind. With glorious exploits behind you, fabulous treasures to your name, and the celebration of the realms in your honor, things are at their best. Yet, there is more to this tale. Victory and success have ever been your allies, walking in your shadow and pushing you forward. The best of this is yet to come! Today, you are a hero. Tomorrow, the powers of legend will be at your fingertips. But, there is always a price.

Underneath the crowded streets of Waterdeep is a maze of traps, monsters, and challenges that few have faced and survived. When some of the most prominent citizens of Waterdeep begin to die off, falling at night to assassins' blades, people wonder if the stories about Undermountain are all true. What the people of Waterdeep fail to realize is that there are worse dangers than those of Undermountain. Beneath even that fell dungeon is an entire world of intrigue, danger, and betrayal. Could the perils of the Underdark rise to threaten all of Faerun? Arm yourself for the most dire challenge yet, because epic battles are still to be fought.

## People and Places

There are many important heroes and villains in the area around Waterdeep. With the growing problems of the city, a call has gone out for all heroes to converge and retaliate against the shadowy

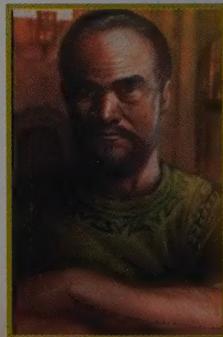
threat that is simmering below. Some of the finest adventurers of Faerun will answer the lure of this great challenge, but who will take the lead?

### FRIENDS AND FOES

#### DURNAN

Durnan is a former adventurer who now manages a small inn called the Yawning Portal. He runs the inn with the help of his wife Mhaere—another retired adventurer—and their daughter Tamsil. The inn's claim to fame is that it sits atop the fearsome dungeon known as Undermountain.

Though a skilled and seasoned warrior in his own right, Durnan is tied to Waterdeep and will not leave his inn when it most needs a stalwart defender. Durnan will protect the people under his roof to the best of his ability, but he will not rush off to save the world at a moment's call.



## DEEKIN

This kobold is a bard of surprising skill, his talents honed under the watchful guidance of the white dragon that trained him. His past is behind him now, for Deekin has traveled far and wide, even having had some small hand in saving the world from the flying city of Undrentide.

Deekin is a runty little guy, but that doesn't prevent him from bringing a lot to a party. Trained as a Bard and influenced heavily by Tymofarrar, Deekin will be able to buff allies, use varied magic, and hold his own in direct battles. Almost any adventurer will be aided by Deekin's presence. Because you can choose Deekin as a companion so early in the game, he is practically universal as a party member until more choices become available. Even then, it's hard to let go of the kobold because he knows so much about various items and areas (he can identify magical treasure with great consistency).



## DAELAN

This temperamental half-orc barbarian is well known for his strength and ferocity. He has come to the Yawning Portal to lend his arm in the struggle against the forces of the Underdark. Of course, with such a temper and militant attitude, Daelan might have the tendency to get himself caught out on his own.

Daelan is a wise ally for a caster because of his unwavering courage to enter melee combat. Indeed, any ranged character should consider taking this aggressive barbarian along for the ride.



## LINU

An elven cleric, Linu is a kind and gentle soul, but one who defends her companions with tenacity and talent. When the city of Waterdeep sent out a plea for help, she made her way there as quickly as possible.

Warriors who aren't rattled by Linu's devotion to life and goodness should ask her to help in the travel into Undermountain. Linu won't be able to obliterate enemies in a timely fashion, but she will keep her friends alive despite any threat to herself.



## SHARWYN

This fighter-bard never backs down from a fight she thinks she can win. And her courage always has her thinking that she can win any fight, despite the odds stacked against her. Competitive and eager, she searches for rare music to add to her repertoire.

Much like Deekin, Sharwyn is a complement to almost any party she joins. Despite her bravado, she isn't a single-sided warrior who can go anywhere and do anything in combat. Sharwyn has many talents, and her greatest ability is to fill in wherever a party is deficient. If a group already has secured considerably healing and damage potential, Sharwyn is a useful secondary selection.



## TOMI

Never out of trouble for long, this halfling thief has a penchant for taking those who travel with him on the wildest adventures. But he is strong of heart, quick of feet, and makes an ideal traveling companion for those who don't mind keeping a watchful eye over their purse.

Those without a sense of moral absolutism shouldn't have a problem with Tomi. This halfling follows his own path, and that could be an asset in the trap-filled dungeon of Undermountain and in the darkness below. Though he is less aggressive than some rogues, Tomi can still do a number against some creatures, as long as there is a central tank to absorb the damage and distract the bad guys.



## THE VALSHARESS

This female drow is the mysterious and enigmatic leader of the large Underdark army that threatens Waterdeep. The Valsharess (which means Empress in the drow tongue) is the title she has given herself—her true name remains a secret. Through force and diplomacy she has melded together the enemies of her people into a massive army that threatens to topple the most powerful city in Faerun. Little is known about her except that she and her forces have mastered an advanced form of fire magic. She is intelligent, proud, and certain of her ultimate victory.



# CITIES AND DUNGEONS

## WATERDEEP

Waterdeep is the major cosmopolitan power in Faerun and is known by many as the City of Splendors. The city is an important center of trade and innovation, ideally situated beside an excellent harbor. Life goes on as normal for its citizens as it has for many years but always something stirs below, for the city sits atop the dungeon called Undermountain. Waterdeep now faces one of the most difficult crises in its history, for what was once safely contained below now rises forth. Drow, beholders, and the dread mind-flayers now lay siege to the city.



## UNDERMOUNTAIN

The mad wizard Halaster Blackcloak built thousands of tunnels beneath the city of Waterdeep, forming a strange and dangerous labyrinth. Therein he stored his treasures, experiments, and necessities. With powerful creatures bound to his will, Halaster has populated this ever-changing dungeon with the most fearsome beasts. Few adventurers have survived to tell the tale of Undermountain. Those that have had best be shown some well-earned respect.



## THE UNDERDARK

Entire societies exist beneath the earth, empires falling and rising without any idea that there is a world above them. The cruelest of the Underdark's masters are the drow. These shunned cousins of the elven folk have built majestic cities throughout the lightless realm. But foul creatures and cultures even more dangerous than the drow populate the vast expanses between the pockets of civilization.



# How To Use This Guide

It is important to understand every resource available to you, especially in such a fierce realm as the Underdark. This brief chapter explains how the guide reveals its many secrets.

## RACES AND CLASSES

Many character concepts are explained in great detail so that players are able to make new characters for this campaign. The Races chapter lists all of the racial stats and some suggestions for playing as members of these groups.

The Classes and Prestige Classes chapters contain even more information, listing various abilities, ideas, and templates for tak-

ing each class into the epic levels. Experienced players may already have a grasp for the common abilities that each character class gains, but epic abilities are shown here as well, and the templates encourage many combinations that join several classes together in a synergistic fashion.

## SKILLS, FEATS, AND SPELLS

All Skills, Feats, and Spells in *Hordes of the Underdark* are listed in these chapters, along with some suggestions for their use and

optimization. Epic Feats and Spells have their own sections and offer many avenues previously unexplored in the series.

## EQUIPMENT AND USEFUL ITEMS

A Tool for Every Occasion is a chapter for equipment and general item use. People who want to peruse the statistics of weapons and armor can read through and learn about them there. The two new

weapon types in *Hordes of the Underdark*, the Whip and Dwarven Waraxe, are explained in detail, as are many *Dungeons and Dragons* concepts.

## BATTLE STRATEGIES

No matter how well designed a character is, the test of battle can shake even the best adventurer. Having a specific set of tactics and strategies will make almost every encounter quite a bit easier. That's where the Battle Strategies chapter comes in handy. The ideas in this part of the guide will especially aid character tem-

plates that rely on creative skills and feats. Defensive warriors, archers, casters, and skill classes will want to pay extra attention! The first part of the chapter, "Epic Gameplay," will be of greatest importance to veterans of Bioware's interpretation of 3rd Edition *Dungeons and Dragons*.

## BESTIARY AND MINI BESTIARIES

This guide has a major Bestiary that explains what types of enemies are most commonly discovered. There is a fair amount of material there for the average stats of such creatures, some of their powers, and any common means of defeating them, if such applies.

Mini Bestiaries appear at the beginning of each area within the walkthrough. These entries list the specific stats of each monster within a map, thus giving players a good idea of what to expect and what they will be ready to handle.

## THE WALKTHROUGH

Finally, the Walkthrough takes you through each of the three chapters in the new expansion and aids players with new strategies, item locations, maps, and monster information.

Tips give helpful suggestions that make it easier to bypass various

dangers or find extra experience, puzzles, and so forth. Notes explain more about regions and push treasure hunters in the right direction. And the odd warning keeps players from wandering into a hopeless situation without having a choice in the matter.

# Races

There are many powerful races that walk the Forgotten Realms. Many of these are too strange or fantastic to play, but a substantial number of options remain. These races add a lot to every character because they provide a chance to customize your character's statistics and background. Though many of the races have a few classes that they are geared toward, there are few rules set in stone. If you want to play a gnome fighter from the very beginning, don't worry about whether that is a standard role.

In terms of characters that will soon reach their epic levels, since it is possible to create a character at level 15 for *Hordes of the Underdark*, race selection means less than it does for low-level members of the same class. The difference between an 18 and a 20 strength becomes trivial over the course of a few dozen levels. As a result, one could argue that roleplaying should influence you more than usual in deciding which race to select. Find something you love and run with it, because any combination will be glorious if you give it enough time.

## HUMAN

- **Favored Class (Any):** When determining whether a multiclass human suffers an XP penalty, his highest-level class does not count
- **Quick to Master:** 1 extra feat at 1st level
- **Skilled:** 4 extra skill points at 1st level, plus 1 additional skill point at each level up



Humans are the living currency of the world; these diverse people cover almost all regions and have many cultural and racial backgrounds. Though very short-lived compared with a number of races, humans have been able to carve quite a niche for themselves; their penchant for technology and fast breeding have probably played a heavy part in this. Humans can have a number of skin tones from black to extremely pale white, and their hair covers the same range of dark, light, and moderate colors. Some men will grow facial hair that can be sparse or thick, though other human males may keep themselves cleanly shaven. Dress styles vary by region, as do religious callings, language, and other aspects of human life.

From a roleplaying perspective, humans offer an incredible amount of leeway. You can justify almost any personality for a human character; diversity is often heralded as the strength and downfall of humanity.

Humans are geared to take advantage of their diversity. All of the racial advantages that are offered to humans are generic, and these will serve well on any path. Because humans don't have a specific favored class, players will be very happy when it comes time to make a multiclass character with one. Players who plan on triple classing will certainly want to consider humans if they want to avoid experience penalties and the like.

Having an extra feat is nice for some classes and a godsend for others. Sure, fighters won't mind getting yet another tool for their early levels, but clerics and mages (who often feel starved for feats, even at high levels) will be very happy for this boon.

Again, the extra skill points are there to supplement any chosen class. Rogues may not need too many spare skill points to throw around, but barbarians and other classes with low natural skills and a tendency toward a mediocre intelligence will benefit from the steadfast nature of human learning.

## DWARF

- **Dwarven Ability Adjustments:** +2 Constitution, -2 Charisma
- **Favored Class (Fighter):** A multiclass dwarf's fighter class does not count when determining whether he suffers an XP penalty for multiclassing



Many dwarves are as hard as the mountain stone. These are a people of crafts, be it smithing, mining, or warfare. Whatever profession drives a dwarf will become a dominant factor in that character's life. Many people see the quiet and cold nature of dwarves and think that these are a people without emotions or joy. The truth is that dwarves often see great beauty in the things they create, and their love of such things has tremendous depth. Many dwarves are better at obscuring the truth than actual deception, and these people are renowned for their steadfast qualities when their word has been given.

Though dwarves only stand between four and four-and-a-half feet when they are fully grown, a strong male ends up being almost as wide as he is tall! Dwarves are perfectly built for the diminutive tunnels and crags of the underworld. Most dwarves have slightly darker skin, ranging from a deep tan to light brown. These people have thick hair that is black, gray, brown, or auburn. Beards are a sign of age and power, so dwarven men grow these to substantial length.

## SPECIAL ABILITIES

- **Stonecunning** grants all dwarves a +2 bonus on skill checks that involve unusual stonework: sliding walls, stonework traps, etc. This sixth sense about stonework is so strong that dwarves have a chance to notice unusual stonework even if they are not searching for it.
- **Darkvision** is a form of sight that requires no light at all. Creatures with darkvision can see when there is no light source.
- **Hardiness vs. Poisons** gives a +2 racial bonus on saving throws versus poisons.
- **Hardiness vs. Spells** gives a +2 racial bonus on saving throws versus spells and spell-like effects.
- **Offensive Training vs. Ores** provides a +1 racial bonus to

- **Offensive Training vs. Orcs** provides a +1 racial bonus to attack rolls against orcs.
- **Offensive Training vs. Goblinoids** provides a +1 racial bonus to attack rolls against goblinoids.
- **Defensive Training vs. Giants** allows characters to add a +4 Dodge bonus when giants strike at them.
- **Skill Affinity (Lore)** adds a +2 racial bonus on Lore checks.

For roleplaying, there are a number of nifty options that come out of dwarven society. Many may enjoy the common sight of a taciturn dwarf, evoking memories of many famous characters out of adventure novels, but dwarves can take other avenues as well. These mountain folk are extremely driven, whether it comes to crafts, war, or kinship. Religious fervor is not out of question when it comes to a dwarf, and that could lead to some very interesting roleplaying depending on the character's deity.

Dwarves are a very wise choice for a person who is interested in getting out of tough situations without too much of a thrashing. It isn't that dwarves are any stronger than humans or many of the other races; they simply won't fall unless they take an absurd amount of punishment. This seems like a perfect trait for a variety of warriors, and it is, but that doesn't preclude dwarves from becoming various types of mages and rogues, or men of faith. The constitution bonus that goes to each dwarf is welcome for any class that will be doing work on the front lines (whether by choice or lack thereof). Thuggish rogues are a very good example of a class that direly needs extra hit points.

The ability to multiclass as fighters without penalty is useful for people who want to grab skills or abilities from other classes. Dwarven fighter/clerics work extremely well because of their high hit points—it's almost like playing a full fighter who also has healing.

## ELF

- **Elven Ability Adjustments:** +2 Dexterity, -2 Constitution
- **Favored Class (Wizard):** A multiclass elf's wizard class does not count when determining whether he suffers an XP penalty for multiclassing

Elven culture is known throughout the lands as being a haven of song, poetry, arcane study, and beauty. This does not preclude the elves from more mundane or even martial activities though. Elves often seek a balance between the pursuit of art and the necessity to protect the things that they care about. Because elves can live to be over 700 years old, everything takes a lot more time in their society. People often take a long time to judge others, and they are just as slow to indulge their emotions when something new is encountered.

Many elves are thin of build and stand over a foot beneath a human counterpart. On the whole, elves are pale-skinned and have green eyes and dark hair. Neither men nor women grow any facial hair. Elves apply their sense of beauty and grace to their clothing and buildings, so there is almost a sense of poise to the things that are associated with elves. This causes many races to have a natural attraction toward elves and elven things.



## SPECIAL ABILITIES

- **Immunity to Sleep** from all magical sources.
- **Hardiness vs. Enchantments** reflects a +2 racial bonus toward enchantment spells and effects.
- **Bonus Proficiencies** (Longsword, Rapier, Shortbow, Longbow) are given to all elven characters.
- **Skill Affinity (Listen)** adds a +2 racial bonus on Listen checks.
- **Skill Affinity (Search)** adds a +2 racial bonus on Search checks.
- **Skill Affinity (Spot)** adds a +2 racial bonus on Spot checks.
- **Keen Senses** make it possible for elves to spot secret doors even if they aren't looking for them; elves are given a Spot hidden roll even on a casual pass.
- **Low-light vision** gives creatures twice the normal range of sight under minimal light conditions, while retaining their sense of color and detail.

Role players have a limitless trove of wealth when it comes to portraying an elf. On the happy side, a person can play a free spirit who adventures for a number of fair and gentle reasons: to see the world, to find strange magic, or just for the excitement. On the other hand, people who want to enjoy a darker side of elves can play a character that is driven by the urge to defend natural things or the elven way of life. When threatened, the elves are fierce and brutal, and this side of the fey folk is often disconcerting to others.

The statistics that elves gain are no less interesting or useful. Elves may be more than a little frail, but they gain so much in exchange. There are a number of spells that just aren't useful in the least against elven characters. This is especially a boon at lower levels, when basic enchantments and sleep spells are slung about. It is also nice, especially for classes without heavy battle training, to gain free proficiencies with common elven weapons. This gives even a mild character the option to bring a blade or bow into a fight, and neither of those are weak choices. It is really nice to have an elf in the party with a fair bit of dedication toward finding secret doors.

Many classes work wonderfully as an elf. The chaotic nature of barbarians is a bit much for the fey, but almost anything else can be worked into a good character. Rogues are a choice that many people lean toward quickly, because of the bonus to dexterity and the ability to detect secret doors so easily. Rangers and druids are also intuitive, especially from a roleplaying perspective (the guardian of nature aspect of elven society and all that).

If an elf is selected for a militant class, such as a ranger or fighter, there are a number of things to consider. First, elves don't have many hit points compared to humans or dwarves. For this reason, it is important to figure out how to defend on the frontlines. It isn't wise to let armor do all of the talking when one lucky shot can really put a hero out of action. For a better combination of defenses, use lighter armor and a high dexterity. Leather armor on a very quick character can outdo even a heavy fighter in full plate in terms of defensive capabilities. If damage isn't a major issue, take a shield as well, especially if you are a fighter or paladin.

To supplement an elf's offensive power, use finesse to let speed control melee bonuses instead of strength; this feat is wisely purchased for elves because there is usually at least a four-point difference between strength and dexterity, and this only grows with levels. People who want to play brute force warriors should already be looking elsewhere.

## GNOME

- **Gnome Ability Adjustments:** +2 Constitution, -2 Strength

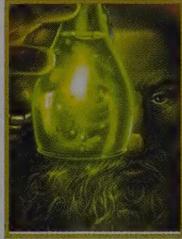
- **Favored Class (Wizard):** A multiclass gnome's wizard class does not count when determining whether he suffers an XP penalty for multiclassing

Gnomes are hailed as the great tinkers of the land. These tiny folk are fascinated with alchemy, industry, and the more technical side of things arcane. Not often seen adventuring in the overlands, gnomes are a reclusive and eccentric people. Still, visitors will find these people to be friendly and interested in trade, jokes and gossip. Gnomish culture places a great deal of importance on learning through trial and experience, which sometimes gets these people into trouble. "Just because it failed for him doesn't mean it won't work for me, eh?" Singed eyebrows are not uncommon on gnomish inventors.

In build, the gnomes are quite like the dwarves, though they aren't quite as thick. Adult gnomes are often a bit of three feet in height and have darkly tanned or even woody-colored skin. These people have fair hair and light eyes; this is offset by their love of brown tones in their buildings and clothing. Males carefully trim their beards. The lifespan for these affable creatures varies between 350 and 500 years.

## SPECIAL ABILITIES

- **Small Stature** means that these characters gain a +1 size bonus to their armor class and attack rolls. They also have +4 due to size on their hide checks. As a penalty, these characters must use weapons one size smaller than their larger counterparts. They also have only a 75% carrying capacity.
- **Hardiness vs. Illusions** gives gnomes a +2 racial bonus against all kinds of illusions.
- **Offensive Training vs. Reptiloids** provides a +1 racial bonus to attack rolls against reptiloids.
- **Offensive Training vs. Goblinoids** provides a +1 racial bonus to attack rolls against goblinoids.
- **Defensive Training vs. Giants** allows characters to add a +4 dodge bonus when giants strike at them.
- **Skill Affinity (Listen)** adds a +2 racial bonus on Listen checks.
- **Skill Affinity (Concentration)** adds a +2 racial bonus on Concentration checks.
- **Spell Focus (Illusion)** adds a +2 racial bonus on Lore checks.
- **Low-light vision** gives creatures twice the normal range of sight under minimal light conditions, while retaining their sense of color and detail.



While a person could always try to play a nasty or lazy gnome, this would be a very long stretch for such a specific race. Gnomes really do stick to their mold most of the time, and roleplayers will be interested in gnomes more for the application of a character type rather than the creation of one. Gnomes usually adventure for knowledge or to obtain new materials for their experiments. Less intellectual gnomes can certainly be in the employ of other forces, which could lead to some interesting situations.

By the stats, gnomes are an odd combination. Though many gnomish skills are a boon for mages (specifically wizards), there are a few things that are very useful to warriors in this mix. A higher constitution is always desirable, whether a person stands on the frontlines or hides in the back. Having a small stature is also nifty when it comes to situations with large, stomping beasts that are quick to squish even the toughest characters. This dichotomous mix of perks makes it possible to do many interesting things with gnomes.

The most obvious choice is to make a gnomish wizard. Gnomes make incredibly useful spellcasters, and they certainly tend toward a wide mix of spells, unlike sorcerers and evocation specialists. With higher hit points, gnomes can stay a bit closer to the front without being in mortal terror for more than half of the time. This opens the door for using more buff spells to enhance party members, and for more direct magic during battle. Evokers tend to stay back and play like archers, throwing brutal spells into the mix. Gnomes can come forward and disrupt enemies, especially considering the gnomish tendency toward illusion magic.

Warriors are often happier with a dwarf, particularly if one is interested in gaining many of the same perks that gnomes are given, but someone with a real flair for the odd could choose a gnome for this. The roleplaying aspects of this idea are boundless, and it would certainly be a fun way to get involved with online play. Push around a few half-ores and threaten them with the back of your hand if they get too cheeky. Make sure to use finesse weapons, have items with range to soften enemies, and consider multiclassing with another class to gain some tricks (i.e., get some rogue levels for sneak attack damage).

## HALF-ELF

- **Favored Class (Any):** When determining whether a multiclass half-elf suffers an XP penalty, his highest-level class does not count

Half-elves are much like humans in that they can be almost anything. Depending on where the person was raised, a half-elf could have the adoration of nature and art that typifies elves, or the individual could be a raging lunatic who burns tree stumps for a living. Some societies accept half-elves without judgment; this is often in regions where humans and elves get along well, of course. In other lands, half-elves live without the support or kinship of either race.



Physically, half-elves can bear any mixture of human or elfish features. The tendency is for these people to have fair skin, but even this isn't dependable. Though these people enjoy longer lives than pure humans, it is rare for a half-elf to live much past 180 years.

## SPECIAL ABILITIES

- Immunity to Sleep from all magical sources.
- Hardiness vs. Enchantments reflects a +2 racial bonus toward enchantment spells and effects.
- Skill Affinity (Listen) adds a +1 racial bonus on Listen checks.
- Skill Affinity (Search) adds a +1 racial bonus on Search checks.
- Skill Affinity (Spot) adds a +1 racial bonus on Spot checks.
- Low-light vision gives creatures twice the normal range of sight under minimal light conditions, while retaining their sense of color and detail.

A role player can do anything with a half-elf. Some people tend toward being a misfit who hasn't found a place in the world, while others come from a loving background and have known the strengths and joys of two worlds. Whatever class and style a person desires, there is certainly a history to justify why a half-elf could fall into that role.

It is almost a crime not to use multiple classes as a half-elf. In a crude view of statistics, it is a waste of half-elven versatility (one of their greatest assets) to stay as a single class. An elf has extra dexterity and several useful abilities that a half-elf lacks, and a human gets extra skill points and an entire feat. As such, the most powerful use of a half-elf is to take the elven advantages that are gained and apply them to a mix of classes that can use such powers.

Half-elves make very effective rogue/fighters because of their versatile stats and bonuses to roguish skills. A person who plans on making a very lethal sneak attack rogue will also enjoy the resistance to enchantments and the low-light vision of these creatures.

## HALF-ORC

- Orc Ability Adjustments: +2 Strength, -2 Intelligence, -2 Charisma
- Favored Class (Barbarian): A multiclass half-orc's barbarian class does not count when determining whether he suffers an XP penalty for multiclassing



Half-orcs are rarely seen as a quiet and peaceful folk. Indeed, it is rare to find a half-orc who doesn't have a hard story to tell. Human societies are not often gentle enough to nurture a person with a bit of orc heritage, and it is quite unlikely that a half-orc would be raised in orcish tribes without having a lot of grief while proving himself. These hard knocks make it common for half-orcs to be fierce, short-tempered, and still oddly reflective. Caught between two worlds, these people have no peaceful home or culture, so they are driven to action and decisions on their own inspiration. This individualism can lead half-orcs into trouble with the law in many lands and also aids the notion that they are a chaotic group.

Though partially human in appearance, half-orcs are often very well muscled and have darker skin. These creatures have the same

life span as humans, save for their troublesome lifestyles, and will reach 70 or more years if they are fortunate.

## SPECIAL ABILITIES

- Darkvision is a form of sight that requires no light at all. Creatures with darkvision can see when there is no light source.

Though the statistics of half-orcs are very limiting, the roleplaying opportunities for these pariahs are not. Half-orcs can be brutal savages, artists, lonely travelers with a bond to the world itself, or poets who carry axes in their hands and songs in their hearts. Players of half-orcs are entirely free to choose whether they speak in monosyllables or iambic pentameter.

As stated though, the stats for these creatures can be difficult to bear. Half-orcs are the only playable race that has a deficit in their starting attribute points. Losing two from intelligence and charisma almost forces a player to choose from a limited class list. Still, there are so many interesting aspects to playing as a half-orc that the fun balances this race even if they look a bit weak on paper.

Any barbarian player has a strong option in the form of a half-orc. It won't hurt anyone much to lose intelligence or charisma as a barbarian, and the added strength goes wonderfully with a greataxe and the heavy application of barbaric rage. This is a very safe way to grab a character that can deliver truly devastating damage from the very beginning of his or her career. Because half-orcs can take a second class without penalties, a single level of fighter can kick a barbarian off on the right foot (free feat and full armor options can pave the way nicely).

## HALFLING

- Halfling Ability Adjustments: +2 Dexterity, -2 Strength
- Favored Class (Rogue): A multiclass halfling's rogue class does not count when determining whether he suffers an XP penalty for multiclassing



Halflings are a short and clever bunch that always finds its way into the strangest sort of places. In many ways, halflings are brave and tough, even though they aren't physically impressive; this comes from a stiff resolve that few anticipate until they have dealt with the little folk. Though halflings enjoy money and possessions, they prefer to use these resources and revel rather than hoard and prepare for distant times. This tendency gets halflings into trouble sometimes when bill collectors come knocking on their door.

Halflings have ruddy skin, dark and often straight hair, and brown or black eyes. The men don't let their hair grow too long, though they let their sideburns grow out. Other facial hair is often avoided and kept to a minimum. Halfling clothes are comfortable, practical, and allow freedom of movement. A good halfling never knows when he'll need to make a run for it, after all. These short people are only about three feet tall. Many halflings live to an age around 150 years.

## SPECIAL ABILITIES

- **Small Stature** means that these characters gain a +1 size bonus to their armor class and attack rolls. They also have +4 due to size on their hide checks. As a penalty, these characters must use weapons one size smaller than their larger counterparts. They also have only a 75% carrying capacity.
- **Skill Affinity (Move Silently)** adds a +2 racial bonus on Move Silently checks.
- **Skill Affinity (Listen)** adds a +2 racial bonus on Listen checks.
- **Lucky** is a wonderful trait that gives halflings a +1 racial bonus on all saving throws.
- **Fearless** gives halflings a +2 bonus on saving throws against fear (stacks with innate luck bonus).
- **Good Aim** grants a +1 racial bonus with thrown weapons.

Though halflings aren't easy to spot next to some of the larger races, they more than make up for it with the size of their personalities. Halflings are chatty, and they work themselves into everyone's affairs whenever possible. This makes some halflings into dear friends, but others find opulent living as charlatans and rogues. It's hard to trust these short people, yet many of the races have to fight against a natural tendency to believe and care for halflings (perhaps because they have a childish aspect to their physical and mental perception). Roleplayers can use this to their full advantage!

# Classes

A character's class or classes determine almost all of the statistics that grow and develop as the character progresses through the levels of the game. Indeed, a great deal of roleplaying is based around class selection and assertion. This means that class selection is more important than almost any other choice for a character's identity.

This part of the guide not only lists the strengths and weaknesses of each class, but it also gives you a template for a possible character in each class. Rather than listing a fairly generic model for each character type, a number of interesting and uncommon character mixes have been tested and reproduced here. These will get you thinking about the thousands of possible character ideas that lie off the beaten path.

It's almost hard to try anything beyond a rogue when playing as a halfling. There are many races that play well as rogues, but halflings excel beyond all of the others. Having a high dexterity is a plus, and losing strength is no major price to pay for it (the elves lose constitution instead, which is a nasty trade). Beyond that, halflings enjoy a smaller profile, some bonuses to survival from their special abilities, and the ability to become a multiclass rogue without any penalties. It doesn't get much better than that. The thuggish style of rogues isn't really meant for halflings, but almost all of the other choices are perfect.

Yet, there are other options if a halfling player doesn't want to walk down the same thievery road that has been tread by so many before. Looking at a halfling's stats, a player will notice that there are a ton of defensive goodies in that little package. A defensive fighter or paladin will have a lot to gain from trying a halfling. Natural defense from being small combines nicely with expertise to make a character that won't be hit by normal attacks. Combine this with high saving throws (especially as a halfling paladin) and the final product is the ultimate survivor. It is true that the damage potential of this combination is laughable, but holding up enemies while an archer or mage does the dirty work is certainly possible.

## IMPORTANT CLASS TABLES

### CLASSES AND PREFERRED SAVING THROWS

Class	High Saves	Low Saves
Arcane Archer	Fortitude, Reflex	Will
Assassin	Reflex	Fortitude, Will
Barbarian	Fortitude	Reflex, Will
Bard	Reflex, Will	Fortitude
Blackguard	Fortitude	Reflex, Will
Cleric	Fortitude, Will	Reflex
Champion of Torment	Fortitude, Reflex	Will
Dragon Disciple	Fortitude, Will	Reflex
Druid	Fortitude, Will	Reflex
Dwarven Defender	Fortitude, Will	Reflex
Fighter	Fortitude	Reflex, Will
Harper Scout	Reflex, Will	Fortitude
Monk	Fortitude, Reflex, Will	None
Paladin	Fortitude	Reflex, Will
Pale Master	Fortitude, Will	Reflex
Ranger	Fortitude	Reflex, Will
Rogue	Reflex	Fortitude, Will
Shadowdancer	Reflex	Fortitude, Will
Shifter	Fortitude, Reflex	Will
Sorcerer	Will	Fortitude, Reflex
Weapon Master	Reflex	Fortitude, Will
Wizard	Will	Fortitude, Will

### BASE SAVES AND BASE ATTACKS FOR ALL CLASSES

Class Level	Base Saves Lower Higher	Fighter, Barbarian, Paladin, Ranger, Wizard, the Archer, Cleric, Weapon Master, Champion of Form	Cleric, Druid, Rogue, Bard, Monk, Assassin	Dragon Disciple, Shifter, Base Attacks	Wizard, Sorcerer, Pale Master	Base Attacks	Experience Points Required	Class Skill Max	Ability Increase	Feats
1	+0/+2	+1	+0	+0	0	4	1,000	5		1st
2	+0/+3	+2	+1	+1	1,000	5	3,000	6		2nd
3	+1/+2	+3	+2	+1	3,000	6	6,000	7		1st
4	+1/+4	+4	+3	+2	6,000	7	10,000	8		
5	+1/+4	+5	+3	+2	10,000	8	15,000	9		3rd
6	+2/+5	+6/+1	+4	+3	15,000	9	21,000	10		
7	+2/+5	+7/+2	+5	+4	21,000	10	28,000	11		2nd
8	+2/+6	+8/+3	+6/+1	+4	28,000	11	36,000	12		4th
9	+3/+6	+9/+4	+6/+1	+4	36,000	12	45,000	13		
10	+3/+7	+10/+5	+7/+2	+5	45,000	13	55,000	14		
11	+3/+7	+11/+6/+1	+8/+3	+5	55,000	14	66,000	15		3rd
12	+4/+8	+12/+7/+2	+9/+4	+6/+1	66,000	15	78,000	16		
13	+4/+8	+13/+8/+3	+9/+4	+6/+1	78,000	16	91,000	17		
14	+4/+9	+14/+9/+4	+10/+5	+7/+2	91,000	17	105,000	18		6th
15	+5/+9	+15/+10/+5	+11/+6/+1	+7/+2	105,000	18	120,000	19		4th
16	+5/+10	+16/+11/+6/+1	+12/+7/+2	+8/+3	120,000	19	136,000	20		
17	+5/+10	+17/+12/+7/+2	+12/+7/+2	+8/+3	136,000	20	153,000	21		7th
18	+6/+11	+18/+13/+8/+3	+13/+8/+3	+9/+4	153,000	21	171,000	22		
19	+6/+11	+19/+14/+9/+4	+13/+8/+3	+9/+4	171,000	22	190,000	23		5th
20	+6/+12	+20/+15/+10/+5	+15/+10/+5	+10/+5	190,000	23				

## BARBARIAN

- Alignment Restrictions: Any nonlawful
- Hit Die: d12
- Proficiencies: All simple and martial weapons, light armor, medium armor, and shields
- Skill Points (Int Modifier x4 at 1st level): 4 + Int Modifier
- Barbarians can't progress in levels if their alignment ever becomes lawful
- Bonus Feats: The epic barbarian gains a bonus feat every four levels after 20th
- Epic Barbarian Bonus Feats: Armor Skin, Epic Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Mighty Rage, Weapon Focus, Overwhelming Critical, Superior Initiative, Terrifying Rage, Thundering Rage



### BARBARIAN ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Fast Movement, Illiteracy, Rage 1/day
2nd	+2	+3	+0	+0	Uncanny Dodge
3rd	+3	+3	+1	+1	Trap Sense +1
4th	+4	+4	+1	+1	Rage 2/day
5th	+4	+4	+1	+1	Improved Uncanny Dodge
6th	+6/+1	+5	+2	+2	Trap Sense +2
7th	+7/+2	+5	+2	+2	Damage Reduction 1/-
8th	+8/+3	+6	+2	+2	Rage 3/day
9th	+9/+4	+6	+2	+2	Trap Sense +3
10th	+10/+5	+7	+3	+3	Damage Reduction 2/-
11th	+11/+6/+1	+7	+3	+3	Greater Rage
12th	+12/+7/+2	+8	+4	+4	Rage 4/day, Trap Sense +4
13th	+13/+8/+3	+8	+4	+4	Damage Reduction 3/-
14th	+14/+9/+4	+9	+4	+4	Indomitable Will
15th	+15/+10/+5	+9	+5	+5	Trap Sense +5
16th	+16/+11/+6/+1	+10	+5	+5	Damage Reduction 4/-, Rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	Tireless Rage
18th	+18/+13/+8/+3	+11	+6	+6	Trap Sense +6
19th	+19/+14/+9/+4	+11	+6	+6	Damage Reduction 5/-
20th	+20/+15/+10/+5	+12	+6	+6	Mighty Rage, Rage 6/day

### EPIC LEVEL ADVANCEMENT TABLE

Character Level	Epic Saves Bonus	Epic Attack Bonus	XP	Class Skill Max	Feats	Ability Increases
21	0	1	210,000	24	8th	
22	1	1	231,000	25		
23	1	2	253,000	26		
24	2	2	276,000	27	9th	6th
25	2	3	300,000	28		
26	3	3	325,000	29		
27	3	4	351,000	30	10th	
28	4	4	378,000	31		7th
29	4	5	406,000	32		
30	5	5	435,000	33	11th	
+1			+1,000 x Current Level	+1	+1 per 3	+1 per 4

\* Epic Saves Bonus and Epic Attack Bonus continue past level 30 at a rate of +1 every 2 levels

Barbarian rage, which increases every level, can be used several times a day. Initially, this ability grants a +4 bonus to strength and constitution for a short time. At 15th level, this bonus extends to +6 for both stats. Although a modest armor class penalty is applied during a rage, the loss of 2 armor class points is a trivial matter compared with the change in overall damage potential.

Because barbarians often wear light or medium armor, the abilities they gain at higher levels are focused toward mobile, defensive fighting. Barbarians can't be caught flat-footed (2nd level) or flanked (5th level), and their natural bonus of movement is nice for protecting a party from multiple attackers. Later on, barbarians also acquire a natural damage reduction, which increases at levels 11, 14, 17, and 20.

Barbarians are a good class to take to 20 because of these abilities, although they work well as multiclass characters with fighters (for extra feats and grabbing weapon specialization) and rogues (for sneak attack).

Good companions for a barbarian include clerics (for buffs and healing), mages, and archers. The barbarian can tear through almost anything, so a nice support character will be happy in the background.

Damage Reduction, Criticals, and Rage Enhancements are all available to high-level barbarians through epic feats. These new options allow them to deal far more damage and give them a slightly higher chance of surviving, although they rarely equal a fighter or paladin's defenses. The more common path leads through rage and critical feats first, since they're very important in a barbarian's hands.

## BERSERKER

Half-Orc Barbarian/Fighter/Weapon Master (29/4/7)

Strength	18 (+10)
Intelligence	13
Wisdom	6
Dexterity	14
Constitution	14
Charisma	6
Primary Attribute	Strength
Weapon Choices	Greataxe
Armor Preference	Breastplate
Primary Skills	Discipline, Intimidate, Taunt
Feats	Power Attack, Cleave, Great Cleave, Dodge, Mobility, Spring Attack, Expertise, Whirlwind Attack, Weapon Focus, Knockdown, Improved Knockdown
Epic Feats	Armor Skin, Epic Weapon Focus, Epic Toughness, Thundering Rage, Terrifying Rage, Devastating Critical, Overwhelming Critical

Roktan had wandered the plains for decades, living far longer than many of his kind. Shunned by both humans and orcs in his early years, he had learned to fend for himself. He neither gave in to the cruelties of the world nor tried to change them. He was merely a part of things.

The only duty that Roktan held himself to was the study of weapons. Having escaped so many challenges through muscle and steel, the half-orc gave himself to the mastery of his deadly blades. They were the only things he truly understood.

This epic barbarian mold is solid against a variety of enemies, but it's especially useful against living opponents. With its hard criticals and mind-affecting rages, creatures without a variety of immunities will face daunting hit points, a full attack spread with high base attack bonuses, and a threat range that goes well beyond what most greataxes could reach.

It's up to you to decide when to take the fighter and weapon master levels. Look at the fighter levels fairly early to take weapon specialization and extra feats. Then decide whether epic barbarian status should come before or after the weapon master levels. It may be more effective to take the weapon master levels earlier, so you gain the critical threat bonuses during future advancement.

This template advances quickly. You can create a safer party by choosing a full healer, such as Linu, and either a damage caster or support character (such as Deekin).

## BARD

- Alignment Restrictions: Any nonlawful
- Hit Die: d6
- Proficiencies: Simple weapons, light armor, medium armor, and shields
- Skills Points (x4 at 1st level): 4 + Int Modifier
- Spellcasting: Arcane (Charisma-based, no spell preparation, spell failure from armor is a factor)
- Bards begin the game knowing all cantrips
- Bards cannot gain levels of experience while they are of any lawful alignment
- Bonus Feats: The epic bard gains a bonus feat every three levels after 20th level
- Epic Bard Bonus Feats: Curse Song, Epic Skill Focus, Epic Will, Great Charisma, Great Dexterity, Improved Combat Casting, Lasting Inspiration, Epic Spell Focus



## BARD SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—
3rd	6	3	—	—	—	—	—
4th	6	3	2	—	—	—	—
5th	6	3	3	—	—	—	—
6th	6	4	3	—	—	—	—
7th	6	4	3	—	—	—	—
8th	6	4	4	3	—	—	—
9th	6	4	4	3	—	—	—
10th	6	4	4	4	2	—	—
11th	6	4	4	4	3	—	—
12th	6	4	4	4	3	—	—
13th	6	4	4	4	4	—	—
14th	6	4	4	4	4	3	—
15th	6	4	4	4	4	3	—
16th	6	5	4	4	4	4	2
17th	6	5	4	4	4	4	2
18th	6	5	5	5	4	4	3
19th	6	5	5	5	4	4	3
20th	6	5	5	5	5	5	4

## BARD ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Bardic Music, Bardic Knowledge, Countersong, Fascinate, Inspire Courage +1	2	—	—	—	—	—	—
2nd	+1	+0	+3	+3		3	0	—	—	—	—	—
3rd	+2	+1	+3	+3	Inspire Competence	3	1	—	—	—	—	—
4th	+3	+1	+4	+4		3	2	0	—	—	—	—
5th	+3	+1	+4	+4		3	3	1	—	—	—	—
6th	+4	+2	+5	+5	Suggestion	3	3	2	—	—	—	—
7th	+5	+2	+5	+5		3	3	2	—	—	—	—
8th	+6/+1	+2	+6	+6	Inspire Courage +2	3	3	3	1	—	—	—
9th	+6/+1	+3	+6	+6	Inspire Greatness	3	3	3	2	—	—	—
10th	+7/+2	+3	+7	+7		3	3	3	2	0	—	—
11th	+8/+3	+3	+7	+7		3	3	3	1	1	—	—
12th	+9/+4	+4	+8	+8	Song of Freedom	3	3	3	3	2	—	—
13th	+9/+4	+4	+8	+8		3	3	3	3	1	0	—
14th	+10/+5	+4	+9	+9	Inspire Courage +3	4	3	3	3	3	1	—
15th	+11/+6/+1	+5	+9	+9	Inspire Heroics	4	4	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+10		4	4	4	3	3	2	0
17th	+12/+7/+2	+5	+10	+10		4	4	4	4	3	3	1
18th	+13/+8/+3	+6	+11	+11	Mass Suggestion	4	4	4	4	4	3	2
19th	+14/+9/+4	+6	+11	+11		4	4	4	4	4	4	3
20th	+15/+10/+5	+6	+12	+12	Inspire Courage +4	4	4	4	4	4	4	4

Bards are a difficult class to understand until you've played a few of them. The inherent problem is that a bard is a warrior, poet, negotiator, scout, rogue, mage-of-sorts, and a bit of everything else. To truly master a bard, you need a bit of experience with all of these roles.

Critics of this complex class complain that bards are outdone at every path. Fighters beat them in melee and at range, mages outcast them, clerics can buff just as well, and rogues sneak and assassinate with more grace. All of these are true! However, bards fight better than mages, cast well enough to outdo a rogue, buff well, and sneak well enough when they need to.

There are advantages to being a jack-of-all-trades. In large parties, a bard can always fill in for someone who's having problems. When playing alone, it's a lot harder to get everything out of a bard.

For special abilities, a bard can draw upon bardic magic, music, and lore. Bardic magic is arcane in nature and is disrupted by armor, so bards are often forced to switch in and out of their armor. Otherwise, bardic spells are a mix of enchantments. Buff spells, moderate healing capabilities, and a fair bit of illusion potential make the bardic school a fairly exciting one. As with other bard elements, this magic won't overpower a dedicated caster of similar level. Instead, the school offers a mix of everything for each section. Bards have a number of nice buffs for combat work, haste and invisibility derivatives.

Bardic music is a great way to enhance a party. By playing several songs, a bard can give the party bonuses toward combat attacks, damage, hit points, and saving throws.

Bards are a somewhat poor class to take up to the 20th level. After level 14, their music never becomes much more effective for a party. Beyond that, they lose out on a fourth attack and a chance for more hit points. Thus, there are a number of interesting multi-class options for a bard's later levels. As a fighter or paladin, bards can increase their bonus to hit and make a successful bid for that final attack. Fighters also get extra feats, but a paladin benefits from the bard's natural charisma. With rogue as a side class, the bard gains a modest sneak attack that proves the notion that this class can do a bit of anything. Monks and spell-wielding classes aren't as effective because six levels won't get the character very far.

As a side note, it's very difficult to pull off a paladin/bard combination because it takes such a specific turn of events to create one. A character would have to be created as a lawful good paladin and turn to a neutral alignment when she wanted to become a bard. The concept is extremely cool, and roleplaying opportunities abound, but the feasibility of this character is quite troublesome. Players who are driven to make this work can use the aurora toolset to create a scenario and play out this change of heart. Alternatively, there are modules on the major sites that accomplish the same thing.

Bards thrive on the strength of their companions. This class is almost driven to find a full party for adventuring, so playing with only a henchman is a bit stifling. If that's the only option, play against the bard's weaknesses. A combative bard should take along a good caster to stay in the back and buff or attack. Gunshy bards should seek a more militant companion who can control the front lines and expose enemies to sneak attacks, missiles, or whatever else you've got up your sleeve.

## SKALD

Elf Bard/Fighter/Arcane Archer (23/6/11)

Strength	14
Intelligence	12
Wisdom	10
Dexterity	14 (+10)
Constitution	13
Charisma	14
Primary Attribute	Dexterity
Weapon Choices	Longbow or a Composite Longbow
Armor Preference	As dexterity dictates
Primary Skills	Perform, Hide, Move Silently
Feats	Point Blank Shot, Rapid Shot, Weapon Focus, Weapon Specialization, Blind Fight, Improved Critical, Dodge, Mobility, Spring Attack, Toughness
Epic Feats	Curse Song, Epic Weapon Focus, Great Charisma, Epic Weapon Specialization, Great Charisma, Epic Prowess, Armor Skin, Lasting Inspiration

Merilin Norvish Dorrant was not the average bard, nor had he ever been. He was hailed throughout the land as much for being a scholar and archer as for being an entertainer. Merilin knew all the songs of old, and he always sought an audience that could appreciate the beauty of lost things.

In recent years, things have changed greatly. Merilin has disappeared, and some say that he went to train with a secret sect of his people. Not content to sing of glories past, Merilin swore to protect the legends of his people and be part of a new epic. His bow made a music all its own when duty called the elven lands to battle.

The elven archer has been a staple of fantasy parties since the dawn of time (or something to that effect). This template merges elven power with full bardic magic, four attacks per round, and the innate glory of an arcane archer. While using bardic song and magic to buff allies, this elf can stay at the back of the party and do consistent damage against many targets. The enchanted arrows of the prestige class make it hard for enemies to protect themselves, and the feats for this template raise the elf's attack bonuses to a very high tier.

Skalds can fit into any party configuration because they have mild healing, great buffs, useful damage, and range. Add another healer and a damage caster, and an entirely distance-capable force has been formed. With a barbarian and a rogue, the archer finds a strike force that deals damage very quickly. You can do almost anything with this archer, so it's entirely a matter of player preference and available allies.

Because this build requires *Shadows of Undrentide* to access the arcane archer class, players without that expansion pack will want to substitute another set of levels. For a stealthy bard with sneak attack, a bard/rogue can be extremely effective and enjoyable. A more militant archer type can stick with a simple bard/fighter dual class. For a mystic mix, raise the starting charisma and take sorcerer levels in the later stages of development, after gaining the highest tiers of bardic magic.

## CLERIC

- Hit Die: d8
- Proficiencies: All simple weapons, all armor, and shields
- Skill Points (x4 at 1st level): 2 + Int Modifier
- Spellcasting: Divine (Wisdom-based; armor-related chance of spell failure is ignored)
- Bonus Feats: The epic cleric gains a bonus feat every three levels after 20th
- Epic Cleric Bonus Feats: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting, Planar Turning



Many clerics who seek adventure are warriors of faith. Although the various gods differ greatly, both malicious and benevolent deities allow their clerics to don incredibly heavy armor and wield all manner of capable spells. Clerics can be kind, gentle, wary, cruel, spiteful, idiotic, or anything else in the nature of man and beast, and so roleplayers are given a dramatic number of choices for personalities.

One of the sacred abilities of clerics is their power over the living dead. The undead can be turned, controlled, and destroyed by the power of the divine. Because this depends upon a cleric's ability to supplicate and call down the essence of the divine, this can be

done only a few times per day. The higher a cleric's charisma bonus, the more chances he gets to turn or rebuke the undead. Normally, clerics can turn the undead three times per day plus their charisma modifier.

This power over death gives clerics a sense of awe, and these people of faith can even return people from the clutches of the afterlife.

For direct conflict, clerics are only allowed to use simple weapons and must rely on their superior armor to carry them through. Fortunately, the divine magic of these characters will work no matter what armor they're wearing, so encumbrance isn't a major

## CLERIC ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Turn or Rebuke Undead	3	1+1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2+1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2+1	1+1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		5	3+1	2+1	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		5	3+1	2+1	1+1	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3+1	3+1	2+1	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	4+1	3+1	2+1	1+1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		6	4+1	3+1	3+1	2+1	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4+1	4+1	3+1	2+1	1+1	—	—	—	—
10th	+7/+2	+7	+3	+7		6	4+1	4+1	3+1	3+1	2+1	—	—	—	—
11th	+8/+3	+7	+3	+7		6	4+1	4+1	4+1	3+1	2+1	1+1	—	—	—
12th	+9/+4	+8	+4	+8		6	5+1	4+1	4+1	3+1	3+1	2+1	—	—	—
13th	+9/+4	+8	+4	+8		6	5+1	5+1	4+1	3+1	3+1	2+1	1+1	—	—
14th	+10/+5	+9	+4	+9		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—	—
15th	+11/+6/+1	+9	+5	+9		6	5+1	5+1	5+1	4+1	3+1	3+1	2+1	1+1	—
16th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	—
17th	+12/+7/+2	+10	+5	+10		6	5+1	5+1	5+1	3+1	3+1	4+1	3+1	2+1	1+1
18th	+13/+8/+3	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
19th	+14/+9/+4	+11	+6	+11		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1
20th	+15/+10/+5	+12	+6	+12		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1

concern during a fight. Wisdom allows clerics to cast higher levels of divine spells, so this is often the central attribute of a player character.

Finally, each cleric can choose to focus on two domains from which to draw power. These godly realms provide certain spells that normally aren't available to other clerics, so it's a very impor-

tant choice. For proper roleplaying purposes, you should simply decide which spirits grant the cleric his power.

However, players who desire very specific spells or powers will appreciate the following section. If roleplaying isn't an issue, take the two domains that provide the best abilities for the cleric you're creating.

## Air

**Spell Level Three: Call Lightning**

**Spell Level Six: Chain Lightning**

The cleric can turn elements as if they were undead at the same level. This ability by itself can be useful, especially in certain dungeons. The two spells in this domain give the cleric a substantial amount of direct damage potential.

## Animal

**Spell Level Two: Call of Grace**

**Spell Level Three: True Seeing**

**Spell Level Five: Polymorph Self**

Animal domain clerics summon monsters that are enhanced beyond the normal level of the cleric's summoning spells. This is a mediocre ability for most clerics, but it may be useful in encounters that work solo. A great feat and rely on their creatures to tank for them. The spells of this domain aren't terribly powerful, but they add a bit of variety to the cleric, if that's desired.

## Death

**Spell Level Four: Phantasmal Killer**

**Spell Level Five: Evocation**

Death clerics can summon an avenger from the negative elemental plane. This has a certain maximum speed to it, but the creature won't be as effective to planes who travel with henchmen and groups. As for spell selection, the domain of death is limited. Phantasmal Killer is an auto-kill spell that comes a bit earlier than it appears, but it rarely turns the tide of a larger battle. Evocation is certainly good for its intimidation value against living creatures, but it has no worth against many of the more vicious opponents in the game. Death has a bit more importance as a domain if the planned cleric will be playing against other player characters.

## Destruction

**Spell Level Three: Stinking Cloud**

**Spell Level Six: Acid Fog**

Destructive clerics can use their ability to use the undead to form skeletons. Considering the significant danger posed by such creatures, this is a mighty power. The two spells that are granted by this domain are a boon as well. They also both bring a sorcery element to the priestly class. Clerics on the back line of the party will be served well by this domain.

## Earth

**Spell Level Four: Stoneskin**

**Spell Level Five: Energy Buffer**

Earth clerics turn elementals as if they were the undead of the same level. Being able to cast Stoneskin is a fine bit of luck for melee clerics, considering that such a spell is quite powerful for medium-level characters. Energy Buffer, coming just a spell level later, is also a splendid buff for preventing damage. Dwarfen fighter/clerics are heavily drawn to this domain, for practical and spiritual reasons.

## Evil

**Spell Level One: Negative Energy Ray**

**Spell Level Three: Negative Energy Burst**

**Spell Level Five: Evervation**

Evil clerics can turn outsiders as if they were the undead of the same level. This grim domain's primary ability doesn't come in handy very often. Many outsiders are hard to find, and they're hard to turn even when they do show up. The spells from this domain are okay for doing direct damage to enemies, but that's hardly worth the taint of accepting the realm of evil. Now, if the domain granted Horrid Wilting as an ability...

## Fire

**Spell Level Four: Wall of Fire**

**Spell Level Five: Energy Buffer**

Fire priests can turn elementals as if they were the undead of the same level. Although the domain of earth offers a better spread of magic, summoning a wall of fire will often surprise enemies who are used to seeing clerics shy away from such strong elemental magics.

## Good

**Spell Level Four: Stoneskin**

**Spell Level Five: Lesser Planar Binding**

Clerics of goodness can turn outsiders as if they were the undead of the same level. As always, Stoneskin is an ability that everyone wants to have. Having a spell to summon or control some outsiders is nifty too.

## Healing

**Spell Level Two: Cure Serious Wounds**

**Spell Level Five: Heal**

Healers can cast all healing spells as if they were used with the feat of empowerment. It is perhaps one of the finest abilities granted by any of the domains, and clerics who serve a party or even a dedicated noble knightman will feel blessed in making such a choice for their gods. Being able to master Cure Serious Wounds and Heal ahead of time is also a major gift, in the grand scheme of things.

## Knowledge

**Spell Level One: Identify**

**Spell Level Two: Knock**

**Spell Level Three: Clairaudience, Clairvoyance**

**Spell Level Four: True Seeing**

**Spell Level Six: Legend Lore**

Although clerics of knowledge don't have any special abilities to draw upon, their extensive library of special spells is nice. If you want to round out your party, Identify and Legend Lore are useful when there aren't mages and bards around to identify items, while Clairaudience, True Seeing, and Clairvoyance make it possible to detect sneaky types even if a fellow rogue isn't around to do the work.

## Magic

**Spell Level One: Mage Armor**

**Spell Level Two: Melf's Acid Arrow**

**Spell Level Three: Negative Energy Burst**

**Spell Level Four: Stoneskin**

**Spell Level Five: Ice Storm**

The study of magic does not preclude the worship of gods. Indeed, clerics who study magic gain no special abilities from their gods, but they master many rare spells that other clerics are forbidden or unable to cast. Melf's Acid Arrow and Ice Storm bring a fair bit of direct damage to the cleric's repertoire. Stoneskin gives protection, to make the package a bit sweeter. Back line clerics do very well with this domain.

## Plant

**Spell Level Two: Barkskin**

**Spell Level Seven: Creeping Doom**

Plant domain clerics can turn various vermin as if they were undead creatures of the same level. This isn't one of the better domains for most clerics, because so few vermin pose a dire threat to a party compared with the undead, constructs, elementals, and such. Barkskin is a good addition at low levels, and Creeping Doom adds a whole level of style to a fight, but there are more powerful domains to choose from.

## Protection

**Spell Level Four: Minor Globe**

**Spell Level Five: Energy Buffer**

Clerics who believe in the powers of protection can create a field of divine protection once per day. This is a form of sanctuary that has a DC of 10 + Caster's Charisma Modifier + Number of Cleric Levels. The duration is 1 round per caster level + Caster's Charisma Modifier. The spell selection for this domain is adequate, although Energy Buffer can be found elsewhere with better combinations. Anyone who's really interested in the domain of protection should choose it to have sanctuary at his disposal.

## Strength

**Spell Level Three: Divine Power**

**Spell Level Five: Stoneskin**

Clerics of strength can enhance their own physical powers once per day. This increases the strength of the cleric for 5 rounds + Caster's Charisma Modifier. The bonus strength equals 2 + 1 for every 3 Cleric levels. Divine Power and Stoneskin are both powerful buffs, making this a wonderful domain for militant clerics who want to supplement their skills on the lines of battle.

## Sun

**Spell Level Two: Searing Light****Spell Level Seven: Sunbeam**

Clerics who worship the sun are ferocious enemies of creatures who tread the line between the living and the dead. As a special ability, sun clerics have a greater ability to turn the undead! Sun clerics add 1d6 to the maximum hit dice of the undead that are turned, and 1d4 additional undead per turning are affected by the divine power. Even the bonus spells for this domain are entirely centered on maintaining the proper balance of life. Clerics who want to savage the undead have no better option in all the planes of existence.

## Travel

**Spell Level One: Entangle****Spell Level Two: Web****Spell Level Three: Freedom of Movement****Spell Level Four: Slow****Spell Level Five: Haste**

The domain of travel doesn't give a cleric any direct powers, but the bonus spells are quite good. Entangle and Web are brilliant for disrupting enemies, especially at the lower levels. Freedom of Movement is nice for getting out of a bind until better dispelling powers are at the cleric's disposal. But Slow and Haste are the real treats. Haste is the crown jewel of this domain, and it tops off a buff cleric's repertoire perfectly!

## Trickery

**Spell Level Two: Invisibility****Spell Level Three: Invisibility Sphere****Spell Level Five: Improved Invisibility**

Clerics who worship tricksters have a touch of rogues' wits in them, and that comes through in the powers they gain. Once a day, these clerics can increase the throwing skills by 1 for every 2 cleric levels. Haste, Freedom of Movement, Disable Trap, Move Silently, Open Locks, and Pick Pockets. This effect lasts for 5 turns + Caster's Charisma Modifier. Having invisibility is a hefty bonus as well for buff clerics, sneaky characters, and militant casters.

## War

**Spell Level Two: Cat's Grace****Spell Level Seven: Aura of Vitality**

War clerics can work themselves into a real frenzy one day. This enhancement ability grants the cleric 1 + 1/2 × cleric 2 levels to Dexterity, Combat Attack Rolls, and Damage, and a special level of bonus production from incoming attacks. This power lasts for 3 rounds + Caster's Charisma Modifier. In addition to this potent buff, war clerics can cast Cat's Grace and Aura of Vitality.

This complete package makes war one of the best domains for almost any cleric. Militant clerics and buffers should both be quite happy to draw from this domain, as long as the touch of Ares doesn't taint the cleric's domain.

## Water

**Spell Level Three: Poison****Spell Level Five: Ice Storm**

Water clerics can turn elemental creatures as if they had the turned of the same level. The spells from this domain are fairly weak compared to many of the others. Like Poison and Ice Storm provide a bit of direct damage potential for a cleric who stays at the back of the party.

Many clerics are made to be paired with one or two types of noncombat. War clerics, the options are quite numerous because they're used at fighting, buffing others and themselves, healing, and casting some of the best spells too. Like bards, clerics are made to join and supplement any party. Thus, a cleric should look for a companion who has specific needs. Heal the barbarians, protect the rogues, buff the fighters, and chase off any and all who poke their heads out of the dirt.

## CRUSADER

## Dwarf Cleric/Fighter/Dwarven Defender (20/6/14)

<b>Strength</b>	13 (+1)
<b>Intelligence</b>	10
<b>Wisdom</b>	15 (+5)
<b>Dexterity</b>	13
<b>Constitution</b>	14 (+4)
<b>Charisma</b>	12
<b>Domains</b>	Magic and Travel
<b>Primary Attributes</b>	Wisdom and Constitution
<b>Weapon Choices</b>	Dwarven Waraxe
<b>Armor Preference</b>	Full Plate and a Tower Shield
<b>Primary Skills</b>	Discipline, Concentration, Spellcraft
<b>Feats</b>	Exotic Weapon Spec, Power Attack, Cleave, Weapon Focus, Weapon Specialization, Improved Critical, Toughness, Combat Casting, Spell Penetration, Dodge, Greater Spell Penetration
<b>Epic Feats</b>	Improved Combat Casting, Epic Spell Penetration, Epic Weapon Focus, Epic Weapon Specialization, Armor Skin, Epic Toughness, Great Dexterity

"Not by luck, force, or the hair of my sire's gray beard will you pass through here," Morenar yelled at the goblins that approached his end of the tunnel. Around the dwarf were the bodies of his kin, those who had been crippled or slain in the first wave of the goblins' assault. He was the only one left standing now, and there were scores of the gobbling, green beast gathering their courage to come at him a second time.

Morenar used his time wisely. The goblins hesitated just long enough for him to heal half a dozen of the injured and get them back on their feet. "Hold it tight, lads!" he roared. "If they can't go around us, it won't matter how many of us there are." By the end of the day, the goblins learned the truth in those words.

The crusader builds upon the survivability of a cleric and ensures a durable template for the epic levels. With added hit points, an extra attack, and a high armor class, this cleric can get into the middle of combat and fight alongside heavy warriors without fear of reprisal. Although the crusader can't do the same damage in these higher levels as an epic barbarian, rogue, or arcane caster, he can prevent enemies from doing many things. With maximum-level healing spells, buffs for both self and party, and a dwarven defender's spirit, few creatures can force aside this wall of steel.

Take the fighter levels early on for the feats and the slight bonus to base attack, enabling this template to easily reach the four-

attack mark. From there, it's possible to stay with the cleric class long enough to secure ninth-level spells before switching to the defender class. Or, if you find that your character is doing more fighting than healing, take more defender levels early on, and raise that and cleric evenly for the rest of your career.

The crusader forms a core healer and tank for a party. Add a rogue and a barbarian for melee supremacy, or a damaging warrior and an arcane caster for mixed damage types and variability. This party won't likely need an additional healer unless other human players are joining to swell the ranks.

## DRUID

- **Alignment Restrictions:** Must be neutral good, lawful neutral, true neutral, chaotic neutral, or neutral evil
- **Hit Die:** d8
- **Proficiencies:** Club, dagger, dart, sickle, scimitar, spear, sling, and quarterstaff, as well as shields and light and medium armor
- **Skill Points (x4 at 1st level):** 4 + Int Modifier
- **Spellcasting:** Divine (Wisdom-based; armor-related chance of spell failure is ignored)
- **A druid who is no longer neutral cannot gain levels**
- **Bonus Feats:** The epic druid gains a bonus feat every four levels after 20th
- **Epic Druid Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Dragon Form, Humanoid Shape, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Greater Wisdom, Improved Combat Casting



## DRUID ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Animal Companion, Nature Sense, Wild Empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Woodland Stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless Step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist Nature's Lure	5	3	2	—	—	—	—	—	—	—
5th	+3	—	+1	+4	Wild Shape (3/day)	5	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Wild Shape (2/day)	5	3	3	2	—	—	—	—	—	—
7th	+5	—	+2	+5	Wild Shape (3/day)	6	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Wild Shape (Large)	6	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom Immunity	6	4	4	3	3	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Wild Shape (4/day)	6	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Wild Shape (Tiny)	6	5	4	4	3	2	—	—	—	—
12th	+9/+4	+8	+4	+8	Wild Shape (plant)	6	5	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	A Thousand Faces	6	5	5	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Wild Shape (5/day)	6	5	5	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+4	+9	Timeless Body, Wild Shape (Huge)	6	5	5	5	4	4	3	3	2	1
16th	+12/+7/+2	+10	+5	+10	Wild Shape (Elemental 1/day)	6	5	5	5	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	—	6	5	5	5	4	4	3	3	2	1
18th	+13/+8/+3	+11	+6	+11	Wild Shape (6/day, Elemental 2/day)	6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	—	6	5	5	5	5	4	4	3	3	2
20th	+15/+10/+5	+12	+6	+12	Wild Shape (Elemental 3/day, Huge Elemental)	6	5	5	5	5	5	4	4	4	4

Druids hold a power that does not exist inside the struggles of man, elf, or monster. They bow to a higher calling, but a more terrestrial one than their cleric brothers. Nature itself is the source of strength and worship for these mystic people, and they will heed the call of no other for long.

In disposition, many druids are quiet and contemplative. This doesn't prevent them from being kind to others or violent against those who try to taint the land. Although many people tend to lean strongly toward good or evil in their passage through life, the druid tries to look at the balance of nature instead (although only a few druids are perfect at doing this).

The undead and other artificial things are some of the greatest enemies of this order. Druids cannot abide the creation or existence of such things, and they will risk themselves and others to cleanse the area of these monstrosities. To accomplish this, druids are given divine magic that can harm enemies, heal allies, and enhance creatures. In addition to these normal clerical spells, druids have a wide range of summoning magics and shape-changing abilities.

Druids are very limited in their choice of weapons and armor. The articulated plate suits of a cleric and the heavy weapons of a warrior came from the land, but they have been twisted by the needs of society. Instead of taking these weapons into battle, druids prefer the comfort of basic wooden and metal implements, like sickles, scythes, and leather or hide armor.

As with most divine magic, druids rely on their wisdom to learn and cast spells of higher levels. Because druidic magic has nine full levels of spells, it's best to take a high-level druid up to an extremely high wisdom to access these powers of nature.

Druids cannot level the field in melee or with direct magical damage (at least, not at low levels). It's best if they seek companions who are good at inflicting direct damage. A druid can do many things to slow down enemies (negative enchantments, animal summoning, and even tanking), so arcane casters are good allies. Because druids can heal fairly well, full tanks aren't bad to have around either. The most important thing to remember is that druids just aren't meant to be alone. As long as a druid finds someone nifty to travel with, he'll do perfectly well.

## FORCE OF LIFE AND DEATH

Human Druid/Wizard/Pale Master (19/5/16)

Strength	14 (+6)
Intelligence	14
Wisdom	26 (+8)
Dexterity	10
Constitution	11
Charisma	8
Primary Attribute	Wisdom
Weapon Choices	Scythe
Armor Preference	Full Plate
Primary Skills	Animal Empathy, Concentration, Spellcraft, Persuade
Feats	Exotic Weapon Spec, Power Attack, Cleave, Toughness, Improved Critical, Knockdown, Improved Knockdown, Combat Casting
Epic Feats	Epic Spell Penetration, Improved Combat Casting, Automatic Quicken Spell (*3), Great Constitution (*2), Epic Toughness

Everyone in the hamlet had a relative who remembered when The Ancient moved into the depths of the southern forest. That was more than twenty years before, and few had seen him since then. Tales of the quiet man dwindled and were replaced by an overshadowing fear of the Grim One, a man or beast that stalked the forest, slaying any who tried to upset the balance there.

A village boy saw the Grim One when he came upon an enterprising party of orc bodies in the woods. While staring at the burned remains, he realized that no branches on the trees nearby had been singed. Before regaining his wits, the boy looked up and saw a withered man before him. His armor barely holding him together. Yet in the blink of an eye the man was gone, making nothing more than a whisper. His description matched that of The Ancient. Could the Grim One and The Ancient be the same person after all this time?

This template joins a militant druid with a Pale Master, creating a melee caster of considerable power. He's limited somewhat by hit points, but the chosen feats lessen this burden. With fair saves against magic and many immunities, this druid has a lot to offer a party. Fully buffed, the fearsome master rushes toward the front lines and does a good amount of damage there. By healing and using occasional direct attack spells, the druid can accomplish anything that any three lesser characters could. Only extremely focused monsters and enemies pose a true risk, because they can pound the druid down before his healing and abilities have a chance to turn the battle around.

The progression for this template is very simple: Play as a druid until level 19, and then spend time as a wizard to meet the requirements for Pale Master. This will also give you a chance to pick up a few spells from the arcane side of things. When all of this is done, the Pale Master class is revealed, and you can spend almost your entire epic career mastering that prestige class.

A melee druid like this can jump into a party that needs a healer, or he can stay in the front with a group of ranged characters and casters. As with many of the heavily multiclassed builds shown here, this epic character is made to deal with problems in several ways. This prevents stale play styles during the climb toward epic levels, and it also keeps you from entering dungeons and lacking the skill to survive in specific situations that call for odd combinations of abilities.

# FIGHTER

- Hit Die: d10
- Proficiencies: All simple and martial weapons, all armor, and shields
- Skill Points (x4 at 1st level): 2 + Int Modifier
- Bonus Feats: The epic fighter gains a bonus feat every two levels after 20th
- Epic Fighter Bonus Feats: Armor Skin, Damage Reduction, Devastating Critical, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Improved Stunning Fist, Improved Whirlwind Attack, Overwhelming Critical, Superior Initiative



## FIGHTER ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bonus feat
2nd	+2	+3	+0	+0	Bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	Bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	Bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat

Almost anyone can become a fighter: trained mercenaries, knights of a secular leader, barmaids who get a little too much experience breaking fingers, etc. Unlike many classes, fighters don't have anything that's common to all of them, save a certain level of skill in combat. Even in that respect, the class has a lot of variety. Fighters can focus on missile combat, melee, dual wielding of weapons, heavy weapons, defensive styles of combat, or just about anything else.

Fighters feel a bit generic because of this. Just about the only downside of a good warrior is that they're a dime a dozen in most nations. Unlike rangers, clerics, druids, and paladins, fighters have to find their own calling. For glory, money, or just the love of adventure, a fighter has to have a reason to take the field each day. As for what a fighter can do, there are few limitations. Fighters start with access to all forms of armor, and training in every non-

exotic weapon! Add to this a free feat at first level, and the result is a master of everything related to combat.

At higher levels, the gap between fighters and the other classes widens. Because these warriors focus on combat with such intensity, a bonus feat is granted every even-numbered level. Characters who want to use very complex mixes of weapons and styles will benefit immensely from training this way.

Fighters add offense and defense to a party at the same time. They're the perfect guardians for archers, rogues, and casters. If a fighter needs healing instead, a cleric with buffs and a focus on the domain of healing will supplement the warrior greatly.

## ARMSMAN

Half-Elf Fighter/Bard/Arcane Archer (26/3/11)

Strength	14 (+6)
Intelligence	14
Wisdom	10
Dexterity	14 (+2)
Constitution	14 (+2)
Charisma	12
Primary Attribute	Strength
Weapon Choices	Greatsword and Composite Longbow
Armor Preference	Full Plate (Keep a Backup Shield)
Primary Skills	Discipline, Heal, Taunt
Feats	Weapon Focus (Sword), Power Attack, Cleave, Dodge, Mobility, Spring Attack, Improved Critical (Sword), Weapon Focus (Bow), Point Blank Shot, Toughness, Weapon Specialization (Bow), Improved Critical (Bow), Rapid Shot, Knockdown, Improved Knockdown, Expertise, Blind Fight
Epic Feats	Epic Weapon Focus (Bow and Greatsword), Epic Weapon Specialization (Bow and Greatsword), Epic Prowess, Armor Skin, Great Strength, Great Dexterity (12)

Up in Luskan they called him Mirs the White, the Yeti Slayer. To the east, past Longsaddle, he was Trollblood. To those of Waterdeep, he was Mirs Freshhand, a known mercenary. Every town had a name and a history for the adventurer. He had played all the parts, hero and villain, lord and serf. Money and fame had come and gone, and none of that mattered overly to him. There was always one more challenge, and one more payroll.

On the field of battle, Mirs had bested everyone who stood in his way. If someone brought a blade, he used his bow. When others prepared an ambush, he raced in and attacked at close range. Mirs wasn't subtle. He just knew how to use any weapon, any piece of armor, and any terrain to his advantage. "Don't be the best at one thing," he has fond of saying. "Be good at everything, and make yourself hard when number one comes knocking."

The armsman can shift between melee and missile combat in the blink of an eye. Fully equipped with feats that level the playing field in either role, this fighter works well in and out of parties. When alone or traveling with other ranged characters, the armsman is skilled at kiting enemies to soften their ranks and break groups apart. Those who rush forward without support are minced

by an archer who has every needed talent for close engagements (near-perfect base attack bonus, fairly high strength, and heavy armor).

Keep a longsword and shield around for more defensive fighting, if needed, and use your combat expertise to push your armor class higher as an armsman. This way, your character can tank against very powerful melee enemies, with a better chance of holding them in place if your party is busy handling other worries.

The missile feats and levels of an arcane archer really round out this template. With the mystic powers of this prestige class, the

armsman can wound entire groups before they close. In parties, your character can come forward and fall back even within individual battles. Having groups with support characters and other mobile fighters makes this even more enjoyable.

As with all *Shadows of Undrentide* prestige classes, people without this expansion pack will need to try alternate builds. Fighter/weapon masters can go toward a more melee-centered template if the versatility of an archer/melee hybrid isn't desired. Fighter/rogues also possess much of the flexibility of missile and close-range combat, so they're available regardless of which expansion pack you're using.

## MONK

- Alignment Restrictions: Any lawful
- Hit Die: d8
- Proficiencies: Club, dagger, handaxe, light crossbow, heavy crossbow, kama, quarterstaff, shuriken, and sling
- Skill Points (x4 at 1st level): 4 + Int Modifier
- Bonus Feats: The epic monk gains a bonus feat every five levels after 20th
- Special: Every 3 levels, the monk's movement speed will increase by an additional 10%
- Epic Monk Bonus Feats: Armor Skin, Damage Reduction, Energy Resistance, Epic Toughness, Improved Ki Strike, Improved Spell Resistance, Improved Stunning Fist, Self-Concealment



### MONK ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Unarmored Speed Bonus
1st	+0	+2	+2	+2	Cleave, Flurry of Blows, Improved Unarmed Strike, Stunning Fist, Evasion	-2/-2	1d6	+0	+0 ft.
2nd	+1	+3	+3	+3	Deflect Arrows	-1/-1	1d6	+0	+0 ft.
3rd	+1	+3	+3	+3	Skill Mind, Monk Speed	+0/+0	1d6	+0	+10 ft.
4th	+3	+4	+4	+4	Ki Strike (Magic)	+1/+1	1d8	+0	+10 ft.
5th	+1	+4	+4	+4	Purity of Body	+2/+2	1d8	+1	+10 ft.
6th	+4	+5	+5	+5	Knockdown, Improved Knockdown	+3/+3	1d8	+1	+20 ft.
7th	+3	+5	+5	+5	Wholeness of Body	+4/+4	1d8	+1	+20 ft.
8th	+6/+1	+6	+6	+6	Improved Evasion	+5/+5/+0	1d10	+1	+20 ft.
9th	+6/+1	+6	+6	+6	Improved Evasion	+6/+6/+1	1d10	+1	+30 ft.
10th	+7/+2	+7	+7	+7	Ki Strike (Lawful)	+7/+7/+2	1d10	+2	+30 ft.
11th	+8/+3	+7	+7	+7	Diamond Body	+8/+8/+3	1d10	+2	+30 ft.
12th	+9/+4	+8	+8	+8	Abundant Step	+9/+9/+4	2d6	+2	+40 ft.
13th	+9/+4	+8	+8	+8	Diamond Soul	+9/+9/+4	2d6	+2	+40 ft.
14th	+10/+5	+9	+9	+9	Quivering Palm	+10/+10/+5	2d6	+2	+40 ft.
15th	+11/+6/+1	+9	+9	+9	Quivering Palm	+11/+11/+6/+1	2d6	+2	+50 ft.
16th	+12/+7/+2	+10	+10	+10	Ki Strike (Adamantine)	+12/+12/+7/+2	2d8	+3	+50 ft.
17th	+13/+7/+2	+10	+10	+10	Timeless Body, Tongue of the Sun and Moon	+12/+12/+7/+2	2d8	+3	+50 ft.
18th	+13/+8/+3	+11	+11	+11	Empty Body	+13/+13/+8/+3	2d8	+3	+60 ft.
19th	+14/+9/+4	+11	+11	+11	Empty Body	+14/+14/+9/+4	2d8	+3	+60 ft.
20th	+15/+10/+5	+12	+12	+12	Perfect Self	+15/+15/+10/+5	2d10	+4	+60 ft.

## SMALL MONK UNARMED DAMAGE

Level	Damage
1st-3rd	1d4
4th-7th	1d6
8th-11th	1d8
12th-15th	1d10
16th-19th	2d6
20th	2d8

Although monks are similar to clerics and druids in their level of devotion, they're not bound to the gods or the land. Instead, monks look for wisdom and strength inside themselves. There's tremendous arrogance in this form of self-pursuit, but many monks tread a path of humility and kindness, perhaps realizing that the power they have is secondary to how it should be used. The few monks who assert themselves and their will over others have come to a different conclusion: Those of "weaker" will should be forced onto their proper paths.

Few people are afraid of monks until they've seen one applying his art. Instead of using weapons and armor to keep themselves alive in the heat of conflict, monks seek enlightenment to carry them through. Who would imagine that this could succeed? But it does! As a monk grows in power, he finds a path to victory that others can hardly imagine. Deflecting arrows with a bare hand, absorbing damage without harm, and ignoring pain and injury with only a simple thought; this is the legacy of a monk's training.

When fully unencumbered, monks gain substantial bonuses to their armor class. Having a higher wisdom pushes this bonus even higher, giving monks a fair amount of defensive power over the course of their training. Wearing any form of armor, no matter how light, will negate these bonuses.

Offensively, monks quickly become better at hand-to-hand combat than they could ever be with any type of weapon. Each monk increases his base damage by gaining levels. Toward the highest levels of mastery, monks can do more damage with their hands than many warriors can do with two-handed weapons!

Monks can deal a ton of damage, but they lose hit points quickly if they run into a monster that can break through an enlightened defense. Because of this, monks are much better off if they can travel with a cleric or druid. Having a healer nearby means that the monk will have a lot of staying power that would be hard to maintain normally. Of course, high-level monks are nearly deities in their own right, but it's a long road to 20th level for someone who wants to go it alone.

## STUDENT OF THE DRAGON

Human Monk/Bard/Red Dragon Disciple (20/10/10)

Strength	14 (+9)
Intelligence	10
Wisdom	14
Dexterity	14 (+1)
Constitution	11
Charisma	14
Primary Attribute	Strength
Weapon Choices	Fists, Feet, Head, Kidneys, etc.
Armor Preference	Training
Primary Skills	Tumbling, Perform
Feats	Blind Fight, Circle Kick, Dodge, Power Attack, Cleave, Great Cleave, Improved Critical, Lingering Song, Mobility, Spring Attack, Toughness, Weapon Focus
Epic Feats	Armor Skin, Overwhelming Critical, Great Strength (*2), Devastating Critical, Epic Toughness

It is a great irony to notice that the universal constant is the presence of change. The flower that bends with the winds will be able to grow and flourish, even as the mighty oak may break in a fierce gale. The student who learns this early in training will be able to find great comfort.

Part of this process is to accept the changes that occur within oneself. Even the fear that beckons when we start to lose ourselves should be pushed aside; these feelings can be harmful and prevent the full course of a master's final experience. When one gives up the frail attachment to a fallible body, she accepts a greater empathy with the strength of a vibrant wind.

With bard buffs and a dragon disciple's stats, it's quite possible to push the monk class further than it can go without multiclassing. These differences allow characters to deal more damage and access several spells that are still useful at higher levels, such as Haste. The template listed here is a very militant form, relying heavily on a high strength and ugly damage, but other monks can try to master cleric or druid spells to become more self-sustaining. This takes advantage of the higher wisdom that is often seen in epic monks.

It's fairly simple to use this template by taking the classes one at a time, although an alignment change from lawful to neutral will be required to swing from monk toward bard. Master the monk profession, spend ten levels as a bard, and then turn to the dragon disciple. Not only does this keep things straight, but a linear progression brings out the monk's powers early on and serves as an anchor for future level-building. By itself, the monk's core levels provide a balance of attack, defense, and survivability.

Another option is open if you want to bolster a monk's hit points in a more substantial way. One of the great weaknesses of the monk class is their inability to withstand long-term damage once enemies actually start hitting them with magic and melee attacks. A dwarven monk/defender can move into position quickly and switch gears into an active defense. This is a combination with far more hit points than most monks will ever see, and it's very hard to remove such warriors from the field of battle.

# PALADIN

- Alignment Restrictions: Lawful good only
- Hit Die: d10
- Proficiencies: All simple and martial weapons, all armor, and shields
- Skill Points (x4 at 1st level): 2 + Int Modifier
- Spellcasting: Divine (Wisdom-based; armor-related chance of spell failure is ignored)
- A paladin who is no longer lawful good cannot gain levels until his alignment is lawful good again
- Bonus Feats: The epic paladin gains a bonus feat every three levels after 20th
- Epic Paladin Bonus Feats: Armor Skin, Devastating Critical, Epic Toughness, Epic Weapon Focus, Epic Prowess, Epic Reputation, Great Smiting, Improved Combat Casting, Overwhelming Critical, Perfect Health, Planar Turning



## PALADIN ADVANCEMENT TABLE

Bonus Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Aura of Good, Detect Evil, Smite Evil 1/day, Divine Grace, Lay on Hands	—	—	—	—
2nd	+2	+3	+0	+0		—	—	—	—
3rd	+3	+4	+1	+1	Aura of Courage, Divine Health	—	—	—	—
4th	+4	+4	+1	+1	Turn Undead	0	—	—	—
5th	+5	+4	+1	+1	Smite Evil 2/day, Special Mount	1	—	—	—
6th	+6/+1	+5	+2	+2	Remove Disease 1/week	1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2		1	0	—	—
9th	+9/+4	+6	+2	+2	Remove Disease 1/week	1	0	—	—
10th	+10/+5	+7	+3	+3	Smite Evil 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	Remove Disease 3/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+4	+4	Remove Disease 4/week, Smite Evil 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	1	1
18th	+18/+13/+8/+3	+11	+6	+6	Remove Disease 5/week	3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	2	2	1
20th	+20/+15/+10/+5	+12	+6	+6	Smite Evil 5/day	3	3	3	3

Paladins are the shining light of civilization. These warriors of faith see goodness and importance in almost every aspect of existence, and they fight for the hearts of all honest creatures. Paladins are trained in combat and worship, and they charge into every challenge with a zeal that most others find either encouraging or horrific.

This fire that burns inside each paladin protects the warrior from harm. In game terms, paladins gain a bonus to all saving throw types based on their charisma modifier. Beyond that, the early levels grant immunity to diseases and fear because of a paladin's devotion to life.

Although paladins can never heal others with the same miracles as a cleric, it's possible to use light healing magic through persistent training. For spells along these lines, paladins should have a wisdom of at least 13 or 14.

In battle, paladins fight well, but their greatest strength is directed against creatures of true evil. Paladins can turn the undead and smite evil. There are even specific weapons and pieces of armor that meant to be carried by a paladin. These weapons are often quite powerful, having been made to face the darkest creatures of evil.

To remain a paladin, each warrior must remain lawful good. If a person's faith ever fails, it will be impossible to continue training in this class. The road of a paladin is ever rigid.

Paladins are wonderful allies for mages because they can tank and heal. Having high saving throws also means that a paladin won't quickly be turned aside by charm magic or other ailments. (This prevents the lighter members of the party from being exposed.) Paladins work well with other back line characters, such as archers and rogues. The only major limitation is that paladins really shouldn't travel with any characters that aren't fairly close in alignment. This isn't a specific limitation of the game system, but it's a strong aspect of roleplaying as one of these defenders of faith.

## VIGILANT

Human Paladin/Champion of Torm (14/26)

Strength	12
Intelligence	14
Wisdom	14
Dexterity	12
Constitution	12
Charisma	14 (+10)
Primary Attribute	Charisma
Weapon Choices	Bastard Sword
Armor Preference	Full Plate and Tower Shield
Primary Skills	Discipline, Healing, Taunt
Feats	Power Attack, Divine Shield, Divine Might, Expertise, Improved Critical, Improved Expertise, Weapon Focus, Cleave
Epic Feats	Epic Toughness, Epic Weapon Focus, Epic Prowess, Armor Skin, Superior Initiative, Epic Charisma (*8)

"In the name of justice, I spite all misdeeds. Darkness has no power that light cannot undo, and even alone, I will not fear the evils that spread throughout our land, because I know that glory will prevail."

So the oath is sworn as each paladin takes up arms against the shadows. With shining armor and a readied sword, each man and woman of the order finds a place where they're needed. Many say that it's not strength of arms that gives victory to these noble champions. Even many who face them would agree that it's their sheer depth of feeling and courage that sends the paladins where few others would dare to tread.

The vigilant is a defensive warrior. Given a shield, Improved Expertise, and the right mix of heavy armor and magic, this character won't be very easy for most enemies to hit. Adding the charisma feats (such as Divine Shield) will make it even harder on opponents. The goal during a melee battle is to have your vigilant outlast the enemy instead of overbearing them. Some players may want to add cleric levels as a third class for added healing and

party value, and either method will be highly successful.

To form the base of this template, take a paladin up to level 14 early on. Paladins don't get many new things after that point, and you'll have access to all of the paladin spell buffs, some of which are quite good. From there, the Champion of Torm levels will improve saving throws and battle abilities, while adding a fair number of bonus feats.

## RANGER

- Hit Die: d10
- Proficiencies: All simple and martial weapons, light armor, medium armor, and shields
- Skill Points (x4 at 1st level): 4 + Int Modifier
- Spellcasting: Divine (Wisdom-based; armor-related chance of spell failure is ignored)
- Bonus Feats: The epic ranger gains a bonus feat every three levels after 20th
- Epic Ranger Bonus Feats: Bane of Enemies, Epic Toughness, Epic Prowess, Epic Weapon Focus, Favored Enemy, Improved Combat Casting



### RANGER ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th
1st	+1	+2	+2	+0	1st Favored Enemy, Track, Wild Empathy	-	-	-	-
2nd	+2	+3	+3	+0	Combat Style	-	-	-	-
3rd	+3	+3	+3	+1	Endurance	-	-	-	-
4th	+4	+4	+4	+1	Animal Companion	0	-	-	-
5th	+5	+4	+4	+1	2nd Favored Enemy	1	-	-	-
6th	+6/+1	+5	+5	+2	Improved Combat Style	1	-	-	-
7th	+7/+2	+5	+5	+2	Woodland Stride	1	-	-	-
8th	+8/+3	+6	+6	+2	Swift Tracker	1	0	-	-
9th	+9/+4	+6	+6	+3	Evasion	1	1	-	-
10th	+10/+5	+7	+7	+3	3rd Favored Enemy	1	1	-	-
11th	+11/+6/+1	+7	+7	+3	Combat Style Mastery	1	1	0	-
12th	+12/+7/+2	+8	+8	+4		1	1	1	-
13th	+13/+8/+3	+8	+8	+4	Camouflage	1	1	1	-
14th	+14/+9/+4	+9	+9	+4		2	1	1	0
15th	+15/+10/+5	+9	+9	+5	4th Favored Enemy	2	1	1	1
16th	+16/+11/+6/+1	+10	+10	+5		2	2	1	1
17th	+17/+12/+7/+2	+10	+10	+5	Hide in Plain Sight	2	2	2	1
18th	+18/+13/+8/+3	+11	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+11	+6		3	2	2	2
20th	+20/+15/+10/+5	+12	+12	+6	5th Favored Enemy	3	3	3	3

People assume a lot of things about rangers. Enemies of nature often cross paths with druids, and many assume that rangers are just a more militant branch of this sect. That isn't true in many cases. Rangers are warriors who have trained themselves to fight in the wilderness, without heavy armor, without support from legions of allies, and without a warm home to return to. Not all rangers love or ever care about nature. Fighters train themselves to deal with combat; rangers train themselves to deal with tracking, stealth, and survival.

Rangers aren't given the freedom to come into their own in most settings. Because of the way most dungeons and modules are arranged, the greatest glory of this class is rendered moot. Adventurers are often met head-on by their enemies, so the hit-and-run tactics of the ranger are reduced in power. For this reason, rangers are one of the hardest classes to play in many games outside of paper-and-pencil roleplaying.

That said, rangers still have many tricks up their sleeves. People focus quite heavily on the fact that rangers are given dual-wielding abilities without cost. The Dual-Wield and Improved Two-Weapon Fighting feats are class benefits for a ranger. This doesn't mean that every ranger should dual-wield, though. In fact, fighters are still better at dual-wielding than rangers in most circumstances (fighters gain 10 extra feats, which more than makes up for having to purchase the dual-wielding feats on their own). The only huge advantage rangers have is the removal of the dexterity 15 requirement for Dual-Wield and Improved Two-Weapon Fighting. Note that rangers must wear light armor or less for these automatic feats to apply.

Rangers should dual-wield when the player feels comfortable getting the most out of the two-weapon system. A ranger with the wrong weapon combination ends up being a very weak character indeed. This forces ranger players to decide on many things before even rolling up the PC.

Rangers have a limited amount of druidic magic that they learn after a few levels. This requires a fair amount of wisdom (a 14 to gain all of the spell levels). An odd mix of healing, summoning, and enchantments are thrown together for this school of magic. These spells fit the role of a ranger well, but it takes a lot of practice to master the time and place for each spell.

Because rangers have specific training in their intended targets, they gain a natural hatred toward the targets of their attacks. At higher levels, rangers get to choose several targets for their animosity. It is best to take the most powerful (or most common) target at level one, because the hatred bonus rises the most for the original choice.

Rangers also have animal companions that will distract enemies from the real threat of an engagement.

As for additional allies, rangers can serve fairly well as tanks for casters. Rogues and bards are good to have around too, because they have a similar style of fighting. This makes for an organized party that's fast, flexible, and fun to play.

## SILENT WARDEN

Elf Ranger/Rogue/Shadowdancer (14/25/1)

Strength	14
Intelligence	12
Wisdom	10
Dexterity	16 (+10)
Constitution	12
Charisma	10
Primary Attribute	Dexterity
Weapon Choices	Dual Weapons
Armor Preference	Light Armor (No Armor Eventually)
Primary Skills	Hide, Listen, Move Silently, Search, Spot, Use Magic Device, Tumble
Feats	Weapon Focus, Weapon Finesse, Improved Critical, Dodge, Mobility, Spring Attack, Toughness
Epic Feats	Blinding Speed, Epic Dodge, Epic Weapon Focus, Great Dexterity (*4)

"Why have the goblins returned?", "Erythal Soshan Vordovrani thought, as he crept closer to the edge of the goblins' campsite, already near enough to touch an unwary guard around the perimeter. "Don't they remember what had happened to their clan 20 years ago?"

The elf remembered the night when the forefathers of these goblins had tried to move into the sacred woods. With blades arcing, he had waded into the beasts, using darkness and speed to hide their peril until it was too late. It was mercy alone that stayed his hand and allowed several cowardly ones to escape the tree line unharmed.

This time, as he watched the new generation burning fresh wood for their warmth and dinner, he knew that mercy had been a mistake. The ranger drew his blades and glided forward through the night air. None of the goblins would return tonight.

With either an elf or a halfling, this blindingly fast template is can be an ideal hunter. With mild ranged capabilities and brutal stealth ambushes, this ranger/rogue can do wonderful things when faced with living enemies. (The undead and constructs aren't as easy to defeat, on the whole.) By keeping a primary set of dual weapons, the character can do very high damage using rapid sneak attacks, while maintaining damage variance with magical items and a backup set of weapons with other damage types or abilities.

Although it's a tad vicious to add Shadowdancer into the equation, this template has the background for such a prestige class. If you're worried about the power-gaming aspects of this, you can relieve some of the guilt by sacrificing a few ranger and rogue levels to beef up the Shadowdancer into a sincere selection. In terms of raw power, though, even one level in that class will make these characters lethal for choosing when and where to engage.

In terms of hit points, this template isn't entirely deficient, but a high armor class is far more important to the survival of a warden (the rogue core ensures that avoiding damage is both possible and desired). With added concealment and the ability to hide in plain sight, it's this character's primary duty to strike and fade rather than hit and stick!

# ROGUE

- Hit Die: d6
- Proficiencies: Club, dagger, dart, light crossbow, handaxe, heavy crossbow, mace, morningstar, rapier, shortbow, short sword, sling, and quarterstaff; proficient with light armor, but not with shields
- Skill Points (x4 at 1st level): 8 + Int Modifier
- Bonus Feats: The epic rogue gains a bonus feat every four levels after 20th
- Special: Sneak Attack continues to improve by 1d6 at each odd-numbered level the epic rogue gains
- Epic Rogue Bonus Feats: Blinding Speed, Crippling Strike, Defensive Roll, Epic Dodge, Epic Reputation, Epic Skill Focus, Improved Evasion, Improved Sneak Attack, Opportunist, Self-Concealment, Skill Mastery, Slippery Mind, Superior Initiative



## ROGUE ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak Attack +1d6, Trapfinding
2nd	+1	+0	+3	+0	Evasion
3rd	+1	+1	+3	+1	Sneak Attack +2d6, Trap Sense +1
4th	+3	+1	+4	+1	Uncanny Dodge
5th	+3	+1	+4	+1	Sneak Attack +3d6
6th	+4	+2	+5	+2	Trap Sense +2
7th	+5	+2	+5	+2	Sneak Attack +4d6
8th	+6/+1	+2	+6	+2	Improved Uncanny Dodge
9th	+6/+1	+1	+6	+1	Sneak Attack +5d6, Trap Sense +3
10th	+7/+2	+3	+7	+3	Special Ability
11th	+8/+3	+3	+7	+3	Sneak Attack +6d6
12th	+9/+4	+4	+8	+4	Trap Sense +4
13th	+9/+4	+4	+8	+4	Sneak Attack +7d6, Special Ability
14th	+10/+5	+4	+9	+4	—
15th	+11/+6/+1	+4	+9	+4	Sneak Attack +8d6, Trap Sense +5
16th	+12/+7/+2	+5	+10	+5	Special Ability
17th	+12/+7/+1	+5	+10	+5	Sneak Attack +9d6
18th	+13/+8/+3	+6	+11	+6	Trap Sense +6
19th	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Special Ability
20th	+15/+10/+5	+6	+12	+6	—

Society has its own set of rules, and they're meant to be flexible! Rogues don't have the same view of what's important or necessary as most people. Of course, not all rogues are scoundrels and thieves. Certainly, some of them train in stealth, picking locks, and other forms of spying for only the best of reasons...but this is not common.

On the whole, rogues are quick with their tongues and fast on their feet. These slippery sorts can present themselves as warriors, mages, or almost any other type of character. It's rare for them to be honest about who they are and what they're doing. To aid in this, rogues have elements of the other classes that they train

modest mix of weapons and armor. Combine this with a good wit. They can fight, use all manner of magical items, and use a and some fair acting, and a rogue can replace anyone in a party.

Like bards, these characters can train in a huge variety of skills. This combines nicely with the massive number of skill points that rogues get for each level, especially at level one, where a character who chooses rogue will be able to score dozens of extra points. Although many players will lean toward Spot, Move Silently, Search, and Hide, these aren't skills for every rogue. Battle rogues (thug types) will often prefer Use Magic Item, Spot, and Search, but they may not care at all for Move Silently and Hide. Likewise, a high-charisma rogue will enjoy a bit of Persuasion, but it isn't worth the points for most half-orcs to be diplomatic.

The most vicious aspect of the rogue class is their ability to make sneak attacks. When an opponent is unable to defend himself, the rogue can add an additional 1d6 damage to a strike for every two levels he has in the class (starting at level one). This turns into some vicious numbers after a rogue has trained for a while!

Because rogues can fake it well enough to use magical items from other classes', it's very nice to have a stash of wands and potions. Healing items and evocation wands are some of the best things to keep around. This way, a rogue always has something that he can do for a party, even if he's injured and out of the melee.

To survive, rogues have a few feats that they gain in later levels. These aren't available to anyone else, and all of them are fairly nifty.

### Crippling Strike

Use: Automatic

Bonuses: Any successful sneak attack deals 2 points of Strength ability damage to the target.

### Opportunist

Use: Automatic

Bonuses: The rogue gains a +3 competence bonus to attack rolls when making an attack of opportunity.

### Skill Mastery

Use: Automatic

Bonuses: The rogue can take 20 whenever using the Disable Trap, Open Lock, or Set Traps skills, even if in combat.

### Slippery Mind

Use: Automatic

Bonuses: If the rogue fails his save against a mind-affecting spell, he makes an automatic re-roll.

### Improved Evasion

Use: Automatic

Bonuses: In situations where a successful Reflex saving throw would allow others to take only half damage, the character escapes unscathed on a successful roll. He takes only half damage if the saving throw fails.

## Defensive Roll

Use: Automatic, once per day

Bonuses: If a potentially lethal blow strikes you (that is, you suffer weapon damage that would normally drop you below 1 hit point), you make a Reflex saving throw (DC = damage dealt). If successful, you take only half-damage from the blow, which may still be enough to kill you. If you're caught flat-footed, you may not make a defensive roll.

A rogue can join up with almost any other henchman or party. Often, tanks make some of the best buddies for a skilled rogue. If another character can hold the attention of the rogue's enemies, sneak attacks will be easy to pull off and quite devastating to watch. The most effective pair would be a rogue and an arcane caster. Rogues can inflict as much damage as a fighter given the right circumstances, but they can't tank worth a darn. Measly hit points, weak armor, and a mix of attributes mean that rogues last about two seconds against the big monsters.

## NIGHTBLADE

Human Rogue/Fighter/Weapon Master (27/6/7)

Strength	15 (+10)
Intelligence	14
Wisdom	10
Dexterity	15
Constitution	14
Charisma	8
Primary Attribute	Strength
Weapon Choices	Dual Kukri or Dual Bastard Sword
Armor Preference	One Heavy/One Light
Primary Skills	Discipline, Hide, Move Silently, Pick Pockets, Persuade, Spot, Search, Use Magic Device
Feats	Two Weapon Fighting, Ambidexterity, Weapon Proficiency (Exotic), Weapon Focus, Weapon Specialization, Dodge, Mobility, Improved Two Weapon Fighting, Improved Critical, Spring Attack, Power Attack, Cleave, Great Cleave, Toughness
Epic Feats	Epic Weapon Specialization, Overwhelming Critical, Devastating Critical, Armor Skin, Improved Sneak Attack

The Horse's Head was far more than a rundown tavern on the edge of town. Most of the city's officials knew quite well that the thieves' guild made its home there. All manner of sales and agreements were made in the seedy establishment, and no one did a thing about it. Puck Pirren was the reason for that.

Puck was strong and quick, but he didn't look like anything more than a simple adventurer. Dressed in common leathers and carrying curved, foreign blades, he shouldn't have sent chills running through every room he entered. But that's exactly what he did.

Everyone knew what had happened when Puck came into town three years past and chased the old guild leader. Four more rogues had jumped to the leader's aid during the "fair" duel, while many others watched with interest. Puck had killed three of the men before the fourth was out of his seat. The others didn't last much longer. His small blades could darn well take someone's head clean off. It was this prospect that kept many thieves honest when they dealt with Puck in the future.

There isn't any subtlety to this rogue combo. Unlike the stealthy rogue builds, this one is all about getting into melee and doing damage alongside the tanks. With an extremely high strength and potent sneak attacks, this template has all it takes to eviscerate anything in its path. Even against the undead and other creatures with immunities, the sheer number of attacks this character makes during a normal combat round will wear creatures down.

If you're ever fortunate enough to find kukri that are keen, hold onto them even if their magical bonuses are poor. They can come in handy when you face mundane creatures.

Take most of the fighter levels early on for the fast feats and added combat boosts (more hit points, base attack bonus, and so on). Hold a couple of fighter levels for the epic progression, and choose epic weapon specialization. Once enough feats are in place for the weapon master levels, take all seven of them before returning for the epic pursuit of rogue mastery. This will give you a character that's versed in stealthy and direct combat.

Any party with a full tank will be appropriate for a nightblade. All it takes is a single distraction for the rogue to cut everything to pieces. Even allies with pets and summoned beasts will provide these opportunities.

Note: The alternative weapon choice of bastard sword was listed in case there are any problems with Kukri being recognized by the weapon master abilities.

## SORCERER

- Hit Die: d4
- Proficiencies: All simple weapons; no armor or shields
- Skill Points (x4 at 1st level): 2 + Intelligence Modifier
- Spellcasting: Arcane (Charisma-based, no need for preparation; armor-related chance of spell failure is a factor); sorcerers begin the game knowing all cantrips
- Bonus Feats: The epic sorcerer gains a bonus feat every three levels after 20th
- Epic Sorcerer Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting



## SORCERER ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon Familiar	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		6	4	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
9th	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	5	3	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3
20th	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6	6

## SORCERER KNOWN SPELLS

Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	6	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	7	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	8	5	3	1	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	9	5	4	1	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	4	3	2	—	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	3	2	1	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	3	2	1	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	2	1	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	1
20th	9	5	5	4	4	4	3	3	3	3

Sorcerers wield the power of arcane magic without study or rote mastery. Instead, these mages use their emotions and will to force the land into action. Many sorcerers are found in odd locations, seeking power from objects and people that others fail to understand.

There's a great deal of potential in the sorcerer class. These spell wielders can cast more times per day than any of the other mages or divine classes. It also helps that sorcerers can use any of their

memorized spells at any time. Being able to react to a variety of situations without stopping to rest and re-memorize spells is a huge asset. The downside of this is the lack of spells that each sorcerer can master. Only a precious few can be chosen from each level.

Luckily, these mages can change their minds during the leveling process, so a poor choice early on won't force a sorcerer to live the rest of her life in regret.

Because of the intuitive way that sorcerers use their magic, it's impossible to devote one of these characters to a specific school of magic. Wizards can do that through intensive programs of study, but it simply isn't possible for a sorcerer to understand magic in the same way.

It takes a very high charisma to master the full range of arcane magics, so every sorcerer will want to reach at least a 19 with that ability.

Although sorcerers have more time and training with basic weaponry, it's still quite dangerous to take them into any battle directly. These mages have very few hit points and weak attack bonuses, so the back or middle of the party is the best place for them in times of trouble.

Sorcerers gain a magical companion for their journeys. These beings can be summoned once per day, and they increase in power for each level the sorcerer rises.

Sorcerers work well in almost any party, but their best combinations are with very fast and flexible henchmen or player characters. Because many arcane casters can do blast damage with their best spells, a full group of tanks will run into problems when a sorcerer can't learn to control her fire. An easier combination would be a sorcerer and a cleric, defensive warrior, or archer of some sort.

## WARDEN OF THE DAMNED

Human Sorcerer/Paladin/Pale Master (18/2/20)

Strength	6
Intelligence	10
Wisdom	10
Dexterity	12
Constitution	14
Charisma	18 (+10)
Primary Attribute	Charisma
Weapon Choices	Anything with nice bonuses
Armor Preference	Heavy suit of armor, shield, piece of magical robes
Primary Skills	Concentration, Lore, Spellcraft
Feats	Toughness, Combat Casting, Still Spell, Silent Spell, Quicken Spell, Empower Spell, Maximize Spell
Epic Feats	Epic Toughness, Improved Combat Casting, Automatic Still Spell (*3), Automatic Quicken Spell (*3), Armor Skin

Telivarion Endsbrook left home with his father's sword at a very young age. His smooth tongue and quick appraisal of others got him into the Order of Lightbringers, a group of prestigious paladins, but he soon found magic to be more his calling. Without even a basic education, Telivarion began using sorcery and left the Order behind him. After more than a decade of battling the undead of Faerun, the accomplished sorcerer began changing. Having long ago realized that the world wasn't just black and

white, good and evil, the sorcerer began mastering the study of the dead. These creatures possessed powers that no mage could comprehend. He was determined to be the first.

The dashing youth had grown into a sinister man, and few would have recognized the pale wight that traveled the coast in his middle years. Telivarion had learned the ways of the dead, and now few could stop him as he sought the path of eternal life.

Before getting too involved with this template, consider that it takes some alignment work. You might want to avoid getting involved with the paladin levels because of this, and they can certainly be sacrificed for five levels as a Champion of Torm in the middle of the sorcerer's career. The Champions have to be non-evil, and the Pale Master has to be non-good. A neutral character can do this without having to murder, maim, or just act like a general fiend.

Normally, this combination of full sorcerer spell levels and melee classes would be a bit strained, but it's the interesting mix of special abilities and spells that make it work so well. With considerable immunities, especially with the paladin blend, this melee character can do all manner of buffs, cast damaging spells, and hold his own in melee with a considerable armor class.

To complement this versatile warrior/caster, almost any ally will suffice. A healer will assist greatly, but a pure damage caster or tank will improve the offensive capabilities of the party, reducing the risk during most encounters.

## WIZARD

- Hit Die: d4
- Proficiencies: Club, dagger, light crossbow, heavy crossbow and quarterstaff; no armor or shields
- Skill Points (x4 at 1st level): 2 + Int Modifier
- Spellcasting: Arcane (Intelligence-based, requires preparation; armor-related chance of spell failure is a factor). Wizards begin the game knowing all cantrips and four 1st-level spells.
- Bonus Feats: The epic wizard gains a bonus feat every three levels after 20th
- Epic Wizard Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Epic Spell Focus, Epic Spell Penetration, Great Intelligence, Improved Combat Casting



Wizards are the intellectual students of arcane magic. Instead of using raw emotion and spirit to summon the powers of the mystic world, wizards practice and hone the scientific techniques that bring about change. In ancient libraries, high towers, and sheltered studies, these mages pore over scrolls that will expand their base of knowledge. Whereas sorcerers learn spells quickly and master few of them, wizards can master every single spell that they come across. This makes wizards adept with a versatile mix of enchantments and attacks.

It takes a very high intelligence to use the most devastating spells from the school of the arcane. Wizards should have at least a 19 intelligence as master their craft. A wizard shouldn't don armor, unless he's using the Still Spell feat to prevent interference with movement. One downside of wizardry is that spells must be prepared ahead of time. This requires strategy. Knowing what a character will need the next day as he lies down to sleep is half-science and half-art. The simple part is to memorize combat magic and enchantments during adventures, and then to use secondary spells when there's time and safety to rest and figure everything out.

Wizards are often ravenous for new scrolls. They can be transcribed into the caster's own spell book, thus giving them permanent access to the new ability.

As with other devoted mages, the society of wizards isn't one for direct conflict. Wizards are physically dismissible, and their paltry hit points make it almost suicidal for them to engage in melee combat. Like rangers, wizards are often associated with a companion. In this case, the caster summons a familiar who can help out with scouting, draw away enemies, and drink foul-smelling liquids to see what color it turns them.

Wizards are so versatile that they're great for playing with almost any companion. Because of a wizard's wide spell range, a player has more options in a fight than a sorcerer would. It's easier for a wizard to start off fights with a nasty area of effect spell before the other creatures and allies have joined, and then switch over to more cautious battle spells like Magic Missile, Hasting Allies, etc. If you're forced to choose a single henchman, a strong tank is a wise investment.

## WIZARD ADVANCEMENT TABLE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Summon Familiar, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus feat	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	3	3	2	—	—	—	—	—
10th	+5	+3	+3	+7	Bonus feat	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	3	2	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus feat	4	4	4	4	4	4	3	3	2	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	3	2
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Bonus feat	4	4	4	4	4	4	4	4	4	4

## MASTER ILLUSIONIST

Gnome Wizard/Rogue/Shadowdancer (38/1/1)

Strength	8
Intelligence	17 (+10)
Wisdom	10
Dexterity	13
Constitution	16
Charisma	10
Primary Attribute	Intelligence
Weapon Choices	Wands
Armor Preference	Something that won't chafe
Primary Skills	Concentration, Spellcraft, Lore, Heal
Secondary Skills	Spot, Persuade
Feats	Dodge, Mobility, Still Spell, Silent Spell, Spell Focus, Spell Penetration, Greater Spell Focus, Greater Spell Penetration, Quicken Spell, Empower Spell, Toughness
Epic Feats	Automatic Silent Spell (*3), Automatic Still Spell (*3), Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting, Automatic Quicken Spell (*3)

Playing a master illusionist is a great deal of fun for patient casters. Having the option to Hide in Plain Sight and sneak around most creatures is very amusing (although human opponents in a PvP setting will have plenty of skills to negate some of these advantages). With the automatic use of Still Spell and Silent Spell in the later levels, your clever gnome won't even be visible to enemies until it's far too late.

This template can be created without taking a rogue level, but it takes many wasted skill points to accomplish everything because Move Silently, Hide, and Tumble are slow to raise otherwise. In either event, some saved skill points will make a huge difference when it's time to switch to the microclasses that round out this build. Depending on how early you want to secure Hide in Plain

Witrin Fiddleburn wasn't about to let a few failures get to him. Sure, his lab was coated with a fine layer of pink soot for some reason, but that was only half a setback. He was trying to turn lead into gold, and pink soot was about halfway there, he guessed.

Then something caught Witrin's attention. In 30 years of study and research in his private lab, the gnome had never gotten a feeling of impending danger. The only trick the old gnome had been able to master with his halfling friends from the city came to mind. Standing in the center of his lab, half-coated in soot, the gnome disappeared into the shadows.

An assassin moved into the lab. "Kill the gnome and find where his spell book is hidden," poured through the killer's mind, in thrall to a distant wizard. Spotting the diminutive wizard, the assassin moved in for a fell blow. The last thing the thrall's controller felt was bewilderment, as the image of the gnome fell apart and a wall of pink dust overwhelmed the hapless assassin.

Sight, you can sneak the rogue and Shadowdancer levels into place at levels 7 and 8 by saving enough skill points for the full transition, and by taking Dodge and Mobility during the early levels.

If you feel that the minor rogue-to-Shadowdancer inclusion is too power-hungry, there's a somewhat more logical progression. For non-good casters, Tumble can be raised slowly, and Pale Master can be the first prestige class taken (a few levels of it used in place of rogue). From there, the switch to Shadowdancer is still viable.

The master illusionist should always have a healer and a tank around to keep from getting pounded. Although there are mage templates with fewer hit points, it still adds a major level of comfort to have solid companions around to take the real hits.

# Prestige Classes

Prestige classes are only available to characters that have met certain criteria, usually involving multiple levels of other classes and skills. Many of these special classes grant a mix of interesting and powerful skills, making the pursuit of these careers all the more exciting.

The Prestige Classes included with the *Shadows of Undrentide* expansion are not included with *Hordes of the Underdark* and will not be playable unless you also have the first expansion installed. Please see the *Shadows of Undrentide Official Strategy Guide* for sample character templates of those Prestige Classes.

## ARCANE ARCHER



- Hit Dice: d8
- Proficiencies: All simple and martial weapons, light and medium armor, and shields
- Skill Points: 4 + Int. Modifier
- Required Race: Must be a Half-Elf or Elf.
- Required Base Attack Bonus: Must be +6 or Higher.
- Required Feats: Must have Point Blank Shot and Weapon Focus Longbow or Shortbow.
- Required Spellcasting: Must have the ability to cast level-one arcane spells.

Sometimes even the supreme archery of the elves isn't enough to defend their homelands from outside threats. When war calls, the arcane archer must respond in kind. These elven warriors focus on using evocation to enhance the power of their arrows. This takes a great deal of training to master, but it ultimately leads to an apex of ranged potential. Almost nothing commands the same respect at range as an arcane archer.

As a prestige class, it is always a bit of a trial to create an arcane archer who won't have a few downsides. For one, the best templates in this class invariably run into experience penalties for at least a few character levels. Beyond that, it takes quite a bit of planning and patience to grow into a character's full potential down this route.

Arcane archers can fill multiple roles within a party. As archers, these characters are wonderful for keeping enemy mages, missile attackers, and light melee troops at arm's length. The natural enchantment that arcane archers bestow on their arrows makes it even easier to wound special creatures that some bowmen would barely be able to touch. Add area of effect, and even some of the less evocative mages start to get jealous.

Only fighter-based archers end up having more hit points than this class. Arcane archers will appreciate the full d8 that comes with the extra abilities!

### SPECIAL ABILITIES

- Enchant Arrow: Arcane archers are able to fire arrows with both increased precision and destructive power. All arrows fired by these archers are automatically treated as magical, and the power of this ability increases over the levels. At level one, Arcane Archers fire arrows that are +1 to hit and damage enemies. This becomes +2 at the third level, +3 at the fifth, +4 at the seventh, and +5 at the ninth level.

- Imbue Arrow: At the second level as an arcane archer, the character can shoot three fireball arrows every day. These have a mage's blast radius, and the result can wound many enemies very quickly.
- Seeker Arrow: At the fourth level, arcane archers can fire an arrow once per day that cannot miss. At the sixth level, they learn to do this twice per day.
- Hail of Arrows: At the eighth level, arcane archers can use an attack to shoot an arrow toward every target in range.
- Arrow of Death: At the tenth level, these archers can summon the power of ancient magies once per day to loose an arrow that will automatically slay its target (provided that the creature cannot resist the arcane power of this attack).

### BECOMING AN ARCANE ARCHER

You must play an elf or a half-elf to choose this class. You must also choose an arcane class (bard, sorcerer, or wizard) before you can select the arcane archer. Beyond those, the rest of the requirements are very easy to meet. The feats are such that you would be taking them anyway for a sincere archer, and the base attack bonus is a trivial matter.

Many core classes can benefit from the ranged power of an arcane archer. Though bards are some of the most common students of this prestige class, fighters and mages stand to gain quite a bit from their abilities as well.

### EPIC RULES

The epic arcane archer is the living extension of her bow. Lesser beings can only gape in awe at the wonders she can achieve.

- Hit Die: d8
- Skill Points at Each Additional Level: 4 + Int Modifier
- Bonus Feats: The epic arcane archer gains a bonus feat every four levels.
- Enchant Arrow: For every two levels beyond 9th, the potency of the arcane archer's arrows increases by +1.
- Epic Arcane Archer Bonus Feats: Devastating Critical (shortbow, longbow), Epic Prowess, Epic Reflexes, Epic Toughness, Epic Weapon Focus (shortbow, longbow), Great Dexterity, Improved Combat Casting, Overwhelming Critical (shortbow, longbow)

# ASSASSIN



- Hit Dice: d6
- Proficiencies: Simple Weapons, Light Armor
- Skill Points: 4 + Int. Modifier
- Required Alignment: Any Evil
- Required Skills: Hide in Shadows (8 ranks), Move Silently (8 ranks)



Assassins are very similar to the rogue class in fighting capabilities, hit points, and such, but these nasty characters are bent toward mastering the most vicious techniques for taking down enemies. Though assassins gain fewer skill points, there are some nice perks that a combat-oriented rogue can gain by going in this direction.

The assassin Death Attack stacks with a rogue's normal Sneak Attack damage, so there isn't a downside to having both of these in the same template. The entire point of the assassin special attack is to cripple enemies even if they are not slain outright. Often, this sounds like a good idea for thug-styled rogues, but that is not always the case.

In fact, assassins are even more fragile than rogues in some ways. Because this is a prestige class, rogues who train to become assassins will lose out on taking a heartier side class (i.e., a barbarian or fighter). That leaves these sneaky PCs with low hit points, trivial armor, and a lot of combat exposure despite their weakness.

To compensate for these problems, a third class should often be taken to round out the template, such as a couple barbarian levels (for a nice dose of hit points, the rage buff, and a slight speed increase). Or, try to learn some of the shadow dancer skills so that the assassin will be able to hide under even the most adverse conditions.

## SPECIAL ABILITIES

- Death Attacks are a special form of Sneak Attack that have a chance of paralyzing opponents. Death Attack damage increases with experience: +1d6 at 1st level; +2d6 at 3rd level; +3d6 at 5th level; +4d6 at 7th level; and +5d6 at 9th level.
- Uncanny Dodge: The assassin is able to avoid and deflect incoming attacks. At 2nd level, the assassin retains his or her Dexterity bonus to armor class, even if flat-footed. At 5th level, the assassin gains a +1 to Reflex saving throws. At 10th level, the assassin gains a +2 to Reflex saving throws.
- Spells: At 2nd level, the assassin gains the ability to cast Ghostly Visage once per day. At 5th level, the assassin gains the ability to cast Darkness once per day. At 6th level, the assassin gains the ability to cast Invisibility once per day. At 9th level, the assassin gains the ability to cast Improved Invisibility once per day.
- The assassin's expertise with deadly toxins gives the assassin an unnatural resistance to poisons of all types. This ability improves with experience: +1 Fortitude save vs. poison at 2nd level; +2 at 4th level; +3 at 6th level; +4 at 8th level; and +5 at 10th level.

## BECOMING AN ASSASSIN

Your alignment must be evil to become an assassin; this simply isn't a profession for those who aren't willing to indulge in the darkest thoughts and actions.

Though rogues obviously have the right skills and tactics to become assassins, evil rangers do quite well with this type of sneak and murder style of fighting.

## EPIC RULES

The epic assassin is capable of sliding from shadow to shadow; lying in wait until his target is vulnerable, then striking like a cobra, leaving only a cold corpse behind.

- Hit Die: d6
- Skill Points at Each Additional Level: 4 + Int Modifier
- Bonus Feats: The epic assassin gains a bonus feat every four levels.
- Sneak Attack: Improves by +1d6 every two levels after 9th
- Poison Saving Throws: An additional +1 for every two levels after 10th on the assassin's saving throws against poison
- Epic Assassin Bonus Feats: Epic Reflexes, Epic Skill Focus (hide), Epic Skill Focus (move silently), Great Dexterity, Improved Combat Casting, Improved Sneak Attack, Self Concealment, Superior Initiative

# BLACKGUARD



- Hit Die: d10
- Proficiencies: All simple and martial weapons, all types of armor and shields
- Skill Points: 2 + Int. Modifier
- Required Feat: Cleave
- Required Skill: Hide (5 ranks)
- Required Alignment: Any evil
- Base Attack Bonus: +6



The blackguard prestige class is incredibly powerful. As paladins gain immunity to disease and fear, these dark warriors learn the art of Sneak Attacks. Instead of holy paladin magic, the blackguard gain damaging spells and the ability to buff their strength. By the final tally, these characters are just as offensively powerful as paladins are solid in defense.

Players who want to deal a fair amount of damage while keeping a high saving throw and superb armor class will be in heaven with the blackguard (well, maybe not heaven). Because this is an evil class, one should avoid trying out a blackguard unless one is absolutely sold on the idea of being a rotten, filthy murderer for the run of the game. There are so many good deeds out there that it takes some ugly work to maintain a proper sense of malice! Skin eating is optional but preferred.

## SPECIAL ABILITIES

- **Smite Good:** At 2nd level the blackguard gets an attack bonus against those of good alignment (Charisma modifier is added to attack roll).
- **Dark Blessing:** Add Charisma modifier to saving throws.
- **Spells:** At 2nd level, the blackguard gains the ability to cast *Infllict Light Wounds* once per day. At 4th level, the blackguard gains the ability to cast *Bull's Strength* once per day. At 5th level, the blackguard gains the ability to cast *Infllict Moderate Wounds* once per day. At 6th level, the blackguard gains the ability to cast *Infllict Serious Wounds* once per day. At 7th level, the blackguard gains the ability to cast *Contagion* once per day. At 8th level, the blackguard gains the ability to cast *Infllict Critical Wounds* once per day.
- **Turn Undead:** Beginning at 3rd level, a blackguard gains the ability to cause undead to flee.
- **Summon Fiend:** Beginning at fifth level, the blackguard can summon a fiendish ally. This can be done once per day and there are no penalties to the blackguard when the creature is destroyed.
- **Sneak Attack:** The blackguard gets a damage bonus that increases with experience: +1d6 at 4th level; +2d6 at 7th level; and +3d6 at 10th level.

### BECOMING A BLACKGUARD

Your alignment must be evil to walk the grim path of a blackguard. A level or two in rogue will help you meet the prerequisites for this class, though fighters and fallen paladins become extremely powerful blackguards.

Rogues that want to beef up their defensive options often take this prestige class at high levels. Evil fighters come here to gain many of a paladin's benefits without resorting to redemption or any such pious activity.

## EPIC RULES

The epic blackguard is a twisted reflection of the epic paladin, radiating evil power from every pore of her body.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic blackguard gains a bonus feat every three levels.
- **Sneak attack:** increases by +1d6 every three levels after 10th.
- **Summon Fiend:** For every five blackguard levels above 10th, the summoned fiend gains +2 bonus Hit Dice, its natural armor increases by +2, and its Strength and Intelligence each increase by +1.
- **Epic Blackguard Bonus Feats:** Armor Skin, Devastating Critical, Epic Toughness, Epic Fiend, Epic Prowess, Epic Reputation, Epic Weapon Focus, Great Smiting, Improved Combat Casting, Improved Sneak Attack, Overwhelming Critical, Perfect Health, Planar Turning

## CHAMPION OF TORM



- **Hit Die:** d10
- **Proficiencies:** All simple and martial weapons, light and medium armor and shields
- **Skill Points:** 2 + Int Modifier
- **Required Base Attack Bonus:** +7
- **Required Feats:** Weapon Focus in a melee weapon
- **Required Alignment:** Non-evil

Champions of Torm are mighty warriors who dedicate themselves to Torm's cause, defending holy ground, destroying enemies of the church, and slaying mythical beasts.

### SPECIAL ABILITIES

- **Lay on hands (Level 1):** Can heal damage equal to class level multiplied by their Charisma modifier, deals damage to undead creatures. This ability stacks with the paladin's lay on hands ability.
- **Bonus Feat:** Every 2 levels (2, 4, 6, etc.) get a bonus feat like fighters (except weapon specialization).
- **Sacred Defense (Level 2):** +1 to all saving throws; this increases by an additional +1 every 2 levels.
- **Smite Evil (Level 3):** Once per day can add Charisma bonus to attack roll and do +1 point of damage per level of Champion of Torm.
- **Divine Wrath (Level 5):** Once per day, can add +3 to attack, damage and saving throws and gain damage reduction +1/5 for a number of rounds equal to charisma bonus.

### BECOMING A CHAMPION OF TORM

Both paladins and fighters do very well by choosing the Champion of Torm prestige class. Because this class has more relaxed alignment restrictions (compared with paladin), other interesting choices are possible.

Bard/Champions take advantage of a mutually high Charisma and non-evil barbarians can also take advantage of this hybrid class. Militant clerics have many benefits to gain by taking levels as a champion.

## EPIC RULES

Torm guides the epic Champion of Torm on her life journey. She has ascended through the ranks of holy warriors to become a symbol of Torm's might.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic champion of Torm gains a bonus feat every three levels.
- **Sacred Defense:** Saving throws continue to improve by +1 for every 2 levels.

- **Divine Wrath:** Every five levels the attack, damage, and saving throw bonuses increases by a further +2.
- **Epic Champion of Torm Bonus Feats:** Automatic Quicken, Automatic Silence Spell, Automatic Still Spell, Armor Skin, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Spell Penetration, Epic Weapon Focus, Great Wisdom, Improved Combat Casting, Improved Stunning Fist, Improved Whirlwind Attack, Overwhelming Critical, Planar Turning, Spell Focus, Superior Initiative

## SWASHBUCKLER

Human Bard/Champion of Torm/Rogue (16/11/13)

Strength	14 (+4)
Intelligence	14
Wisdom	8
Dexterity	14
Constitution	11
Charisma	14 (+6)
Primary Ability	Strength, Charisma
Weapon Choices	Shortsword, Longbow
Armor Preference	Light or Medium Armor
Primary Skills	Hide, Move Silently, Perform
Feats	Dodge, Mobility, Spring Attack, Expertise, Curse Song, Whirlwind Attack, Improved Expertise, Improved Critical, Weapon Focus, Power Attack, Cleave, Toughness, Great Cleave
Epic Feats	Armor Skin, Epic Weapon Focus, Great Strength (*5), Overwhelming Critical

Charles de Vir's teeth seemed to shine in the morning light as he tipped over a table in the corrupt lord's manner. "You can't keep hoarding wealth and food by yourself while the peasants are starving in the fields below," Charles said with a flick of his blade. The lord backed away and called for his guards, who were already approaching because of the noise.

"This trinket should buy enough for everyone to eat, at least for now," Charles said. He grabbed the sapphire necklace from around Minron lipomp's neck and made for the window. Just as the guards threw open the door, Charles whistled for his mount below.

"The people need a lord to watch over them with winter soon coming and goblins to the east," Charles laughed with a smile. "Consider this fair warning and improve in your duties, or I'll be back for you."

Lord Minron could do nothing but shake his fist as the self-proclaimed hero leapt to safety and rode toward the forest.

The swashbuckler is meant to be a mobile warrior, moving into and out of combat as needed, buffed and prepared the entire time. Using bard spells for speed and healing, this fun template is best used against casters and other skirmishers. Many roleplayers will find this trio of classes especially amusing because it so distinctly summons the image of the roguish hero.

Leveling this template isn't very hard. Take the bard levels and raise those before moving into the champion of Torm. By level 20,

with all four attacks and a base attack bonus of 16 or higher, depending on how many levels you have spent as a champion, this character will be well suited for melee combat against all moderate targets. Bring the rouge levels to bear early in your epic career to gain the aid of sneak attacks and a wider skill range. Then finish your training as a champion later.

Because heavier warriors and monsters are able to keep the swashbuckler at a disadvantage (through superior hit points and higher damage), it's good to have either a dedicated nuking mage in the group or a very solid tank to keep the enemies busy while the swashbuckler does his best to harass everyone.

## DWARVEN DEFENDER

- **Hit Die:** d12
- **Proficiencies:** Simple and Martial Weapons, Light, Medium and Heavy Armor, Shields
- **Skill Points:** 2 + Int Modifier
- **Required Race:** Dwarf
- **Required Base Attack Bonus:** +7
- **Required Feats:** Dodge, Toughness
- **Required Alignment:** Any lawful



The defender is a sponsored champion of a dwarven cause, a dwarven aristocrat, a dwarven deity, or the dwarven way of life. As the name might imply, this character is a skilled combatant trained in the arts of defense. A line of dwarven defenders is a far better defense than a 10-foot-thick wall of stone, and much more dangerous.

### SPECIAL ABILITIES

- **Defensive Stance (Level 1):** Gain +4 strength and constitution, +2 on all saving throws, and +4 dodge bonus on AC. This can be used once per day and gains an additional use every 2 levels.
- **Defensive Awareness (Level 1):** Retain your dexterity bonus to AC even when flat-footed. At level 6 you can no longer be flanked, and at level 10 you gain a +1 saving throw bonus vs. traps.
- **Damage Reduction (Level 6):** 3 points of damage are ignored whenever you are hit in combat. At level 10 you are able to shrug off 6 points of damage.

### BECOMING A DWARVEN DEFENDER

A dwarven fighter can become a very powerful dwarven defender. To gain the Dodge prerequisite that the dwarven defender requires, your character will need a dexterity of 13 or higher.

Being such a survivor, the defender can be taken by any dwarf who is looking for a huge boost in hit points or damage reduction.

### EPIC RULES

The epic dwarven defender has become the very definition of an immovable object. He is a stalwart warrior that can stand against virtually any foe imaginable.

- **Hit Die:** d12

- Skill Points at Each Additional Level: 2 + Int Modifier
- Bonus Feats: The epic dwarven defender gains a bonus feat every four levels.
- Defensive Stance: An additional use per day is gained for every two levels past 9<sup>th</sup>.
- Damage Reduction: The damage reduction increases by 3 points for every four levels above 10<sup>th</sup>.
- Epic Dwarven Defender Bonus Feats: Armor Skin, Damage Reduction, Devastating Critical, Energy Resistance, Epic Toughness, Epic Prowess, Epic Weapon Focus, Overwhelming Critical, Perfect Health

## GOBLIN SLAYER

Dwarven Fighter/Paladin/Defender (8/2/30)

Strength	14
Intelligence	12 (+2)
Wisdom	10
Dexterity	14
Constitution	18 (+4)
Charisma	12
Primary Stat	Constitution
Weapon Choices	Dwarven Waraxe and Tower Shield
Armor Proficiency	Full Plate (The Heavier the Better)
Primary Skills	Discipline, Taunt
Feat I	Exotic Weapon Proficiency, Toughness, Dodge, Weapon Focus, Weapon Specialization, Power Attack, Cleave, Improved Critical, Knockdown, Improved Knockdown, Mobility, Spring Attack
Epic Feats	Damage Reduction (*3), Armor Skin, Epic Toughness, Epic Weapon Focus, Epic Prowess, Great Constitution (*4)

"Get me suit on, brothers!" Shordeck Valkrieg grimaced. His retainers hurried to fasten the buckles on the dwarf's bulky suit of plate. Though the best armorsmiths in the mountain had made the suit, it was very cumbersome, and only a handful of the defenders could wear such protection in battle without collapsing halfway through the mele.

Within minutes, Shordeck was pounding down a hidden staircase toward the lower levels. Even as he slipped through the concealed exit into the mine tunnels, he could hear Morenar yelling off in the distance. Shordeck began running to reach the cleric, urged to full speed by the roar of combat, but a sea of goblins came from a side tunnel to intercept him.

Before reaching any of the other dwarves, Shordeck was consumed by the horde of screaming beasts. Blades, axes, and arrows struck him from all angles. One of the creatures even fell from the ceiling, somehow, striking him on the head. Any viewers from outside the melee would have seen the dwarf disappear under a veritable mountain of foes.

Minutes later, as the smaller fiends began to tire of beating against the immobile metal, a cry came from within: "It's my turn now, ye wee devils!" That was when Shordeck hit back.

This unshakable defender is immune to fear and has enough hit points to survive a maelstrom of combat activity. Though dealing only modest damage each round, few tanks have the potential to block as many enemies and keep them from getting anything useful accomplished. Parties with only support healers do well with a defender at their lead because of the intense damage reduction found in this template (heading toward 30 points by the end of level 40). With a support caster around to add further buffs, the crazy dwarf will become almost invincible.

Level progression is not a problem in any way. The powerful dwarf can take the fighter and paladin levels during the early stages without any real worries for order (both have full hit points and attack bonuses, so it's purely a decision on whether to seek feats or the paladin's fear immunity first). After character level 10, it's a solid road to complete the defender prestige class.

Parties with rogues and damage casters are best off with a defender. While almost negating damage against him, the dwarf will prevent enemies from getting to the lighter folks in the party. Rogues will have plentiful sneak attack options, and damage casters can throw spells from the back of the party without nearly as many concerns. Druids and rangers should use their spells to disable enemies surrounding the defender, making it even harder for them to escape once the dwarf is set in place and ready to clean the room.

## HARPER SCOUT



- Hit Die: d6
- Proficiencies: Simple Weapons and Light Armor
- Skill Points: 4 + Int modifier
- Required Feats: Alertness, Iron Will
- Required Skills: Search (4 ranks), Persuade (8 ranks), Lore (6 ranks), Discipline (4 ranks)
- Required Alignment: Any non-evil



Harpers aren't powerhouses when it comes to normal or prestige classes. The point of playing a harper is to go out into the world and make things right for innocent creatures of many races. This is not a job for a coward, because evil often has a nasty reserve of resources to stop such activities.

The harper scout is a bit of everything, though she rarely is a master of anything. Like the bard, these characters can take a huge range of skills without a penalty, but the lack of offensive magic or melee combat capabilities make scouts quite ephemeral as forces of goodness.

### SPECIAL ABILITIES

- Harper Knowledge: Like a bard, a harper scout has a knack for picking up odds and ends of knowledge. This ability works exactly like the bardic knowledge ability of the bard class. If a harper scout has bard levels, the character's harper scout levels and bard levels stack for bardic knowledge.
- Favored Enemy: A harper scout selects a favored enemy just as a ranger does. If a harper scout with ranger levels chooses

a favored enemy that she already has chosen as a ranger, the bonuses stack. Upon reaching 4th level as a harper scout, the bonus against the harper scout's first favored enemy increases to +2, and she gains a new favored enemy at +1.

- **Deneir's Eye:** At 2nd level, the harper scout gains a +2 holy bonus to saving throws against traps. This is a supernatural ability.
- **Tymora's Smile:** At 3rd level, once per day, the harper scout or a target receives a +2 bonus on all saving throws for five turns. This is a supernatural ability.
- **Lliira's Heart:** At 4th level, the harper scout gains a +2 holy bonus to saving throws against mind-affecting spells. This is a supernatural ability.
- **Spells:** These spells are cast as arcane spells, so they are subject to arcane spell failure if the harper scout is wearing armor: At 2<sup>nd</sup> level, the harper scout gains the ability to cast the spell Sleep once per day. At 3rd level, the harper scout gains the ability to cast Cat's Grace once per day. At 4th level, the harper scout gains the ability to cast Eagle's Splendor once per day. At 5th level, the harper scout gains the ability to cast Invisibility once per day.
- **Craft Harper Item:** At 5th level, the harper scout gains the ability to create two types of potions. The harper scout can create one potion per day, either Cat's Grace or Eagle's Splendor. To create either potion, the harper scout must spend 60 gold and five experience points. These potions allow a harper scout to better support her agents and allies.

## EPIC RULES

As a limited prestige class, players can only take five levels as a harper scout, and they cannot reach epic status, regardless of total character level. Characters who train as harper scouts can, of course, gain epic levels in their other classes.

## PALE MASTER



- **Hit Die:** d6
- **Proficiencies:** No additional proficiencies are gained
- **Skill Points:** 2 + Int Modifier
- **Required Arcane Spellcasting:** Level 3 or higher



Necromancy is usually a poor choice for arcane spellcasters. Those who really want to master the deathless arts almost always pursue divine means. However, an alternative exists for those who desire power over undead, without losing too much of their arcane power. Enter the pale master, who draws on a font of special lore that provides a macabre power all its own.

## SPECIAL ABILITIES

- **Bone Skin (Level 1):** +2 to natural armor class. Every four levels this increases by an additional +2.
- **Animate Dead (Level 2):** Once per day can summon an undead servant.
- **Darkvision (Level 3):** Able to see in the dark.
- **Summon Undead (Level 4):** Can summon more powerful undead.
- **Deathless Vigor (Level 5):** Gains three additional hit points per level.
- **Undead Graft (Level 6):** Replaces arm with an undead version that twice per day can paralyze opponents. At level 8 an additional use per day is gained.
- **Tough as Bone (Level 7):** Immune to hold, paralyze, stun.
- **Summon Greater Undead (Level 9):** Can summon a very powerful undead creature once per day.
- **Deathless Mastery (Level 10):** Immune to critical hits.
- **Deathless Master Touch (Level 10):** The undead arm graft is replaced with this more deadly arm. It can kill with just a touch. This ability may be used 3x/day.

Every 2 levels, pale masters gain additional spells per day, as if they had leveled in their previous spell caster class. This gain only applies to spells per day and not caster level.

## BECOMING A PALE MASTER

Sorcerers and wizards make powerful pale masters. Some of the character's future spell-casting ability is sacrificed for a stronger melee presence. Yet, if the initial class is taken high enough for level 9 spells, this isn't a loss.

Considering the sheer number of immunities a pale master gains, a monk might certainly be interested in this class as well. Combining monk and pale master into a single template requires an arcane class in the middle, but it serves the character well only put into play.

## EPIC RULES

The pale master's bond with the undead continues to grow as she becomes the epic pale master.

- **Hit Die:** d6
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic pale master gains a bonus feat every three levels.
- **Boneskin:** Improves by +2 for every four levels past level 8.
- **Undead Graft:** Can use this supernatural attack an additional time per day for every 3 levels gained.
- **Deathless Vigor:** Every five levels, an additional +5 permanent hit points are gained.
- **Epic Pale Master Bonus Feats:** Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting

## PATH OF THE WIGHT

Human Monk/Bard/Pale Master (20/8/12)

Strength	14 (+4)
Intelligence	10
Wisdom	13
Dexterity	14 (+2)
Constitution	14 (+2)
Charisma	13
Primary Attribute	Mind
Weapon Choices	Fists
Armor Preference	None
Primary Skills	Tumble, Perform, Discipline
Feats	Toughness, Dodge, Mobility, Circle Kick, Spring Attack, Weapon Focus, Improved Critical, Blind Fight
Epic Feats	Armor Skin, Epic Toughness, Great Constitution (*4)

The ruined monastery had stood at the top of the mountain for years. Nobody from the nearby towns thought that anyone or anything still lived up there, and there were rumors of strange lights and sounds coming from the mountain during the darkest hours of the evening. This kept even the most curious travelers away.

Inside the broken building, the last members of an ancient sect trained. Shunned for their study of the dead, these monks learned fighting techniques that went far beyond the manifestation of life energy. They drew from both sides of existence.

Steeped in a culture of learning and order, the monks would often be cast out once they reached a certain epiphany. Considered ready for the outside world and no longer dangerous to stay around the youngest students at that point, the monks would take on the garb of a traveling scholar and seek the wisdom of the world first hand.

To execute this template properly, your character must switch from a lawful, non-good alignment to a neutral one when the time comes for bard levels. Those unwilling to do this can use ranger levels (for increased hit points and nature spells) or sorcerer (though the limited charisma of this template barely suffices).

Though a complex union, the wight is able to avoid damage from many spells, special attacks, and mundane assaults. Only somewhat hampered by lowered hit points, this character disrupts the flow of combat by distracting and disabling individual targets in melee.

After twenty levels as a monk, this build has an ideal base from which to expand. With full combat capabilities intact, the bard series will add combat buffs that are entirely worthwhile. Finishing as a pale master will further raise the build's armor class, hit points, and special attacks.

The wight can be paired with many things and still be effective. Rogues get their sneak attacks while the wight acts as a pseudo tank, mages are able to cast, fellow melee classes can engage with impunity, and so forth.

## RED DRAGON DISCIPLE



- Hit Die: d6. Special (see below)
- Proficiencies: No additional proficiencies are gained
- Skill Points: 2 + Int Modifier
- Required Class: Sorcerer or Bard
- Required Skills: 8 Ranks in Lore



It is rumored that the magical powers of sorcerers and bards are somehow connected to the presence of dragon blood in their family tree. Red Dragon Disciples are sorcerers, and sometimes bards, who use their magical power as a catalyst to ignite their red dragon blood, realizing its fullest potential. They prefer a life of exploration to a cloistered existence. Already adept at magic, many pursue adventure, especially if it furthers their knowledge of their draconic heritage. They often feel drawn to areas known to harbor dragons.

### SPECIAL ABILITIES

- Draconic Armor (Level 1): +1 to natural armor class. At levels 5, 8 and 10 this increases by an additional +1.
- Draconic Ability Scores (Level 2): Gains +2 to strength. Another +2 to Strength is gained at level 4, Constitution increases by +2 at level 7, and Intelligence increases by +2 at level 9. At level 10 Strength is increased by a further +4 and Charisma by +2.
- Breath Weapon I (Level 3): Can use the breath weapon of a red dragon, doing 2d10 points of damage. At level 7 the damage increases to 4d10, and finally 6d10 at level 10.
- Hit Dice d8 (Level 4): Now gains d8 hit points per level.
- Hit Dice d10 (Level 6): Hit-points gained are d10 per level.
- Wings (Level 9): The dragon disciple gains wings.
- Half-Dragon (Level 10): Becomes a half-dragon. Gains dark-vision and immunity to sleep, paralysis and fire.

### BECOMING A RED DRAGON DISCIPLE

Only sorcerers or bards can become dragon disciples. Because of the brutal melee capabilities of more advanced disciples, it's very easy to lean toward bard (with more combat buff potential and a better base attack bonus).

However, sorcerers who want to have a presence in melee and magical combat can take certain feats to blend these duties. With combat casting and its epic variant, it is much easier to take levels as a red dragon disciple and use both sets of abilities to their fullest.

## EPIC RULES

Embracing his draconic heritage is but one stop on the disciple's life journey. His quest to understand, command, and harness his draconic energies has taken him into the realm of the epic.

- Hit Die: d12
- Skill Points at Each Additional Level: 2 + Int Modifier
- Your breath weapon damage potential increases by 1d10 for every 3 levels after 10th.
- The save DC against your breath weapon increases by +1 every 4 levels after 10th.
- Bonus Feats: The epic dragon disciple gains a bonus feat every four levels.
- Epic Dragon Disciple Bonus Feats: Armor Skin, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Damage Reduction, Epic Reputation, Epic Spell Focus, Epic Prowess, Epic Spell Penetration, Epic Toughness, Improved Combat Casting

## DRAGON KNIGHT

Human Sorcerer/Dragon Disciple/Champion of Torm (20/10/10)

Strength	14 (+4)
Intelligence	10
Wisdom	8
Dexterity	12
Constitution	11 (+2)
Charisma	16 (+4)
Primary Attribute	Charisma
Weapon Choices	One-Handed Weapon (Shield Later)
Armor Preference	None (Heavy Later)
Primary Skills	Lore, Spellcraft, Concentration, Discipline
Feats	Toughness, Weapon Focus, Still Spell, Combat Casting, Empower Spell, Spell Focus, Improved Critical, Greater Spell Focus, Spell Penetration, Greater Spell Penetration
Epic Feats	Automatic Still Spell (*3), Improved Combat Casting, Epic Spell Focus, Epic Spell Penetration

Averos Xant was nearly 50 years old when he discovered the *Libra Dracos Sancti*, a tome of unbelievable age and importance. Engrossed, he devoted the next decade of his life to understanding the wisdom within. Something about the dragonborn knights of old had caught the pulse of the old man, and he felt a stirring in his blood that sang of youth and power.

Donning spear, helm, and steel armor, the sorcerer went like a young man of war to the field, destroying those who stood in his path unyielding. Mastering his arcane powers even under such cumbersome circumstances, he hungered for something further. Part of him knew that this was only his beginning.

Another decade passed, and Averos held the appearance of a younger man than he had seemed in ages. Tall, stronger, and driven, he dominated every battlefield, inspiring courage in his allies and terror in those who dared to cross him. Something about the ancient sorcerer was taking hold, and he had no desire in the world to stop it.

Without epic levels, it is hard to get sorcerers and wizards into melee combat (and out alive). With the flexibility of these expanded levels, however, there are many successful templates that use both arcane magic and melee feats. This build is able to access full, ninth-level casting with many spells per day, have at least three attacks when done properly, and has adequate hit points.

To avoid the low base attack bonus of the sorcerer in the early levels (which would cost the template two attacks per round), train as a red dragon disciple as early as possible. With Lore being fully perked, this would mean five levels as a sorcerer followed by ten as a disciple. From there, the champion of Torm can be taken to further increase the character's base attack while grabbing a few spare feats.

If having even more melee power is desired, the build can be changed to incorporate paladin levels instead of champion of Torm ones. Start as a paladin and save points to put into Lore during a single level as a sorcerer, at level five. With eight points, this will qualify the character to become a disciple. Continue taking paladin after the ten levels as a disciple are done, and you will reach level 20 with all four melee attacks. It will take a very long time to reach all the way to ninth-level spells in this form of the template, but the increased hit points and attack power will compensate for that.

The dragon knight is a damaging build that almost requires a healer to come along for the ride. Having a full cleric is very good for this template, though a bard or two will suffice (Deekin does his best when you don't have other human players from which to select).

## SHIFTER

- Hit Die: d8
- Proficiencies: No additional proficiencies are gained.
- Skill Points: 4 + Int Modifier
- Required Feats: Alertness
- Required Spellcasting: level 3 or higher
- Alternate Form: Must have a natural, alternate form (like Druid wildshape).



Shifters have no form they call their own. Instead, they clothe themselves in whatever shape is most expedient at the time. While others base their identities largely on their external forms, the shifter actually comes closer to its true self through all of its transformations. Of necessity, their sense of self is based not on their outward form, but on their soul, which is truly the only constant about them. It is the inner strength of that soul that enables them to take on any shape and remain themselves within.

## SPECIAL ABILITIES

- Greater Wildshape I (Level 1): Change into a red, green, black, white, or blue wyrmling.
- Greater Wildshape II (Level 3): Change into a minotaur, a harpy, or a gargoyle.
- Greater Wildshape III (Level 5): Change into a manticores, a basilisk, or a drider.
- Humanoid Shape (Level 7): Change into a variety of humanoid forms.
- Greater Wildshape IV (Level 10): Change into a medusa, a huge dire tiger, or a mind flayer.

Several of these forms grant the shifter the ability to use the form's innate powers. For example, a shifter changing into a white wyrmling can breathe a cone of cold as often as it wants. These powers are located on the "spell" radial menu. Some of these powers can be used an infinite number of times per day, others are restricted.

### BECOMING A SHIFTER

Only druids can become shifters in *Neverwinter Nights*.

## EPIC RULES

The epic shifter is a true master of shapeshifting and is able to become virtually any creature imaginable by choosing epic bonus feats.

- Hit Die: d8
- Skill Points at Each Additional Level: 4 + Int Modifier
- Bonus Feats: The epic shifter gains a bonus feat every three levels.
- Epic Shifter Bonus Feats: Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Construct Form, Dragon Form, Energy Resistance, Epic Spell Focus, Epic Spell Penetration, Improved Combat Casting, Great Wisdom, Outsider Shape, Undead Shape

## MASTER OF BALANCE

Human Druid/Monk/Shifter (5/6/29)

Strength	14
Intelligence	14
Wisdom	16
Dexterity	10
Constitution	11
Charisma	8
Primary Attribute	Wisdom
Weapon Choices	Nature
Armor Proficiency	None
Primary Skills	Tumble, Discipline
Feats	Power Attack, Cleave, Great Cleave, Weapon Focus, Alertness, Improved Critical, Expertise, Toughness
Epic Feats	Great Wisdom (16), Epic Weapon Focus, Armor Skin, Undead Shape, Outsider Shape, Construct Shape, Dragon Shape

Cho J'yn was in a place of splendor. Awash in a silent meditation, she could sense only a quiet trace of herself and the world around. Distanced from it all, she pondered little. Each moment began to merge until even time was of no substance. Bliss.

Ogres fled like children in every direction, screaming in terror. A chromatic dragon was ripping their makeshift village to pieces, and dozens of them were already dead. None of the large humanoids even bothered to stop and fight anymore; the first few to try this had been clawed, and ripped, and torn until they were nothing more than shreds. It was as bad, or worse, than anything the ogres had planned to do to the human hamlet in the valley beyond.

When the battle was over, Cho came back from her place of rest, comforted, silent, and whole again, she surveyed the scene of carnage and gave a silent prayer for the ogres who had fallen. Gathering her possessions and clothing from a copse of woods nearby, she returned to the hamlet to let the people know they were safe.

It takes a very wise character to become an ideal shifter. The best forms for this template to take require an immense investment of feats into Great Wisdom. The monk levels are taken to allow a huge armor class bonus through this additional wisdom, and because the monk's style of combat is not unlike that of the shifter itself.

There is no linear progression for the shifter because some of the higher forms remain valuable even when somewhat more difficult shapes are mastered. For example, the construct form is very tough, and will keep the shifter safe from certain attacks of a mundane variety. Against rogues and other sneak attackers, undead forms are better. To fight creatures with a high bonus to hit, the dragon is essential.

Because this is a druid build that cannot heal in any impressive way, it is sensible to have allies that can take care of themselves. Either look for barbaric types with enough hit points and power to hold their own, or seek a healer who will be able to support the party in ways that the shifter cannot.

## SHADOWDANCER



- Hit Dice: d8
- Proficiencies: Simple Weapons and Light Armor
- Skill Points: 6 + Int modifier
- Required Feats: Dodge, Mobility
- Required Skills: Move Silently (8 ranks), Hide (10 ranks), Tumble (5 ranks)



At first glance, the shadowdancer doesn't add a whole lot to a stealthy class: more hiding, some extra concealment, and a summoned shadow. In practice, however, this limited selection has a huge effect on the primary class that merges with the shadowdancer.

Hide in Plain Sight is one of the best abilities in the game. Anyone with a decent hide skill can use this to restore his stealth mode protections even when there are enemies just a few feet away. Rogues can make a Sneak Attack, step back, and Hide without taking more than a few moments. Mages can take Silent Spell and cast just ten feet from battle without being engaged. This ability is stunningly powerful.

Shadow Evade is also a critical ability, especially in areas where there are a lot of archers. Having any extra cover will help mages to deal with missile troops (the great bane of casters everywhere). Because this power can be used three times per day, it needn't be applied sparingly on the battlefield.

### SPECIAL ABILITIES

- **Hide in Plain Sight:** The shadowdancer is able to use the Hide skill even while being observed.
- **Shadow Daze:** Once per day, the shadowdancer may inflict an illusory daze upon a target. This daze lasts for five rounds.
- **Summon Shadow:** Once per day, the shadowdancer can summon a shadow. This shadow is extremely difficult to turn and becomes more powerful as the shadow dancer gains levels.
- **Shadow Evade:** Three times per day, the shadowdancer can call upon the shadows in the area to help conceal her. The shadow dancer gains a concealment bonus, damage reduction and an AC bonus that improves with experience.

### BECOMING A SHADOWDANCER

Any class that can use the advantage of surprise and concealment will find shadow dancers to be unsurpassed in utility.

Hide in Plain Sight will enthrall all casters, rogues, and mobile warriors. The limiting factor is whether the players prefer a head-on style of fighting (not a shadow dancer's strong point) or if they fall in love with hit-and-run tactics, where shadow dancers are at their best.

### EPIC RULES

The epic shadowdancer is almost indistinguishable from the darkness that cloaks her.

- **Hit Die:** d8
- **Skill Points at Each Additional Level:** 6 + Int Modifier
- **Bonus Feats:** The epic shadowdancer gains a bonus feat every three levels.
- **Summon Shadow:** the summoned creature will gain an additional +2 Hit Dice for every three levels after 9th that the shadowdancer earns.
- **Shadow Evade:** Gains an additional +2 to its damage reduction amount, and an additional +1 to its ability to resist magical weapons for every five levels (e.g., a 15th level shadowdancer has 12/+4 damage reduction).
- **Epic shadowdancer Bonus Feats:** Epic Blinding Speed, Epic Skill Focus, Epic Dodge, Epic Reflexes, Epic Shadow Lord, Improved Whirlwind Attack, Self-Concealment, Superior Initiative

## WEAPON MASTER

EXCLUSIVE  
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- **Hit Die:** d10
- **Proficiencies:** No additional proficiencies gained
- **Skill Points:** 2 + Int Modifier
- **Required Base Attack Bonus:** +5
- **Required Feats:** Weapon Focus in a melee weapon, Dodge, Mobility, Expertise, Spring Attack, and Whirlwind
- **Required Skills:** Intimidate 4 ranks

For a weapon master, perfection is found in the mastery of a single melee weapon. A weapon master seeks to unite this weapon of choice with the body, to make them one, and to use the weapon as naturally and without thought as any other limb.

### SPECIAL ABILITIES

- **Weapon of Choice (Level 1):** The weapon master forms a powerful bond with one type of weapon. Whenever wielding this weapon type, he will get many additional benefits, which improve as he gains experiences.
- **Ki Damage (Level 1):** Once per day maximum damage can be dealt.
- **Increased Multiplier (Level 5):** The weapon of choice gains an additional 1x to its critical damage multiplier. (e.g., 2x becomes 3x, etc.)
- **Superior Weapon Focus (Level 5):** An additional +1 is granted to all attack rolls made while wielding the weapon of choice.
- **Ki Critical (Level 7):** Add +2 to weapon of choice threat range.

### BECOMING A WEAPON MASTER

A fighter makes a very strong candidate for becoming a weapon master. The weapon master requires access to several feats, so make certain that your character has at least a dexterity of 13 and an intelligence of 13.

For other classes, weapon master abilities are still very useful, but the sheer number of feats involved means that it will take many levels to complete the requirements!

### EPIC RULES

The weapon master's bond with his weapon of choice becomes stronger and devastatingly effective as he becomes the epic weapon master.

- **Hit Die:** d10
- **Skill Points at Each Additional Level:** 2 + Int Modifier
- **Bonus Feats:** The epic weapon master gains a bonus feat every three levels.

- **Superior Weapon Focus:** For every five levels gained, an additional +1 to attack is granted to the Weapon of Choice.
- **Epic Weapon Master Bonus Feats:** Armor Skin, Damage Reduction, Devastating Critical, Epic Toughness, Epic Prowess, Epic Weapon Focus, Improved Whirlwind Attack, Overwhelming Critical, Superior Initiative

## RAVAGER

Half-Orc Fighter/Barbarian/Weapon Master (6/6/28)

Strength	16 (+10)
Intelligence	14
Wisdom	12
Dexterity	14
Constitution	14
Charisma	6
Primary Attribute	Strength
Weapon Choices	Scythe
Armor Preference	Heavy
Primary Skills	Discipline, Taunt
Feats	Weapon Focus, Dodge, Mobility, Spring Attack, Weapon Specialization, Expertise, Whirlwind Attack, Improved Critical, Power Attack, Cleave, Great Cleave, Improved Initiative
Epic Feats	Overwhelming Critical, Great Strength, Devastating Critical, Epic Weapon Specialization, Epic Weapon Focus, Epic Prowess, Armor Skin, Epic Toughness, Superior Initiative, Great Strength (*2)

Ravagers come from a strong melee template with very frequent critical hits, heavy damage, and massive bonuses. With a completely maxed base attack, this template has the capability to hit just about anything out there. Seeking a keen scythe is always a wise chore to complement the weapon master advantages, but any sufficiently magical scythe will work wonders against normal targets. This character should also try to collect magical equipment that protects the user from various effects (freedom of movement, mind protection, etc.). Doing this can partially offset the character's pathetic resistance to various magical attacks.

Character progression isn't difficult, and players can move from fighter to barbarian to weapon master without taking much time (only save two of the fighter levels for the epic stage for quickly grabbing epic weapon specialization). Because the weapon master feats offer such fleetness on the field, this melee fighter will feel similar to a rogue, even without any of the sneak attacks. Get into combat and tie up as many people as possible while allies try to finish everything off.

Ideal party members include arcane damage casters (to help against critical immune enemies and massive rushes) and healers. Having other warriors around won't be as big an advantage because this character already does so well in that arena. Having less flexibility than many of the epic builds, it is highly recommended that the ravager not leave home without casters for buffs, healing, and arcane damage.

Mathias was born in Blumberg, in the distant parts of the northlands. Raised by a mother who managed to care for him and love him as a true son, he flourished. Trained in the formal arts of battle by the city guards of nearby Hilltop, Mathias impressed everyone with his strength and tenacity. Though quiet and awkward with people, he understood the need for defenders in such hard lands.

The warrior was in Hilltop, helping to repel a series of kobold attacks, when gnolls destroyed his hometown; the half-orc was devastated. He spent time wandering in the wilderness, looking for vengeance against any monster that crossed his path. Using only his farming scythe, the half-mad warrior found solace in the sound of his sweeping blade. When his rage settled again, he questioned where he could go. He couldn't return to his home, not when his mother was gone.

Having few skills to teach and little urge to learn a new trade, Mathias decided that he would refine the art of true combat. If he could become the best in the world with his weapon, then nobody could turn him away. He hoped that his mother was still watching him as he trained for the trials ahead. Mathias vowed to become a weapon master beyond all others, and he never went back on that promise.

# Skills



Skills fill out the peripheral qualities of a character. They identify the things that a person has trained in during his or her career. Some of these revolve around battle, such as discipline and taunt. Other skills involve various forms of sneaking, trapping, lore skills and tricks for dealing with non-player characters during adventures. Class skills rise at full speed, where one point spent during a level will raise the skill by an equivalent point. Cross-class skills are half as effective to choose, and spending one point on them only increases their value by half of a point.

LEGEND	
*	Class Skill
C	Cross Class Skill
X	Forbidden

## SKILL TABLES

Skill	Bln	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Arcane Archer	Assassin	Shadowdancer	Blackguard	Harper Scout	Champion of Form	Weapon Master	Awakened Defender	Shifter	Pale Master	Dragon Disciple	
Animal Emp	X	X	X		X	X	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Concentration	C	*	*	*	*	*	*	*	C	*	*	C	C	C	*	C	C	C	C	*	*	*	*
Disable Trap		C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Discipline	*	*	C	C	*	C	*	*	C	C	C	C	C	C	*	*	*	*	*	C	C	*	*
Hide																							
Hide	C	*	C	C	C	*	C	*	*	C	C	*	*	*	C	*	C	C	C	*	*	C	
Listen	*	*																					
Lore	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*
Move Silently		*	C	C	C	*	C	*	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Open Lock	C	C	C	C	C	C	C	C	*	C	C	C	*	C	C	C	C	C	C	C	C	C	C
Parry		*	*	*	*	*	*	*	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Perform	X	*	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
Persuade	C	*							C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Pick Pocket	C	*	C	C	C	C	C	C	*	C	C	C	*	*	C	*	C	C	C	C	C	C	C
Sneak																							
Set Trap	C	C	C	C	C	C	C	*	*	C	C	C	*	C	C	C	C	C	C	C	C	C	C
Spellcraft		*	*	*	*	*	*	*	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Spot	C	C	C	C	C	C	C	*	*	C	C	*	*	*	C	C	*	*	*	*	*	C	*
Taunt, Diplomacy	*	*	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Use Magic Device	X	*	X	X	X	X	X	X	*	X	X	X	*	X	X	X	X	X	X	X	X	X	X

## NEW SKILLS FROM SHADOWS OF UNDRENTIDE

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Arcane Archer	Assassin	Shadowdancer	Blackguard	Harper Scout	Champion of Form	Weapon Master	Dwarven Defender	Shifter	Pale Master	Dragon Disciple	
Appraise	C	*	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Tumble	C	*	C	C	C	*	C	C	*	C	C	C	*	*	C	*	C	C	C	C	C	C	C
Craft Trap			*	*	*	*	*	*	*	*	*	*	*	C	*	*	*	*	*	*	*	*	*

## NEW SKILLS FROM HORDES OF THE UNDERDARK

Skill	Bbn	Brd	Clr	Drd	Ftr	Mnk	Pal	Rgr	Rog	Sor	Wiz	Arcane Archer	Assassin	Shadowdancer	Blackguard	Harper Scout	Champion of Form	Weapon Master	Dwarven Defender	Shifter	Pale Master	Dragon Disciple	
Bluff	C		C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
Intimidate	*	C	C	C	C	C	C	C	*	C	C	C	*	C	*	C	C	*	C	C	C	C	C
Craft Weapon																							
Craft Armor	*	*	*	*	*	*	*	*	*	*	*	*	*	C	*	*	*	C	*	*	*	*	*

## ANIMAL EMPATHY

Ability: Charisma

Classes: Druid and Ranger

Untrained: No

Check: Animals and dire animals have a DC of 20 + the creature's hit die. For beasts and magical beasts, the DC is 24 + the creature's hit die. If the check succeeds, the creature is charmed. Or, if the check exceeds the DC by six or greater, the creature is dominated.

Special: If the character fails its check by five or more, the creature will go hostile.

Use: Select this skill and then select the target creature.

A successful check allows a character to charm or dominate certain creatures. This ability is somewhat limited in scope, depending on where the character is being played. Some modules use this ability far more than others, so its importance depends heavily on where your character will be used.

## APPRAISE

Ability: Intelligence

Classes: All

Untrained: No

Check: None

Special: The higher the skill, the better the deal when purchasing or selling items.

Use: Automatic in stores

The higher the character's skill, the better the price received when selling or purchasing goods. A bit of extra money is especially keen for characters with a constant need for additional items (rogues, archers, and mages are all good examples of this).

## BLUFF



Ability: Charisma

Classes: All

Untrained: Yes

Check: The more difficult the con, the more difficult the check

Use: Selected in dialog

The character can make the outrageous or the untrue seem plausible. The skill encompasses acting, conning, fast talking, misdirection, and misleading body language. Many rogues and other fast-talkers need this skill to get into (and out of) various trouble.

## CONCENTRATION

Ability: Constitution

Classes: All

Untrained: Yes

Check: The DC is equal to 10 + the damage received + the level of the spell that you're trying to cast. The caster receives a -4 penalty to the check if casting within three meters of an enemy.

Use: Automatic

Concentration checks are made whenever a character is distracted during the act of casting a spell. It is also used to avoid the effects of the Taunt skill. This is a fairly important skill for almost every caster, unless a mage is going to be doing primarily out-of-battle casting for his entire career. Even with good henchmen or a full party, nasty things can and do happen, and being able to get a spell off despite an ogre's "loving" caress can make all the difference.

## CRAFT ARMOR

Ability: Intelligence

Classes: All

Untrained: Yes

Check: Based on the difficulty to craft this particular item (see in-game crafting menu).

Use: Use crafting component

The character knows how to create all types of armor from different materials. See the Crafting section of the manual for more detail.

The basic difficulty check for armor crafting is: 10 + Armor Class of desired armor. A player must have both the component pieces to make a crafting attempt and enough gold to pay for 50% of the item's cost (during a successful check).

## CRAFT TRAP

Ability: Intelligence

Classes: All

Untrained: Yes

Check: The type of trap being created determines the DC.

Use: Selected

The character using this skill can combine raw components to form various trap kits. Higher quality traps have the bonus of increasing the difficulty checks for their effects.

## COMPONENT REQUIREMENTS FOR TRAPS

Minor	Requires one component
Average	Requires three components
Strong	Requires five components
Deadly	Requires seven components

## TRAP TYPES AND DIFFICULTY CHECKS

Trap	Component	Minor	Average	Strong	Deadly
Acid Splash	Acid Flask	15	25	30	35
Electrical	Quartz	20	25	30	35
Fire	Alchemist's Fire	20	25	30	35
Frost	Coldstone	15	20	25	30
Gas	Explosive Powder	20	25	30	35
Holy	Holy Water	15	20	25	30
Non-lethal	Golden Apple	15	20	25	30
Sonic	Thunderstone	15	20	25	30
Spikes	Chisel	15	20	25	30
Tangle	Tanglefoot Bag	15	20	25	30

## CRAFT WEAPON

Ability: Intelligence

Classes: All

Untrained: Yes

Check: Based on the difficulty to craft this particular item (see in-game crafting menu).

Use: Use crafting component

The character knows how to create all types of weapons from different materials. The basic difficulty check for weapon crafting is based on the class of weapon being made. A player must have both the component pieces to make a crafting attempt and enough gold to pay for 50% of the item's cost (during a successful check).

## WEAPON CRAFTING DIFFICULTY

Weapon Class	Difficulty Check
Simple Weapons	11-13
Martial Weapons	13-15
Exotic Weapons	17-19

## DISABLE TRAP

Ability: Intelligence

Classes: All

Untrained: No

Check: There are four progressively difficult actions that a character may perform on a trap. The base DC is determined by the difficulty rating of the trap and the difficulty of the action. Disable trap can be used to: examine the trap to determine the difficulty in disarming it (base DC -7); flag the trap so that other party members know to avoid the trap (base DC -5); recover the trap (base DC +10); or disarm it (base DC).

Special: Only rogues may disarm traps with a DC of 25 or greater. With 5 or more ranks in Set Traps, a character gains a +2 synergy bonus on Disable Trap checks. Disable Trap and Set Trap can be considered subsets of the D&D Disable Device skill.

Use: Assess, Flag, Disarm, and Recover are radial menu options off of a detected trap.

This skill allows the character to perform a variety of actions on a trap. Recovery of traps can be a fine way to pick up a bit of money the next time the character returns to town; some of the higher-level traps sell for a fair bit of coin.

## DISCIPLINE

Ability: Strength

Classes: All

Untrained: Yes

Check: The DC is equal to the attacker's attack roll.

Use: Automatic

A successful check allows the character to resist the effects of any combat feat (Disarm, Called Shot, or Knockdown). Note that discipline is a *Neverwinter Nights* skill. It is not a part of the *Dungeons & Dragons* game experience but is a necessary part of the Aurora Engine technology.

Serious melee warriors need to take this skill. There is so little choice in the matter that it is almost amusing. People without discipline face an uphill battle in the later levels when enemies have tons of feats to knock people around. Take discipline up as high as it will go, and even consider throwing a skill focus into this (especially if you are a fighter).

## HEAL

Ability: Wisdom

Classes: All

Untrained: Yes

Check: Must beat the poison or disease DC. If successful, the target is cured, and is healed with a number of hit points equal to the skill roll, plus all modifiers. If the target suffers from no poisons or diseases, it is still healed of damage.

Use: Use Healing Kit on wounded creature.

With this skill, a character can heal hit points and cure poisons and diseases with a Healing Kit. In *Neverwinter Nights* and its expansions this is a secondary skill that doesn't get as much use (there are many potions, scrolls, healers, and other ways to get around damage and status ailments).

However, this skill is important for certain modules and persistent worlds that are more brutal in the way that they handle rest and healing. People who desire a full character with a balance of skills and attributes will enjoy or even require this skill.

## HIDE

Ability: Dexterity

Classes: All

Untrained: Yes

Check: When hidden, a roll is made against an opposing creature's Spot check, applying any penalties your character might receive from wearing armor. Success means that the opposing creature remains unaware as he passes or your character approaches. Characters may not attempt a Hide check if they are within the line of sight of any intelligent non-party member.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor or using a torch inhibits this ability, but low light can provide a bonus. A character is harder to spot if standing still, and/or if small.

Use: Stealth Mode

This skill allows a character to hide from enemies. Taking this skill without move silently isn't effective, because any motion will give enemies a chance to detect the character based on that skill instead. It is critical for a sincere stealth character to master both of these!

## INTIMIDATE

Ability: Charisma

Classes: All

Untrained: Yes

Check: The more difficult the intimidation, the more difficult the check.

Use: Selected in dialog

Characters use intimidation to force NPCs to reveal more about various activities or to back down over physical confrontations. Where rogues and other smooth talkers rely on the silk glove, those with intimidate lean on the iron fist to get what they want.

## LISTEN

Ability: Wisdom

Classes: All

Untrained: Yes

Check: Listen detects hidden creatures by opposing their Move Silently check. A successful check renders the hidden creature visible and able to be targeted by the listener.

Special: Standing still provides a +5 bonus to a Listen check. A character with the Alertness feat gains a +2 synergy bonus on Listen checks. Rangers gain a bonus when listening against a favored enemy. Elves, gnomes, and halflings gain a +2 racial bonus to Listen checks. Half-elves receive a +1 racial bonus.

Use: Detect Mode

Listen alerts a character to hidden creatures that may be nearby. In *Hordes of the Underdark*, there are many creatures that use stealth or such magical effects as invisibility. This makes it very useful to have a character that won't be defenseless against such tricks.

## LORE, KNOWLEDGE

Ability: Intelligence

Classes: All

Untrained: Yes

Check: A roll against an unidentified item's value to determine magical properties that the item may possess.

Special: Bards are able to identify items easier than other classes.

Use: Automatic every time the player inspects an item

Lore allows a character to identify unknown magic items. Various spells and items can also give a character a bonus to their lore skill. Lore is a subset of the D&D Knowledge skill. The following table provides a base for the difficulty in identifying items with the lore skill.

## IDENTIFYING ITEMS WITH THE LORE SKILL

Lore Skill Modifier	Item Value	Lore Skill Modifier	Item Value
1	10	17	20,000
2	50	18	30,000
3	100	19	40,000
4	150	20	50,000
5	200	21	60,000
6	300	22	80,000
7	400	23	100,000
8	500	24	150,000
9	1,000	25	200,000
10	2,500	26	250,000
11	3,000	27	300,000
12	4,800	28	350,000
13	6,500	29	400,000
14	9,500	30	500,000
15	13,000	31 and beyond	Add an extra 100,000 gp value per point after 30
16	17,000		

## MOVE SILENTLY

Ability: Dexterity

Classes: All

Untrained: Yes

Check: The DC is the opposing creature's Listen check. If you are successful, the opposing creature remains unaware as your character moves.

Special: Hide and Move Silently are combined into a single modal Stealth action. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.

Use: Stealth Mode

A character may sneak quietly past an enemy. Taking this skill and hide up to a high level will provide many opportunities to avoid fights or to choose the time and place for initiating battles.

## OPEN LOCK

Ability: Dexterity

Classes: All

Untrained: No

Check: The DC is determined by the lock's difficulty rating. A successful check will open the lock.

Special: Thieves' Tools, if used, provide various bonuses to a character's Open Lock attempt, but are destroyed in the attempt whether successful or not.

Use: Select the skill and then target a locked object.

Using this skill allows the character to gain entrance to locked rooms, or to open locked containers. Though containers often can be dealt with by heavy fighters and mages, a quiet party needs to be a bit subtler when looking around for goodies. Open Locks provides such an opportunity.

## PARRY

Ability: Dexterity

Classes: All

Untrained: Yes

Check: The DC is the modified attack roll of the incoming blow. A successful parry means that the attack does not damage the parrying character. A character may only parry a number of attacks equal to the number of attacks available to the character.

Special: If the parry is successful and the difference between the roll and the DC is ten points or greater, a counterattack occurs, which is a bonus attack made by the character parrying against the parried opponent.

Use: Select the Parry mode. The character will remain in parry mode until the mode is exited.

Parry blocks incoming attacks and occasionally allows for impressive counterattacks. The skill is a more in-depth selection of fighting defensively. It allows the player/character the opportunity to opt for total defense during melee combat. Parry is a *Neverwinter Nights* skill. It is not a part of the *Dungeons & Dragons* game experience but is a necessary part of the Aurora Engine technology.

Though the parry skill offers a tantalizing option for defensive fighting, it is a dream that is somewhat unrealized. The complexity of this system prevents many warriors from reaching their desired goal of being able to stop anything from getting past them and engaging foes in a duel of skill rather than brute force. Instead of spending a great deal of points investing in parry, defensive fighters should look into the feats of expertise in its place.

Those who wish to give parry a try despite the dips in the road should devote themselves entirely over to this skill; a mixed approach will yield nothing short of a character that has lost potential and gained nothing in return. A true parry fighter should focus on dexterity and grab finesse weapons only. Have the character take improved parry (a feat that requires a 13+ intelligence) and skill focus (parry). Combine this with a full set of skill points over the levels, and the character will gain a final skill level that is well into the 30s. For a one-on-one fight, this creates a nasty situation for most attackers! Parry is still somewhat limited against massive groups of attackers, because of the maximum parry limit each round, but this format is as good as it gets.

## PERFORM

Ability: Charisma

Classes: Bard

Untrained: Yes

Check: None. The higher the rank in this skill, the better the bardsong.

Use: Select the skill and it will affect a 30-foot radius of allies around the singer.

A Bard using Perform can perform the bardsong, which improves his allies' ability to fight in combat and withstand mind-affecting enemies. Perform is essential for any Bard who wants to have access to his bardsong.

At the highest levels, bards still gain some boost to their songs from increasing their perform skill, but the effects of this are diminishing. After gaining the final major bonuses, many bards should find other ways to spend their hard-earned skill points.

## PERSUADE, DIPLOMACY

Ability: Charisma

Classes: All

Untrained: Yes

Check: The DC is determined by the NPC being spoken to.

Special: The diplomacy skill was broken into two skills, Persuade and Taunt for *Neverwinter Nights* and *Shadows of Undrentide*.

Use: Used in conversation

In conversation, a character has the option to persuade others to reveal additional information about plots or to give bonus treasure. This skill is one of the most rewarding in the game; certain sections of the game and several quests behave very differently when a high persuasion character is thrown forward.

## PICK POCKET

Ability: Dexterity

Classes: All

Untrained: No

Check: There are two steps to picking pockets. First, the item must be acquired, and then the targeted creature must not notice the theft. To steal the item, the base DC from a neutral or tolerant creature is 20, and a hostile creature is 30. This roll is affected by armor check penalties. The targeted creature makes an opposed Spot check versus the Pick Pocket check of your character. Hostile creatures get a +10 bonus to their Spot checks against Pick Pocket. If the opposed roll succeeds, they have detected your character's attempt to steal. An NPC who detects the attempt will turn hostile, whereas PCs will be informed that you have attempted to pickpocket them. If, however, both checks succeed for your character, then he or she successfully manages to steal the item without being detected.

Use: Select skill, then select valid target.

Pick Pocket allows a character to remove items from another's backpack. During normal play, this skill doesn't get too much use. Townsfolk and some NPCs around the world have items that are interesting, but it isn't worth the substantial investment of skill points that it takes to safely procure these goodies.

On the other hand, people who play on persistent world servers or just spend time with a lot of human players will find that pick pocketing is a dangerous and still lucrative skill! There is money and power to be made by stealing from the rich and famous of the realm, and making a few enemies here and there might well be worth the issues of bounty hunters and whatever else.

Some people may take theft somewhat poorly, even in an out-of-character fashion. In these cases, it is best to remind everyone involved that a thief is...well, a thief. If some players can't handle that aspect of roleplaying, it is better to give them back their equipment just to avoid being plagued by people who aren't inter-

ested in that level of character interaction. Either way, it's only a game, and having a good time as any character is more important than arguing over who killed whom.

## SEARCH

Ability: Intelligence

Classes: All

Untrained: Yes

Check: Detecting a trap requires a roll against a DC comprised of the setter's Set Trap skill, plus the strength of the trap. Only rogues may detect traps with a DC greater than 25.

Special: The search range is 5 ft. if passively searching, 10 ft. if actively searching. Elves and dwarves have a +2 racial bonus to their Search checks. Half-elves have a +1 racial bonus.

Search is used to spot traps. Running around and setting off such foul mechanisms can be the death of even a sturdy barbarian. Having a rogue around who can accurately find and disable traps is a blessing.

## SET TRAP

Ability: Dexterity

Classes: All

Untrained: No

Check: A roll is made for success when a trap kit is used from inventory. The DC of the task is determined by the power of the trap.

Special: 5 or more ranks in Disable Traps grants a +2 synergy bonus on Set Trap checks. Any party members will be able to see traps that your character has set. Disable Trap and Set Trap can be considered subsets of the D&D Disable Device skill.

Spectacular Failure: If you fail by 10 or more, it triggers the trap in the attempt to set it. This can only occur if you are in combat when trying to set the trap.

Use: Use a trap kit from your inventory. An icon visible to you and your party will appear on the ground to represent the trap.

A character may place trap kits. What better way to say, "I love you" than with the gift of rotating knives and caustic acid?

## SPELLCRAFT

Ability: Intelligence

Classes: All

Untrained: No

Check: A successful check means that your character has identified a spell being cast by an opponent. The DC of this check is equal to 15 plus the level of the spell. The character also gains a +1 bonus for every 5 ranks in this skill to all saving throws against spells.

Special: A specialist wizard gets a +2 bonus when dealing with a spell from his specialized school. As well, a successful Spellcraft check is required before your character can attempt to counter-spell. The specialist wizard suffers a -5 penalty when dealing with a spell or effect from a prohibited school.

**Use:** Spellcraft checks are automatic anytime a spell is cast nearby.

Spellcraft is used to identify spells and for performing counter-spells. Getting a saving throw bonus for a skill that is often class-related is a huge perk. Spellcraft and concentration are pretty much staple skills for any arcane or divine caster.

In *Hordes of the Underdark*, spellcraft is even more important to casters because it also allows access to epic spells. These powerful and unique spells sometimes require an extremely high value in spellcraft, so mages will have to keep up with this skill if they plan to summon dragon knights and loft hellballs.

## SPOT

**Ability:** Wisdom

**Classes:** All

**Untrained:** Yes

**Check:** The DC is determined by the Hide check of the hidden creature.

**Special:** The Alertness feat grants a +2 synergy bonus on Spot checks. Rangers receive a bonus on Spot checks against their favored enemy. Elves have a +2 racial bonus on Spot checks, and half-elves have a +1 racial bonus.

**Use:** Detect Mode

A successful check of this skill can reveal a hidden creature. Characters who are worried about rogues should certainly look into this skill.

## TAUNT, DIPLOMACY

**Ability:** Charisma

**Classes:** All

**Untrained:** Yes

**Check:** The DC is a concentration check made by the target against the character's Taunt skill roll. It is considered an attack. If the taunt is successful, the opponent suffers an Armor Class penalty equal to the difference between the taunt roll and the defender's roll (to a max of a -6 penalty) for 5 rounds. The target will also suffer a 30% chance of spell failure if it doesn't resist the taunt.

**Special:** Taunt penalties are not cumulative. The diplomacy skill was broken into two skills, Persuade and Taunt for *Neverwinter Nights*.

**Use:** Select skill and then target creature.

Taunt is used to provoke an enemy into dropping his guard for a short time. A warrior who wants to use improved power attack against a high hit point target could use this to bridge the gap in attack bonuses. This is an option for characters that go into melee often, especially against powerful mages, and need every chance to make things harder for the casters.

## TUMBLE

**Ability:** Dexterity

**Classes:** All

**Untrained:** No

**Check:** None

**Special:** For every 5 ranks in this skill, the character's armor class is improved by +1.

**Use:** Automatic

Characters with high tumbling are able to roll away from attacks during combat, positioning themselves safely at all times. A good archer, rogue, or light fighter could hardly say no to such a pleasant notion.

## USE MAGIC DEVICE

**Ability:** Charisma

**Classes:** Bard and Rogue

**Untrained:** No

**Check:** The DC of this task is determined by the value of the item, if the character is trying to use an item restricted to a specific class. If the character is trying to emulate a specific race, the DC is increased by 5. If trying to emulate a specific alignment then the DC is increased by 10.

**Use:** Automatically applied whenever a character attempts to use or equip an item that they would normally be unable to.

A successful check grants access to the abilities of a magic item as if your character had the requisite class, race, or alignment to do so. The following table shows what items a character with this skill can use. All items are given a challenge rating based on their value in gold pieces. The categories define whether these magical items are class related (e.g., wizard-only items), race related (e.g., elf-only items), or alignment related (e.g., lawful-character items).

The skill Use Magic Device has been modified slightly to more closely fit the *Dungeons and Dragons* rules. If the difficulty mode of the game is set to Hardcore or higher, to cast a spell from a scroll, a DC check of 25 + the level of the spell must be made.

## SKILL REQUIREMENTS FOR MAGICAL DEVICES

Skill Value	Class Restricted Item	Race Restricted Item	Alignment Restricted Item
1	1,000 gp or fewer	Impossible	Impossible
5	4,800 gp or fewer	1,000 gp or fewer	Impossible
10	10,000 gp or fewer	4,800 gp or fewer	1,000 gp or fewer
15	100,000 gp or fewer	20,000 gp or fewer	4,800 gp or fewer
20	100,000 gp or fewer	100,000 gp or fewer	100,000 gp or fewer
25	100,000 gp or fewer	100,000 gp or fewer	100,000 gp or fewer

# Feats

All player characters (PCs) are given the chance to take feats. These feats help to refine a character, giving the PC more abilities than their class alone will allow. Not only is this a fine way to create variety within the system, but it also fosters a sense of excitement when it's time to take another look at the special list.



## NORMAL FEATS

All characters start out with at least one feat. Humans gain a free feat for their race, and fighters gain a free feat at the first level, too. Thus, human fighters start with the highest number of possible feats for a level-one character, with three selections! Most classes will only get to pick six more bonus feats over their levels (one every third level, starting at level 3). Fighters, rogues, and wizards are classes that are given extra feats to specialize in their professions.

The following chapter gives both the general requirements and the importance of the selectable feats, and it also explains some of the interesting combinations that are hidden within the system.

## ALERTNESS

Type of Feat: General

Prerequisite: None

Use: Automatic

This grants a cumulative +2 bonus to Spot and Listen checks due to finely tuned senses. A rogue with a feat to spare could hardly go wrong with this, nor could any character that plays around rogues and has an investment in either of these perceptive skills.

## AMBIDEXTERITY

Type of Feat: General

Prerequisite: Dex 15+

Required for: Improved Two-Weapon Fighting

Use: Used automatically when fighting with two weapons

When fighting with two weapons, this feat reduces the penalty of the offhand weapon by 4. Rangers receive this feat for free at level 1. All dual weapon-wielders should work hard to get their dexterity up to 15 so that this feat is available. Without Ambidexterity and Improved Two-Weapon Fighting, the entire course of a dual weapon-wielder's career is thrown into shadow.

## ARCANE DEFENSE

Type of Feat: General

Prerequisite: Spell focus in the chosen school

Use: Automatic

The character gains a +2 bonus to saving throws versus the chosen school of magic. This isn't a very efficient feat to take, considering that a +2 bonus to Will saves would be a far more common gift. Even characters that plan to take Iron Will can gain bonuses through early feats (such as Luck of Heroes), instead of relying on this overly specific feat.

## ARMOR PROFICIENCY (HEAVY)

Type of Feat: General

Prerequisite: Armor Proficiency (Light) and Armor Proficiency (Medium)

Use: Automatic. Fighters, paladins, and clerics receive this feat for free

This feat grants the knowledge needed to make effective use of heavy armor.

## ARMOR PROFICIENCY (LIGHT)

Type of Feat: General

Required for: Armor Proficiency (Medium)

Use: Automatic. All classes except monks, sorcerers, and wizards have this feat for free

This feat grants the knowledge needed to make effective use of light armor.

## ARMOR PROFICIENCY (MEDIUM)

Type of Feat: General

Prerequisite: Armor Proficiency (Light)

Required for: Armor Proficiency (Heavy)

Use: Automatic. All classes except monks, rogues, sorcerers, and wizards have this feat for free

This feat grants the knowledge needed to make effective use of medium armor.

## ARTIST

Type of Feat: General

Prerequisite: Perform skill; can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on Perform checks. Often, a skill focus in Perform is more efficient, but both of these may be needed for characters that are seeking an exceptionally high Perform rating.

## BLIND FIGHT



Type of Feat: General

Prerequisite: None

Use: Automatic

This feat enables the character to fight well, even if bloodied or against invisible creatures. The character gets to re-roll his Miss chance percentile one time to see if it actually hits. Also, invisible creatures get no bonus to hit the character in melee. This feat carries a lot of weight if you're interested in fighting mages, especially in player-versus-player combat. Various combinations of darkness and ultravision sorcery are common in the land, and fighters who will face them frequently may enjoy the comfort provided by the Blind Fighting feat.

## BLOODED



Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on Initiative and a +2 bonus on Spot checks. Initiative is not always the most critical function in the field of battle, so you may want to lean toward other feats. A major focus on Initiative and Spot would point toward rogues as a target for Bloodied, but rogues are often devoted to automatically gaining Initiative through sneak attacks and such. This further muddies the waters around this eccentric feat.

## BREW POTION



Type of Feat: Item Creation

Prerequisite: Spellcaster Level 3+

Use: Cast spell on empty potion bottle

The character can create a potion of any spell of 3rd level or lower that the character knows, and that targets a creature or creatures. Brewing a potion costs a small amount of XP, as well as some gold to cover the material cost.

## BULLHEADED



Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on resisting Taunts and a +2 bonus on Will saving throws. A substantial number of characters that take Taunt should look into this feat. Getting a +2 bonus to Will saves while adding to Taunt is a fairly hefty set of upgrades. The only major disadvantage to Bullheaded is that a character must acquire it during creation.

## CALLED SHOT

Type of Feat: General

Prerequisite: Base attack bonus of +1 or higher

Use: Selected

This enables the character to make a potentially disabling attack against an opponent's arms or legs. Called Shots are made at a -4 penalty. They must overcome the target's Discipline skill check and if successful, they will damage the target based on the location of the Called Shot. A Called Shot against the legs will reduce the opponent's movement rate by 20% and give him a -2 cumulative penalty to his Dexterity. A Called Shot against the arms will apply a cumulative -2 penalty to the creature's attack rolls. Successful Called Shots last for four rounds.

## CIRCLE KICK



Type of Feat: General

Prerequisite: Base attack bonus +3, Dex 15+, Improved Unarmed Strike

Use: Automatic

If the character succeeds in hitting an opponent with an unarmed attack, he gets an additional free attack against another nearby enemy. Could a monk possibly say no to something this wonderful?

## CLEAVE

Type of Feat: General

Prerequisite: Str 13+, Power Attack feat

Required for: Great Cleave

Use: Automatic

If a character with this feat kills an opponent in melee combat, he gets a free attack against any opponent who's within melee attack range. Only one such attack can be made per round with this feat, even if multiple enemies are slain by additional attacks. The feat of Great Cleave removes this limitation.

## COMBAT CASTING

Type of Feat: General

Prerequisite: Ability to cast 1st-level spells

Use: Automatic

The character is adept at casting spells in combat, removing the standard -4 penalty for Concentration checks when within three meters of an enemy.

## COURTEOUS MAGOCRACY



**Type of Feat:** General  
**Prerequisite:** Can only be taken at 1st level  
**Use:** Automatic

The character gains a +2 bonus on Lore checks and Spellcraft checks.

## CRAFT WAND



**Type of Feat:** Item Creation  
**Prerequisite:** Spellcaster Level 5+  
**Use:** Cast spell on bone wand material

The spellcaster can create a wand for any spell he knows of 4th level or lower. Crafting a wand costs a small amount of XP and gold, depending on the level of the spell to be crafted into the wand. Spells granted by feats or special abilities cannot be used to craft a wand. You can create the bone wand item required for this feat using the Craft Weapon Skill, or you can buy it in certain stores.

## CURSE SONG



**Type of Feat:** General  
**Prerequisite:** Bardic Music class feature  
**Use:** Selected

Bards can sing a song that puts a curse on their enemies. Deafened creatures aren't affected by the bard's singing. The song affects all enemies within 30 feet and lasts for 10 rounds. The higher the bard's final Perform skill and class level, the better the Curse song. All of the following penalties are additive.

### CURSE SONG EFFECTS

3 Perform and Bard Level 1	-1 to Attack and Damage rolls
6 Perform and Bard Level 2	-1 to Will Saves
9 Perform and Bard Level 3	-1 to Damage rolls, -1 to Fortitude Saves
12 Perform and Bard Level 4	-1 to Reflex saves, -1 to Skill rolls
15 Perform and Bard Level 5	-1 to Attack rolls, -1 Hit Points
18 Perform and Bard Level 11	-2 to Dodge Armor Class, -1 to Skill rolls
Perform 21 and Bard Level 14	-1 to Damage rolls, -1 Hit Points, -1 Dodge Armor Class
Perform 24 and Bard Level 15	-1 Will Saves, -1 Reflex Saves, -1 Fortitude Saves, -1 Dodge Armor Class
Perform 30 and Bard Level 16	-1 Will Saves, -4 Hit Points, -1 Dodge Armor Class
Perform 35 and Bard Level 17	-2 Hit Points, -1 to Skill rolls
Perform 40 and Bard Level 18	-2 Hit Points, -1 to Skill rolls
Perform 45 and Bard Level 19	-2 Hit Points, -1 to Skill rolls
Perform 50 and Bard Level 20	-2 Hit Points, -1 to Skill rolls
Perform 55 and Bard Level 21	-2 Hit Points, -1 to Skill rolls
Perform 60 and Bard Level 22	-2 Hit Points, -1 to Skill rolls

For every five additional ranks in Perform and every class level increase in Bard, an additional -2 penalty to enemy hit points is granted.

## DEFLECT ARROWS

**Type of Feat:** General  
**Prerequisite:** Dex 13+, Improved Unarmed Strike  
**Use:** Automatic if you're not caught flat-footed. Monks receive this feat for free at level 2

The character can attempt to deflect one incoming missile attack per round (Reflex save made against DC 20). Although this feat is extremely flashy and useful, it's hard to find enough free room to afford both this and Improved Unarmed Strike.

## DIRTY FIGHTING



**Type of Feat:** General  
**Prerequisite:** Base attack bonus +2  
**Use:** Automatic

Dirty Fighting enables a character to stop his normal chain of attacks and try for a blow that will inflict extra damage. Although a person can add 1d4 additional points of damage with a successful strike, this negates the character's attacks for the rest of the combat round. As such, this is a feat for very low-level characters.

Characters who were created with low levels in mind (who won't likely pass beyond level five or six) will find that this feat is a lot more potent. When a character won't be losing attacks, Dirty Fighting becomes a fine way to deal extra damage without a penalty to hit or a decrease in armor class. Indeed, if you're designing templates for intentionally low-level parties, you should look at Dirty Fighting in a very different way.

## DISARM

**Type of Feat:** General  
**Prerequisite:** Int 13+  
**Required for:** Improved Disarm  
**Use:** Selected. A Disarm attempt provokes an attack of opportunity

The character can attempt to Disarm an opponent in melee combat. Attempting a Disarm applies a -6 penalty to the character's attack roll, and the combatant with the larger weapon gains a +4 bonus per size category of difference. A successful hit deals normal damage, and if the opponent fails a Discipline check, the weapon flies from the opponent's hands.

This is a rough feat to take unless Improved Disarm is the intended goal. Otherwise, having to provoke attacks of opportunity while overcoming a moderate attack penalty is a lot to ask.

## DIVINE MIGHT

Type of Feat: General

Prerequisite: Turn Undead, Charisma 13 or higher, Strength 13 or higher, Power Attack

Use: Selected

Up to three times per day, the character may add his Charisma bonus to all weapon damage for a number of rounds equal to the Charisma bonus.

If a paladin has Power Attack and 13 Strength, this will be useful. Doing four to six extra points of damage per attack, depending on level and items, can really add up against the hordes of chaos.

## DIVINE SHIELD

Type of Feat: General

Prerequisite: Turn Undead, Charisma 13 or higher, Strength 13 or higher, Power Attack

Use: Selected

Up to three times per day, the character may add his Charisma bonus to his armor class for a number of rounds equal to the Charisma bonus.

As if paladins didn't have enough defensive power already, this feat makes it even better for them. Melee-oriented clerics may enjoy this one too, depending on the weight of their Charisma bonus.

## DODGE

Type of Feat: General

Prerequisite: Dex 13+

Required for: Mobility

Use: Automatic, although a condition that negates a Dexterity bonus to AC also negates any Dodge bonuses. Multiple Dodge bonuses (different feats, racial bonuses) are cumulative

Increased agility grants a +1 Dodge bonus to AC against attacks from a character's current target (or last attacker). Although this bonus isn't overwhelming by itself, one point could be the difference between a hit and a miss. On top of that, Mobility and Spring Attack can be taken after this! Spring Attack is a dream for a hit-and-run character of almost any sort.

## EMPOWER SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 2nd-level spells

Use: Empowered spells occupy spell slots two levels higher than normal. Saving throws and opposed rolls, such as those made when Dispel Magic is cast, are not affected

Magical expertise allows certain spells to be cast with a 50% increase in variable numeric effects, such as number of targets, damage, etc., but excluding duration. All arcane casters and most divine ones should take this feat when they have a chance. The best uses for Empower Spell are with bread-and-butter attack spells or enchantments. Area of effect evocation spells (Fireball

and its well-wishers) inflict a lot of damage when Empowered. Although a Maximized Spell is often better, there's potential for an Empowered Spell to surpass even those expectations.

## EXPERTISE

Type of Feat: General

Prerequisite: Int 13+

Required for: Improved Expertise

Use: Combat mode

A character with this feat can make defensive attacks, gaining a +5 bonus to AC but receiving a -5 penalty to attack rolls.

Expertise is a very interesting combat ability because it won't disengage while a character is fighting, as long as he stands in place. This includes characters that begin spellcasting! Mages, who already have a high intelligence, should strongly consider grabbing this wonderful feat if they're worried about their armor class. Better to stay out of battle entirely, but that isn't always an option.

## EXTEND SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 1st-level spells

Use: Extended Spells occupy spell slots one level higher than normal. Spells with an instantaneous or permanent duration are not affected

Magical expertise allows certain spells to be cast with a 100% increase in duration. This is one of the more useful feats for clerics and druids who rely heavily on buffing up themselves and their parties.

## EXTRA MUSIC

Type of Feat: General

Prerequisite: Bardic Music

Use: Automatic

The character may use bard song four extra times per day.

## EXTRA STUNNING ATTACKS

Type of Feat: General

Prerequisite: Base attack bonus +2, Stunning Fist

Use: Automatic

The character gains three extra Stunning Attacks per day.

## EXTRA TURNING

Type of Feat: Special

Prerequisite: Exclusive to cleric or paladin

Use: Automatic

This divine ability allows the character to turn undead six additional times per day.

## GREAT CLEAVE

Type of Feat: General

Prerequisite: Strength 13+, Power Attack, Cleave, base attack bonus +4 or higher

Use: Automatic

Same as the Cleave feat, except that the character can use it an unlimited number of times per round. Although Cleave is a perfect feat for almost every melee character, Great Cleave isn't quite as attractive as it sounds. In many cases, a warrior simply cannot chop through multiple creatures in a single round (unless the monsters are extremely weak, and then this feat is a bit of overkill anyway). Great Cleave is more for filling out a character that's a monster in his own right, rather than a necessity for easier combat.

## GREAT FORTITUDE

Type of Feat: General

Prerequisite: None

Use: Automatic

A character with this feat is very hardy, gaining a +2 bonus to all Fortitude saving throws.

## GREATER SPELL FOCUS

Type of Feat: General

Prerequisite: Spell Focus

Use: Automatic. This feat may be selected multiple times, but the effects don't stack. It applies to a different school of magic in each case

A character becomes even more adept with spells of a particular school of magic. The character gains a +4 bonus to the spell save DC for all spells of the chosen school.

## GREATER SPELL PENETRATION

Type of Feat: General

Prerequisite: Spell Penetration

Use: Automatic

A +4 bonus on caster level checks is granted to the character when trying to beat a creature's spell resistance.

## IMPROVED CRITICAL

Type of Feat: General

Prerequisite: Proficiency with the chosen weapon, base attack bonus +8 or higher

Use: Automatic. The threat range of a Keen weapon is already doubled, and it's tripled with this feat. This feat can be selected multiple times, applying to a new weapon category each time

Combat ability doubles the critical threat range with a given weapon. A longsword that normally threatens a critical on a roll of 19-20 would now threaten a critical on a roll of 17-20. Every character that plans on using a weapon in a serious way should take this skill. Even weapons with a threat range of 20 benefit greatly from Improved Critical (it still doubles the chance of landing a critical strike).

## IMPROVED DISARM

Type of Feat: General

Prerequisite: Int 13+, Disarm

Use: Selected

A character with this feat has learned not to provoke an attack of opportunity when attempting to Disarm an opponent. A successful attempt knocks the opponent's weapon away from him. The penalty to make a Disarm attempt is reduced to -4.

These two substantial bonuses bring disarming techniques up to a roughly equivalent level with Knockdown. Still, this is the weakest of the three because it requires two feats and a 13 Intelligence, and it works against a fairly limited set of enemies. Improved Knockdown works against the vast majority of creatures in the realms, but Disarm is a viable technique against armed opponents only (obviously).

## IMPROVED EXPERTISE

Type of Feat: General

Prerequisite: Int 13+, Expertise

Use: Combat Mode

A character with this feat can make defensive attacks, gaining a +10 bonus to AC but receiving a -10 penalty to attack rolls. Few things compare to this feat for defensive characters. Players who accompany powerful archers and mages are strongly encouraged to take this skill. In those cases, it's just as effective to tie up an enemy and let the rest of the party do the fighting.

## IMPROVED INITIATIVE

Type of Feat: General

Prerequisite: None

Use: Automatic

The character gains a +4 bonus to Initiative checks. Most characters simply won't have enough feats left over to take this, even though a bonus to Initiative would be nice.

## IMPROVED KNOCKDOWN

Type of Feat: General

Prerequisite: Knockdown, Intelligence 13+, base attack bonus +7

Use: Selected. Monks receive this feat for free at 6th level

Characters with this feat have learned to use the Knockdown ability as if they're one size category larger. All other Knockdown conditions still apply. Being able to control combat through a melee ability is one of the best tools for any warrior. The more henchmen, summonings, or allies involved in the fight, the better this technique becomes.

## IMPROVED PARRY

Type of Feat: General

Prerequisite: Intelligence 13+

Use: Automatic

Grants a +4 competence bonus to the character's opposed attack rolls when using the Parry skill. Combined with a skill focus, this opens the way for characters to have a very high Parry even at lower levels.

## IMPROVED POWER ATTACK

Type of Feat: General

Prerequisite: Power Attack, Strength 13+

Use: Combat Mode

This feat can be used at a -10 penalty to attack, but with a +10 bonus to any damage given. Improved Power Attack is very useful when you're fighting large numbers of easy-to-hit opponents. This feat is also useful if you're adventuring with allies who use Knockdown and other disabling attacks. Improved Power Attack is a true blessing when a character goes after temporarily defenseless targets.

## IMPROVED TWO-WEAPON FIGHTING

Type of Feat: General

Prerequisite: Two-Weapon Fighting, Ambidexterity, base attack bonus +9 or higher

Use: Automatic. Rangers receive this feat at 9th level, even if they don't meet the prerequisites

The character with this feat can get a second offhand attack at a penalty of -5 to the attack roll. This penalty doesn't affect any other strikes that are made during the same combat round. This is a completely free strike.

## IMPROVED UNARMED STRIKE

Type of Feat: General

Prerequisite: None

Required for: Stunning Fist, Deflect Arrows

Use: Automatic. Monks receive this feat for free at 1st level

Armed opponents no longer get attacks of opportunity against the character when you make unarmed attacks against the opponents. Because of this, very few characters will ever need to take Improved Unarmed Strike. Non-monks can't hold their own well without weapons, so this feat is more for roleplayers and characters on persistent world servers that strip people down on occasion.

## IRON WILL

Type of Feat: General

Prerequisite: None

Use: Automatic

Focused presence of mind provides a +2 bonus to all Will saving throws. This is a fairly decent feat for a character with a low Will save, especially if fear and various enchantments have been plaguing the character recently.

## KNOCKDOWN

Type of Feat: General

Prerequisite: None

Required for: Improved Knockdown

Use: Selected. Prone characters cannot attack. Characters receive a +4 attack bonus against prone opponents in melee, but a -4 attack penalty with a ranged weapon. A character can only knock down an opponent that is one size category larger, the same size, or smaller than he is. The opponent gets a +4 bonus for every size category larger than the attacker he is, or a -4 penalty for every size category smaller he is. Monks receive this feat for free at Level 6

With this maneuver, a character can attempt to knock an opponent to the ground. An attack roll is made with a -4 penalty to attack. If successful, an opposed roll is made, comparing your attack roll with the defender's Discipline skill check. If successful, the target is knocked to a prone position.

## LIGHTNING REFLEXES

Type of Feat: General

Prerequisite: None

Use: Automatic

This feat grants a +2 bonus to all Reflex saving throws, due to faster-than-normal reflexes.

## LINGERING SONG

Type of Feat: General

Prerequisite: Bardic Music

Use: Automatic

The effects of the bard's songs will last an additional five rounds. Because bardic music is quick to enact and lasts fairly long, this feat isn't one of the more potent to choose for the later game. For a low-level bard, however, there might be a reason. This would be even more prominent if the character is playing in modules with slower progression than the main game and expansion packs.

## LUCK OF HEROES

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +1 bonus on all saving throws. The level 1 feats are quite hard to purchase, since there's so much to grab that early and so few points to do it with, but Luck of Heroes is one of the better choices for a character that's interested in any of the saving throw abilities. Many feats only give two points of resistance for saves.

## MAXIMIZE SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 3rd-level spells

Use: Maximized Spells occupy spell slots three levels higher than normal. Saving throws and opposed rolls, such as those made when Dispel Magic is cast, aren't affected

Magical expertise allows certain spells to be cast with all variable numeric effects (number of targets, damage, etc.) applied at their maximum. Some of the game's early level buffs, such as Cat's Grace and Owl's Wisdom, can be used in a maximized form to ensure that a specific bonus is reached.

## MOBILITY

Type of Feat: General

Prerequisite: Dex 13+, Dodge

Use: Automatic, although a condition that negates a Dexterity bonus to AC also negates any dodge bonuses. Multiple dodge bonuses (from different feats or racial bonuses) are cumulative

A character with this feat has learned to avoid attacks of opportunity more effectively, gaining a +4 dodge bonus to AC against them. Characters that move into and out of battle frequently, such as rogues, use this feat best.

## POINT BLANK SHOT

Type of Feat: General

Prerequisite: None

Required for: Rapid Shot

Use: Automatic

Unfazed by close combat, a character with this feat negates the -4 penalty for using missile weapons within melee attack range, and gains an additional +1 to attack and damage with ranged weapons when the target is within 15 feet. This is another feat that all aspiring archers will enjoy. It creates a win-win situation for the Bowman: Enemies who stay at long range will face the character's best attacks, and enemies who come in close will have to endure even nastier bonuses before getting their precious melee strikes.

## POWER ATTACK

Type of Feat: General

Prerequisite: Str 13+

Required for: Cleave, Improved Power Attack

Use: Combat Mode

A character with this feat can make powerful but ungainly attacks. When this feat is selected, it grants a +5 bonus to the damage roll but inflicts a -5 penalty on the attack roll. This feat is best used against targets that are fairly easy to hit, such as large enemies without armor or magical defenses. In these cases, the 25% reduction on attack rolls won't make much of a difference. However, this feat should not be used at all when fighting against enemies with a high armor class, because the penalty to hit greatly outclasses the mediocre bonus to damage. In other words, don't use Power Attacks against dragons, no matter how scary they look.

## QUICKEN SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 4th-level spells

Use: Quickened spells occupy spell slots four levels higher than normal

Magical expertise allows spells to be cast instantaneously, making them invulnerable to counterspells or interruption. A Quickened Spell is cast as a free action, and another action, including the casting of another spell, can be attempted within the same round. Only one Quickened Spell can be cast in a round, however.

## RAPID RELOAD

Type of Feat: General

Prerequisite: Base attack bonus +2

Use: Automatic

The character can reload so quickly that he gets the same number of attacks with any crossbow as with a normal bow. Serious archers often avoid crossbows for a number of reasons (the need to take this feat, lack of high-end power that composite bows provide, etc.). However, this feat may be useful for back-of-the-party characters that just want to throw a few more quarrels into the mix during their spare time.

## RAPID SHOT

Type of Feat: General

Prerequisite: Dex 13+, Point Blank Shot

Use: Selected

A character with this feat is quick with ranged weapons, gaining an extra attack per round while using them. When a rapid attack round is attempted, the extra attack is made at the highest base attack bonus, although all attacks within the round suffer a -2 penalty.

All serious archers should take this feat. The trivial penalty to hit can scarcely compare with the extra attack that's granted. At low levels, this is an even greater boon, so many archers will want to take this feat as soon as possible.

## RESIST DISEASE

Type of Feat: General

Prerequisite: None

Use: Automatic

The character gains a +4 bonus on Fortitude saving throws to resist the effects of disease.

## RESIST POISON

Type of Feat: General

Prerequisite: None

Use: Automatic

The character gains a +4 bonus on Fortitude saving throws against poison.

## RESISTANCE TO ENERGY

Type of Feat: General

Prerequisite: Base Fortitude save bonus +8

Use: Automatic

The character gains +5 resistance against the chosen type of energy. (The first five points of damage are ignored.)

## SCRIBE SCROLL

Type of Feat: Item Creation

Prerequisite: Spellcaster Level 1+

Use: Cast spell on blank scroll

You can create a scroll of any spell that you know. Scribing a scroll costs a small amount of XP and gold, depending on the level of the spell. Epic spells, spells granted by feats, and special abilities cannot be used to scribe a scroll. The blank scrolls required for this feat can be bought in certain stores.

## SHIELD USE

Type of Feat: General

Prerequisite: None

Use: All classes except monks, rogues, sorcerers, and wizards get this feat for free

A character with this feat has the basic knowledge of how to use a shield effectively. Most of the time, this feat is worthless or even harmful to the classes that need to take it before using a shield. Consider that mages cannot use shields without some of the worst armor penalties, while rogues and monks need their hands free for many of their own activities, such as bow use, unarmed fighting, and so on. Only those who have a very distinct plan for what they want to do with a character should take this feat.

## SILENT SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 1st-level spells

Use: Silenced Spells occupy spell slots one level higher than normal

Magical expertise allows the casting of certain spells without using a verbal component. This feat doesn't pay for itself against most opponents, but casters who are worried about being silenced can't live without several bread-and-butter spells "memorized" in silent mode. If enemies begin using anti-magic tactics, this is a feat that will come to the front very quickly.

Also, roguish casters will want Silenced Spells because they can be cast without giving away the mage's position. If a mage is already hiding successfully, this can be a good way to gain another round or two before enemies figure out what's going on and organize an effective resistance.

## SILVER PALM

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on Appraise and Persuade checks.

## SKILL FOCUS

Type of Feat: General

Prerequisite: Able to use the skill

Use: Automatic. This feat may be selected multiple times, but the effects don't stack. It applies to a different skill in each case

A character with this feat is adept at a certain skill, gaining a +3 bonus on all checks with it. Although many of the skill-enhancing feats grant four points (two points to two skills), this one is beneficial for characters that are driven toward one specific ability. Parry is one skill that benefits from this type of power perking.

## SNAKE BLOOD

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on Fortitude saving throws against poison and a +1 reflex saving throw bonus on all saves. This feat isn't very powerful, but it's an interesting focus for a character's background that a sincere roleplayer might enjoy.

## SPELL FOCUS

Type of Feat: General

Prerequisite: Ability to cast 1st-level spells

Use: Automatic. This feat may be selected multiple times, but the effects don't stack. It applies to a different school of magic in each case

A character with this feat is adept at a certain school of magic, granting a +2 bonus to spell save DC for all spells that the character casts from that school. This makes it more difficult for enemies to resist the effects of spells of this school.

## SPELL PENETRATION

Type of Feat: General

Prerequisite: Ability to cast 1st-level spells

Use: Automatic

A character with this feat can use magic to better pierce the defenses of his opponents, gaining a +2 bonus to caster level checks to beat a creature's spell resistance. This is a good example of a later-level mage feat. Spell focus and metamagic feats should come first, but this additional bonus to succeed with aggressive spells is useful for negative enchantments and evocation spells.

## SPRING ATTACK

Type of Feat: General

Prerequisite: Dex. 13+, Dodge, Mobility, base attack bonus +4 or higher

Use: Automatic

Moving during combat doesn't provoke an attack of opportunity. This cannot be used while wearing heavy armor. This feat builds off Mobility, and it's a good fit for characters that move into and around combat with high frequency. It enables rogues to go for the nasty attacks they love, and then retreat when the fighting gets ugly.

## STEALTHY

Type of Feat: General

Prerequisite: None

Use: Automatic

The character gains a +2 bonus on Hide in Shadows and Move Silently checks. This feat is best suited for rogues and roguish classes who are already maxing out both their Hide and Move Silently skills. This way, the character can use those skills as if he were two levels higher. Characters who use stealth skills casually are often better served by other feats.

## STILL SPELL

Type of Feat: Metamagic

Prerequisite: Ability to cast 1st-level spells

Use: Stilled Spells occupy spell slots one level higher than normal

Magical expertise allows certain spells to be cast without gestures, ignoring their somatic component. Any penalties incurred by casting in armor don't apply to a spell that's been prepared with this feat. This is a wonderful feat for mages with a quick multiclass into another field (such as the sorcerer/paladin template). This way, the caster can decide whether to have his best spells memorized and go in without armor, or to don everything and simply cast spells at one level below their normal maximum.

## STRONG SOUL

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +1 bonus to Fortitude and Will saving throws, as well as +1 bonus to any saving throw versus death magic. For most people, Luck of Heroes would make a lot more sense as a level-one feat. Don't take this unless death magic is a specific fear, or the character can afford two level-one feats for improved saving throws.

## STUNNING FIST

Type of Feat: General

Prerequisite: Dex 13+, Wis 13+, base attack bonus +8 or higher, Improved Unarmed Strike

Use: Selected. Monks receive this feat for free at Level 1, even if they don't meet the prerequisites. Also, monks suffer no attack/damage penalties when using this feat, and may use it once per day per level. Constructs and Undead are immune to this attack, as are any creatures that are immune to critical hits

A character with this feat can attempt a disabling strike with a -4 attack penalty and a -4 damage penalty. If successful, they hit a vulnerable spot, and the target must make a Fortitude save (DC 10 + half the attacker's level + the attacker's Wisdom modifier) or be held for three rounds. This attack may be used once per day for every four levels of the character.

## THUG

Type of Feat: General

Prerequisite: Can only be taken at 1st level

Use: Automatic

The character gains a +2 bonus on Initiative checks and a +2 bonus on Taunt checks. Although Initiative and Taunt have their place in the game, this is a very tough feat to justify since it must be taken so early on.

## TOUGHNESS

Type of Feat: General

Prerequisite: None

Use: Automatic

A character with this feat is tougher than normal, gaining one bonus hit point per level. Hit points are gained retroactively when this feat is chosen. It's very powerful for a number of classes, although it obviously has a lot more effect on classes that don't gain a lot of hit points normally, such as wizards, sorcerers, rogues, and bards. Essentially, this is a perfect choice for any character with a free feat to spend.

## TWO-WEAPON FIGHTING

Type of Feat: General

Prerequisite: None

Required For: Improved Two-Weapon Fighting.

Use: The Ambidexterity feat further reduces the attack penalty for the second weapon by 4 (-4/-4). Best results are achieved if the offhand weapon is light, further reducing the penalty for both the primary and offhand by 2 (-2/-2). Rangers receive this feat for free at 1st level

A character with this feat reduces the penalties suffered when using a weapon in each hand. The normal penalty of -6 to the primary hand and -10 to the offhand becomes -4 for the primary hand and -8 for the offhand. Characters who wish to dual-wield are practically forced to take this feat if they want to be useful in battle. Otherwise, the penalties to hit far outweigh any advantages that a second weapon will provide.

## WEAPON FINESSE

Type of Feat: General

Prerequisite: Base attack bonus +1 or higher

Use: Automatic when using any of the following weapons: dagger, handaxe, kama, kukri, light crossbow, light hammer, mace, rapier, short sword, shuriken, sickle, sling, throwing axe, and unarmed strike

A character with this feat is adept at using light weapons subtly and effectively, allowing him to calculate attack rolls with his Dexterity modifier bonus instead of his Strength bonus if his Dexterity is higher than his Strength. Although this won't allow the quick fighter to dish out as much damage as a heavy tank, the high bonus to hit helps to level the playing field for rogue and archer types who can't afford to focus on strength.

## WEAPON FOCUS

Type of Feat: General

Prerequisite: Proficiency with the chosen weapon type, base attack bonus +1 or higher

Required for: Weapon Specialization (fighter only)

Use: Automatic. This feat may be selected multiple times, but the effects don't stack. It applies to a new weapon in each case

A character with this feat is particularly skilled with a specific weapon, gaining a +1 attack bonus with it. Because this is required for Weapon Specialization, all classes should take Weapon Focus toward their primary weapons if they ever plan on taking that higher-level feat. As for Weapon Focus's actual bonus, a single point to attack can mean a lot, but other feats should come first for most characters (Rapid Shot for bow users, and Power Attack, Knockdown, and other useful skills for melee types).

## WEAPON PROFICIENCY (EXOTIC)

Type of Feat: General

Prerequisite: Base attack bonus +1 or higher

Use: Automatic

This feat allows effective use of all exotic weapons, including the dire mace, double axe, kama, katana, kukri, scythe, shuriken, and two-bladed sword.

## WEAPON PROFICIENCY (MARTIAL)

Type of Feat: General

Prerequisite: None

Use: Barbarians, fighters, paladins, and rangers are automatically proficient with all martial weapons

This feat allows effective use of all martial weapons. A character cannot equip weapons they're not proficient at using. The martial weapons list includes the bastard sword, battleaxe, greataxe, greatsword, halberd, handaxe, heavy flail, light flail, light hammer, longbow, longsword, rapier, scimitar, short sword, shortbow, throwing axe, and warhammer.

## WEAPON PROFICIENCY (SIMPLE)

Type of Feat: General

Prerequisite: None

Use: All characters except for druids, monks, rogues, and wizards are automatically proficient with all simple weapons. The Tenser's Transformation spell gives a wizard a temporary proficiency with all simple weapons

This feat allows effective use of all simple weapons, including club, dagger, mace, sickle, spear, morningstar, quarterstaff, light crossbow, dart, sling, and heavy crossbow. A character cannot equip weapons they're not proficient at using.

## WEAPON SPECIALIZATION

Type of Feat: Special

Prerequisite: Four Levels dedicated to Fighter training, Weapon Focus in the chosen weapon type

Use: This feat may be selected multiple times, but the effects don't stack. It applies to a new weapon in each case, as long as that group is already associated with Weapon Focus

A character with this feat has trained especially hard with a specific weapon group, gaining a +2 damage bonus with that category. Although two extra points of damage aren't enough to bring down creatures in a single swipe, this skill has incredible importance even in the later levels of the game. Over multiple attacks, this feat gives characters a highly noticeable edge. Many combat-oriented templates are worth devoting some time and levels to so that Weapon Specialization becomes available.

This feat is more specific than it used to be in the original *Neverwinter Nights* release. Instead of requiring +4 for a character's Base Attack Bonus and a single level of fighter (chosen when the person wants to grab the feat), Bioware has shored up the system. Now, everyone who wants to take Weapon Specialization must gain at least four levels as a fighter.

## WHIRLWIND ATTACK

Type of Feat: General

Prerequisite: Intelligence 13+, Expertise, Dexterity 13+, Dodge, Mobility, Spring Attack, base attack of +4 or higher

Use: Selected

The character performs a full attack action and makes one melee attack at full base attack bonus against each opponent within 5 feet.

## ZEN ARCHERY

Type of Feat: General

Prerequisite: Base attack Bonus +3, Wisdom 13 or higher

Use: Automatic

Wisdom guides the character's ranged attacks, letting her use her Wisdom modifier instead of her Dexterity when firing ranged weapons. There are some monk and cleric templates that might find substantial use for this skill, although these classes are often strapped for spare feats.

## EPIC FEATS

Characters who begin taking epic levels will soon be able to select feats from the epic list. These are expanded versions of many of the lower feats, and they can allow PCs to rival all manner of spirits, beasts, and planar powers. Although any epic feat slot can be used to select a normal feat, normally it's wise to find a more potent epic selection.

### ARMOR SKIN

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a natural +2 bonus to armor class.

### AUTOMATIC QUICKEN SPELL

Type of Feat: General

Prerequisite: 21st level, Quicken Spell, Spellcraft 30 ranks, the ability to cast 9th-level spells

Use: Automatic

The character may cast 0-3rd level spells as quickened spells without using higher-level spell slots. This feat may be taken multiple times and will quicken spells up to the 9th level.

### AUTOMATIC SILENT SPELL

Type of Feat: General

Prerequisite: 21st level, Silent Spell, Spellcraft 24 ranks, the ability to cast 9th-level spells

Use: Automatic

The character may cast 1st- to 3rd-level spells as silent spells without using higher-level spell slots. This feat may be taken multiple times and will silence spells up to the 9th level.

### AUTOMATIC STILL SPELL

Type of Feat: General

Prerequisite: 21st level, Still Spell, Spellcraft 24 ranks, the ability to cast 9th-level spells

Use: Automatic

This feat allows the character to cast all spells of levels 0-3 as still spells automatically. These spells may be cast while wearing armor. This feat may be taken multiple times and will still spells up to the 9th level. Multiclass warrior/mages, such as a sorcerer/paladin, will find tremendous advantages to taking this feat multiple times!

### BANE OF ENEMIES

Type of Feat: General

Prerequisite: 21st level, 5 or more favored enemies

Use: Automatic

Any weapon the character wields against any of his favored enemies is treated as a bane weapon for that creature type (+2 to hit, and it deals +2d6 damage). High-level rangers have every reason to choose this feat. Even the additional plus to hit is useful enough to justify this feat.

### BLINDING SPEED

Type of Feat: General

Prerequisite: 21st level, Dexterity 25+

Use: Selected

Upon activating this feat, the character gains all the benefits of Haste for a short time. This is a supernatural ability. Although incredibly useful for a non-magical ability, many high-level characters will have access to potions and other items that provide similar benefits. Blinding Speed is most useful on roleplaying or persistent servers where magical items are limited.

### CONSTRUCT SHAPE

Type of Feat: General

Prerequisite: Epic Shifter, Wisdom 27

Use: Selected. After choosing the ability, the character must select the type of construct to change into

The character can shapeshift into the following construct forms: Iron Golem, Stone Golem, or Demonflesh Golem.

### DAMAGE REDUCTION

Type of Feat: General

Prerequisite: 21st level, Constitution 21+

Use: Automatic

The character gains damage reduction 3/-. This means that every time the character takes damage, 3 points of it are ignored. This feat may be taken multiple times to gain damage reduction 6/- and 9/-.

### DEVASTATING CRITICAL

Type of Feat: Combat

Prerequisite: 21st level, Cleave, Greater Cleave, Improved Critical of the weapon to be chosen, Overwhelming Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack, Strength 25+

Use: Automatic

Whenever the character scores a critical hit with the chosen weapon, the target must make a Fortitude save or die instantly. Creatures who are immune to critical hits aren't affected by this feat.

## DRAGON SHAPE

Type of Feat: General

Prerequisite: 21st level, Wildshape 6x/day or Greater Wildshape IV, Wisdom 30+

Use: Selected

The character may use Wildshape to change into an ancient chromatic dragon and gain access to the dragon's signature breath weapon. This is a character-defining feat, and people who are interested in the highest levels of shifting powers will be rushing to grab the prerequisites for it.

## ENERGY RESISTANCE

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains resistance 10 to one particular type of elemental damage (fire, cold, sonic, acid, or electrical). This feat may be taken multiple times, to a maximum resistance of 100.

## EPIC DODGE

Type of Feat: General

Prerequisite: 21st level, Dodge, improved evasion, defensive roll, Tumble 30 ranks, Dexterity 25+

Use: Automatic

The character avoids all damage from the first attack each round. Finesse fighters and other lighter melee types will find Epic Dodge to be invaluable. Rogues who lean toward defensive abilities will easily meet the requirements for this feat before long, but aggressive rogues may find more deadly choices to be their style.

## EPIC FIEND

Type of Feat: General

Prerequisite: 21st level, Blackguard 15

Use: Automatic

When summoning a fiendish servant from the outer planes, the character's evil and hatred grow strong enough to attract the attention of an Epic Vrock. This vile creature is a master of melee combat. Fueled by its master's evil soul, it grows in strength and power as the blackguard gains new levels.

## EPIC FORTITUDE

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +4 to all Fortitude saves.

## EPIC PROWESS

Type of Feat: Combat

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to all attacks. There are more effective combat feats for characters that meet the requirements, but Epic Prowess is available for characters with extra feats to spare, or those who cannot get some of the better combat feats but need that extra bonus.

## EPIC REFLEXES

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +4 to all Reflex saves.

## EPIC REPUTATION

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +4 to all Bluff, Intimidate, Persuasion, and Taunt checks.

## EPIC SKILL FOCUS

Type of Feat: General

Prerequisite: 21st level, 20 ranks in the chosen skill

Use: Automatic

The character gains a +10 on all skill checks with the chosen skill. Because losing an epic feat for a bonus to a single skill is quite painful, this should be taken only by characters that are building their templates around something very specific (such as an extremely high Parry skill).

## EPIC SHADOWLORD

Type of Feat: General

Prerequisite: Epic Shadowdancer

Use: Automatic

The character's Summon Shadow ability is reinforced, allowing him to call an Epic Shadowlord to his side. Unlike a regular Shadowlord, an Epic Shadowlord is a potent fighter reinforced by his master's lifeforce, making him stronger each time the Shadowdancer gains a level.

**EPIC SPELL FOCUS**

Type of Feat: General

Prerequisite: 21st level, Spell Focus, and Greater Spell Focus in the chosen school

Use: Spell

The character gains a +6 to the Difficulty Class for all saving throws against spells from the chosen school of magic.

**EPIC SPELL PENETRATION**

Type of Feat: General

Prerequisite: 21st level, Spell Penetration, and Greater Spell Penetration

Use: Spell

The character gains a +6 bonus on caster level checks to beat a creature's spell resistance.

**EPIC TOUGHNESS**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains +20 hit points. This feat may be taken multiple times, up to a maximum of +200 hit points. In most cases, however, it's better to raise your character's constitution instead of going directly for hit points.

**EPIC WEAPON FOCUS**

Type of Feat: Combat

Prerequisite: 21st level, Weapon Focus with the chosen weapon

Use: Combat

The character gains a +2 bonus to all attack rolls with the chosen weapon. This is a wonderful selection for rangers and rogues, who often have to make up some extra ground on attack bonuses because of dual wielding or attention to multiple weapon types.

**EPIC WEAPON SPECIALIZATION**

Type of Feat: General

Prerequisite: 21st level, Weapon Focus, Epic Weapon Focus, and Weapon Specialization in the chosen weapon

Use: Automatic

The character gains a +4 bonus on all damage dealt with the chosen weapon. With heavy one- or two-handed weapons, this isn't a tremendous boost in the epic levels. For smaller weapons, especially those that are being dual-wielded, these bonuses can add up quickly.

**EPIC WILL**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +4 to all Will saves.

**GREAT CHARISMA**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Charisma. This may be taken multiple times, to a maximum of +10.

**GREAT CONSTITUTION**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Constitution. This may be taken multiple times, to a maximum of +10.

**GREAT DEXTERITY**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Dexterity. This may be taken multiple times, to a maximum of +10.

**GREAT INTELLIGENCE**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Intelligence. This may be taken multiple times, to a maximum of +10.

**GREAT STRENGTH**

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Strength. This may be taken multiple times, to a maximum of +10.

## GREAT WISDOM

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +1 to his Wisdom. This may be taken multiple times, to a maximum of +10.

## IMPROVED COMBAT CASTING

Type of Feat: Spell

Prerequisite: 21st level, Combat Casting, Concentration 25+

Use: Automatic

The character doesn't incur attacks of opportunity for casting spells while threatened. In smaller parties, without as many henchmen for backup, this gives casters far more freedom to cast without fear of interruption. Combat caster types, with Automatic Still Spell, will appreciate this feat because it adds further freedom to join a melee while providing the same magic support.

## IMPROVED KI STRIKE

Type of Feat: General

Prerequisite: 21st level, Wisdom 21+, Ki Strike +3

Use: Automatic

When this feat is taken for the first time, it grants the character a +4 enhancement bonus when attacking unarmed. Choosing this feat a second time extends the bonus to +5.

## IMPROVED SNEAK ATTACK

Type of Feat: General

Prerequisite: Sneak Attack 8d6

Use: Automatic

This feat adds +1d6 to your Sneak Attack damage. It may be taken multiple times, to a maximum of +10d6. Rogues and assassins with a complete lust for Sneak Attack may appreciate the extra damage. Still, raising such a character's hit rate and side skills may accomplish far more by avoiding missed opportunities.

## IMPROVED SPELL RESISTANCE

Type of Feat: General

Prerequisite: 21st level

Use: Automatic

The character gains a +2 to spell resistance. This feat may be taken multiple times, to a maximum of +20.

## IMPROVED STUNNING FIST

Type of Feat: General

Prerequisite: 21st level, Improved Unarmed Strike, Stunning Fist, Dexterity 19+, Wisdom 19+

Use: Automatic

This feat adds +2 to the DC of the character's stunning attack. This feat may be taken multiple times, to a maximum of +20.

## IMPROVED WHIRLWIND ATTACK

Type of Feat: Combat

Prerequisite: 21st level, Dodge, Expertise, Spring Attack, Whirlwind Attack, Intelligence 13+, Dexterity 23+

Use: Selected

The character performs a full attack action and makes one melee attack at full base attack bonus against all opponents within range of the character's weapons. The increased range of this arcing strike is enough to make it useful in a far greater number of circumstances.

## LASTING INSPIRATION

Type of Feat: General

Prerequisite: 21st level, Bardic Music class feature, Perform 25

Use: Automatic

This feat allows the effects of bardic music to last 10 times longer than normal after the character stops singing. Bards with a strong leaning toward buff abilities will enjoy Lasting Inspiration, especially on roleplaying or hardcore servers.

## MIGHTY RAGE

Type of Feat: General

Prerequisite: 21st level, Greater Rage, Strength 21+, Constitution 21+

Use: Automatic while in rage

When the character rages, he gains +8 to Strength and Constitution and a +4 morale bonus to Will saves. These bonuses replace the normal rage bonuses.

## OUTSIDER SHAPE

Type of Feat: General

Prerequisite: Epic Shifter, Wisdom 25

Use: Selected. After choosing the ability, the character must select the type of outsider to change into

The character can assume different outsider shapes three times per day, either an Azer Chieftain, a Rakshasa, or a Death Slaad.

**OVERWHELMING CRITICAL**

Type of Feat: Combat

Prerequisite: 21st level, Cleave, Great Cleave, Improved Critical of the weapon to be chosen, Weapon Focus of the weapon to be chosen, Power Attack, and Strength 23+

Use: Automatic

When using the chosen weapon, the character deals +1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6, and if the multiplier is x4, add 3d6.

**PERFECT HEALTH**

Type of Feat: General

Prerequisite: 21st level, Great Fortitude, Constitution 25+

Use: Automatic

This feat makes the character immune to all diseases and poisons.

**PLANAR TURNING**

Type of Feat: General

Prerequisite: 21st level, Turn Undead, Wisdom 25+, Charisma 25+

Use: Selected. If the character has twice as many levels as the outsiders have Hit Die, the outsiders are destroyed instantly

This feat allows outsiders to be turned like undead.

**SELF CONCEALMENT**

Type of Feat: General

Prerequisite: 21st level, Improved Evasion, Dexterity 30+, Hide 30 ranks, and Tumble 30 ranks

Use: Automatic

The character gains a 10% concealment bonus. This feat may be taken multiple times, to a maximum of 50%.

**SUPERIOR INITIATIVE**

Type of Feat: Combat

Prerequisite: 21st level, Improved Initiative

Use: Automatic

The character gains a +8 bonus on initiative checks.

**TERRIFYING RAGE**

Type of Feat: General

Prerequisite: Epic Barbarian, Intimidate 25

Use: Automatic while in rage

While the barbarian is raging, any enemy that comes close to him must make a Will save opposed by the barbarian's Intimidate check. If the enemy fails the check, he panics for 1d6 rounds. Opponents with up to twice the barbarian's Hit Dice won't flee, but will receive a -2 penalty to attack and saving throw rolls. Creatures with more than 2x the barbarian's Hit Dice aren't affected by the rage.

**THUNDERING RAGE**

Type of Feat: General

Prerequisite: Epic Barbarian, Strength 25

Use: Automatic while in rage

Any weapon the barbarian wields while in a rage does an additional 2d8 points of damage on a critical hit.

**UNDEAD SHAPE**

Type of Feat: General

Prerequisite: Epic Shifter

Use: Selected. After choosing the ability, the character must select the type of undead to change into

This enables the character to transform into a selection of powerful undead creatures.

# Spells



This section lists all of the spells that are available in *Hordes of the Underdark*. Also discussed are new Epic Spells and some of the new spell techniques that can be used to create magical potions, spells, and miscellaneous objects.

## USING SPELL EFFECTS ON ITEMS

Several of the new spells can temporarily change the nature of an existing weapon or armor. Most of these spells (such as Magic Weapon) only work on non-magical weapons. Generally, if one of these spells is cast on an item that is already temporarily enchanted, the most recent spell will override the previous spell, even if it weakens the item.

*Hordes of the Underdark* also supports the ability to cast spells on items. The new enchantment feats—Brew Potion, Scribe Scroll, and Craft Wand—are activated when a caster casts a spell onto an empty potion bottle, blank scroll, or bone wand, respectively. If the spell meets the requirements of these feats, that item becomes enchanted.

The innovative spellcaster will also note that casting particular spells on various items has additional effects. Casting Bless, for example, on crossbow bolts makes them extremely lethal to Rakshasha. Light or Continual Light can be directly cast on an item, making a portable light source out of a weapon, helmet or armor. You may only cast spells on items that are in your inventory.

Also, Charm Person and similar spells can now be cast on targets to influence any Persuasion or Appraisal checks made against them.

## MAGICAL SPELL LISTS

### BARD SPELLS

Bardic magic covers a number of schools that are taken out of the greater systems of magic. Bards can heal a little, enchant their allies and enemies, and do a very minor bit of battle evocation.

This is a good school of magic for people who want to have a bit of everything at their disposal.

#### 0-Level Bard Spells

**Cure Minor Wounds:** Heal 4 points of damage.

**Daze:** If 5 HD or less, target is dazed.

**Flare:** A burst of hot light is fired from the caster to one target, making it suffer a -1 penalty to attack rolls.

**Light:** Create a small light source.

**Resistance:** +1 bonus to all saving throws.

#### 1st-Level Bard Spells

**Acquilly:** The caster or a target gains a +20 bonus to Listen checks.

**Balagarr's Iron Horn:** The caster creates a deep, resonant vibration that shakes all creatures in the area of effect from their feet if they fail a Strength check (as if the caster had a Strength of 20). Every creature that falls suffers 1 point of damage and will be knocked down for 1 round.

#### 1st-Level Bard Spells - Continued

**Charm Person:** 50% bonus to target's personal reputation to caster.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Expeditions Retreat:** Caster boosts his or her normal movement rate by 150%, allowing him or her to flee from dangerous encounters.

**Grease:** Slows or knocks down opponents.

**Identify:** Gain a 25 + 1 per caster level bonus to Lore skill.

**Lesser Dispel:** Weak version of Dispel Magic.

**Mage Armor:** +4 AC bonus.

**Magic Weapon:** Add a +1 enhancement bonus to one weapon.

**Protection from Alignment:** Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.

## 1st-Level Bard Spells - Continued

**Scare:** Causes fear in weak creatures.

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature I:** Summons a dire badge.

## 2nd-Level Bard Spells

**Blindness/Deafness:** The target creature is struck blind and deaf.

**Bull's Strength:** Target creature's Strength is increased by 1d4+1.

**Cat's Grace:** The target creature's Dexterity is increased by 1d4+1.

**Clarity:** Removes sleep, confusion, stun, and charm effects and protects against same.

**Cloud of Bewilderment:** Enemies in the area of effect are stunned and blinded for 1d6 rounds.

**Cure Moderate Wounds:** Heal 2d8 points of damage + 1/level.

**Darkness:** Cover creatures in a shroud of darkness.

**Eagle's Splendor:** Target's Charisma increases by 1d4 +1.

**Fox's Cunning:** Target's Intelligence increases by 1d4 +1.

**Ghostly Visage:** 10/+2 damage reduction; immune to level 1 spells or lower.

**Hold Person:** Target humanoid is paralyzed.

**Invisibility:** Target invisible until attacks or casts a spell.

**Owl's Wisdom:** Target's Wisdom increases by 1d4 + 1.

**See Invisibility:** Target creature is able to see all invisible creatures.

**Silence:** Creates a zone of silence around target creature.

**Sound Burst:** 1d8 sonic damage to creatures in area.

**Summon Creature II:** Summons a dire boar.

**Ultravision:** Darkvision and low-light vision.

## 3rd-Level Bard Spells

**Bestow Curse:** Lowers all of the target creature's ability scores by 2.

**Charm Monster:** 50% bonus in target's personal reputation to caster.

**Clairaudience/Clairvoyance:** Target gains +10 bonus to Spot and Listen checks.

**Confusion:** Target behaves erratically.

**Cure Serious Wounds:** Heal 3d8 points of damage +1/level.

**Dispel Magic:** Remove magical effects from creatures.

**Fear:** Make enemies run away.

**Find Traps:** +10 to Search checks.

**Greater Magic Weapon:** One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

**Haste:** One extra attack action per round and movement is increased by 50%.

**Invisibility Sphere:** Self and allies hidden in a sphere of invisibility.

**Keen Edge:** The critical threat range of one weapon is extended.

**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Remove Curse:** All curses removed from target.

**Remove Disease:** All diseases removed from target.

**Slow:** Target movement rate lowered by 50%.

**Summon Creature III:** Summons a dire wolf.

**Remove Paralysis:** All paralysis and hold effects removed from target.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Silence:** Creates a zone of silence around target creature.

**Sound Burst:** 1d8 sonic damage to creatures in area.

**Wounding Whispers:** The caster is surrounded with whispers that injure any creature that hits the caster for 1d8 points of sonic damage.

### 4th-Level Bard Spells

**Cure Critical Wounds:** Heals 4d6 points of damage +1 per caster level.

**Dismissal:** All associates of target are unsummoned.

**Dominate Person:** Target temporarily becomes under the caster's control.

**Hold Monster:** Target monster is paralyzed.

**Improved Invisibility:** Attack and cast spells while remaining concealed.

**Legend Lore:** +10 bonus to Lore checks, +1 per 2 caster levels.

**Neutralize Poison:** Target cured, if poisoned.

**Summon Creature IV:** Summons a dire spider.

**War Cry:** +2 bonus to attack and damage for allies; all enemies are stricken with fear.

### 5th-Level Bard Spells

**Ethereal Visage:** 20/3 damage reduction and immunity to spells of 2nd level and lower.

**Greater Dispelling:** More powerful version of Dispel Magic.

**Healing Circle:** All friends nearby heal for 1d8 + 1 point per caster level.

**Mind Fog:** -10 penalty on Will saving throws while in the fog.

**Summon Creature V:** Summons a dire tiger.

### 6th-Level Bard Spells

**Dirge:** The caster's song draws the energies of death and destruction. Any enemies in the area of effect suffer 2 points of Strength and Dexterity ability score damage each round.

**Energy Buffer:** Target gains damage resistance 40/- against elemental damage.

**Ice Storm:** 3d6 bludgeoning and 2d6 cold damage.

**Mass Haste:** All nearby allies gain one extra attack action per round and a 50% increase in movement speed.

**Summon Creature VI:** Summons a dire bear.

### CLERIC SPELLS

Clerics have some of the best enchantment spells in the game (buff magic) and they possess the best healing ability in the land. In addition, clerics even have some decent battle magic. Clerics are usually a few levels behind wizards in terms of inflicting damage with their spells, but the buffs and healing more than make up for this deficiency.

### 0-Level Cleric Spells

**Cure Minor Wounds:** Heals 4 points of damage.

**Inflict Minor Wounds:** If the caster succeeds in striking an opponent with a touch attack, the target suffers 1 point of damage.

**Light:** Creates a small light source.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

### 1st-Level Cleric Spells

**Bane:** Caster's enemies are filled with fear and doubt. They suffer a -1 penalty on their attack rolls and on saving throws against fear.

**Bless:** +1 attack and damage for all allies near caster.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Divine Favor:** Caster gains a +1 bonus to attack and weapon damage rolls for every three caster levels (at least +1, to a maximum of +5).

**Doom:** Target receives -2 modifier to attack and damage rolls; saving throws, ability checks, and skill checks are also given a -2 penalty.

**Endure Elements:** Target creature gains damage resistance 10/- against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

**Entropic Shield:** A magical field appears around the caster, granting the caster a 20 percent miss chance against all ranged attacks.

**Inflict Light Wounds:** Target suffers 1d8 points of damage if the caster succeeds in striking an opponent with a touch attack.

**Magic Weapon:** Add a +1 enhancement bonus to one weapon.

## 1st-Level Cleric Spells - Continued

**Protection from Alignment:** Target receives +2 AC bonus and +2 saving throw bonus against creatures of a particular alignment.

**Remove Fear:** All fear effects are removed from target.

**Sanctuary:** Caster's presence is ignored by nearby creatures.

**Scare:** Causes fear in weak creatures.

◆ **Shield of Faith:** Target gains a +2 deflection bonus to his/her armor class, with an additional +1 bonus for every six levels of the caster (maximum of +5).

**Summon Creature I:** Summons a dire badger.

## 2nd-Level Cleric Spells

**Aid:** Target receives +1 bonus to attacks and saving throws versus fear; +1d8 hit points.

**Bull's Strength:** Target creature's Strength increases by 1d4+1.

**Cure Moderate Wounds:** Heals 2d8 points of damage +1/level.

**Darkness:** Covers creature in a shroud of darkness.

**Eagle's Splendor:** Target's Charisma increases by 1d4+1.

**Endurance:** Target's Constitution increases by 1d4+1.

**Find Traps:** +10 to Search checks.

**Fox's Cunning:** Target's Intelligence increases by 1d4+1.

**Hold Person:** Paralyzes target humanoid.

◆ **Infect Moderate Wounds:** Target suffers 2d8 points of damage if the caster succeeds in striking an opponent with a touch attack.

**Lesser Dispel:** Weaker version of Dispel Magic.

**Lesser Restoration:** Removes all effects that apply ability score, AC, attack, damage, spell resistance or saving throw penalties.

**Negative Energy Ray:** 1d6 points of damage from negative energy ray.

**Owl's Wisdom:** Target's Wisdom increases by 1d4+1.

◆ **Stone Bones:** The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

**Ultravision:** Darkvision and low-light vision.

## 3rd-Level Cleric Spells

**Animate Dead:** Summons forth an undead minion.

**Bestow Curse:** Lowers all of the target creature's ability scores by 2.

## 3rd-Level Cleric Spells - Continued

**Blindness/Deafness:** Target creature is struck blind and deaf.

**Clarity:** Removes sleep, confusion, stun, and charm effects. Also protects against the same.

**Contagion:** Random disease afflicts target.

◆ **Continual Flame:** Creates a magical flame that burns until dispelled.

**Cure Serious Wounds:** Heals 3d8 points of damage +1/level.

◆ **Darkfire:** The caster immolates a non-magical weapon so that it does 1d6 points of fire damage, +1 per two caster levels (maximum of +10).

**Dispel Magic:** Removes magical effects from creatures.

◆ **Glyph of Warding:** The caster creates a small, magical zone that can detect the passage of enemy creatures. When the field is activated, it explodes, doing 1d8 points of sonic damage per two caster levels to all within the area of effect (to a maximum of 5d8).

◆ **Infect Serious Wounds:** The target suffers 3d6 points of damage if the caster succeeds in striking an opponent with a touch attack.

**Invisibility Purge:** Removes all invisibility from nearby creatures.

**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws, and immunity to mind-affecting spells from the specified alignment.

◆ **Magic Vestment:** One suit of armor or a shield gains a +1 AC bonus per 3 caster levels (maximum of +5).

**Negative Energy Protection:** Target becomes immune to all negative energy attacks.

**Prayer:** Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to the same.

**Protection From Elements:** 30/- damage resistance against all elemental forms of damage.

**Remove Blindness/Deafness:** All nearby allies cured of blindness and deafness.

**Remove Curse:** All curses removed from target.

**Remove Disease:** All diseases removed from target.

**Scaring Light:** Undead suffer 1d8/level. Constructs suffer 1d6/level, while others suffer 1d8 per 2 caster levels.

**Summon Creature III:** Summons a dire wolf.

## 4th-Level Cleric Spells

**Cure Critical Wounds:** Heals 4d8 points of damage +1 per caster level.

**Death Ward:** Target becomes immune to any death spells or effects.

**Dismissal:** All associates of target are unsummoned.

**Divine Power:** Cleric gains bonus hit points. Strength becomes 18, and attack bonus improves.

**Freedom of Movement:** Target becomes immune to paralysis.

**Greater Magic Weapon:** One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

**Hammer of the Gods:** 1d8 damage per 2 caster levels.

**InFLICT Critical Wounds:** The target suffers 4d8 points of damage if the caster succeeds in striking an opponent with a touch attack.

**Neutralize Poison:** Target is cured if poisoned.

**Poison:** Inflicts Blue Whinnis poison on target.

**Restoration:** Removes most effects, including level drain and blindness.

**Summon Creature IV:** Summons a dire spider.

## 5th-Level Cleric Spells

**Battletide:** The caster creates an aura that steals energy from its enemies. They suffer a -2 circumstance penalty on saves, attack rolls, and damage rolls, once entering the aura. The caster gains a +2 circumstance bonus to saves, attack rolls, and damage rolls.

**Circle of Doom:** All enemies within the area of effect are struck with negative energy that causes 1d8 points of damage, +1 point per caster level. Negative energy spells have a reverse effect on the undead; healing them instead of harming them.

**Evil Blight:** All enemies within the area of effect have a curse placed on them, lowering all of their stats by 3.

**Flame Strike:** 1d6 fire and divine damage/level.

**Healing Circle:** All nearby allies heal for 1d8 + 1 point per caster level.

**Monstrous Regeneration:** Target creature gains the ability to regenerate 3 Hit Points every round.

**Raise Dead:** Returns one target corpse to life.

**Slay Living:** Target must make Fortitude save or die.

## 5th-Level Cleric Spells - Continued

**Spell Resistance:** 12 +1 per caster level spell resistance.

**Summon Creature V:** Summons a dire tiger.

**True Seeing:** Ability to see through Sanctuary and Invisibility spells.

## 6th-Level Cleric Spells

**Banishment:** Caster destroys all summoned creatures, familiars, animal companions and Outsiders in the area of effect. Caster can banish the number of creatures equal to twice the caster's level in HD.

**Blade Barrier:** Creates a wall of blades; 1d6/level damage.

**Control Undead (Necromancy):** Ability to dominate one undead creature.

**Create Undead:** Creates one undead creature.

**Etherealness:** Caster becomes ethereal; no other creature can detect the caster. Attacking or performing a hostile action dispels Etherealness.

**Greater Dispelling:** More powerful version of Dispel Magic.

**Greater Sanctuary:** The caster becomes ethereal. No other creature can detect the caster. Attacking or performing a hostile action will dispel Greater Sanctuary.

**Harm:** Target reduced to 1d4 hit points.

**Heal:** Target is fully healed.

**Planar Ally:** An Outsider is summoned to assist the caster. The type of Outsider varies with the caster's alignment.

**Summon Creature VI:** Summons a dire bear.

**Undeath to Death:** This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). This spell affects creatures with the lowest hit-dice first.

## 7th-Level Cleric Spells

**Destruction:** Target must save or die.

**Greater Restoration:** Removes most temporary and all permanent negative effects.

**Regenerate:** Restores 6 hit points every round.

**Resurrection:** Returns a single target corpse to life with full hit points.

**Summon Creature VII:** Summons a huge elemental of random type.

**Word of Faith:** Enemies are stunned or killed.

## 8th-Level Cleric Spells

**Aura Versus Alignment:** +1 AC, immunity to mind-affecting spells, and SR 25 against creatures of the specified alignment.

**Create Greater Undead:** Creates a powerful undead creature.

**Earthquake:** Caster causes a massive earthquake around himself/herself, causing 1d6 points of damage per caster level (to a maximum of 20d6) to all creatures in the area of effect. The earthquake doesn't affect the caster.

**Fire Storm:** Rain of fire; 1d6 damage/level.

**Mass Heal:** All nearby allies are fully healed.

**Summon Creature VIII:** Summons a greater elemental of random type.

**Sunbeam:** 1d6 damage/level to undead, 3d6 damage to others.

## 9th-Level Cleric Spells

**Energy Drain:** Target temporarily gains 2d4 negative levels.

**Gate:** Summons forth a Balinr.

**Implosion:** Kills all living things within area of effect.

**Storm of Vengeance:** 3d6 acid damage each round.

**Summon Creature IX:** Summons an elder elemental of random type.

**Undeath's Eternal Foe:** All allies in the area of effect receive the following bonuses: immunity to negative damage, immunity to level/energy drain, immunity to ability score decreases, immunity to poisons, and immunity to diseases.

## DRUID SPELLS

Druid magic would resemble clerical magic if it were filtered through the realm of nature. Druids still excel at healing and buffing their allies, but their combat magic has a much more elemental and terrestrial base to it. At higher levels, these masters of the land can transform into creatures with incredible power.

## 0-Level Druid Spells

**Cure Minor Wounds:** Heals 4 points of damage.

**Flare:** Caster fires a burst of hot light to one target, making it suffer a -1 penalty to attack rolls.

**Light:** Creates a small light source.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

## 1st-Level Druid Spells

**Camouflage:** Caster's coloring changes to match the surroundings, gaining a +10 competence bonus to any Hide checks.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Endure Elements:** 10/- damage resistance against all elemental forms of damage.

**Entangle:** Traps enemies with clinging vegetation.

**Grease:** Slows or knocks down opponents.

**Magic Fang:** Strengthens the caster's animal companion, giving it +1 to hit and +1 to damage. It also grants the creature damage reduction of 1/+1 and the ability to strike as if it were a +1 weapon (so it can bypass other creatures' damage reduction).

## 1st-Level Druid Spells - Continued

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature I:** Summons a dire badger.

**Ultravision:** Darkvision and low-light vision.

## 2nd-Level Druid Spells

**Barkskin:** Hardens the target creature's skin, improving Armor Class.

**Blood Frenzy:** Caster enters a rage similar to that of a Barbarian. Caster gains a +2 bonus to Strength and Constitution and a +1 bonus to Will saves, while suffering a -1 penalty to AC.

**Bull's Strength:** Target creature's Strength increases by 1d4+1.

**Charm Person or Animal:** 50% bonus in target's personal reputation to caster.

**Flame Lash:** 2d6 fire damage + 1d6 per caster level above 3.

**Hold Animal:** Paralyzes target animal.

**Lesser Dispel:** Weaker version of Dispel Magic.

**Lesser Restoration:** Removes all effects that apply ability score, AC, attack, damage, spell resistance, or saving throw penalties.

**One With the Land:** Caster forges a strong link with nature, gaining a +3 competence bonus to Animal Empathy, Hide, Move Silently, and Set Trap skills.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Summon Creature II:** Summons a dire boar.

### 3rd-Level Druid Spells

**Call Lightning:** 1d6/level damage from bolt of lightning.

**Contagion:** Random disease inflicts target.

**Cure Moderate Wounds:** Heals 2d8 points of damage + 1/level.

**Dominance Animal:** Caster temporarily gains control of target animal.

◆ **Greater Magic Fang:** Strengthens the caster's animal companion, giving it +1 to hit and +1 damage for every three levels of the caster (maximum of +5/+5). It also grants the creature damage reduction and enchantment bonus equal to the hit/damage bonus given.

● **Healing Sting:** Inflict 1d6 points of damage, +1 per caster level, to the living creature touched and gain an equal amount of Hit Points.

● **Infestation of Maggots:** The caster infests one target with maggot-like creatures. They deal 1d4 points of temporary Constitution damage each round.

◆ **Neutralize Poison:** Target is cured if poisoned.

● **Poison:** Inflicts Blue Whinnis poison on target.

● **Protection From Elements:** 30/- damage resistance against all elemental forms of damage.

◆ **Quillfire:** Caster throws poisonous quills at a target, causing 2d8 points of damage. It also inflicts Scorpion Venom on the target.

● **Remove Disease:** All diseases removed from target.

◆ **Spike Growth:** Covers the terrain with small spikes. Any creature suffers 1d4 points of damage each round that they remain within the afflicted area. These spikes can damage the victim's legs, so that even when they are free of the spike growth, their movement rate is slowed for a day.

● **Summon Creature III:** Summons a dire wolf.

### 4th-Level Druid Spells

● **Cure Serious Wounds:** Heals 3d8 points of damage +1/level.

● **Dispel Magic:** Removes magic effects from creatures.

● **Flame Strike:** 1d6 fire and divine damage/level.

● **Freedom of Movement:** Target becomes immune to paralysis.

● **Hold Monster:** Target monster is paralyzed.

◆ **Mass Camouflage:** All allies in the area of effect gain a +10 bonus to their Hide skill.

● **Stoneskin:** 10/+5 points of damage reduction.

● **Summon Creature IV:** Summons a dire spider.

### 5th-Level Druid Spells

● **Awaken:** Animal companion is temporarily improved.

● **Cure Critical Wounds:** Heals 4d8 points of damage +1 per caster level.

● **Death Ward:** Target becomes immune to any death spells or effects.

● **Ice Storm:** 3d6 bludgeoning and 2d6 cold damage.

◆ **Inferno:** Caster causes a target to ignite into flame. Each round, the target suffers 2d6 points of fire damage.

◆ **Owl's Insight:** Target gains an enhancement bonus to Wisdom equal to half the caster's level.

● **Slay Living:** Target must make Fortitude save or die.

● **Spell Resistance:** 12 +1 per caster level spell resistance.

● **Summon Creature V:** Summons a dire tiger.

● **Vine Mine:** The caster creates sinuous vines, capable of performing one of three actions: entangle (as the spell); hamper movement (movement speed is halved); camouflage (add +4 competence bonus on Hide checks).

● **Wall of Fire:** 4d6 points of fire damage.

### 6th-Level Druid Spells

● **Crumble:** This spell inflicts 1d6 points of damage per caster level to a selected Construct (to a maximum of 15d6).

◆ **Drown:** Caster creates water in the lungs of a target creature. Any drowned creature loses all but 1 HP; only living creatures are affected.

● **Energy Buffer:** Target gains damage resistance 40/- against elemental damage.

● **Greater Dispelling:** More powerful version of Dispel Magic.

● **Greater Stoneskin:** 20/+5 damage reduction.

● **Healing Circle:** All nearby allies heal for 1d8 + 1 point per caster level.

● **Regenerate:** Restores 6 hit points every round.

● **Summon Creature VI:** Summons a dire bear.

### 7th-Level Druid Spells

● **Aura of Vitality:** All allies within the area of effect receive a +4 bonus to Strength, Constitution, and Dexterity.

● **Creeping Doom:** Carpet of insects attacks at caster's command.

● **Fire Storm:** Rain of fire; 1d6 damage/level.

## 7th-Level Druid Spells - Continued

**Harm:** Target reduced to 1d4 hit points.

**Heal:** Target is fully healed.

**Stonehold:** Creates a cloud that paralyzes any creatures inside of it, encasing them in stone for 1d6 rounds.

**Summon Creature VII:** Summons a huge elemental of random type.

**True Seeing:** Ability to see through Sanctuary and Invisibility spells.

## 8th-Level Druid Spells

**Bombardment:** Rocks fall from the sky, inflicting 1d8 points of damage per caster level (max 10d8) to all enemies in the area.

**Finger of Death:** Target dies.

**Nature's Balance:** Lowers enemies' spell resistance by 1d4 per 5 levels of the caster; heals allies.

**Premonition:** Damage reduction of 30/+5.

**Summon Creature VIII:** Summons a greater elemental of random type.

**Sunbeam:** 1d6 damage/level to undead; 3d6 damage to others.

**Sunburst:** A brilliant explosion occurs where the caster directs, causing 1d6 points of damage per caster level to all undead creatures (3d6 points of damage to creatures that are not undead). Vampires are destroyed instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded permanently (the blindness can only be magically removed).

## 9th-Level Druid Spells

**Earthquake:** Caster causes a massive earthquake around himself/herself, causing 1d6 points of damage per caster level (to a maximum of 20d6) to all creatures in the area of effect. The earthquake doesn't affect the caster.

**Elemental Swarm:** One 24 HD Elemental under control of Druid.

**Mass Heal:** All allies nearby are fully healed.

**Shapechange:** Ability to transform into a dragon, giant, Balor, slaad, or golem.

**Storm of Vengeance:** 3d6 acid damage each round.

**Summon Creature IX:** Summons an elder elemental of random type.

## PALADIN SPELLS

Paladins are warriors of faith far more than casters of divine magic. Instead, paladins' magic is supplementary, adding to their ability to stay in battle and inflict more damage against enemies of light and purity. With a substantial focus of *Hordes of the Underdark* spells being on weapon buffs, paladins have gained a few important spells for combat use.

### 1st-Level Paladin Spells

**Bless:** +1 attack and damage for all allies near caster.

**Bless Weapon:** One melee weapon gains a +1 enhancement bonus, and a 2d6 damage bonus vs. undead.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Deafening Clang:** The caster empowers a weapon with a +1 attack bonus and a +3 sonic damage bonus. Also, the weapon gains the ability to deafen the creature that is struck with it.

**Divine Favor:** Caster gains a +1 bonus to attack and weapon damage rolls for every three caster levels (at least +1, to a maximum of +5).

**Endure Elements:** Target creature gains damage resistance 10/- against all elemental forms of damage. The spell ends after absorbing 20 points of damage from any single elemental type.

**Entropic Shield:** A magical field appears around the caster, granting the caster a 20% miss chance against all ranged attacks.

**Protection from Alignment:** Target receives +2 AC bonus and +2 saving throw bonus against creatures of a particular alignment.

**Resistance:** +1 bonus to all saving throws.

**Virtue:** 1 temporary hit point.

### 2nd-Level Paladin Spells

**Aid:** Target receives +1 bonus to attacks and saving throws versus fear; +1d9 hit points.

**Aura of Glory:** Bonus to Charisma; cures allies and bolsters them against fear.

**Bull's Strength:** Target creature's Strength increases by 1d4+1.

**Eagle's Splendor:** Target's Charisma increases by 1d4+1.

**Remove Paralysis:** All paralysis and hold effects removed from target.

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

### 3rd-Level Paladin Spells

**Cure Moderate Wounds:** Heals 2d8 points of damage + 1/level.

**Dispel Magic:** Removes magical effects from creatures.

**Magic Circle Against Alignment:** Caster and all nearby allies gain +2 AC, +2 saving throws, and immunity to mind-affecting spells from the specified alignment.

**Prayer:** Allies gain +1 to attack, damage, skill, and saving throw rolls; enemies receive -1 penalty to the same.

**Remove Blindness/Deafness:** All nearby allies cured of blindness and deafness.

### 4th-Level Paladin Spells

**Cure Serious Wounds:** Heals 3d8 points of damage +1/level.

**Death Ward:** Target becomes immune to any death spells or effects.

**Freedom of Movement:** Target becomes immune to paralysis.

**Holy Sword:** The paladin's melee weapon becomes a powerful Holy Avenger.

**Neutralize Poison:** Target is cured if poisoned.

## RANGER SPELLS

Rangers, like paladins, are a class of warriors with a mix of magic in their blood. These characters take a note from the realm of druidic magic, and their enchantments blend a bit of healing with various natural spells.

### 1st-Level Ranger Spells

**Camouflage:** Caster's coloring changes to match the surroundings, gaining a +10 competence bonus to any Hide checks.

**Cure Light Wounds:** 1d8 points of damage + 1/level healed.

**Entangle:** Traps enemies with clinging vegetation.

**Grease:** Slows or knocks down opponents.

**Magic Fang:** Strengthens the caster's animal companion, giving it +1 to hit and +1 to damage. It also grants the creature damage reduction of 1/+1 and the ability to strike as if it were a +1 weapon (so it can bypass other creature's damage reduction).

**Resist Elements:** 20/- damage resistance against all elemental forms of damage.

**Summon Creature I:** Summons a dire badger.

**Ultravision:** Darkvision and low-light vision.

### 2nd-Level Ranger Spells

**Cat's Grace:** Target creature's Dexterity increases by 1d4+1.

**Hold Animal:** Target animal is paralyzed.

**One With the Land:** Caster forges a strong link with nature, gaining a +3 competence bonus to Animal Empathy, Hide, Move Silently, and Set Trap skills.

**Protection From Elements:** 30/- damage resistance against all elemental forms of damage.

### 2nd-Level Ranger Spells—Continued

**Sleep:** Causes 2d4 HD of creatures to fall asleep.

**Summon Creature II:** Summons a dire boar.

### 3rd-Level Ranger Spells

**Aid:** Target receives +1 bonus to attacks and saving throws versus fear; +1d8 hit points.

**Blade Thirst:** One slashing weapon gains a +3 enhancement bonus.

**Cure Moderate Wounds:** Heals 2d8 points of damage + 1/level.

**Greater Magic Fang:** Strengthens the caster's animal companion, giving it +1 to hit and +1 to damage for every three levels of the caster (maximum of +5). It also grants the creature damage reduction and enchantment bonus equal to the hit/damage bonus given.

**Invisibility Purge:** Removes all invisibility from nearby creatures.

**Neutralize Poison:** Target is cured if poisoned.

**Remove Disease:** All diseases removed from target.

**Summon Creature III:** Summons a dire wolf.

### 4th-Level Ranger Spells

**Cure Serious Wounds:** Heals 3d8 points of damage +1/level.

**Freedom of Movement:** Target becomes immune to paralysis.

**Mass Camouflage:** All allies in the area of effect gain a +10 bonus to their Hide skills.

**Polymorph Self:** Caster can turn into a pixie, troll, umber hulk, giant spider, or zombie.

**Summon Creature IV:** Summons a dire spider.

## SORCERER/WIZARD SPELLS

Sorcerers and Wizards are the damage dealers of the magical world. Through a heavy mix of enchantments to aid allies and beguile enemies, they also are quite adept at confusing and disrupting others while protecting their own. When it comes time to draw upon the elements, these casters can level entire battlefields with spells of legendary power.

New spells for this group include weapon buffs and many damage evocations that cover different elemental types to round out what casters are capable of dealing. There are new acid spells of particular interest.

### 0-Level Sorcerer/Wizard Spells

-  **Acid Splash:** Caster fires a small orb of acid at the target for 1d3 points of acid damage.
- Daze (Enchantment):** If 5 HD or less, target is dazed.
-  **Electric Jolt:** The caster causes 1d3 points of electrical damage to a target.
-  **Flare:** Caster fires a burst of hot light to one target, making it suffer a -1 penalty to attack rolls.
- Light (Evocation):** Creates a small light source.
- Ray of Frost (Conjuration):** 1d3 cold damage.
- Resistance (Abjuration):** +1 bonus to all saving throws.

### 1st-Level Sorcerer/Wizard Spells

- Burning Hands (Transmutational):** 1d4/level fire damage from cone of fire.
- Charm Person (Enchantment):** 30% bonus to target's personal reputation to caster.
- Color Spray (Illusion):** Blinds, stuns, or knocks creatures unconscious.
- Endure Elements (Abjuration):** 10% damage resistance against all elemental forms of damage.
-  **Expeditious Retreat:** Caster boasts his or her normal movement rate by 150%, allowing him or her to flee from dangerous encounters.

**Grease (Conjuration):** Slows or knocks down opponents.

-  **Hortizkaul's Boom:** The target takes 1d4 points of sonic damage per two-caster levels (maximum 5d4) and must make a Will save or be deafened for 1d4 rounds.
-  **Ice Dagger:** The caster creates a dagger-shaped piece of ice that flies toward the target and deals 1d4 points of cold damage per level (maximum of 5d4). Because the damage rises quickly and is of a cold base, low-level mages should consider this an early alternative to magic missile.

### 1st-Level Sorcerer/Wizard Spells - Continued

- Identify (Divination):** Gain a 25 + 1 per-caster-level bonus to Lore skill checks.
-  **Iron Gole:** The target gains a +4 circumstance bonus on Fortitude saves against all poisons.
- Mage Armor (Conjuration):** +1 AC bonus.
- Magic Missile (Evocation):** 1 missile every 2 levels; each missile causes 1d4 + 1 damage.
-  **Magic Weapon:** Add a +1 enhancement bonus to one item.
- Negative Energy Ray (Necromancy):** 1d6 points of damage from negative energy ray.
- Protection From Alignment (Abjuration):** Target receives +2 AC bonus, +2 saving throw bonus against creatures of a particular alignment.
- Ray of Enfeeblement (Necromancy):** 1d6 Strength damage.
- Scare (Necromancy):** Causes fear in weak creatures.
-  **Shelgarn's Persistent Blade:** The caster summons a dagger that acts as a faithful and loyal servant.
-  **Shield:** Caster gains a +4 bonus to AC and a +3 bonus to Reflex saves. The caster is also immune to magic missiles for the duration of the spell.
- Sleep (Enchantment):** Causes 2d4 HD of creatures to fall asleep.
- Summon Creature I (Conjuration):** Summons a dire badger.
-  **True Strike:** Caster gains a +20 bonus to attack rolls through magical intuition.

### 2nd-Level Sorcerer/Wizard Spells

-  **Baleynax's Iron Horn:** Caster creates a deep, resonant vibration that shakes all creatures in the area of effect from their feet. If they fail a Strength check (assuming the caster has Strength of 20), every creature that falls suffers 1 point of damage and gets knocked down for 1 round.
- Blindness/Deafness (Enchantment):** Target creature is struck blind and deaf.
- Bull's Strength (Transmutational):** Target creature's Strength increases by 1d4+1.
- Cat's Grace (Transmutation):** The target creature's Dexterity increases by 1d4+1.
-  **Cloud of Bewilderment:** Enemies in the area of effect are stunned and blinded 1d6 rounds.

## 2nd-Level Sorcerer/Wizard Spells - Continued

**Combust:** An eruption of flame causes 2d6 fire damage +1 point per caster level (maximum +10) with no saving throw to a target. Further, the creature must make a Reflex save or catch fire taking a further 1d6 points of damage. This will continue until the Reflex save is successful.

**Continual Flame:** Creates a magical flame that burns until dispelled.

**Darkness (Evocation):** Covers creatures in a shroud of darkness.

**Death Armor:** A magical aura surrounds the caster, injuring creatures that touch it. Any creature striking the caster takes 1d4 points of damage +1 point per 2 caster levels (maximum +5).

**Eagle's Splendor (Transmutation):** Target's Charisma increases by 1d4 +1.

**Endurance (Transmutation):** Target's Constitution increases by 1d4 +1.

**Flame Weapon:** Sets a melee weapon aflame, granting 1d4 points of fire damage +1 per caster level to a maximum of +10. You can target a specific weapon or a creature with this spell.

**Fox's Cunning (Transmutation):** Target's Intelligence increases by 1d4 +1.

**Gedlee's Electric Loop:** The caster creates a small stroke of lightning that cycles through all creatures in the area of effect. The spell deals 1d6 points of damage per 2 caster levels (maximum 5d6). Those who fail their Reflex saves must succeed at a Will save or be stunned for 1 round.

**Ghostly Visage (Illusion):** 10/+2 damage reduction; immune to 0- and 1st-level spells.

**Ghoul Touch (Necromancy):** Paralyzes target with touch attack.

**Invisibility (Illusion):** The target becomes invisible until she attacks or casts a spell.

**Knock (Transmutation):** Ability to unlock doors and containers.

**Lesser Dispel (Abjuration):** Weaker version of Dispel Magic

**Melf's Acid Arrow (Conjuration):** Acid bolt inflicts 3d6 damage plus 1d6 per round until spell expires.

**Owl's Wisdom (Transmutation):** Target's Wisdom increases by 1d4 +1.

**Resist Elements (Abjuration):** 20/- damage resistance against all elemental forms of damage.

## 2nd-Level Sorcerer/Wizard Spells - Continued

**See Invisibility (Divination):** Target creature can see all invisible creatures.

**Stone Bones:** The target undead gains a +3 natural armor class bonus, due to the thickening of its bones.

**Summon Creature II (Conjuration):** Summons a dire boar.

**Tasha's Hideous Laughter:** If the target fails a saving throw, he will start to laugh. This makes the target unable to move or defend until the spell wears off.

**Ultravision (Transmutation):** Darkvision and low-light vision.

**Web (Conjuration):** Traps enemies in a web.

## 3rd-Level Sorcerer/Wizard Spells

**Clairaudience/Clairvoyance (Divination):** Target gains +10 bonus to Spot and Listen checks.

**Clarity (Necromancy):** Removes sleep, confusion, stun, and charm effects and protects against the same.

**Dispel Magic (Abjuration):** Removes magical effects from creatures.

**Displacement:** Target gains 50% concealment through the caster's ability to emulate the natural abilities of the displacer beast.

**Find Traps (Divination):** +10 to Search checks.

**Fireball (Evocation):** 1d6 fire damage/level.

**Flame Arrow (Conjuration):** 4d6 damage per fire arrow; 1 arrow every 4 levels.

**Greater Magic Weapon:** One weapon gains a +1 enhancement bonus per 3 caster levels (maximum of +5).

**Gust of Wind:** Creates a blast of air that knocks down any creatures failing their saving throws. It is also powerful enough to disperse any area of effect effects (such as Cloudkill) that are in the path of the wind gust.

**Haste (Transmutation):** One extra attack action per round; movement increases by 50%.

**Hold Person (Enchantment):** Paralyzes target humanoid.

**Invisibility Sphere (Illusion):** Self and allies hidden in a sphere of invisibility.

**Keen Edge:** The critical threat range of one weapon is extended.

## 3rd-Level Sorcerer/Wizard Spells - Continued

**Lightning Bolt (Evocation):** 1d6 points of electricity damage/level.

**Magic Circle Against Alignment (Abjuration):** Caster and all nearby allies gain +2 AC, +2 saving throws and immunity to mind-affecting spells from the specified alignment.

**Mesti's Acid Breath:** The caster breathes forth a cone of acidic droplets that inflict 1d6 points of acid damage per caster level (maximum 10d6).

**Negative Energy Burst (Necromancy):** 1d8 points of negative energy damage + 1 per level.

**Protection from Elements (Abjuration):** 30% damage resistance against all elemental forms of damage.

**Scintillating Sphere:** The caster unleashes a crackling electric projectile that explodes upon all within the area of effect for 1d6 points of electric damage per caster level, to a maximum of 10d6.

**Slow (Transmutation):** Lowers target movement rate by 50%.

**Stinking Cloud (Conjuration):** Creatures are dazed and nauseated.

**Summon Creature III (Conjuration):** Summons a dire wolf.

**Vampiric Touch (Necromancy):** 1d6 damage for every two caster levels.

## 4th-Level Sorcerer/Wizard Spells - Continued

**Ice's Lesser Missile Storm:** Each creature in the targeted area of effect is hit by 1 magic missile for every 7 levels of the caster (max of 10 missiles). Each missile causes 1d6 points of damage.

**Improved Invisibility (Illusion):** Attack and cast spells while remaining concealed.

**Lesser Spell Break (Abjuration):** Strips an enemy mage of up to three defenses.

**Minor Globe of Invulnerability (Abjuration):** Prevents all 3rd-level and lower spells from affecting caster.

**Phantasmal Killer (Illusion):** Kills the target.

**Polymorph Self (Transmutation):** Caster can turn himself/herself into a pixie, troll, umber hulk, giant spider, or zombie.

**Remove Blindness/Deafness (Divination):** All nearby allies cured of blindness and deafness.

**Remove Curse (Abjuration):** All curses removed from target.

**Shadow Conjuration (Illusion):** Ability to conjure one of Darkness, Invisibility, Mage Armor, Magic Missile, or Summon Shadow.

**Stoneskin (Abjuration):** 10+5 points of damage reduction.

**Summon Creature IV (Conjuration):** Summons a dire spider.

**Wall of Fire (Evocation):** 1d6 points of fire damage.

## 4th-Level Sorcerer/Wizard Spells

**Bestow Curse (Transmutation):** Lowers all of the target creature's ability scores by two.

**Charm Monster (Enchantment):** 50% bonus to target's personal reputation to caster.

**Confusion (Enchantment):** Target behaves erratically.

**Contagion (Necromancy):** Random disease inflicts target.

**Elemental Shield (Evocation):** A ring of fire damages attackers and grants 50% cold/fire resistance to caster.

**Enervation (Necromancy):** Target temporarily gains 1d4 negative levels.

**Evard's Black Tentacles (Conjuration):** Traps and attacks enemies with tentacles.

**Fear (Necromancy):** Makes enemies run away.

**Ice Storm (Evocation):** 3d6 bludgeoning and 2d6 cold damage.

## 5th-Level Sorcerer/Wizard Spells

**Animate Dead (Necromancy):** Summons forth an undead minion.

**Ball Lightning:** The caster creates a ball of lightning that strikes his target. The damage of the ball is 1d6 per level to a maximum of 15d6.

**Bigby's Interposing Hand:** A giant hand appears over the target, making it difficult for him/her to attack. Target receives a -10 penalty to all attack rolls for the duration of the spell.

**Cloudkill (Conjuration):** Kills 3 HD or less creatures; 4-6 HD creatures must save or die.

**Cone of Cold (Evocation):** 1d6 cold damage/level.

**Dismissal (Abjuration):** All associates of target are un-summoned.

### 5th-Level Sorcerer/Wizard Spells – Continued

**Dominate Person (Enchantment):** Target temporarily becomes under the caster's control.

**Energy Buffer (Abjuration):** Target gains damage resistance 40/- against elemental damage.

**Fecblemind (Divination):** 1d4 points of Intelligence damage/level to target.

**Firebrand:** Masses of flame fly from the caster, striking 1 target per level of the caster. Each mass of flame explodes, inflicting 1d6 points of damage per level (max of 15d6) to all targets in the area of impact.

**Greater Shadow Conjuration (Illusion):** Conjures a shadow variant of a variety of spells.

**Hold Monster (Enchantment):** Paralyzes target monster.

**Lesser Mind Blank (Abjuration):** Renders target immune to mind-affecting spells; removes any current mind-affecting spells.

**Lesser Planar Binding (Conjuration):** Control or summon an outsider.

**Lesser Spell Mantle (Abjuration):** Absorbs up to 1d4 + 6 levels of spells.

**Mesti's Acid Sheath:** A shield of acid surrounds the caster; any creature striking the caster does normal damage, but at the same time the attacker takes 1d6 points + 2 points per caster level of acid damage.

**Mind Fog (Enchantment):** -10 penalty on Will saving throws while in the fog.

**Summon Creature V (Conjuration):** Summons a dire tiger.

### 6th-Level Sorcerer/Wizard Spells

**Acid Fog (Conjuration):** Slows creatures within fog and deals acid damage.

**Bigby's Forceful Hand:** A giant hand appears and attempts to bull-rush 1 target. The hand gains a +14 bonus on the Strength check. A target that is bull-rushed suffers 1d8 points of damage, becoming dazed for the duration of the spell.

**Chain Lightning (Evocation):** 1d6 damage/level; secondary bolts.

**Circle of Death (Necromancy):** Kills 1d4 creatures/level.

### 6th-Level Sorcerer/Wizard Spells – Continued

**Ethereal Visage:** 20/+3 damage reduction and immunity to spells of 2<sup>nd</sup>-level or lower.

**Evil Blight:** All enemies within the area of effect have a curse placed on them, lowering all of their stats by 3.

**Globe of Invulnerability (Abjuration):** Immunity to spells of 4<sup>th</sup>-level or lower.

**Greater Dispelling (Abjuration):** More powerful Dispel Magic.

**Greater Spell Breach (Abjuration):** Strips an enemy mage of up to six magical defenses.

**Greater Stoneskin (Transmutation):** 20/+5 damage reduction.

**Isaac's Greater Missile Storm:** Each creature in the targeted area of effect is hit by 1 magic missile for every 2 levels of the caster (max of 20 missiles). Each missile causes 3d6 points of damage.

**Legend Lore (Divination):** +10 bonus to Lore checks, +1 per 2 caster levels.

**Mass Haste (Enchantment):** All nearby allies gain one extra attack action per round and a 50% increase in movement speed.

**Planar Binding (Conjuration):** Summon or control an outsider.

**Shades (Illusion):** Ability to conjure a shadow variant of *Cold of Cone*, *Fireball*, *Stoneskin*, *Wall of Fire*, or *Summon Shadow*.

**Summon Creature VI (Conjuration):** Summons a dire bear.

**Tenser's Transformation (Transmutation):** Caster becomes physically powerful.

**True Seeing (Divination):** Ability to see through Sanctuary and Invisibility spells.

**Undeath to Death:** This spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4).

## 7th-Level Sorcerer/Wizards Spells

**Banishment:** Caster destroys all summoned creatures, familiars, animal companions and Outsiders in the area of effect. A number of creatures equal to twice the caster's level in HD can be banished.

**Bigby's Grasping Hand:** A giant hand appears and attacks the target. If the hand hits and succeeds in a grapple check, the opponent is held for the duration of the spell.

**Control Undead (Necromancy):** Ability to dominate one undead creature.

**Delayed Blast Fireball (Evocation):** 1d8 fire damage/level; can delay blast until target enters zone.

**Finger of Death (Necromancy):** Target dies.

**Great Thunderclap:** The caster creates a loud noise equivalent to a peal of thunder and its accompanying shock wave. The spell has three effects. First, all creatures in the area must make Will saves to avoid being stunned for 1 round. Second, the creatures must make Fortitude saves or be deafened for 1 minute. Third, they must make Reflex saves or fall prone.

**Mordenkainen's Sword (Transmutation):** Summons a powerful sword-wielding creature.

**Power Word, Stun (Divination):** Automatically stuns a single target.

**Prismatic Spray (Evocation):** Random effects ranging from damage to death.

**Protection From Spells (Enchantment):** +8 bonus on all saving throws against spells.

**Shadow Shield (Illusion):** Gain +5 AC bonus, 10/+3 damage reduction; immunity to death and negative energy effects.

**Spell Mantle (Abjuration):** Absorbs up to 1d8 + 8 spell levels.

**Summon Creature VII (Conjuration):** Summons a huge elemental of random type.

## 8th-Level Sorcerer/Wizards Spells

**Bigby's Clenched Fist:** A giant hand appears and attacks the target, once each round for the duration of the spell. Each hit causes 1d8+12 points of damage to the target. If the targets fail their saving throw, they are stunned for that round as well.

**Blackstaff:** A targeted quarterstaff becomes a +4 weapon and casts dispel magic on any creature it strikes.

**Create Undead (Necromancy):** Creates one undead creature.

**Greater Planar Binding (Conjuration):** Paralyzes outsider or summon outsider.

**Greater Sanctuary:** The caster becomes ethereal. No other creature can detect the caster. Attacking or performing a hostile action will dispel Greater Sanctuary.

**Horrid Wilting (Necromancy):** 1d8 negative energy damage per caster level.

**Incendiary Cloud (Evocation):** 4d6 fire damage to all within cloud.

**Mass Blindness/Deafness (Illusion):** All nearby enemies are struck blind and deaf.

**Mass Charm (Enchantment):** All nearby creatures gain a 50% improvement in their personal reputation toward the caster.

**Mind Blank (Abjuration):** Renders all nearby allies immune to mind-affecting spells and effects.

**Premonition (Divination):** Damage reduction of 30/+5.

**Summon Creature VIII (Conjuration):** Summons a greater elemental of random type.

**Sunburst:** A brilliant explosion occurs where the caster directs, causing 1d6 points of damage per caster level to all undead creatures (3d6 points of damage to creatures that are not undead). Vampires are destroyed instantly if they fail a Reflex saving throw. All enemies in the area of effect must also make a successful Reflex saving throw or be blinded permanently (the blindness can only be magically removed).

## 9th-Level Sorcerer/Wizards Spells

**Bigby's Crushing Hand:** A giant hand appears and attacks the target. If it hits and succeeds in a grapple check, the target is held fast for the duration of the spell and suffers 2d6+12 points of damage each round.

**Black Blade of Disaster:** The caster creates a black blade-shaped planar rift, resembling a greatsword which fights at her side. The blade cannot be harmed by physical attacks, but it can be affected by dispel magic or similar effects. For the purpose of bypassing damage reduction, the sword is considered to be a +5 weapon.

**Dominate Monster (Enchantment):** Caster gains temporary control of target monster.

**Energy Drain (Necromancy):** Target temporarily gains 2d4 negative levels.

**Gate (Conjuration):** Summons forth a Balor.

**Greater Spell Mantle (Abjuration):** Absorbs 1d12 + 10 levels of spells.

**Meteor Swarm (Evocation):** 20d6 damage to all in area.

**Mordenkainen's Disjunction (Abjuration):** Very powerful version of Dispel Magic.

**Power Word, Kill (Divination):** Creatures with less than 100 hit points die.

**Shapechange (Transmutation):** Ability to transform into a dragon, giant, Balor, slaad or golem.

**Summon Creature IX (Conjuration):** Summons an elder elemental of random type.

**Tide of Battle:** Centered on the caster, this spell rains down holy damage on all within the area of effect, including the caster. Each target will take between 30 and 100 damage.

**Time Stop (Transmutation):** Caster may attack and cast spells while the rest of the world is frozen in time.

**Wail of the Banshee (Necromancy):** All enemies in area must save or die.

**Wish (Illusion):** Kills enemies in area.

## EPIC SPELLS

There is a layer of magic that only the most dedicated spellcaster ever encounters, let alone understands. An epic bard, cleric, druid, pale master, sorcerer, or wizard has the opportunity to learn and cast these epic spells.

These spells are not affected by armor casting penalties, nor can they be interrupted. Everyone can gain them as long as they meet the prerequisites (since they are neither arcane nor divine).

### HOW TO CAST EPIC SPELLS

Epic spells chosen show up on a separate "Epic Spell" subradial, located on the "Spells" Radial Menu.

### CHOOSING EPIC SPELLS

Epic spells appear for any spell-casting class once it attains "epic" level (11 for prestige classes, 21 for normal classes). These spells require a certain number of Spellcraft ranks in order to be learned.

### Epic Spell List

**Mummy Dust:** (Spellcraft 15): Summon one, very powerful mummy.

**Dragon Knight:** (Spellcraft 22): Summons a red dragon, bound to the character's will.

**Greater Ruin:** (Spellcraft 15): Causes 35d6 points of damage to a single target.

**Hellball:** (Spellcraft 32): This massive blast of energy causes 10d6 acid, 10d6 electrical, 10d6 fire, and 10d6 sonic damage to all opponents in its blast area.

**Epic Mage Armor:** (Spellcraft 26): The caster gains a +20 AC bonus. This spell is restricted to bards, sorcerers and wizards.

**Epic Warding:** (Spellcraft 34): Grants damage reduction 50/+20 for 1 round per level. This spell is restricted to bards, sorcerers and wizards.

# Equipment: A Tool for Every Occasion

Although the manual for the original *Neverwinter Nights* offers a fair bit of information on weapons, armor, and general equipment, this chapter condenses those various descriptions and tables into one reference. Also, in areas where the original materials don't cover certain rules or exceptions, explanations have been added to clear up any confusion.

## WEAPONS

There are dozens of weapons that characters can use for defense. The weapon categories reflect the level of training that it takes to wield the armaments at even a basic level. Thus, simple weapons are intended for the non-battle classes, such as wizards. Martial weapons are given without cost to fighters and other melee classes as a result of their training, but exotic weapons always require an extra level of devotion. If you want to use any exotic equipment, you must spend an extra feat to gain proficiency with these extraordinary items.

### SIMPLE WEAPONS: MELEE

#### Unarmed Attacks

These are fist and foot attacks made by characters in melee. Even non-monks can attack without a weapon, although other classes have a hard time doing even moderate damage. Without the feat of Improved Unarmed Strike, these attacks draw attacks of opportunity.

#### Club

Weapon Damage: 1d6  
Threat Range: 20  
Critical Multiplier: \*2  
Weapon Type: Medium  
Damage Type: Bludgeoning  
Base Cost: 2 Gold Pieces  
Weight: 3 Pounds

This is a heavy piece of wood used for making blunt attacks.



#### Dagger

Weapon Damage: 1d4  
Threat Range: 19-20  
Critical Multiplier: \*2  
Weapon Type: Tiny  
Damage Type: Piercing  
Base Cost: 4 Gold Pieces  
Weight: 1 Pound

This small and easily concealed blade is a common secondary weapon.



There are two new weapons included in *Hordes of the Underdark*. The first is a delightful axe known as the Dwarven Waraxe. This is an exotic weapon that can be used one-handed for those who have trained with it properly. The other new weapon is the whip, a lightly damaging tool that allows characters to attempt a Disarm automatically, whether they have the feat or not.

#### Mace (Light)

Weapon Damage: 1d6  
Threat Range: 20  
Critical Multiplier: \*2  
Weapon Type: Small  
Damage Type: Bludgeoning  
Base Cost: 10 Gold Pieces  
Weight: 6 Pounds

A mace is a crushing weapon made of metal, ideal for smashing opponents. Because the mace can be wielded in one hand, even by smaller creatures, it's an ideal weapon for halflings and such who want to deal bludgeoning damage.



#### Morningstar

Weapon Damage: 1d8  
Threat Range: 20  
Critical Multiplier: \*2  
Weapon Type: Medium  
Damage Type: Bludgeoning and Piercing  
Base Cost: 16 Gold Pieces  
Weight: 8 Pounds

The morningstar is a form of spiked mace.



#### Quarterstaff

Weapon Damage: 1d6  
Threat Range: 20  
Critical Multiplier: \*2  
Weapon Type: Large  
Damage Type: Bludgeoning  
Base Cost: 2 Gold Pieces  
Weight: 4 Pounds

This is a large, stout piece of heavy wood. Because of its damage potential and ease of use, the quarterstaff is a fair choice for a non-battle character that still wants to mix it up in melee now and then (especially with a fair number of buffs enacted). This staff can be used as a double weapon in standard third edition rules, but it's wielded as a normal weapon in this game.



## Spear

**Weapon Damage:** 1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Large  
**Damage Type:** Piercing  
**Base Cost:** 2 Gold Pieces  
**Weight:** 3 Pounds

The spear is suitable for thrusting attacks.



## Heavy Crossbow

**Weapon Damage:** 1d10  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Piercing  
**Base Cost:** 100 Gold Pieces  
**Weight:** 9 Pounds

This weapon requires two hands to use, no matter the size of your character. It fires bolts and does more damage than the light crossbow. Although this is still a simple missile weapon to wield, the increased weight is hardly worth the change from the light crossbow.



## Sickle

**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Slashing  
**Base Cost:** 12 Gold Pieces  
**Weight:** 3 Pounds

The sickle is nothing more than a farmer's implement, although it can be modified for military use by reinforcing the wood with metal bindings.



## Sling

**Weapon Damage:** 1d4  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Bludgeoning  
**Base Cost:** 2 Gold Pieces  
**Weight:** Negligible

The sling hurls lead bullets.



## SIMPLE WEAPONS: RANGED

### Dart

**Weapon Damage:** 1d4  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Piercing  
**Base Cost:** 1 Gold Piece  
**Weight:** 5 Pounds/50 Darts

The dart is small and doesn't do very much damage, but a wielder who hasn't trained in complex weaponry can throw this slender spike.



## MARTIAL WEAPONS: MELEE

### Battleaxe

**Weapon Damage:** 1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 20 Gold Pieces  
**Weight:** 7 Pounds

The battleaxe is the most common melee weapon among dwarves. The high critical multiplier for heavy weapons is intended for crushing through damage resistance and other forms of defense to damage.



### Light Crossbow

**Weapon Damage:** 1d8  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Piercing  
**Base Cost:** 35 Gold Pieces  
**Weight:** 6 Pounds

This weapon requires two hands to use, no matter the size of your character. It fires bolts and does a modest amount of damage. It's wonderful for mages and other characters that have almost no skill in ranged or melee combat.



### Flail, Heavy

**Weapon Damage:** 1d10  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Large  
**Damage Type:** Bludgeoning  
**Base Cost:** 30 Gold Pieces  
**Weight:** 20 Pounds

The heavy flail is a two-handed version of the light flail. It does more damage, and it's best in the hands of warriors with a very high strength. The increased threat range for the heavy flail also helps to pay for the increased demands on their wielders.



## Flail, Light

**Weapon Damage:** 1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Bludgeoning  
**Base Cost:** 16 Gold Pieces  
**Weight:** 5 Pounds

A flail is a sturdy wooden handle with a metal ball attached. Using a flail in one hand does a bit less damage, but it allows the use of a shield or a second weapon. For characters with many feats, a light, slashing weapon combined with a flail can do vicious things against a wide variety of enemies.



## Handaxe

**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Small  
**Damage Type:** Slashing  
**Base Cost:** 12 Gold Pieces  
**Weight:** 5 Pounds

This small axe is an ideal offhand weapon. It's also a good primary weapon for smaller characters.



## Greataxe

**Weapon Damage:** 1d12  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Large  
**Damage Type:** Slashing  
**Base Cost:** 40 Gold Pieces  
**Weight:** 20 Pounds

This big, heavy axe is a favorite of barbarians, or anyone who wants to deal out large amounts of damage. Having a triple damage multiplier for criticals is a nice perk when you're targeting enemies with damage reduction spells or abilities.



## Light Hammer

**Weapon Damage:** 1d4  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Bludgeoning  
**Base Cost:** 2 Gold Pieces  
**Weight:** 2 Pounds

This is a small bashing weapon. There are few good things to be said about the light hammer. A light mace is a better weapon in every way.



## Greatsword

**Weapon Damage:** 2d6  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Large  
**Damage Type:** Slashing  
**Base Cost:** 100 Gold Pieces  
**Weight:** 15 Pounds

This reliable and powerful weapon is one of the best melee weapons available. The greatsword is a mainstay for high-strength warriors who desire a fairly high threat range.



## Longsword

**Weapon Damage:** 1d8  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 30 Gold Pieces  
**Weight:** 4 Pounds

This is a simple straight blade favored by practical warriors. Characters who can use martial weapons and are looking for a well-balanced choice can't go wrong with the longsword. In addition to a fair threat range and damage, the longsword is very light. This makes it perfect even for weaker characters that don't want to cart around any more gear than they have to.



## Halberd

**Weapon Damage:** 1d10  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Large  
**Damage Type:** Piercing and Slashing  
**Base Cost:** 20 Gold Pieces  
**Weight:** 15 Pounds

This is a large weapon with both a slashing blade and a piercing tip. Although the halberd appears to be a weaker two-handed weapon on paper, almost no creature is highly resistant to both forms of damage. Bludgeoning characters could carry around a halberd to pull out when creatures are resistant to them.



## Rapier

**Weapon Damage:** 1d6  
**Threat Range:** 18-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Piercing  
**Base Cost:** 40 Gold Pieces  
**Weight:** 3 Pounds

The rapier is a fine choice for a single weapon, but more than a few characters try to dual-wield these blades. In these cases, a dueling weapon has been confused for a "dual" weapon. This is a medium weapon, but dual-wielding causes the wielder to incur the full penalty for using a heavier weapon in combat. Characters who require the terrific threat range of a rapier and a good weapon for dual-wielding should take a proficiency in exotic weapons and use the kukri instead.



## Scimitar

**Weapon Damage:** 1d6  
**Threat Range:** 18-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 30 Gold Pieces  
**Weight:** 4 Pounds

The curve on this blade makes its edge effectively sharper. Like the rapier, this is a choice for characters that want a high threat range. The scimitar offers the rapier model of criticals in a slashing format, making this blade a fine backup weapon for rapier-wielders.



## Shortbow

**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Medium  
**Damage Type:** Piercing  
**Base Cost:** 60 Gold Pieces  
**Weight:** 2 Pounds

You need at least two hands to use a bow, regardless of size.



## Short Sword

**Weapon Damage:** 1d6  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Piercing  
**Base Cost:** 20 Gold Pieces  
**Weight:** 3 Pounds

This sword is popular as an offhand weapon, or as a primary weapon for small characters. A character with a short sword and a heavy sword, such as a katana or long sword, should work wonderfully. This costs many feats, but the end result is a fair threat range, high damage, two damage types, and a nifty bit of style.



## Throwing Axe

**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Slashing  
**Base Cost:** 1 Gold Piece per Axe  
**Weight:** 50 Pounds/50 Axes

The throwing axe has been carefully balanced for flight, sacrificing durability for precision.



## EXOTIC WEAPONS: MELEE

### Bastard Sword

**Weapon Damage:** 1d10  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 70 Gold Pieces  
**Weight:** 10 Pounds

This is a heavy sword that can be used in one hand. Like the katana, this blade deals an incredible amount of damage for such a compact package. Small characters must wield it with two hands.



## Warhammer

**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Medium  
**Damage Type:** Bludgeoning  
**Base Cost:** 24 Gold Pieces  
**Weight:** 8 Pounds

This is a one-handed maul with a large, heavy head. Blunt weapons are almost critical for fighting against certain enemies; so even warriors who specialize in blades should keep something like this around for dealing with resistant foes.



### Dire Mace

**Weapon Damage:** 1d8/1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Large  
**Damage Type:** Bludgeoning  
**Base Cost:** 80 Gold Pieces  
**Weight:** 20 Pounds

The dire mace combines the versatility of the quarterstaff with the striking power of the mace. This is a double weapon.



## MARTIAL WEAPONS: RANGED

### Longbow

**Weapon Damage:** 1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Large  
**Damage Type:** Piercing  
**Base Cost:** 150 Gold Pieces  
**Weight:** 3 Pounds

You need at least two hands to use a bow, regardless of size. The longbow does more damage than the shortbow.



### Double Axe

**Weapon Damage:** 1d8/1d8  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Large  
**Damage Type:** Slashing  
**Base Cost:** 60 Gold Pieces  
**Weight:** 25 Pounds

This axe has two heads and is a common weapon among gres. This is a double weapon.



**Dwarven Waraxe**

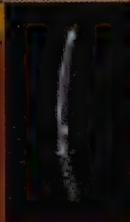
**Weapon Damage:** 1d10  
**Threat Range:** 20  
**Critical Multiplier:** \*3  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 30 Gold Pieces  
**Weight:** 15 Pounds



Beloved by dwarves from many lands, this impressive axe offers a stunning amount of damage for its size. Experienced warriors who have trained with exotic weapons can use these with one hand, freeing them to equip a heavy shield for greater defense.

**Katana**

**Weapon Damage:** 1d10  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 80 Gold Pieces  
**Weight:** 10 Pounds



This exotic weapon is in many ways similar to the bastard sword. It does as much damage as a one-handed weapon without magical enchantments.

**Kama**

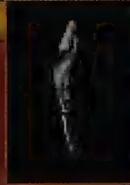
**Weapon Damage:** 1d6  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Small  
**Damage Type:** Slashing  
**Base Cost:** 4 Gold Pieces  
**Weight:** 1 Pound



A monk using a kama can strike with his unarmed base attack, incurring a more favorable number of attacks per round.

**Kukri**

**Weapon Damage:** 1d4  
**Threat Range:** 18-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Tiny  
**Damage Type:** Slashing  
**Base Cost:** 8 Gold Pieces  
**Weight:** 3 Pounds



This is a heavy, curved dagger. The threat range of the kukri makes it one of the most lethal weapons in the land, although its base damage is trivial. The kukri is most efficient in the hands of a character with a high strength and power attack. This way, the character can deal fair damage and turn almost every successful strike into a good chance for a critical!

**Scythe**

**Weapon Damage:** 2d4  
**Threat Range:** 20  
**Critical Multiplier:** \*4  
**Weapon Type:** Large  
**Damage Type:** Piercing and Slashing  
**Base Cost:** 36 Gold Pieces  
**Weight:** 12 Pounds



The scythe is balanced and strengthened for war. It can deliver devastating slashing and piercing attacks. This unique weapon has a critical damage multiplier of 4! Although the scythe has no useful threat range, does moderate damage for a two-handed weapon, and requires a feat to use, it's nice to have such an interesting weapon in one's inventory. Characters who are designed to bring down powerful enemies may prefer this to a greataxe, as long as they can afford the Exotic feat.

**Two-Bladed Sword**

**Weapon Damage:** 1d8/1d8  
**Threat Range:** 19-20  
**Critical Multiplier:** \*2  
**Weapon Type:** Large  
**Damage Type:** Slashing  
**Base Cost:** 200 Gold Pieces  
**Weight:** 4.4 Pounds



A blade comes from either end of this sword. This is a double weapon.

**Whip**

**Weapon Damage:** 1d2  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Medium  
**Damage Type:** Slashing  
**Base Cost:** 1 Gold Piece  
**Weight:** 3 Pounds



The whip allows even a character without the prerequisites for Disarm to use that feat against enemies. Although it's very light on damage, this is an interesting weapon with a lot of flavor. It's one-handed, but characters cannot dual-wield whips at this time.

**EXOTIC WEAPONS: RANGED****Shuriken**

**Weapon Damage:** 1d3  
**Threat Range:** 20  
**Critical Multiplier:** \*2  
**Weapon Type:** Tiny  
**Damage Type:** Piercing  
**Base Cost:** 5 Gold Pieces  
**Weight:** Negligible



This is a small throwing weapon.

## GRENADE-LIKE WEAPONS

### Acid

Flasks of acid are useful when you're facing creatures that are resistant to a large number of more mundane attacks.



### Alchemist's Fire

These flasks contain a volatile mixture that bursts into flame upon contact with air.



### Caltraps

Caltraps are small, pyramid-shaped spikes that are designed to land facing up no matter how they're tossed onto the ground. They're intended to slow down or hobble pursuers.



### Choking Powder

This is a bag with a mixture of pepper and other natural herbs that irritate targets and incapacitate them for a short time.



### Holy Water

Flasks of water that have been blessed by a cleric or a benevolent deity can be used against the undead. When hurled, these flasks break and do damage to nearby undead.



### Janglefoot

This is a bag of stringy material that bursts when it's hurled toward enemies. This snares any targets that are unfortunate enough to be struck by the web-like particles.



### Thunderstone

Thunderstones are made with rune inscriptions so that they explode when thrown against a hard surface. This deafening sound is quite disruptive to any creatures that are close to the epicenter of this blast.



## WEAPON RULES AND MISCELLANY

### CRITICAL HITS

Every weapon has a threat range, which is a series of numbers such as 19-20/x2. This is very important because it determines how often the weapon will score a critical hit, and how much damage it inflicts when it does. A critical hit is possible when your die roll for attacking is within the first series of numbers (a 19 or 20 in this example).

To see if this is a critical hit, your character rolls again with all the same modifiers. If he hits again, he scores a critical hit. When this happens, damage is rolled as indicated by the second number (in this example, damage is rolled twice: 2x). Different weapons have different threat ranges and critical damage multipliers.

High-threat-range weapons are very powerful for characters that make a lot of attacks, such as a dual-wielding barbarian. The idea of this style of combat is to score criticals often to supplement normal battle damage. Most of these weapons, like rapiers and kukri, aren't very lethal by themselves. However, criticals are almost guaranteed during any melee.



On the other hand, high-damage-multiplier weapons can never rely on scoring a critical. Axes and bows are especially fine examples of this alternative. Instead of going after frequent criticals, characters with these weapons do extremely high damage on the rare attacks when everything comes

together. Although this isn't a very useful fighting style against weak or even moderately powerful enemies, these weapons are deadly when battling the most vicious creatures in the game. Under these circumstances, a high damage multiplier will power through things like damage resistance, making a triple-damage attack *seem* more like quadruple or quintuple damage.

A perfect party will combine both types of weapons to bring down both light and heavy opponents.

### TWO-WEAPON FIGHTING

If you wield a second weapon in your offhand, you can get one extra attack per round with that weapon. You'll receive a penalty of -6 to your main hand attack rolls and a penalty of -10 to your offhand attack rolls.

There are several ways to reduce these penalties. The feats of Two-Weapon Fighting and Ambidexterity are ideal for this. Additionally, there's the Improved Two-Weapon Fighting feat, which grants a second off-hand attack with an additional -5 attack penalty.

Unless you take the extra feats to master two-weapon fighting, this style of combat is dramatically inferior to almost every other. After all three feats are taken, a dual-wielding character can hit a *lot* more often and deal a substantial amount of damage to many enemies.



## PENALTIES FOR TWO-WEAPON FIGHTING

Circumstances	Primary Hand's Attacks	Secondary Hand's Attacks
Normal Penalties	-6 to Attack	-10 to Attack
Light Offhanded Weapon	Penalties Reduced by 2	Penalties Reduced by 2
Two-Weapon Fighting Feat Taken	Penalties Reduced by 1	Penalties Reduced by 2
Ambidexterity Feat Taken	No Change to Attack	Penalties Reduced by 4
Optimal Conditions (Both Feats + Light)	1 to Attack	2 to Attack

## OFFHAND WEAPON DAMAGE

Any weapon used in the offhand only receives one-half your normal Strength bonus for an attack.

## DOUBLE WEAPONS

Using a double weapon is the same as using two weapons. (Consider the offhand as wielding a light weapon.) These weapons all fall under the exotic weapon specialization category, so it costs a feat to wield them properly. The bonus is that dual-wielding characters can effectively muster two powerful weapons without incurring attack penalties. An additional perk is that the wielder only needs to spend feats on one weapon instead of two, one heavy and one light.



In the end, this is one of the most cost-efficient forms of dual-wielding. The only better alternative is to use two light weapons of the same type, thus eliminating the purchase of exotic weapons.

## TWO-HANDED WEAPON DAMAGE

Any weapon that's used with both hands delivers one-and-a-half times your normal Strength bonus. For characters with a moder-

## ARMOR

Shields and armor are used to protect characters from harm in melee and missile combat. The best suits of armor are often quite a bit heavier and more bulky to use, inhibiting the Dexterity of the characters who are using them. Thus, a character can dodge only

## DEFENSIVE EQUIPMENT STATISTICS

Armor Name	Armor Classification	Armor Class	Maximum Dexterity Bonus	Armor Check Penalty	Arcane Spell Failure
Clothing	Non-Armor	0	Full Dexterity	0	0%
Padded Cloth	Light	1	8	0	5%
Hardened Leather	Light	1	6	3	5%
Studded Leather/Hide	Light	3	4	1	20%
Scale Mail	Medium	4	2	2	20%
Chainmail	Medium	5	2	5	30%
Ringmail/Scale Mail	Heavy	6	1	7	40%
Half Plate Suit	Heavy	7	1	7	40%
Full Plate Suit	Heavy	8	1	8	45%
Small Shield	Shield	+1	Full Dexterity	+1	+5%
Large Shield	Shield	+2	Full Dexterity	+2	+15%
Tower Shield	Shield	+3	Full Dexterity	+10	+50%

ate Strength (anything below the high teens), this rarely offsets the substantial loss of a powerful shield or a second weapon. Characters who desire defense should use a single-handed weapon.

However, two-handed weapons are wonderful for characters that plan on having a Strength that will rise above 20. These are also ideal weapons for characters that don't want to use a shield because of arcane spell failure, and don't want to deal with swapping items frequently.



## WEAPON SIZE

Weapons come in four different sizes. A weapon's size affects which size of creature can use it and how it's used:

**Tiny:** Considered a light, one-handed weapon for all creatures of Small size or larger.

**Small:** Considered a normal one-handed weapon for Small creatures such as halflings and gnomes. Other creatures can use small weapons as light, offhanded weapons.

**Medium:** Considered a two-handed weapon for Small creatures such as halflings and gnomes. Medium-size creatures can wield Medium-size weapons with one hand.



**Large:** Small creatures, such as gnomes and halflings, cannot wield Large weapons. Humans and other Medium-size creatures can wield them with two hands. Larger creatures, such as giants, can wield Large weapons with one hand.

up to a certain point for each type of armor.

The following table shows the advantages and disadvantages of the various types of armor in the game.

The preceding table makes it fairly clear that a character armor preference shouldn't be based only on the ability to wear heavier equipment. Indeed, a character with a very high Dexterity might be better off in padded cloth than a suit of half-plate! At a 30 Dexterity (which few characters reach before breaking the epic mark), armor itself is a hindrance, no matter how light! Characters should always try to find a balance between speed and protection that matches their needs.

Arcane spell failure isn't often a problem for purely arcane casters, who shun armor and would have to take a number of feats to even

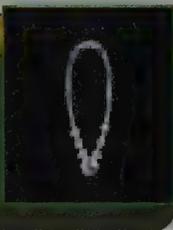
use it. However, bards and multiclassed characters often feel the fear that comes with casting in armor. Having a quickbar that's set up to quickly don and remove armor is a must for these characters. Note that the feat of Still Spell can be used to negate arcane spell failure from armor.

At higher levels, Automatic Still Spell is an epic weapon to use against arcane spell failure. Casters with two or three epic feats to spare can use this to negate the dangers of casting in armor, without having to sacrifice higher-level spell slots for each casting. (This also reduces the management of spellcasting quite a bit.)

## MISCELLANEOUS ITEMS

### Amulets/Necklaces

Amulets are necklaces with some form of large decoration or symbol. Most are ornamental, but some are infused with magic. Magical amulets are often given to grant bonuses toward saving throws, elemental harm, and other such attacks.



### Belts

Belts are worn around the midsection, but they don't add to the protection given by basic armor unless they're infused with magic or otherwise unusual.



### Boots

Boots come in a variety of forms and functions, but they don't add to the protection given by basic armor unless they're infused with magic or otherwise unusual. Some of the better boots are intended for enchantments like: haste, general speed of movement, or protection from negative enchantments to movement.



### Bracers

Bracers are a part of most suits of armor and don't increase their suit's protective abilities unless they're infused with magic. Magical bracers improve the wearer's armor class or skill with things like discipline, appraise, and other such physical abilities.



### Cloaks

Cloaks are simple cloth garments used to protect the wearer from bad weather and other hazards of the open road. Cloaks are perfect for imbuing with invisibility and other such doozies of stealth.



### Gauntlets

Gauntlets are a part of most suits of armor and don't increase their suit's protective abilities unless they're infused with magic. There are magical gloves for monks that are especially powerful, sometimes increasing the power of hand-to-hand attacks by a substantial margin. Gauntlets are good for increasing strength for dedicated, melee types.



### Healing Kits

Healing kits allow your character to use the Heal skill on himself or others. They may restore hit points, cure disease, or remove poisons. These tools are perfect for characters that don't have access to a healer or healing magics.



### Helmets

Helmets come in a variety of styles, but all offer basic protection to the head, at the cost of slightly reduced perception. There are a number of powerful helms for mages, so arcane casters should always be on the lookout for them. Some such items add spells for certain levels of casting.



### Rings

Rings are commonly worn on the fingers as ornamentation, but some are infused with powerful magic. They can carry almost any type of enchantment. The classic rings of protection are good for armor class bonuses and saving throws, but there are rings of invisibility, elemental rings, and almost anything else that the mind can imagine. These artifacts are indeed precious.



## Thieves' Tools

These picks, files, and other assorted tools allow the character to unlock chests and doors.



## Trap Kits

These unique items allow any character that's skilled in setting traps to place deadly contraptions that snare enemies. There are a variety of traps, ranging from fire explosions to gas clouds.



## Bags and Boxes

There are a variety of containers that you can carry in your inventory. They help keep similar goods together. Simply drag items into the container. You can access the contents of the container by selecting the "Open" option from the radial menu.



Magical containers decrease the weight of items inside them. This makes such items desirable for almost all characters in the game. Any PC with a low strength can use a magical container to carry a lot more equipment and treasure around, thus reducing the number of times he has to trek back from a dungeon or adventure.

## Belladonna

Ingesting this herb grants a +5 AC bonus against shapechangers, such as werewolves and wererats.

## Garlic

Eating this strong-smelling herb grants a +2 attack bonus against the undead for one minute. However, it also inflicts a -1 penalty to Charisma for the duration of its effects.

## Poisons

Any character can poison a weapon. However, there's a chance that the character will accidentally poison himself on a failed dexterity check when coating the blade. The assassin and blackguard classes can coat their weapons without this risk.



### Common Poison Effects

Spider Poison	1d2 Strength Ability Score Damage
Giant Bee Poison	1d2 Constitution Ability Score Damage
Centipede Poison	1d2 Intelligence Ability Score Damage

### Poison Resistance Checks

Weak	DC 16
Mild	DC 18
Average	DC 20
Strong	DC 22
Very Strong	DC 24
Deadly	DC 26

## ITEM CRAFTING

Item customization has been expanded in two major ways in *Hordes of the Underdark*: Crafting and Enhancing.

### CRAFTING

There are a variety of materials that you can use to make components for weapons or armor, depending on their nature. Once an item is transformed into a component, it can be used with other components to make items such as daggers, armor, ammunition, and so on.

Crafting requires a successful skill check against a DC dependent on the type of item to be created:

- Craft Armor DC: 10 + AC of the armor to be made
- Craft Weapon DC: Simple 11-13, Martial 13-15, Exotic 17-19

Additionally, the crafter will spend 50% of the item's value in GP on a successful crafting attempt. Failing the crafting check will destroy any material involved, but it won't incur any GP cost.

Craft Armor can also be used to modify an armor's appearance at certain locations.

Crafting doesn't enable the creation of magical items. This can be done, to some extent, with the item creation feats available to all spellcaster classes (see the "Enhancing" section).

Generally, materials for crafting can be found by bashing doors, chests, and other objects. Material components only spawn-in once the object is destroyed, and only when the character bashing the object has at least 5 ranks in a crafting skill. Characters with less than 5 ranks simply don't have enough skill to salvage any useful materials from the destroyed object.

## MATERIALS

Once materials are prepared properly, they can be made into components. These components in turn can be combined via various crafting recipes to make weapons and armor.

**Bolt of Cloth:** Can be taken from piles of cloth, unused bedding, or similar materials. Cloth can be cut apart to create woolen cloth pads, or kept whole and used as sheets of woolen cloth.

**Leather Hide:** This is found on the bodies of animals. Once prepared, it can be used to create leather patches, leather strings, or the leather armor torso.

**Elm Wood Plank:** Can be recovered from armoires and other well-made furnishings. This flexible wood can be used for bow shafts and projectile shafts.

**Oak Wood Plank:** This durable wood is often used to build doors and chests. It can be used by a craftsperson to create one of the following: oaken shield body, oaken pole, oaken crossbow shelf, or oaken weapon grip.

**Large Bone:** Found on the bodies of many undead creatures. It can be used to create a wand that can then be further enhanced with magical properties.

**Bar of Iron:** Can be recovered from doors and some golems. Use it to make iron spikes, helmet pots, iron bands, iron hammerheads, iron orbs, or iron chains.

**Bar of Steel:** Often used on especially elaborate or important doors. With skill, it can be transformed into a small steel blade, large steel blade, steel weapon hilt, steel axe head, steel shield body, steel plate armor chest, or helmet pot.

**Feathers:** These are generally collected from birds, but sometimes they can be purchased. They're used with projectile shafts to create arrows or bolts.

## CRAFTING RECIPES

What follows is a summary of some basic crafting recipes. There are many other recipes to discover as well!

### ARMOR

**Leather or Hide Armor:** Combine leather armor torso with woolen cloth pads.

**Helmet:** Take a helmet pot and attach feathers.

**Shield:** A shield base combined with iron bands.

### WEAPONS

**Arrows or Bolts:** Feathers and projectile shafts.

**Dagger:** Combine an oak weapon hilt and a small steel blade.

**Dwarven Waraxe:** Forge a steel hilt and a steel axe head together.

**Greatsword:** Attach a long steel blade to a steel weapon hilt.

**Handaxe:** Attach an oak weapon hilt to a steel axe head.

**Sling:** Can be made directly from leather hide.

## LARGE COMPONENTS

● **Leather Armor Torso**

● **Wooden Pole**

● **Elmwood Bow Shaft**

● **Oaken Crossbow Shelf**

● **Oaken Weapon Grip**

● **Oaken Pole**

● **Oaken Shield Body**

● **Steel Plate Armor Chest**

● **Steel Chain Armor Tunic**

● **Steel Shield Body**

● **Steel Weapon Hilt**

● **Helmet Pot**

● **Projectile Shaft**

● **Woolen Cloth**

These are modified by a smaller component to create another item.

## SMALL COMPONENTS

● **Leather Patches**

● **Leather Strings**

● **Iron Spikes**

● **Iron Chain**

● **Iron Rings**

● **Iron Bands**

● **Small Steel Blade**

● **Large Steel Blade**

● **Woolen Cloth Pads**

● **Iron Hammer Head**

These are used on a larger component to craft the desired item.

For example, to build a dagger, you first have to bash a wooden chest so that it drops an oak plank. Then you have to bash a steel door to give you a bar of steel. You then craft the bar of steel into a small steel blade. The oak plank is carved into an oaken hilt. Finally, you use the small steel blade on the oak hilt. A menu of choices appears, the dagger among them. Select it, and if you succeed in your craft check, the dagger is crafted.

## ENHANCING

Another method of item modification is to use the various crafting-related feats: Brew Potion, Craft Wand, or Scribe Scroll. If you have these feats, you can target specific spells on blank/empty versions of these items to enchant them. For example, any respectable wizard sells empty potion bottles. You could purchase an empty bottle and then cast Haste onto it to create a potion of Haste. Likewise, you can buy blank scrolls, and you can carve unenchanted wands out of bone using your Craft Weapon skill.

There are also rumors of weaponsmiths deep in the bowels of the Underdark who can strengthen the magical enchantments of weapons that a character already possesses. They can raise the weapon's enchantment level, enable it to spring into flame, and even graft true intelligence into it.

# Battle Strategies: Tactics of Victory

*Hordes of the Underdark* follows on the heels of both *Neverwinter Nights* and *Shadow of Undrentide* when it comes to strategy. Although there are a few new magical items to deal with, the majority of changes come when players get to the epic levels and an entirely different style of play. The limitations of the first 20

## EPIC GAMEPLAY

*Hordes of the Underdark* doesn't simply add 20 more levels to the cap and call it quits. Players who haven't read through the *Epic Handbook* and this game's manual will have to learn many of the new feats that are available to higher-level characters. Even simple melee warriors can spread out in several directions with the versatility of epic levels. And multiclassers have never had so much potential to master new talents.

## EPIC FEATS

Even the generic epic feats offer many routes to nearly unrivaled skill. Melee classes can push for more powerful criticals, better damage resistance, or several new defensive options. Mages can improve general spell powers or go



after specific feats to improve their arsenal. Rogues have both damage and defense to ponder, while support classes can mix and match feats as their styles require.

Many of the class-related feats (Epic Fiend, Dragon Shape, and so on) are more powerful than the generic choices. These feats greatly expand the ability of a class and bring new vitality into a battle. The majority of players will want to take these feats as soon as possible during their epic levels, and only go after the common ones after the specialized feats are in place.

Improving individual skills through Epic Skill Focus or more specific epic skill feats usually isn't advised, since there are so many feats that offer more survivability or power. Yet roleplayers or people with very specific ideas about their characters may ignore this and head straight for higher skills with Perform, Parry, Use Magic Device, Tumble, or some of the stealth skills.

The epic saving throw feats are somewhat underpowered, offering only a bonus of four points to a specific save type. For most characters, these feats may not be worth it. But those with a specifically poor save in one area may want to shore it up, especially if they plan to play against other humans, who often are quite hasty to go after the perceived weaknesses of various classes.

levels are familiar. Although you'll appreciate the variety of strategies in this chapter if you're a newcomer, the first section, "Epic Gameplay," will be of greatest importance to veterans of Bioware's interpretation of 3rd Edition *Dungeons and Dragons*.

There are many power-gaming ways to gain higher save bonuses through multiclassing and such, but roleplayers who scorn this type of selective advancement may consider these feats more sincere options.

Some feats require high attribute values that are difficult for certain class combinations to reach. Devastating Critical demands many subfeats and a very high strength, for example. If these feats are extremely important to a character build, use Great Strength, Wisdom, etc. to reach the desired value. That's the most efficient use of the attribute-raising feats.

## EPIC LEVELS OR MORE CLASS ABILITIES?



Although the epic levels are a strong lure to pull people away from continued multiclassing, there are reasons to go either way. Focused epic characters are so powerful within their given fields that almost nothing can stand in their way

without entirely circumventing that character's strengths. An epic barbarian has the hit points and power to obliterate any generic melee opponent in a standup fight. However, a rogue with levels in wizard and Shadowdancer can use a variety of abilities to cripple the barbarian and attack him where he's weakest.

The question becomes whether you want to perfect a single method of play or gain sweeping tricks in several styles. By using the levels from 21-40 to fill out a dual- or triple-class character, you end up with someone who can tackle threats from many angles. Our epic barbarian would do well in a fair duel against his rogue adversary, but the rogue can dictate whether that will actually happen.

## NEW PATHS FOR WARRIORS



At the highest levels, warriors face several tough choices. You've mastered the art of melee and have a full four attacks per round already. That isn't going to improve unless you gain experience with magic or find special items.

Instead, the epic warrior levels provide feats that push you further in regard to attack bonuses, damage, and survivability. You can take a secondary class for magic potential (the ability to buff and heal yourself), or you can take rogue levels to start learning sneak attacks and useful defensive abilities.

The most aggressive warriors are likely to choose the epic levels in their melee class, or to spend time leveling a militant prestige class such as weapon masters. This will greatly improve your character's average melee damage and hit rate, through feats such as Epic Weapon Specialization, Epic Weapon Focus, and Overwhelming Criticals.

Defensive warriors, who have higher dexterity and rely on surviving fights while allies do the lion's share of the damage, are better suited for several epic levels and a suitable switch to improving cleric spells or a defensive fighting class. With cleric abilities, your epic warrior can buff herself and de-buff enemies to even up the playing field, even against more potent melee monsters and PCs. Having more potent healing spells is a boon that's hard to overestimate, especially when they isn't an epic cleric in the party to dominate that field.

Defensive warriors who go down the rogue path won't have as many options, but they will gain powerful offensive and protective abilities. Getting up to Epic Dodge is a milestone in any tank's career. Unlike a full epic rogue, who prefers not to draw any aggression in the first place, Epic Dodge fortifies a defensive warrior in ways that never cease to please many players. Having Slippery Mind and Improved Evasion as well will make it very hard for enemies to exploit common tank weaknesses.

## CASTERS SEEK VARIETY

Many of the casters will have to decide which direction they want to take. Because there are only a handful of epic spells in *Hordes of the Underdark*, casters may find it most rewarding to take only enough epic



levels to steal several desired feats before beefing up a secondary class.

By the time wizards and sorcerers reach epic level, they can deal damage on a wide scale and keep the spells coming. At this point, most players will need to decide where they want to go with their caster. Grabbing heavy levels as a cleric or druid will give your caster even more tricks, buffs, and party support. Mastering all of the epic feats for spell bonuses will limit variety, but will make it even easier to use spells against powerful enemies. Or, a caster can multiclass into a melee profession and take the spellsworn route. Having Automatic Still Spell (or several levels of it) is a good step in this direction. Add Improved Combat Casting, and your mage will be able to enter melee with strong armor and no fear of obnoxious interruptions!

Druids can peel off into classes like the shifter class to improve their combat potential, while clerics have many regular and prestige classes of their own that are fully appropriate (such as paladin or Champion of Torm). With both of these divine casters, the epic levels are a time to improve melee potential. For rear line divine casters with appropriate attributes, a switch to wizard or sorcerer can also be fulfilling.

## EPIC ROGUES: DAMAGE BEYOND BELIEF



Epic rogues can proceed with a mix of other class levels to reach a zenith of damage dealing. With a murderous sneak attack and many special abilities to stay safe, these epic characters leave all of the early gawkiness of the rogue class

behind. Everything beyond this point is payoff!

For rogues who are looking for more stealth, wizard magic and Shadowdancer tricks are in their best interests. These rogues are best able to get safely into any area and decide when they want to launch attacks. This forms the backbone of a thoroughly defensive and crafty rogue.

Militant rogues and assassins can add weapon master levels into the mix, although this requires time and the loss of several valuable feats. The end result, however, is an increase in critical attacks and hit rate, which are wickedly effective when paired with sneak attacks and dual wielding. The threat range of a kukri-wielding rogue/weapon master gets to a ludicrous level.

## THE ART OF MELEE

The following section provides techniques for melee-centered characters. Although high hit points and a great armor class are the first steps to success in this role, there are many rungs on the ladder to victory.

### BE AGGRESSIVE, BUT NOT TOO AGGRESSIVE



Good tanks have to engage enemies a fair bit of the time, especially if they have ranged magic or missile capabilities. Yet, a warrior who is constantly repositioning loses a number of advantages that are inherent to defenders. Attacks of

opportunity are the first examples of this. Running into a defender's attack range provokes an attack. The same is true if enemies charge into the player's range. This makes it a lot better to provoke enemies into making the first move.

The best way to handle this mix of problems is to engage archers or mages if they're the ones on the front line. It's a joyous day when this happens, because the enemies have stumbled into a terrible attack formation. Engaging the softer members of the enemy party forces the tanks on the other side to do most of the legwork and deal with any opportunity strikes that arise. Beyond that, archers and mages are terrible in melee, forcing them to flee or sustain a losing fight.

Of course, most enemies will try to keep this scenario from occurring. Instead, expect enemy warriors to take the front lines and leave their archers and mages at the rear where it's relatively safe. That's fine, too! Back away and find shelter when this happens. Force the tanks on the opposing side to endure any allied missile fire while making an approach. If they come forward without support, the group can engage them at their weakest.

### FOR THOSE WHO WANT TO CHARGE

Some warriors are just meant to hurry into battle, and they cannot endure the hesitation of a controlled fight. There are many feats and tricks that help you survive this type of violent rush.

First off, a high armor class is even more important than high damage if a character is going to be the first into the breach. High-level monks, pal-



adins with large shields, and dexterity fighters all do well with this. In different ways, each of these warriors can jump into enemy lines successfully. Using the combo of Dodge, Mobility, and Spring Attack will help those who want to maintain battlefield fluidity. Adding Whirlwind Attack is sometimes perfect for finishing this type of charge. If you frequently burst into large groups of lighter targets, this is ideal for disrupting spells and frightening archers.

For the bravest of all, hit points and special abilities alone may be enough. Barbarians and dwarven defenders are built to last, and they serve as spearheads for the rest of a party's attacks. If you want to play one of these heavy attackers, look for a high constitution and items to match, and throw as many buffs as possible into the fire. Barbarian Rage, Haste from allied casters, and Damage Reduction will offer an entirely different level of protection than a high armor class. You have to accept that hits will land, and you should try to get to your enemies quickly and minimize what they can do until allied healers and support characters arrive.

### SPECIAL ATTACKS ARE YOUR FRIENDS

Not every ability will work against every creature. For that matter, many abilities won't work all of the time, even against the same types of foes. That said, a melee character still survives on special attacks. Knockdown and stunning attacks



are incredibly powerful moves that keep enemies from engaging in effective combat. In a two-on-two fight, the side that uses combat control abilities like this will come out on top almost every time.

If a character has a henchman or a few party members who can deal even a bit of damage, special attacks really come into their own. Once a melee battle is engaged, the primary combat control tank can start to move between targets, knocking opponents down as they go, or using disarm, stun attacks, etc. The rest of the group, henchmen or fellow PCs, are then given free rein to savage the disabled targets. This process sounds simple and fairly obvious, but mastering it takes a bit of practice.

The sacrifices to master these techniques aren't profound, but it does take some planning to create a character that will have everything he needs when the time comes. Many of the special melee abilities require a warrior to have a 13+ Intelligence. No one wants to create a halfling knockdown-expertise paladin and get to level 9 with only a 10 Intelligence.

Before a character goes beyond a concept, it's wise to consider all of the feats that are desired for that PC's career. Some people have trouble doing that in their heads, but there are several alternatives. First off, writing characters down can be useful and fun, especially for paper-and-pencil gaming types. For the more electronically inclined, there are modules that allow you to instantly progress through a character's career and choose skills, feats, etc. These modules are a blessing for shaking down complex templates!

## THE ART OF BOWRY & GENERAL MISSILE COMBAT

Archers and many of the skill classes (rogues, bards, etc.) depend on their ability to soften up enemies before melee combat begins. There are many ways to make sure that this is a productive process, by choosing the right area, tools, and techniques for the fight at hand. This section covers many of the basics, and more than a few of the higher-level skills that are needed to survive at range.

### SHOOT AND SCOOT



Archers don't get a lot of free shots off unless there are at least two or three allies wandering around to soak up the enemies who advance during a large battle. When an archer is playing alone, or even with a single henchman, often enemies will

move to engage the archer directly. This is understandable; most creatures don't enjoy spikes of wood and metal being driven into their flanks, especially when the aggressor doesn't even have the decency to introduce himself first.

Of course, archers don't have a very good time of things once those nasty beasties close the gap, so it's imperative to stay mobile throughout an engagement. Having magical items that increase movement speed will aid in this, as will barbarian or monk levels, or the ability to cast buffs such as *Expeditious Retreat*. By whatever means an archer gains a bit of extra speed, efficient movement is necessary for getting the most out of each combat round. When pursued, an archer should be able to fire a shot or two, reposition, and then continue firing arrows. This is obnoxious, rude, and unfair to one's enemies. Fortunately, archers are trained to be all of these things on the field of battle. Honor is for the dead and the victorious.

Archers with a complement of spells should focus on whatever will either speed them up or slow their enemies down. Grease the floor, darken the corridor, and do whatever else is needed to sow chaos. The more time that melee types spend doing nothing, the greater the chance that bowry will win the day!

### WHAT TO BUY, WHEN TO TOSS IT, AND WHO GETS THE LOVE

Grenade-like items are present in both expansion packs, and they're especially useful for many of the skill classes. Rogues and other magical item users should keep a stash of these around for many occasions. Tanglefoot bags and caltrops are very effective for delaying the enemy's advance in tight corridors. The longer and

more painful the process is for the melee enemies, the more time all of the ranged allies will have to use arrows, scrolls, and other grenades.

If an encounter begins in a large chamber, it's often better to retreat until you find more

of a bottleneck. That way, enemies can't simply skirt the edge of the hazard and engage you without paying the price of admission. Sometimes these items are useful for melee types as well. If there are a lot of mages or archers in an area, it's very hard for the grunts to do their job without getting torn up by evocation, negative enchantments, and arrows. A warrior can use these disruptive grenade items to lay a trap around a corner. This will hinder mages and archers from getting into proper position for their work. If they hold back, it will give the allied grunts a chance to slice down enemy warriors without enduring ranged attacks. If the whole enemy group closes, it will damage or slow the archers and mages, thus exposing them fully at the beginning of the fight. This is a win-win situation.

### CLICK ON A DESTINATION, CHOOSE SKILLS ON THE WAY



Feats like *Rapid Shot* are integral to an archer's daily fighting routine. At first, it seems that selecting these feats during a battle can be somewhat difficult. If a character moves after beginning a combat feat, that feat will disengage. This is doubly

troublesome to archers, flying in the face of their need to cover a lot of ground. To counter this, note that it's possible for a player to click on a skill while the character is en route to a location. This allows the feat to engage once the character reaches his target. For proper use of *Rapid Shot*, click on a distant and somewhat defensive area, select *Rapid Shot* during transit, and then enjoy the fun.



## THE ART OF SHADOWS

Rogues can fight, cast spells (one way or another), and generally do a bit of what everyone else is doing. Still, these characters have their own way of going about things, and some of the most rewarding techniques in the game can be pulled off only by rogues. The majority of good stealth work is dedicated to keeping enemies from doing anything effective against rogues. Monsters can kill a person's henchmen, friends, town, and whatever else is nearby, but a rogue always has the option to slip away and find a new set of henchmen, friends, towns, etc.

## SNEAK ATTACKS



Sneak attacks are one of the great equalizers in the game. Barbarians, mages, and archers alike fear this dreadful power because it can come at any time and from any direction. Rogues are dead meat if they get pinned out in

the open, but they're invincible against the unwary.

Sneak Attacks aren't always done through surprise. If a target is engaged in battle with another creature, a rogue can walk up from behind and deal multiple Sneak Attacks until the victim realizes that it's long past time to turn around. Thus, moving silently and hiding in the shadows need not precede every Sneak Attack. Incapacitated enemies are good targets for this too. Using scrolls of various binding spells will make the work of a rogue far easier.

It's always nice to have a henchman or party around to distract enemies. A hidden rogue should stay at the front of the group as often as possible. This way, approaching enemies will move past the point of ambush and give the rogue an opportunity to strike at the most exposed and least able member of their party. Shamans, mages, and archers meet their end this way all too often. Even in smaller brawls, a rogue should wait for enemies to close on another target. (Have a tough henchman around if this person is meant to survive.) Rogues should go in for a Sneak Attack against one enemy, and then back away and repeat this with another target. This keeps the enemy group from splitting evenly and attacking everyone. If the rogue sticks to one target, this will indeed be the result.

Note that a rogue should tell henchmen or party members to stay behind while doing most of the exploring. It isn't always good to have allies around while remaining hidden. Half-orc warriors in chainmail tend to give the group's position away.

Taking all the feats that lead up to Sneak Attack makes it a lot easier for rogues to get into a fight, make a Sneak Attack or two, and then retreat until it's safe to return for further evilness. Without these feats, rogues will endure many attacks of opportunity over their careers.

Magical weapons that stun or otherwise disable enemies are highly prized by rogues. Sonic traps can be used for many of the same benefits. Enemies who are stunned by these weapons offer little resistance to a swift stiletto.

## STEALTH

Outside of a fight, Hide and Move Silently are nice for moving about without drawing attention or aggression. In a dungeon or wilderness environment, this allows roguish types to see what creatures and treasure are present before committing

to any direct action. For groups, this presents an even greater opportunity, because they can plan ambushes and all sorts of fun things.

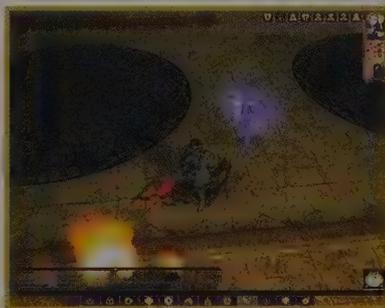
Rogue/mage combinations are more powerful than almost any other arcane multiclass hybrid. Using the Silent Spell feat, an arcane caster with a high skill in Hiding can stay in the shadows and cast at the same time. A hidden mage is a fairly safe mage! The potential of this combination shouldn't be underestimated in the least.



## THE ART OF THE ARCANE

Mages are the heavy guns of fantasy worlds, but often they have to apply a delicate hand to their art. Undefended mages tend to get snipped by a random archer or lucky tank. Even worse, a mage without a sense of timing can be a *huge* detriment to his allies. Knowing when to buff, when to hurl fire, and when to run is essential for saving one's skin as a caster. They call mages paper dolls with good reason!

## THE BEAUTY OF BUFFS



Buffs enhance characters in one way or another. Extra hit points and bonuses to attack are certainly nice, but attribute-increasing spells, shapeshifting, and tons of other enchantments lie on the path to greatness. There

are a few good things to consider when you're selecting and casting these wonderful, party-friendly spells.

First, timing is everything. Always keep an eye on the duration of buff spells. One hour per level would sure be nice for even the most powerful buffs, but it just doesn't work out that way very often. Indeed, some of the more brutal transformation and enhancement spells only last for a few rounds. This makes it critical to understand when and where each buff should be used. Anything with 10 turns per caster level or more can be handled casually. These buffs are good to use outside of combat, perhaps when first entering each dungeon area. Buffs with a tight duration should be held until there's a full engagement that threatens the party. If the group can handle a situation without any risks, a powerful buff will be wasted.

There are some buffs that have no place in certain regions. When a mage is dealing with goblins and orcs, usually there isn't much call for saving throw enhancers and element resistance spells. Yet, there are dungeons with a vicious spread of traps and elemental creatures. These are obvious places for a mage to swap a new group of spells into his quickbar. This type of area-specific buffing is extremely effective. It just isn't possible or fun to use every buff for each character in every area, so figuring out how to counter the greatest threats will limit what must be memorized. In general, adventures with a lot of large, physical creatures are best countered with attribute buffs, hit points, and combat bonuses. When traps and mages start to turn up, switch to saving throws, elemental resistance spells, and anything that will speed allied movement (buffs to speed or attacks, or spells that prevent impeded movement).

There are some interesting uses for buffs that have nothing to do with direct combat. For instance, most mages have a horrible time carrying things back to town. A gnomish wizard just doesn't have the strength to cart around five suits of magical armor. Using Bull's Strength can increase a character's weight capacity by a nice margin. Other attribute buffs can be used to improve the chance of a critical skill check, such as raising Charisma before a really important conversation, raising Dexterity for an overly pesky lock, etc. These are things to keep in mind when dealing with skill and logistic problems that demand everything a character has to offer.

## DON'T CRISP YOUR BUDDIES



It's easy to tell you to avoid casting area of effect spells when allies are close to the epicenter. But this is a whole lot more difficult than it sounds. There are always complications when a mage wants to use the big spells without having a lot of room to spare.

The blandest way to avoid this problem is to turn down the difficulty of the game. Lower difficulty levels prevent allies from taking damage when party members cast area of effect spells. Although this will extend the lifespan of more than a few hench-

men and PCs, it makes mages dramatically overpowered. Beyond that, the challenge and joy of effective magic use is mocked by such a simple solution.

The second level of avoidance is to shun area of effect evocation after both sides have initiated melee. This gives the casters a chance to lob a fireball before everyone is intermixed. This is a fair middle ground. There isn't too much of a chance that an ally will be hit, and mages can still deal widespread damage early in the battle before turning to targeted spells.

Of course, in more complex engagements, a mage has to be on alert for opportunities. It isn't uncommon for enemies to receive reinforcements in some of the larger skirmishes. These are wonderful times to unleash something foul and beautiful.

Finally, there are some tricks that open a few doors in later levels. With the right gear or spells, mages can prepare their parties for area of effect magic. Using some of the more powerful elemental resistance spells will dramatically soften the blow of many evocation spells. If a mage and his henchmen or allies get into trouble during a fight, the mage can pull out a spell of fair power without setting his own party back. This tactic can be a great way to get out of ugly situations.

## TACTICS AND STRATEGY

No matter what professions a character takes, there are certain things that everyone must learn. This section explains a lot of the common tricks for avoiding a foul end.

### SHOULD YOU STAY OR SHOULD YOU GO?

There are times when a fight just isn't in your favor. Maybe you trigger the wrong encounter, you don't have enough hit points because of a previous fight, or whatever. There are ways to get out of trouble without resorting to the old Load Game spell. Instead, prepare for a bit of legwork.

Often, a person's chance of fleeing an engagement in one piece hinges on how quickly they realize that things are going sour. If a character is already low on hit points and surrounded, there just isn't much hope unless he teleports back to town. If teleportation isn't an option, characters that wait that long usually end up in someone's stew pot.

It's far better to read the writing on the wall long before things get dire. Signs of a turning battle include a huge number of gibbering evil creatures charging down the hallway, the loss of party members at the front of the group and a continuing trend toward the rear, and the disappearance of any allied rogues.



More seriously, keep a wary eye on the number of creatures involved in each fight. Most of the time, it's the addition of a few fresh monsters that tips the balance. This is especially the case with casters or enemies with Sneak Attack. These foes can ravage the party if it lacks the right characters to deal with the new aggressors.

If more enemies are joining the fray and it seems unlikely that your henchmen or allies will hold, it's best to leave sooner rather than later. When playing with other people, this can lead to a premature cascade of fleeing PCs, but that's the nature of morale! No one wants to be the last person to flee in the face of unbeatable odds—it tends to be rough on the organs.

Obviously, there are ways to improve your running skills, although you should be a bit nervous around anyone who has to practice this too much. Spells like *Expeditious Retreat* are divine for getting out of trouble. Taking corners as efficiently as possible helps more than most people would think. Instead of relying on path finding to do all of the work, managing a character closely will cut a lot of wasted time from most routes out of an area. Combine these tactics with anything that will slow pursuers. *Tanglefoot bags*, hold spells, and things like *Slow* or *Darkness* will assist in this.

## USES AND ABUSES OF LACKEYS, MEATSHIELDS, AND NPCS

Having a henchman around is never going to be as noisy as wandering through the world with a party of true allies who are animated and intelligent. Still, there are many tactical uses for henchmen, and they're certainly fun to use and abuse. No matter how you look at it, there's a place for henchmen in the game, and each PC has a different need for them.



Controlling a henchman is the toughest part. Although the AI for these NPCs is robust enough to keep them somewhat active, it's extremely rare that they'll do exactly what's needed at any given point.

Because the player is meant to lead the party, there are some innate problems with NPC tanks. They stay behind the player and wait for the action to come to them. Wizards and sorcerers tend to have problems with this. The first rule of henchman use in combat boils down to this: "Better him than me." Remember that unless the character is a virtuous paladin, few people want to get stuck in the gut because their ally is composing poetry on the back lines.

At the beginning of a fight, non-warriors should move quickly to get behind the NPC. This makes it a lot easier for the henchman to figure out what's going on and how to respond. Even characters who don't get hit a lot of the time should have healing potions on their quickbar for saving the henchman from certain death.

One of the best ways to improve henchman control is to master the shortcuts. Right-clicking on henchmen opens a radial menu with most of the common commands. This is perfect for getting the NPCs to do roughly what's needed without taking a whole lot of time.

Don't forget that you can equip your henchmen by accessing their inventory! This opens the door for trading weapons, armor, and magical equipment with NPCs. Or, for characters with low Strength, henchmen can be used as mules for extra carrying space. Either way, this keeps henchmen from being completely outclassed as characters move up through the levels. Make sure to talk with henchmen and look at their equipment to keep it from getting too pathetic.

## KITING: NOT JUST FOR KIDS ANYMORE

Some enemies are smart enough to stay near their lairs, but most creatures are driven to take a chunk out of adventurers. A seasoned player can use this against the foul beasts. *Kiting* is the technique of luring enemies away for various



purposes. The term *kite* is used because the character doing the work often looks like he's stringing a kite along behind him. These kites are hideous monsters, of course, but the metaphor is a good one nonetheless.

Kiting can be used to lead monsters into an ambush, such as web spells in a tight area, *tanglefoot bags*, or a room of tanks with a small doorway. It's a very versatile technique. A rogue might have an ally kite a room of bandits off into the sunset while he runs in to steal their loot. Why not? Fighting is fun, but solving problems in creative ways is even better.

Archer and mage kiting can be especially effective and brutal. With spells or items that increase speed, like *Expeditious Retreat*, *Haste*, or *Boots of Speed*, these characters can run faster than the majority of enemies. This gives the ranged PCs a chance to fire, retreat, fire again, and repeat. Melee creatures and even many ranged monsters will be torn to ribbons by this technique, although you must avoid backing into a hallway without exits or running into another group of enemies.

## MAKING THE MOST OF TRAPS

Traps offer a chance to deal damage or otherwise harm a group of enemies without taking action directly. This leaves the character open to flee, cast spells, or do anything else during the event. Traps that stun or deal damage over time, such as sonic and acid traps, disrupt enemies. The goal of these devices is *not* to kill enemies on contact. Most of them just aren't powerful enough to do that. Rather, they're intended to slow creatures down, hurt them a



little, and allow the player to even the odds against an often larger force.

The most basic trap ambush starts when a character spots enemies farther down a tunnel. This ambush can be done outside, but it's a lot easier in constrained locales.

Out of sight, the player chooses a spot for the trap to be set and then orders the PC to follow through. With a missile weapon or other ranged attack, the character then attacks the group of enemies and kites them back toward the trapped area. The character that set the trap can move over the location without harm, but the enemies will soon spring the device. Traps that stun are wonderful because they give the PC time to turn and inflict even more damage without taking much fire.

Rogues can even pair this trick with melee Sneak Attacks, although it takes speed and practice to do this without getting nailed with a melee slice or two.

## TERRAIN, OBSTACLES, AND AMBUSHES

Archery, spell work, and other ranged activities are fun. They're even more fun when you have a vantage point with a full view over an area that takes a long time to approach. Missiles plus counterattacks are decent, but missile attacks without reprisal are better! Archers should keep an eye out for ledges, awkward tunnels, and anything else that may give them a vantage point that will take time to reach. Especially when playing alone, these can provide a safe point for fights that are too tough to handle otherwise.



If you find such a spot, but it isn't close to a battle that keeps causing trouble, use kite techniques to pull the enemies back to the ambush.

## THE SPACEBAR IS THERE TO HELP YOU

During complex battles or against very developed characters such as high-level mages, use the spacebar to pause the game. Some players don't like slowing things down like this because it distances them from the action, but others find that it brings a new level of tactics and strategy to Bioware games. Try it out to determine whether pausing is something that improves the game for you or takes something away from it.

A character that lives or dies because of his henchmen is likely to enjoy the pause feature. Henchmen are very tough to deal with during large battles, so stop everything to ensure that they're not totally squirreling out.



## USING YOUR QUICKBAR



Each character has three possible quickbars to set up. This allows you to use a huge number of spells, special moves, and items without pausing the game or wasting time in battle. In general, almost everything that a character does should be placed on the quickbar.

For greater efficiency and enjoyment, you should organize things in an intuitive way. Have a quickbar for the most common moves that's always on top. Use the Shift and Control quickbars for things that aren't used in every battle. A mage might put a crossbow and a nice selection of evocation spells on her main bar, buffs on a second, and odd out-of-battle spells like Identify on the third. This makes it a lot easier to remember where everything is. During multiplayer sessions, this is invaluable.

Warriors are better off if they keep a spare equipment quickbar at the ready. Often it's useful to be able to jump into and out of armor. Wielding and removing weapons and shields can be even better. Use this technique to swap a character's primary slashing blade with a bludgeoning weapon if resistant enemies take the field. Rogues also need to switch equipment frequently for skill checks and such. Ultimately, the game would require a lot more micromanagement if not for the glory and versatility of the quickbars!

Notice that there are even some nifty emotes and text commands that can be placed in spare slots. These can be fun when you're roleplaying with other PCs. They're also useful when it would take too long to type what's needed.

# Bestiary

Although there are many specific creatures and characters that will oppose an adventurer, it always helps to have an idea of the general races that wander the land. This bestiary provides the statistics and background information on the major groups that char-

acters will encounter in *Hordes of the Underdark*. You'll find more specific entries in the relevant sections of the walkthrough, but this central bestiary explains more about the various creatures than their core statistics.

## BALOR

Alignment:	Chaotic Evil
Creature Type:	Outsider
Special Abilities:	Darkvision
Strength:	28
Dexterity:	20
Constitution:	18
Intelligence:	20
Wisdom:	20
Charisma:	16
Fortitude Save:	12
Reflex Save:	9
Will Save:	13
Total AC:	30
Total HP:	110



From the darkest tiers of a horrible land, the mighty Balor are born. This demon of fire and magic is terrible to behold and nearly impossible for any but the greatest heroes in the land to defeat.

A combination of physical and arcane strength enables the Balor to attack in melee and still use spellcraft to wound and eventually slay its enemies. Because both long and close range are dangerous places to face a Balor, each member of a party should race to his favorite position without delay and do what he does best to succeed.

## BEBELITH

Alignment:	Chaotic Evil
Creature Type:	Outsider
Special Abilities:	Web, Alertness, Blind-Fight
Strength:	32
Dexterity:	12
Constitution:	18
Intelligence:	15
Wisdom:	15
Charisma:	13
Fortitude Save:	15
Reflex Save:	12
Will Save:	13
Total AC:	30
Total HP:	110



Who can understand the mind of the spider? Those eyes that see so much, reflecting the face of a single victim in their soulless void. There is no mercy there, nor fear, nor regret. In a world of webs and teeth, there is nothing for man save danger. And in this world, Bebelith is Queen.

Bebelith is a spider that was not born in Faerun. From one of the outer planes this creature has come, and now it resides somewhere in the Underdark. Not only is she intelligent enough to keep herself in full advantage during any encounter, but she also preys on creatures when they're at their weakest. This compounds Bebelith's incredible strength, near-unbreakable webs, and resilient body.

## BEHOLDER

Alignment:	Lawful Evil
Creature Type:	Aberration
Special Abilities:	Alertness, Darkvision
Strength:	10
Dexterity:	10
Constitution:	12
Intelligence:	17
Wisdom:	15
Charisma:	15
Fortitude Save:	4
Reflex Save:	7
Will Save:	8
Total AC:	21
Total HP:	70

In some communities, Beholders have been a source of dread for ages.

Because these mystic creatures don't breed well except within places of power, their circle of influence is both profound and constrained.

"Beware the eyes that sear and command, for the Beholder is a master of the arcane world." These words were perished by the semi-famous archmage Ishtaven Morick on his return from a great adventure. In the darkness of a huge cavern, a Beholder descended from the heights and used its fell powers on Morick. Only the strong artifacts of magical resistance that the archmage carried saved him that day. The same could not be said for his henchmen.

When swarmed, Beholders fall under the pressure of a solid melee attack. However, groups of Beholders will use magic and physical traps to disable and frustrate entire parties of adventurers. This is when the risk of defeat is at its highest. Using items and buffs for magical and damage resistance will free up valuable time to defeat clusters of these monstrosities.



## SVIRFNEBLIN

Alignment:	Lawful Neutral
Creature Type:	Humanoid
Special Abilities:	Darkvision
Strength:	8
Dexterity:	12
Constitution:	12
Intelligence:	10
Wisdom:	12
Charisma:	6
Fortitude Save:	1
Reflex Save:	1
Will Save:	1
Total AC:	13
Total HP:	5

The Svirfneblin are one of the more just powers of the Underdark. Although these gnomes are cold and extremely careful in their judgments, they're forced to exist in a closely-knit society. Outside pressure from dark elves and grey dwarves prevents the Svirfneblin from expanding without perseverance.

Compared with other denizens of the Underdark, Svirfneblin are not a major threat. When encountered outside of their hidden dens, they're taken as slaves, especially by the Illithids, who specialize in enthralling other creatures.



## DEVOURER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Special Abilities:	Alertness, Darkvision
Strength:	14
Dexterity:	19
Constitution:	16
Intelligence:	12
Wisdom:	12
Charisma:	10
Fortitude Save:	6
Reflex Save:	1
Will Save:	8
Total AC:	23
Total HP:	15

There are several forms of Devourers. These beings are fairly intelligent, but often they're summoned by more devious creatures to aid in battle or general defense of an area. Mages with a dark heart have often relied on Devourers to protect their towers and crypts.

Using feats to increase damage dealt or wielding magical weapons will aid in destroying Devourers. Many of these fell creatures have resistance to several damage types, including a reduction against basic melee damage.



## DRIDER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Special Abilities:	Darkvision
Strength:	15
Dexterity:	15
Constitution:	16
Intelligence:	15
Wisdom:	16
Charisma:	16
Fortitude Save:	5
Reflex Save:	4
Will Save:	8
Total AC:	17
Total HP:	70



Dark elves dread few creatures more than the Driders. These evil and twisted spider-humanoids were once dark elves that went afoul of Lloth and her priestesses. Changed into monsters and usually under the control of some of the greater factions in the dark elven cities, Driders live a life of pain and sacrifice, only released by merciful death. Male dark elves in some great houses live in fear of this fate, preferring death to such a horrible half-life.

Driders love to use missile weapons, and they will begin firing from the darkest corners of a cavern the moment a target comes into range. Some of these beasts retain the ability to use magic, and they'll try to disable parties or damage them with divine magic.

## DROW

Alignment:	Lawful Evil
Creature Type:	Humanoid
Special Abilities:	Alertness, Immune to Sleep, Hardiness vs. Enchantments
Strength:	18
Dexterity:	26
Constitution:	14
Intelligence:	10
Wisdom:	12
Charisma:	10
Fortitude Save:	7
Reflex Save:	10
Will Save:	3
Total AC:	15
Total HP:	50



The reputation of the Drow is legendary. Nowhere in Faerûn is a race of intelligent beings so commonly hated and feared as these dark elves. Drow may be evil, but they've flourished because of their ability to work together (somewhat) and build cities in the depths of the Underdark. Patrolling their lands constantly with parties of warriors, mages, clerics, slaves, and monsters, the Drow are the top predators of their domain. Only the Mind Flayers pose as dire a threat in the bleakness below Faerûn.

Drow parties are very well composed. Expect to face all manner of attacks when they summon darkness to protect themselves. Less experienced creatures could be drawn out into counter-ambushes. This sometimes works against dark elves, but it's harder than usual. Try to stay away from the line of fire against as many individuals as possible, and use ranged weapons and magic to slay or draw enemies toward you. When your party has any choice in the matter, go after Drow clerics and mages before other targets. They're the most dangerous.

## DUERGAR

Alignment:	Lawful Evil
Creature Type:	Humanoid
Special Abilities:	Alertness, Hardiness vs. Spells, Hardiness vs. Poisons
Strength:	18
Dexterity:	13
Constitution:	14
Intelligence:	14
Wisdom:	14
Charisma:	10
Fortitude Save:	8
Reflex Save:	4
Will Save:	4
Total AC:	11
Total HP:	60



These grey dwarves are known for their fierceness and deceit. Mistrusted or outright hated by their surface cousins, Duergar are just as dangerous to root out. Specific grey dwarves who are captured or enlist in the dark elven ranks will serve as warriors and clerics, and their tenacity makes them very dangerous.

Almost like the famed shadow dancers, Duergar can make themselves scarce without effort. Even in the middle of a half lit room, these dwarves can sink into the shadows and remain scarce. Attacks by the Duergar are hard to predict. In general, you should retreat and let their melee warriors come forward, leaving the support of their battle clerics or spellcasters.

## FAERY

Alignment:	Chaotic Neutral
Creature Type:	Fey
Strength:	10
Dexterity:	14
Constitution:	10
Intelligence:	13
Wisdom:	13
Charisma:	13
Fortitude Save:	2
Reflex Save:	7
Will Save:	7
Total AC:	14
Total HP:	16

Many fey creatures are known for their shifting moods and unpredictability. The Faeries that reside in Undermountain are no different on that account, but they have several important features that distinguish them from other fey. For one, Faeries are not good creatures. Ultimately selfish, they do as they please and protect themselves with various enchantments and guardians. Also, these fey aren't very intelligent, so it's hard to work things out with them even when it's in the interest of both parties.

Defeating aggressive Faeries isn't difficult. Neither fast nor strong enough to survive a prolonged attack, these fey require substantial traps or strength of numbers to avoid destruction.



## FIRE GIANT

Alignment:	True Neutral
Creature Type:	Giant
Special Abilities:	Darkvision
Strength:	31
Dexterity:	9
Constitution:	21
Intelligence:	10
Wisdom:	10
Charisma:	11
Fortitude Save:	16
Reflex Save:	4
Will Save:	5
Total AC:	15
Total HP:	142

Fire Giants aren't the most powerful of giantkind, but they're more than strong enough to rip most Minotaurs into shreds. Standing high enough to dwarf any man or ogre, these humanoid use their weight to full advantage. Even worse, Fire Giants enjoy forging their own weapons and armor, making them successful in the arts of war beyond what many would expect.

Cold spells can affect Fire Giants, and even parties with mundane weaponry can be successful against them. Using Improved Knockdown, the greatest warriors can temporarily disable giants. Incapacitating Fire Giants is a very good way to avoid their ability to deal massive damage. Using spells that slow or stop movement is wise as well. Fire Giants have pretty terrible Reflex saves, and their Will saves aren't good enough to save them from most magical assaults.



## FORMIAN

Alignment:	Lawful Neutral
Creature Type:	Outsider
Strength:	17
Dexterity:	16
Constitution:	14
Intelligence:	16
Wisdom:	18
Charisma:	11
Fortitude Save:	9
Reflex Save:	8
Will Save:	8
Total AC:	18
Total HP:	9

Formians have a society much like that of common ants, although they obviously have more power to threaten adventurers and natural creatures that exist in nearby territory. Living underground, the Formians are used to fighting in all manner of conditions, and they're effectively fearless. An individual's life means almost nothing compared to the survival of the hive.

For those who despise law and order, it isn't hard for experienced warriors and casters to fight against Formians. Even weaker parties need merely secure their back and flank to prevent an attack from all sides. After that, it's a war of attrition, and Formians aren't sturdy enough to weather such a conflict.



## GOBLIN

Alignment:	Chaotic Evil
Creature Type:	Humanoid
Strength:	12
Dexterity:	14
Constitution:	11
Intelligence:	13
Wisdom:	11
Charisma:	8
Fortitude Save:	8
Reflex Save:	10
Will Save:	9
Total AC:	17
Total HP:	28

Goblins are a grave threat when found in numbers, but truly epic heroes aren't daunted by this possibility. Warriors and casters alike can wade through the ranks of Goblins that attack en masse. Knowing this, many of the Goblins in Undermountain avoid direct confrontation and have developed a means of attacking through long-range mechanical devices. Even so, these devices are more of an annoyance than a genuine threat to a seasoned adventurer, and Goblins can only hide from a determined hunter for so long.

Yet, Goblins who realize that there's life beyond evil and destruction should be given a chance to redeem themselves. Anyone with a belief in goodness should be on the lookout for creatures in Undermountain and beyond that are willing to live an honest life.



## GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Strength:	23
Dexterity:	9
Constitution:	19
Intelligence:	14
Wisdom:	11
Charisma:	3
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	24
Total HP:	65

Golems are magical constructs that can be created from a variety of materials. Price and rarity are often the limiting factors for the mages who build these servants. It's very hard to give Golems an intelligence beyond basic comprehension and reaction, but that's normally enough to carry out many of the duties that mages hand down to these creatures. It's rumored that there are some dedicated magic users who seek to give Golems true free will, but such a mage would have to be gifted indeed in Golem construction.

Golems clean up magical areas of research and habitation, and they're more than capable of defending such places from attack. Having no organs or particular weaknesses, Golems can sustain heavy damage from non-magic attacks. The best way to defeat Golems is through heavy elemental damage or the use of strongly enchanted weapons.



## GRAY RENDER

Alignment:	True Neutral
Creature Type:	Beast
Special Abilities:	Darkvision
Strength:	23
Dexterity:	10
Constitution:	24
Intelligence:	3
Wisdom:	2
Charisma:	3
Fortitude Save:	14
Reflex Save:	7
Will Save:	4
Total AC:	18
Total HP:	58

You wouldn't think that the Gray Render is a natural beast, able to breed and survive in the wild without a mage's guiding hand. However, this is indeed the case. Gray Renders are top predators, with size, strength, and endurance that are rarely matched.

Choss Rivenoak, a barbarian of the northern Elk Tribe, claimed to have spent two months tracking a Gray Render before finding a way to drive it out of his people's territory. He found that the creature had such a foul temperament that it was willing to attack entire herds of prey creatures, even when it only needed to feed on one or two of them.

With this in mind, he prayed for a day and a night before attacking the Gray Render and speeding off over rough terrain. He harassed the beast and used its unnatural rage to lure it farther and farther away, until it was beyond his people's most distant hunting grounds. To finally escape, he leapt into a cold river, delivering himself into fate's hands. Choss only survived through the blessing of the Elk—that and a Ten-Towns man who fished him out of the river.



## HARPY

Alignment:	Chaotic Evil
Creature Type:	Monstrous
Special Abilities:	Captivating Song
Strength:	10
Dexterity:	15
Constitution:	10
Intelligence:	7
Wisdom:	10
Charisma:	15
Fortitude Save:	6
Reflex Save:	7
Will Save:	6
Total AC:	18
Total HP:	70



Wretched spirits given form, Harpies are ugly, brutal, and dangerous to the unwary. One of the dark gods must have taken pity on these worthless beings and given them the ability to charm those of weaker minds. This is the only tool that Harpies have to threaten more powerful bands of travelers. Characters with strong will saves won't have nearly as much to worry about from this.

In direct battle, Harpies have neither the hit points nor a good enough armor class to save themselves. Parties can set upon them and kill several at a time without risk of serious harm.

## HELL HOUND

Alignment:	Lawful Evil
Creature Type:	Outsider
Special Abilities:	Fire Breath, Darkvision
Strength:	13
Dexterity:	13
Constitution:	13
Intelligence:	6
Wisdom:	16
Charisma:	8
Fortitude Save:	8
Reflex Save:	8
Will Save:	4
Total AC:	16
Total HP:	77



Hell Hounds are summoned from the fiery elemental lands to guard various areas. They aren't intelligent enough to do much on their own, so their primary use is pure combat. Having a resistance to fire will greatly help any adventurer who comes upon Hell Hounds. Even if the beasts aren't a direct threat, they're often found in areas where other flaming traps and creatures are waiting to be discovered.

## HOBGOBLIN

Alignment:	Lawful Evil
Creature Type:	Humanoid
Strength:	11
Dexterity:	13
Constitution:	13
Intelligence:	10
Wisdom:	9
Charisma:	10
Fortitude Save:	3
Reflex Save:	1
Will Save:	0
Total AC:	11
Total HP:	5



Hobgoblins may be stronger than their smaller cousins, but they aren't worthy of mention in the face of greater challenges. In Undermountain, some of these humanoids act in the service of certain mages.

## IMP

Alignment:	Lawful Evil
Creature Type:	Outsider
Special Abilities:	Darkvision
Strength:	10
Dexterity:	17
Constitution:	10
Intelligence:	10
Wisdom:	12
Charisma:	16
Fortitude Save:	6
Reflex Save:	6
Will Save:	8
Total AC:	18
Total HP:	11



Demons and devils have to get their food and entertainment from something. Imps are the serfs of the dark world, and their existence is plagued with suffering, frustration, and toil. Don't feel too much pity for Imps, however. These malicious beings would unleash pain and torture of their own if they had a chance to grab anything more desperate than themselves.

## JELLY

Alignment:	True Neutral
Creature Type:	Ooze
Strength:	10
Dexterity:	3
Constitution:	13
Intelligence:	13
Wisdom:	8
Charisma:	2
Fortitude Save:	12
Reflex Save:	6
Will Save:	8
Total AC:	6
Total HP:	75



Jellies are sturdy members of the ooze family. All of the oozes are somewhat acidic, and they do their most dangerous work by wrapping around victims and digesting them while the poor creatures are still alive! The slorp of wet, moving tissue against stone is all the warning you get before mobile flesh bears down on you.

## KOBOLD

Alignment:	Lawful Evil
Creature Type:	Humanoid
Special Abilities:	Alertness
Strength:	6
Dexterity:	13
Constitution:	11
Intelligence:	13
Wisdom:	10
Charisma:	10
Fortitude Save:	2
Reflex Save:	6
Will Save:	6
Total AC:	13
Total HP:	8



Anyone in the market for some fine thralls should gather a clan of kobolds. Small and doglike, these barking creatures can get into tiny places and do things that more physically capable slaves can't. Fixing broken machinery, cleaning under beds, and other menial tasks are all good uses of kobolds. They also have a queer yet rich flavor that increases their value. When they're disobedient, they can be fed to larger thralls.

## KRENSHAR

Alignment:	True Neutral
Creature Type:	Magical Beast
Special Abilities:	Gaze (Fear), Darkvision
Strength:	14
Dexterity:	16
Constitution:	18
Intelligence:	6
Wisdom:	12
Charisma:	11
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	16
Total HP:	66



Infused with magic, Krenshar still hunt and control their lands as kings among beasts. Often, Krenshar attack in small packs, although solitary hunters are encountered as well. Larger members of a pride can be extremely dangerous because of their weight, deadly claws, and fearsome visage. Only some of the most battle-tested warriors can get into close range with these creatures.

Mages and clerics have a good chance to affect Krenshar with many mind-altering spells. The low intelligence and soft wills of these predators expose them to such attacks.

## MANTICORE

Alignment:	Lawful Evil
Creature Type:	Magical Beast
Strength:	20
Dexterity:	15
Constitution:	19
Intelligence:	7
Wisdom:	12
Charisma:	7
Fortitude Save:	3
Reflex Save:	7
Will Save:	3
Total AC:	36
Total HP:	51



Manticores are thought by several religious sects to be a manifestation of evil deeds within all people. Although it's unlikely, some believe that the number of lines a Manticore throws toward a person can be no more than the number of injustices committed in that person's life.

In reality, Manticores won't hold anything back when they encounter enemies. Because of their low intelligence and lawful nature, it's possible to train and control Manticores, but this is such a dangerous task that few are willing to accept the risk.

## MEDUSA

Alignment:	Lawful Evil
Creature Type:	Humanoid
Special Abilities:	Gaze (Petrification)
Strength:	10
Dexterity:	15
Constitution:	12
Intelligence:	12
Wisdom:	13
Charisma:	15
Fortitude Save:	6
Reflex Save:	7
Will Save:	7
Total AC:	16
Total HP:	33



These female humanoids are so terrible to behold that the mere sight of them will turn the viewer into stone. Only those who look away and fight with caution can defeat even the weakest of Medusa. Of course, it's even more ominous when a warrior has to face a Medusa with knowledge of sorcery.

Abilities and items that aid in resisting magical effects will partially protect you from the Medusas. With their petrifying gaze neutralized, Medusas are a far lesser threat.

## MIND FLAYER

Alignment:	Lawful Evil
Creature Type:	Aberration
Special Abilities:	Psionic Charm Monster, Psionic Mind Blast, Alertness, Darkvision
Strength:	12
Dexterity:	14
Constitution:	12
Intelligence:	19
Wisdom:	17
Charisma:	17
Fortitude Save:	8
Reflex Save:	8
Will Save:	9
Total AC:	15
Total HP:	44

Mind Flayers, or Illithids as they're also known, can kill or control almost any creature with a consistent level of consciousness. This makes it possible for these squidish humanoids to protect themselves in multiple ways. Most Mind Flayers surround themselves with thralls that are loyal beyond any ability to escape. These thralls deal with physical threats to the Illithids, and the Mind Flayer directly handles anything of a mystic nature.

Fast application of the strongest spells and high-damage fighting techniques is the first step to surviving an encounter with a Mind Flayer, and having a magical helm is useful as well (preferably with bonuses to spell resistance or wisdom). The Mind Flayer's psychic attacks aren't nearly as effective if it doesn't have a direct line of sight to a character's head.

But for the most dependable way to destroy all Illithids... "You have no wish to harm the Illithids. The Overminds are here to bring peace to your people. Put your book down and go to your friends. Stop them from hurting the innocent Illithids. They are your friends too."



## MINOTAUR

Alignment:	Chaotic Evil
Creature Type:	Monstrous
Strength:	24
Dexterity:	10
Constitution:	15
Intelligence:	7
Wisdom:	10
Charisma:	8
Fortitude Save:	12
Reflex Save:	7
Will Save:	4
Total AC:	14
Total HP:	250

Minotaurs are large, bull-headed humanoids with nearly the same strength as a small giant. Armed with weapons and armor that are comparable to those of many barbarians, these warriors plow through mundane opponents without a care in the world. Minotaurs have no great love for magic, and it's one of their great weaknesses. Not graced with much in the way of intelligence or wisdom, it's very hard for Minotaurs to avoid the effects of illusions and enchantments.



## MOUNTAIN GIANT

Alignment:	Chaotic Neutral
Creature Type:	Giant
Special Abilities:	Aura of Menace, Darkvision
Strength:	25
Dexterity:	8
Constitution:	19
Intelligence:	6
Wisdom:	10
Charisma:	17
Fortitude Save:	17
Reflex Save:	4
Will Save:	9
Total AC:	22
Total HP:	187

Mountain Giants are very slow and methodical, but they enjoy the same random and free lifestyle as Hill Giants. Often living on their own or in small groups, the largest Mountain Giants tend to push their way through any challenger who vies for power.

When smaller creatures move against Mountain Giants, speed is the key to success. It's hard to overpower one of these brutes, but they don't have enough dexterity to make reflex saves. Mages can use this to their advantage by throwing constant physical dodge-type spells at the giants. Warriors should use Knockdown and other crippling feats to keep the Mountain Giant from gaining any initiative.



## OGRE

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Special Abilities:	Darkvision
Strength:	19
Dexterity:	3
Constitution:	16
Intelligence:	4
Wisdom:	10
Charisma:	7
Fortitude Save:	11
Reflex Save:	4
Will Save:	5
Total AC:	33
Total HP:	44

When you face the common Ogre, this race of thugs doesn't look like much. Ogres like to hoard treasure, eat flesh from anything that comes along, and abuse smaller creatures. There isn't any redemption to be found in most of these monsters, but some have more intelligence than the rest (making them truly frightening). Ogre Mages have the durability of their kin and more than enough strength to pose as skilled warriors. Yet they're wise enough to master several schools of wizardry. Fighting against these Ogres is daunting for any party.

Sending a rush of melee troops stands the best chance of victory. By using Taunt, they can stay so close and make it very hard for the Ogre Mages to cast successfully. Ranged or magic-using characters should do as much damage as possible while keeping summoned monsters and other threats from reaching the frontlines.



## ORC

Alignment:	Chaotic Evil
Creature Type:	Humanoid
Strength:	15
Dexterity:	12
Constitution:	11
Intelligence:	5
Wisdom:	8
Charisma:	8
Fortitude Save:	9
Reflex Save:	7
Will Save:	6
Total AC:	17
Total HP:	25

Like Hobgoblins, most of the Orcs that heroes come across aren't powerful enough to exist on their own in Undermountain or the Underdark, so they must ally themselves with greater powers. At worst, a hefty group of orcs will slow you down on the way to a new area, but they won't be able to stop you.



## RAKSHASA

Alignment:	Lawful Evil
Creature Type:	Outsider
Special Abilities:	Alertness, Darkvision
Strength:	12
Dexterity:	14
Constitution:	16
Intelligence:	13
Wisdom:	13
Charisma:	11
Fortitude Save:	8
Reflex Save:	7
Will Save:	6
Total AC:	21
Total HP:	31

Rakshasa are clever and wise shapechangers. They use familiar forms to deceive others. Once Rakshasa have earned someone's trust and made him lower his guard, these feline outsiders return to their normal state and attack.

Rakshasa don't have many weaknesses, but luckily they aren't superb at facing heroes in a pitched battle. If challenged openly, Rakshasa will have trouble maintaining their disguises, and they're not interested in a fair fight.



## SKELETAL RULER

Alignment:	True Neutral
Creature Type:	Undead
Special Abilities:	Paralysis Gaze, Darkvision
Strength:	23
Dexterity:	12
Constitution:	18
Intelligence:	19
Wisdom:	18
Charisma:	11
Fortitude Save:	7
Reflex Save:	8
Will Save:	13
Total AC:	17
Total HP:	17



The ancient bones of kings, necromancers, clerics, and murderers alike have at times risen or been called back. Those who had lives of greater power will sometimes have a greater reflection of glory even in their departed state. Skeletal Rulers are an example of this.

Clerics and paladins can destroy the undead with holy spells and weaponry. Everyone else should ready bludgeoning weaponry and evocation magic. As with so many undead, it doesn't pay to use illusion, basic enchantments, and other forms of trickery. Skeletons have no empathy for the pains of the flesh.



## SLAAD

Alignment:	Chaotic Neutral
Creature Type:	Outsider
Special Abilities:	Darkvision
Strength:	20
Dexterity:	18
Constitution:	17
Intelligence:	18
Wisdom:	18
Charisma:	18
Fortitude Save:	12
Reflex Save:	13
Will Save:	13
Total AC:	25
Total HP:	92



Manravan "The Lisp" Ildonsler was the first sorcerer to discover the existence of Slaads. As a specialist in summoning, Manravan was given to all manner of strange activities. Instead of hiring a servant to fetch things for him, Manravan used special summoning magic even for little things. Sadly, this great sorcerer met his end one day by trying to summon a salad from his kitchen. Forgetting how badly his lisp could affect certain spells, Manravan threw out his arms and summoned "Slaad." This didn't end well for him.

Although Slaads have a basic level of intelligence, very little is known about their nature, culture, or way of living. It may be that they aren't native to the Prime Material plane at all. In Faerun, Slaads are summoned by powerful mages to help with critical battles or very heavy labor. Slaads are powerful and vicious, and their skill in battle is matched only by highly trained bladesmen.

## SPIDER

Alignment:	True Neutral
Creature Type:	Vermin
Special Abilities:	Web, Darkvision
Strength:	20
Dexterity:	12
Constitution:	14
Intelligence:	8
Wisdom:	11
Charisma:	8
Fortitude Save:	7
Reflex Save:	7
Will Save:	7
Total AC:	30
Total HP:	37



Wraith, Sword, and Phase Spiders share many things. The common traits of these vermin are centered on tactics and weaknesses. In pursuit of food, even the stronger spiders attempt to web and disable entire groups of targets, and then move in for a series of physical attacks. The poison from these attacks will further weaken those in the webs, and soon the more vulnerable will succumb.

To battle this intelligent victims use spells or items that provide Freedom of Movement and any additional bonuses against poison. This turns spiders into a foe without any advantages. Even worse, spiders have poor saves and moderate hit points. On an even playing field, the spiders lose almost every time.

## TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant
Special Abilities:	Darkvision
Strength:	19
Dexterity:	14
Constitution:	11
Intelligence:	10
Wisdom:	10
Charisma:	15
Fortitude Save:	7
Reflex Save:	5
Will Save:	5
Total AC:	18
Total HP:	46



Trolls are sickly giantkin with a hunger for flesh that goes beyond their needs. They're a far easier foe to face than Hill Giants or even strong Ogres, but there's a major problem when it comes to ridding the world of these monsters. Trolls have the ability to regenerate health very quickly. Even slain Trolls are likely to rise again if they aren't but down with fire or acid after the battle is won.

Modrus Potpul spent two years testing Troll flesh as a food source for a variety of creatures. In turn, he fully disproved the notion that Trolls regenerate just enough inside people's stomachs to provide an eternal food source.

## UMBER HULK

Alignment:	Chaotic Evil
Creature Type:	Aberration
Special Abilities:	Gaze of Confusion, Darkvision
Strength:	23
Dexterity:	13
Constitution:	19
Intelligence:	9
Wisdom:	11
Charisma:	13
Fortitude Save:	8
Reflex Save:	7
Will Save:	8
Total AC:	17
Total HP:	46



Anyone versed in the flora and fauna of the Underdark has a healthy fear of Umber Hulks. Hunting in the darkness beneath a thousand feet of stone, these half-sentient monsters use their dazzling gaze to calm and distract prey.

Drow have devised one of the best means to rid areas of Umber Hulks in moderate safety. Patrol groups of Drow look for signs of an Umber Hulk activity in an area, usually the presence of maily torn carcasses in a wide loop. Once the beast is located, the mercenaries or lower-caste members of the Drow party distract it, while others use unnatural darkness to lie in wait. When the Umber Hulk immobilizes the exposed mercenaries and comes forward for the feast, the rest of the group attacks from all sides. At most, the mercenaries are killed, and even this is rare enough to be acceptable.

## WINGED ELF

Alignment:	Chaotic Good
Creature Type:	Humanoid
Special Abilities:	Hardiness vs. Enchantments, Immune to Sleep
Strength:	18
Dexterity:	10
Constitution:	12
Intelligence:	10
Wisdom:	10
Charisma:	10
Fortitude Save:	8
Reflex Save:	7
Will Save:	8
Total AC:	11
Total HP:	2



These elves are both hardier and somewhat larger than their surface relatives, but the major difference lies in the pair of large, feathery wings of the Avariel. In temperament, Winged Elves are almost the opposite of their black-skinned relatives in the Underdark. Winged Elves value freedom and beauty, and they're hard to push into deadly conflict. When you speak to a Winged Elf, it will tell you about the joys of the open air and the caress of the wind through its wings, rather than any devotion to power or individual strength.

## WINTER WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Special Abilities:	Cone of Frost, Alertness, Darkvision
Strength:	20
Dexterity:	16
Constitution:	16
Intelligence:	9
Wisdom:	13
Charisma:	10
Fortitude Save:	14
Reflex Save:	18
Will Save:	13
Total AC:	16
Total HP:	193



Extremely cautious beast tamers keep larger Winter Wolves. Capable of learning many commands, Winter Wolves are far more dangerous to strangers than to those they're familiar with. Although these wolves aren't from one of the elemental planes, they're like Hell Hounds in that they can breathe a magical and deadly mist over nearby attackers. This does enough damage to keep much larger creatures at bay. Because Winter Wolves are fast to attack when provoked, it's difficult to predict how battles against them will progress. At long range, missile weapons and spells will wound the magical beasts, but they close the gap quickly and will breathe on you as soon as possible. Elemental resistance versus cold will help to soften the blow.

## ZOMBIE

Alignment:	Neutral Evil
Creature Type:	Undead
Special Abilities:	Darkvision
Strength:	18
Dexterity:	8
Constitution:	17
Intelligence:	19
Wisdom:	18
Charisma:	9
Fortitude Save:	11
Reflex Save:	11
Will Save:	20
Total AC:	20
Total HP:	13



Although Zombies are easy to destroy, turn, or break apart in their basic form, there are many more powerful versions of these undead. Decaying and mindless, even the most dangerous Zombies are still only a shadow of the creatures that they once were. Magical casters of different races summon these undead to kill intruders and keep away other adventuresome types.

Holy spells and weapons are best suited for fighting these abominations, so paladins and clerics are the best equipped to defeat these mindless shells. Other characters can use flame and enchanted weapons on the more durable Zombie Lords.

# Chapter One: An Attack on Waterdeep

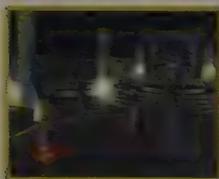
Trying days are ahead in the city of Waterdeep. Although the town guards are trained to keep the peace under tough circumstances, they simply can't keep some of the city's most prominent citizens safe anymore. Killings in the night are becoming commonplace, and the fear among the populace is nearly palpable. You have come into town bring a measure of peace. Whether you're doing it for gold or fame, or out of the goodness of your heart, isn't a factor.



## PREPARING FOR AN ADVENTURE

If you don't have a character of 15th level or higher prepared for this adventure, you'll have an opportunity to bring a newly created character up to level 15 before starting the game. Although the system offers to do this for you, often it's better to customize the character to your own template.

## INN OF THE YAWNING PORTAL



You dream of a distant place where dark elves plot and fume over various evil deeds. Their leader, the Vaishares, fears that someone in Waterdeep will be able to stop her from ascending to greater power. She's preparing to strike against that person even now. That person is you, and the prospect shakes you from your fitful sleep with a start.

### MORAL OF THE STORY

If this Drow Queen of the Underdark asks you who will be the one to defeat her, say "No one, M'Lady," and how many graciously.

## THE SECOND FLOOR



1	Your Room
2	Equipment Room
3	Private Quarters
4	Common Room
5	Stairs Down

With the dream still haunting you, a sound draws your attention. In the corner of the room, where the precious treasures of many adventures are locked away, a Drow is busily casting a spell. In the blink of an eye, all of your greatest possessions disappear! The slim elf turns to face you. You're half-naked, and the Drow probably thinks you're easy prey.

Rush forward and attack the Drow before she finishes everything and recovers from her spell. Right-click on her to attack as soon as possible. If you're one of the mage classes, summon any pets you have. This won't be a terribly tough encounter, since the would-be assassin is thankfully weak. The noise of the battle wakes many of the inn's residents.

Tamsil, the innkeeper's daughter, hurries into the room to see what's going on. She gives quite a start when she nearly stumbles over a dark elven corpse, but she recovers quickly. She tells you about the attacks in other parts of the city. With some urgency, she encourages you to go into the room next door and retrieve some equipment. Durman, the innkeeper, will want you to be ready if something worse is beginning. She asks that you speak with her father when you're prepared.



**DURNAN'S STASH**

Durnan was once a warrior, and he's wise enough to be prepared for trouble. In his equipment room, which has been unlocked for you, there are several items of value.

Some money and a clutch of Rogue Stones is on the main table. These items will protect you from becoming trapped in the trials ahead, and can be used to whisk you back to safety.

The left rack has missile weapons, including many +2 implements covering almost all specialties of missile combat. There are potions and weaker magical items on the right.

Most of the armor and weapons at the back are mundane, but at least one of each is magical.

Take everything that's of value within the room. Even things that are of no immediate use can be sold in Waterdeep for some spare coin. Durnan's poor security has just cost you a lifetime of hard work, so he can't afford to complain.



Note that teleporting itself doesn't have a cost, so Rogue Stones can be saved for important binding. Deleting a bind point to free a slot for a new location does *not* return a Rogue Stone to your inventory. Once they're used, they're gone forever.

In the same manner, you can respawn if you fall in battle. You'll find yourself in the Gatehouse, and the Reaper will open a doorway for you to return to the spot where you fell. This also costs a Rogue Stone, so there's a finite limit to your respawns.



The other rooms along the hallway are locked, so you can't get into them without a bit of trouble. If you feel like breaking down the doors (you miscreant), you'll find a few gems, scrolls, and similar items. Everyone at the inn is gathering in the larger rooms because of the disturbance, so you won't be spotted doing this.

Talk with Tanarell in the large sitting room to hear about the old paladin's experiences with Undermountain. Considering the current problems, it sounds like you might need that information before too long. You'll receive a light experience award if you manage to restore some of Tanarell's wounded pride. He feels guilty for being too old to aid in the battles ahead.

Cyphus, a man of mixed parentage, is also there. He can tell you a bit more about the recent happenings, but he doesn't know enough to get to the heart of what's going on.

**ROGUE STONES AND THE RELIC OF THE REAPER**

The relic you possess is very powerful, and it allows for teleportation under even the most dire circumstances. Using this object will give you a chance to create a bind point (this costs a Rogue Stone). Because you can have several different bind points, it's extremely useful to have them at places where you can rest safely. Waterdeep is great because there are places nearby for rest, magical healing, and exchange of items.

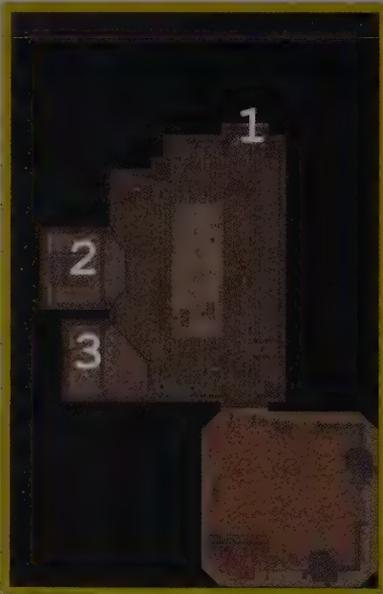
**THE LOWER FLOORS OF THE INN****DUERGAR WARRIOR**

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	4
Will Save:	3
Total AC:	11
Total HP:	21

**DROW WIZARD**

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	5
Reflex Save:	4
Will Save:	4
Total AC:	11
Total HP:	26





- |   |                     |
|---|---------------------|
| 1 | Stairs Up           |
| 2 | Stairs to Wall Room |
| 3 | Door to Waterdeep   |



- |   |                            |
|---|----------------------------|
| 1 | Stairs to Main Room        |
| 2 | Lady Thesta                |
| 3 | Well Down to Undermountain |

Go down the stairs at the end of the hall and pass through the common room, now a makeshift shelter. Many people have gathered here and are trading worried stories, suspicions, and rumors. Parley, near the front of the room, is a druid with a story to tell. She'll cast Bull's Strength on you for listening to the entire story, which is some compensation for your time.

For a laugh, also talk to Drezzy, the dwarf on the other side of the room. The wide-shouldered man seems fearsome, but he smells even worse than he looks. Drunk off his feet, the adventurer should be ample entertainment.

The other great adventurers who have come to town are meeting with each other there, and you can learn much about them if you want to spend the time. However, there's trouble down in the main room, so hurry down there once you're done talking to everyone.

Durnan will gather you and the other heroes for a brief conversation in the main room. He's ready to take charge and call everyone to battle to prevent further attacks in Waterdeep. He explains some of the problems and also talks about Undermountain, the dungeon beneath this inn that has been a source of problems for quite some time. Before he's able to finish, though, the inn is attacked by more dark elves. Not interested in talk, they begin by throwing deadly spells into the main room and follow up with a rush of blades and darkness.

Rally to help the inn's residents, and go after the casters who come in on the right side of the room by the stairs going down. Enemy warriors appear on the far side too, but they aren't as deadly as the mages. Once this first group is eradicated, everyone rushes downstairs to stem the tide of Drow coming into the area.

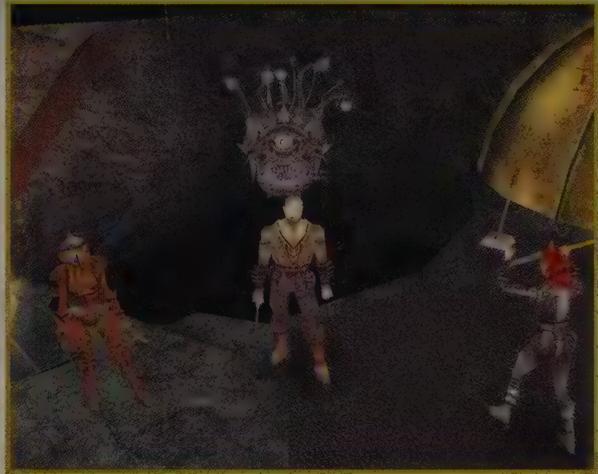
Because of the current trouble, you can't leave the inn yet. Run down the stairs and help out the adventurers with the next wave of Drow. If you hurry, you can make it to the far side of the lowered room before the Drow can fully ascend. This makes the fight even easier.



Before anyone has a chance to rest afterward, a Beholder rises from the depths and knocks you and Durnan down, enraging the other heroes. They charge into Undermountain in pursuit of the beast while you struggle to recover from the magical onslaught.

Before you follow anyone into danger, there are things to examine and people to meet. White Thesta is a lady of Sune. She has come to help with healing the injured, but she also has some magical items to sell (at a hefty price). Thesta gives you a **Rod of Resurrection** to save the heroes who sped off toward almost certain doom in Undermountain. During your future travels, you may return to have Thesta heal you from various ailments and browse her inventory.

Because you can also leave the inn after talking to Durnan again, there are a few things to do in town. Talk to Grayban and force him to let you outside. Things are a bit dangerous out there because of further skirmishes. There are Duerger wandering the streets, slaying militiamen and creating general havoc.



The Rod of Resurrection sells for 7,500 gold pieces. If you aren't planning on having henchmen, and you don't care to help out the heroes, this is a quick way to score some extra gold pieces.

## OUTSIDE THE YAWNING PORTAL



### DUERGAR BARBARIAN

Alignment:	Chaotic Good
Creature Type:	Barbarian
Fortitude Save:	9
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	63



### DUERGAR MAGE

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	5
Will Save:	8
Total AC:	13
Total HP:	64



### DUERGAR CLERIC

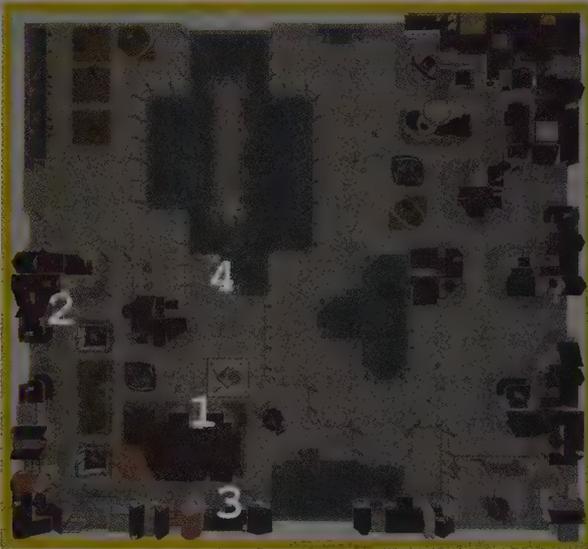
Alignment:	Chaotic Good
Creature Type:	Cleric
Fortitude Save:	11
Reflex Save:	2
Will Save:	10
Total AC:	9
Total HP:	90



### DUERGAR WARRIOR

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	10
Reflex Save:	4
Will Save:	4
Total AC:	17
Total HP:	100





- |   |                                  |
|---|----------------------------------|
| 1 | Inn of the Yawning Portal        |
| 2 | Little Musing's and Magic Shoppe |
| 3 | Argall's Arms                    |
| 4 | Duergar Insurgents               |

The big fight outside of the inn comes when you spot four Duergar hiding off by the water. They seem to be watching the inn, so it isn't a surprise that they want to come after you once you notice them. Unless you're very confident, don't take on the grey dwarves directly. Lead their two warriors away and deal with them separately from the mage and cleric. Return for the casters later. If you have problems beating them, draw the Duergar over to the citizens on the west side. They'll offer some measure of distraction, limiting the Duergar's ability to attack you.

## STEALTHY ENEMIES

Enemies like the Drow and Duergar can hide almost at will, making it somewhat hard to battle them without tons of Spot and Listen checks or the right magical spells.

To keep from being pelted by spells from safely hidden casters, lure off any defenders and then return later to slay the mages and clerics. To find these enemies, rush toward the area where they were last seen, and correct for changes by watching for spell effects. This will lead you directly to the exposed casters, and then it's time for a good *kill*.

Failure to handle stealthy casters responsibly often leads to getting knocked around more than you should be.



Look around the rest of Waterdeep to find a few good stores. You can purchase decent items in these stores, although the costs are likely to be prohibitive until you start to accumulate equipment and wealth from Undermountain. Place a binding point up here if you're interested in coming back for future items.

The citizens of the area have been blocked in because of the attacks, and you're no exception. There are many other areas of Waterdeep, but it's not possible to reach them because of the danger that Drow and Duergar will spread into all parts of the city.

When all of your exploring and shopping is done, rest and return to the entrance to Undermountain. It's time to see which traps really lurk in the legendary dungeon.



## UNDERMOUNTAIN

Once you're fully healed and ready to face new troubles, use the lever by the strange contraption that Durnan guards to unlock the well into Undermountain. The mechanism for the well is very sturdy, and it will carry you and any allies down into the depths of the dungeon.

### THE ENTRY CHAMBER



## SKELETON WARRIOR

Alignment:	Neutral Evil
Creature Type:	Undead
Fortitude Save:	2
Reflex Save:	3
Will Save:	5
Total AC:	15
Total HP:	39





- 1 Raps up to Yawning Portal
- 2 Grovel, the Goblin
- 3 Entrance to Undermountain

Grovel, a frail goblin, meets you at the base of the well. The runt isn't interested in a fight. In fact, he wants to be taken to the surface. It's up to you whether you squash or aid the goblin, but he does have some information about Halaster. If you want to really help Grovel, talk to Durnan and convince him to accept the little guy as a helper. It's the best that Grovel could hope for.

There isn't much to find in the entry chamber, so it's time to open the gates and look inside. A lone Skeleton appears from the fire to the left of the gate, and you must face it unless you rush inside in a timely fashion.



## UNDERMOUNTAIN: CENTER, LEVEL ONE



### CHIEF URDON

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	7
Reflex Save:	4
Will Save:	6
Total AC:	19
Total HP:	72



### DROW COMMANDO

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	49



### DROW DIVINER

Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	8
Reflex Save:	5
Will Save:	11
Total AC:	13
Total HP:	59



### CRAZED ORC

Alignment:	Chaotic Evil
Creature Type:	Humanoid, Barbarian
Fortitude Save:	5
Reflex Save:	1
Will Save:	0
Total AC:	10
Total HP:	24



### DROW MAGUS

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	29



## DROW MARKSMAN

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	7
Will Save:	7
Total AC:	15
Total HP:	77



## FRENZIED HARPY

Alignment:	Chaotic Evil
Creature Type:	Monstrous
Fortitude Save:	1
Reflex Save:	7
Will Save:	7
Total AC:	11
Total HP:	30



## DROW SKIRMISHER

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	4
Reflex Save:	13
Will Save:	4
Total AC:	16
Total HP:	50



## HOOK HORROR

Alignment:	Chaotic Neutral
Creature Type:	Aberration
Fortitude Save:	4
Reflex Save:	7
Will Save:	3
Total AC:	17
Total HP:	77



## DUERGAR BATTLE CLERIC

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83



## IMP

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	3
Reflex Save:	6
Will Save:	4
Total AC:	16
Total HP:	30



## DUERGAR HEAVY INFANTRY

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	46



## KING BOLON

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	5
Reflex Save:	1
Will Save:	4
Total AC:	16
Total HP:	57



## DUERGAR SPELLBINDER

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	3
Will Save:	6
Total AC:	12
Total HP:	54



## KING KROLON

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	5
Reflex Save:	3
Will Save:	8
Total AC:	15
Total HP:	80



## EVIL FAIRY

Alignment:	True Neutral
Creature Type:	Fey, Undead
Fortitude Save:	1
Reflex Save:	6
Will Save:	7
Total AC:	14
Total HP:	25



## LADY FENSOR

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	7
Reflex Save:	6
Will Save:	9
Total AC:	16
Total HP:	96



**NOXIOUS OGRE**

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	11
Reflex Save:	4
Will Save:	5
Total AC:	18
Total HP:	44

**REVISIONIST BALORTHON**

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	6
Reflex Save:	4
Will Save:	6
Total AC:	15
Total HP:	81

**OLD BLUE DRAGON**

Alignment:	Lawful Evil
Creature Type:	Dragon
Fortitude Save:	19
Reflex Save:	14
Will Save:	18
Total AC:	26
Total HP:	245

**THE SORCERESS**

Alignment:	True Neutral
Creature Type:	Undead, Sorcerer
Fortitude Save:	4
Reflex Save:	8
Will Save:	10
Total AC:	15
Total HP:	68

**ORC WARPRIEST**

Alignment:	Chaotic Evil
Creature Type:	Humanoid, Sorcerer
Fortitude Save:	5
Reflex Save:	1
Will Save:	5
Total AC:	10
Total HP:	24

**THE VIVISECTIONIST**

Alignment:	True Neutral
Creature Type:	Undead, Fighter
Fortitude Save:	6
Reflex Save:	4
Will Save:	10
Total AC:	15
Total HP:	67

**RAGING OGRE**

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	10
Reflex Save:	4
Will Save:	5
Total AC:	16
Total HP:	46

**TROLL BODYGUARD**

Alignment:	Chaotic Evil
Creature Type:	Giant, Blackguard
Fortitude Save:	7
Reflex Save:	4
Will Save:	5
Total AC:	18
Total HP:	42



1	Door to Entry Chamber
2	Duergar and Drow Camp
3	Old Blue Dragon
4	Doors to Southern Area
5	Hall of Mirrors (Daelian's Body)
6	Sharwyn's Body
7	Pillars of Light
8	Stairs Down to Level Two
9	Doorways to Northern Area
10	Hall of Kings

There's no grand reception awaiting you in the entry area of the dungeon. You see guttering torches and symbols on several parts of the floor, but everything is quiet here.

## TRAPS EVERYWHERE

The runes on the floor are lasting magical enchantments that do damage to anyone who steps across them. Keep yourself and your allies away from them.

There are also more traditional traps built into the passages leading further into the dungeon. Move slowly and spot them before advancing. Characters with Disable Device can remove these traps and render them harmless.

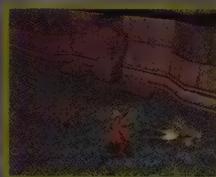


## RAISE SHARWYN

You don't get too far from the hall before you come upon a body. The smell of blood is fresh, and you'll soon recognize who has fallen. A poisoned arrow has brought Sharwyn to an untimely end. With the Rod of Resurrection that Theresa gave you, bring Sharwyn back.

When you raise Sharwyn, she tells you that she remembers very little. A poisoned arrow hit her soon after her group entered the area. She has little hope for the rest of her party, but she offers to join you in your search for them and the answers you seek. You can take her with you, or send her back to the inn for her own safety.

Even if you don't want to have Sharwyn around for the long haul, it's worth grabbing her for a moment to steal her magical Longbow +3 and enchanted arrows. If she won't be lighting the good fight, she won't need them anyway!



The first look down the left hallway (toward the southern side of the level) has Duergar and Drow with a fine lookout. If won't be easy to get the drop on them without stealth and magic, but a skilled group can handle them even without the benefit of surprise.

If your character has strong spells or fine melee potential, hurry forward without fear and kill the lookout. The cleric inside the room is roughly on the left, and the mage is more in back. Ignore the archer and kill the mage quickly, and then focus on the cleric. If any part of this fails, lure the weaker enemies out with hit-and-run missile combat to prevent the dangerous battle cleric from doing her worst.

Look inside the chest in the corner for a couple pieces of magical treasure. Either you or your recently raised companion will likely need something from this selection. Look on the body of the lookout for a magical helm, the Goggles of Minute Seeing (+5 Lore and Search).



The corridors continue south from the Drow's room to a large chamber in the southeast corner. This trapped chamber has had a petrified dragon resting within its confines for ages. Stepping onto those traps is likely to have terrible repercussions, like awakening the dragon, so move very slowly and keep any henchmen from ruining your day.

Once you get past the first few traps, use missile weapons to pound the dragon into the dust while it's helpless. Even those who are fairly good should remember that this creature will have to reside here forever if it isn't put to rest, and it might do terrible damage if freed. The experience award for the battle is substantial, so enjoy your good fortune.

Because Halaster was in control of this dragon, it doesn't have much of a hoard in terms of gold or silver. Take the Dragon's Blood from the body, and look by the bones and chest for more treats. A side chamber to the north has another chest, which is trapped. Inside there's Halaster's Magnifying Glass, a Blue Rod, and further magical loot.

The other major doorway in the south leads to the Fairy Sorceress's section of the level. Don't take this quite yet, because there are several things in the central area that are worth finding. Return to the middle of the level and take the western passage. This passes through a door where a Troll Bodyguard stands, and into a room with a battle between Ogres, Harpies, and another Troll. None of them are your friends, and it helps to ambush them during the fight while there's still plenty of confusion (especially if some characters in your party can make sneak attacks). Going after the enemies in the back of the group with ranged weapons will draw them through the melee, making it hard for them to reach you.



There are potions, gems, and scrolls in the chests nearby. There's also a White Rod that's free for the taking.



Just a dash to the north and west is the Hall of Mirrors. There's a sinister feel to this room, and the glint of reflected light dances the silvery surfaces along the walls. As if to embody the danger here, the barbarian from the inn lies torn apart nearby.

### BRING DAELAN BACK

Use the Rod of Resurrection to return Daelan to life. He says that some unknown archers ambushed the group, and he pursued them to no avail. In doing so, he was separated from the group. Searching for them, he wandered into the Hall of Mirrors, where he fell victim to a spell placed upon one of them. He knows nothing more about the whereabouts of his party.

You can search for them together, or send Daelan back to the safety of the inn. If you already have Deekin and Sharwyn in your service, Daelan won't be willing to risk himself and will return to the inn one way or the other.



The Hall of Mirrors is one of Halaster's more famous traps. One of the great mage's tricks is to lure those with greedy hearts to their own demise. Something about that just appeals to the eccentric mage. Here, he takes the metaphor to a more direct level. Those who are greedy will destroy themselves eventually. If you try to look into the mirrors, you'll be able to take a single piece of somewhat valuable treasure from each. That is, until you spot your own evil reflection in one of them and it steps forward to attack!

The mirrors on the western edge of the room are safe to steal from. They don't have any treasure that's worth much effort, but it doesn't take long to get it either. On the eastern side, the dangerous mirror is the third from the bottom. When you look into it, your doppelganger comes out of the mirror and attacks you. With a full party to aid in the fight, it won't be very hard to overcome yourself.

Some of the treasure out in the hallway in the north, found within a magical trap circle, is worthwhile. A potent magical shield and some enchanted bolts are there for the taking, and you needn't suffer damage to take them if you maneuver carefully.



In the northeast is the Hall of the Sleeping Kings. Halaster has taken the skeletons of many ancient leaders and brought them here as a form of respect, or so it's said. Awakening them would be an ill-considered deed because you would be dishonoring these hallowed spirits, but there's some treasure to be found inside. Perhaps these ancient ones are like the dragon in the south and deserve proper rest.

Save your game to ensure a comfy place to return if you fail, and then go to the eastern side of the room. One of the dead lords has a glowing blade that almost pulses with energy. When you approach, a voice speaks to you. It turns out that some time ago, a mage who tried to pilfer the treasure was sucked into that blade. If you agree to take him, you'll end up with a powerful and intelligent blade. It will also cause the undead to rise and defend their tomb.

If you awaken the dead here, hurry to attack the mage who rises from the nearby throne. Although the melee-based skeletons are somewhat tough, the casters can destroy your party if they're left unmolested. Kill them and focus on the others afterward. Don't let any of your allies rush down the corridor and bring more undead down on you until the first group has been killed and you've gotten some rest.

Be sure to loot the other dead before leaving as well. A **Suit of Plate Mail+4** is worn by one of the undead, and several other items are at least worthy of returning to market. Mages will appreciate the **Staff of Defense** from the enemies' primary caster. There's also a **Blue Rod** in the Hall of Kings.



The doors that lead out from the chamber are locked once the dead rise. Flight isn't a simple matter at that point, but there are secret doors that take you back to the main corridors if you're seized by fear. Trigger these doors before irritating the dead so that you know where to run.

### ENSERRIC, SENTIENT BLADE

This longsword has a +4 enchantment bonus, a powerful vampiric regeneration ability, and has the power of its intelligence to assist you. Although Enserric wasn't that sweet a guy in his old life, any character can use the blade.

Talking to Enserric the Gray is amusing, but he won't be able to give you much information about Undermountain. Beyond that, the spirit barely remembers his own life and deeds (or *claims* you do, at least), so he won't be tutoring anyone in spellcraft.



Although you're free to travel north or south at this point, there are many tiny things you can reveal in the central area. Ogres hide here and there and are enjoyable to clear away. The bodies of fallen adventurers possess modest amounts of treasure, as do some of the chests that are strewn here and there outside of the major rooms.

The secret doors that you'll find throughout the northern edge of the map are mostly worthless. They were put in by Halaster to make life even more difficult for rogues who like to examine every odd thing they come across. (The same can be said for the teleporters.) Try not to be sidetracked; that's what Halaster wants to happen. Curiosity has its downsides in Undermountain.

Items on the corpses in the north include a Ring of Force Shield and a Greatsword+3.

## UNDERMOUNTAIN: SOUTH, LEVEL ONE



### DUERGAR BATTLE CLERIC

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83



### CRAZED ORC

Alignment:	Chaotic Evil
Creature Type:	Humanoid Barbarian
Fortitude Save:	5
Reflex Save:	1
Will Save:	0
Total AC:	10
Total HP:	24



### DUERGAR HEAVY INFANTRY

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	68



### DIRE SPIDER

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	6
Will Save:	3
Total AC:	17
Total HP:	55



### DUERGAR SPELLBINDER

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	8
Will Save:	8
Total AC:	18
Total HP:	91



**EVIL FAIRY**

Alignment:	True Neutral
Creature Type:	Fey, Undead
Fortitude Save:	7
Reflex Save:	16
Will Save:	7
Total AC:	14
Total HP:	28

**IMP**

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	5
Reflex Save:	6
Will Save:	4
Total AC:	18
Total HP:	13

**EVIL NYMPH**

Alignment:	Lawful Evil
Creature Type:	Fey, Undead, Sorcerer
Fortitude Save:	9
Reflex Save:	8
Will Save:	16
Total AC:	12
Total HP:	40

**MALEVOLENT GRIG**

Alignment:	Lawful Evil
Creature Type:	Fey
Fortitude Save:	5
Reflex Save:	12
Will Save:	9
Total AC:	20
Total HP:	30

**FAIRY BOMB MAKER**

Alignment:	True Neutral
Creature Type:	Fey, Undead, Sorcerer
Fortitude Save:	3
Reflex Save:	9
Will Save:	12
Total AC:	15
Total HP:	66

**NOXIOUS OGRE**

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	11
Reflex Save:	4
Will Save:	5
Total AC:	16
Total HP:	44

**FAIRY MINION**

Alignment:	Chaotic Neutral
Creature Type:	Fey, Harper, Scout
Fortitude Save:	7
Reflex Save:	7
Will Save:	7
Total AC:	11
Total HP:	21

**ORC WARPRIEST**

Alignment:	Chaotic Evil
Creature Type:	Humanoid, Sorcerer
Fortitude Save:	5
Reflex Save:	7
Will Save:	5
Total AC:	16
Total HP:	24

**FAIRY SORCERESS**

Alignment:	Neutral Good
Creature Type:	Druid
Fortitude Save:	10
Reflex Save:	8
Will Save:	12
Total AC:	14
Total HP:	135

**QUEEN SPIDER**

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	8
Will Save:	8
Total AC:	16
Total HP:	290

**FRENZIED HAPRY**

Alignment:	Chaotic Evil
Creature Type:	Monstrous
Fortitude Save:	5
Reflex Save:	7
Will Save:	2
Total AC:	11
Total HP:	27

**RAGING OGRE**

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	10
Reflex Save:	4
Will Save:	3
Total AC:	16
Total HP:	46



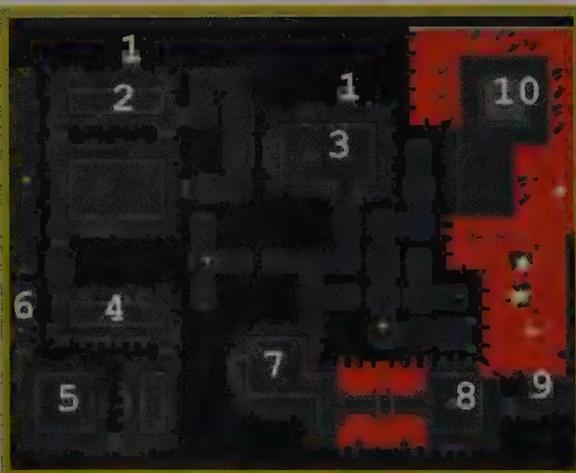
## TROLL BODYGUARD

Alignment:	Chaotic Evil
Creature Type:	Grant, Blackguard
Fortitude Save:	7
Reflex Save:	1
Will Save:	8
Total AC:	8
Total HP:	43



## WRAITH SPIDER

Alignment:	Neutral Good
Creature Type:	Vermin
Fortitude Save:	4
Reflex Save:	1
Will Save:	1
Total AC:	22
Total HP:	18



1	Doors to Central Area
2	Zombie Guardians
3	Harpies and an Evil Nymph
4	Solder/Orcs
5	Fairy Softness
6	Powder Keg
7	Duerger Force
8	Statue Puzzle
9	Weapon Chest
10	Bombmaker's Sanctum

The eastern entrance into the southern area is much safer. Harpies and some of the Malevolent Grigs defend their territory, under the command of an Evil Nymph, but this isn't as tough a fight as the one by the western entrance. Hurry in and attack the Grigs, and then switch to the Harpies, who aren't terribly dangerous on their own. Use sneak attacks or magic to keep the Nymph pinned.

A wide passage opens south from the entry area and joins with an area that the Duerger have claimed. Much like the other mixed groups, you should hurry after the mage before he can disappear, and then rally against the battle cleric. The heavy infantry are practically useless compared with these threats, and they can't do nearly enough damage to make a difference.

Take the **Green Rod** from the chest in that room. The only thing of any value that the dwarves carry directly is a **Dagger+1**, which is worth only a modest sum at a store.



The southeast leads across a deposit of molten stone. Although the heat is tremendous, you can walk through the region without taking any damage. There's a puzzle at the other end of the bridge, and you have to position the three statues there in a specific way to complete the task. Making this difficult is the inclusion of exploding skeletons. These **Skeletal Bombs** are born at the center of the room periodically and explode after a short period. Unless they're killed very quickly, everyone nearby will suffer moderate damage.

The goal is to turn each statue until it faces the far doorway. Lightning shoots from the statue once it's in the proper position. When that happens, pull the nearby lever to lock the statue in place. This is tricky, because each time a **Skeletal Bomb** enters the area, it changes the positions of the statues that aren't locked. You have to move very quickly. All three statues must be in position for the puzzle to be completed.



## A FINE WEAPON

The treasure in the locked room beyond is quite worthy of your time and attention. There's gold, a **Copper Helmet**, a **Canaith Mandolin**, and most importantly, a powerful magical weapon. This weapon will be one that you focus on, so stop here.



Return to the center of level one and go through the door in the southwest. This takes you to a different part of the Fairy Sorceress's territory. There are sleeping Zombies that the Grigs in the area will awaken to defend them. If you're fast enough, you can knock off the Grigs before they can finish their duties, but that's not likely to happen. They're quick.

Once the Zombies are up and around, it's a slugfest. Move over to one side of the room and deal with the Zombie there. This makes the others shamble all the way over. This gives you more time and reduces the overall damage taken during the battle.

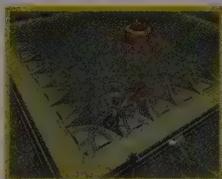
South of the Zombie room is a large area with another battle between the factions. Ogres, Trolls, and the Fairy Sorceress's minions are all fighting. Join the fracas and wreak havoc. Although there isn't much treasure to be gained here, a **Yellow Rod** is in one of the chests nearby.



Continuing south, there's a nearly abandoned room with cocoons littered about. This is more than enough warning, so don't be alarmed when spiders fall from the ceiling. The first few don't pose more than a passing threat, and the Queen Spider that eventually tumbles onto the floor doesn't have enough hit points to survive for very long. Use a fast rush with the entire party, and she'll die before getting a chance to do lasting harm.

More Malevolent Grigs and Harpies hold the territory south of the spiders. They have no chance of standing against seasoned adventurers, but it may be worth resting before moving on from there. The level doesn't seem to have much more to it, and the Fairy Sorceress must be nearby. There's a charge to the air, a sense of apprehension.

The next room is the home of the Fairy Sorceress. She has her loyal Grigs to help her, and she can summon further allies to swarm against the party. She's an intelligent enemy and knows the dangers of melee combat. She'll stay invisible and out of your focus unless you spot the location from which she's summoning. Ignore her creatures and attack her as soon as possible. With only moderate hit points and a poor armor class, she's weak against anyone who can stick to her.



The Sorceress surrenders when she knows that all is lost. You can make her feel foolish if you've already slain the Ogre High Mage, her mortal enemy. But even if you haven't been north yet, she'll try to make quick amends. It's your decision whether to spare her life, and her treasure is yours either way. Look in the chest through the rear door.

Look on the vines for a ranger/druid item, the **Branch of Giving**. The chests have a suit of armor and little else, but a keg of alchemist's fire is there as well. This can be used to blow a key down to the second level. If you don't want to use the rods to get to level two, this is a second method. Speaking of such, there's another **Yellow Rod** in this location.



## UNDERMOUNTAIN: NORTH, LEVEL ONE



### GRAZED ORC

Alignment:	Chaotic Evil
Creature Type:	Humanoid Barbarian
Fortitude Save:	8
Reflex Save:	1
Will Save:	10
Total AC:	18
Total HP:	74



### DUERGAR BATTLE CLERIC

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83



### DIRE SPIDER

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	9
Will Save:	7
Total AC:	17
Total HP:	33



### DUERGAR HEAVY INFANTRY

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	48



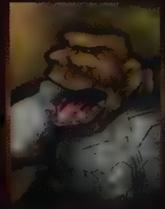
### DROW MARKSMAN

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	7
Will Save:	8
Total AC:	13
Total HP:	47



### NOXIOUS OGRE

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	11
Reflex Save:	4
Will Save:	5
Total AC:	16
Total HP:	48



### DROW SKIRMISHER

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	4
Reflex Save:	13
Will Save:	8
Total AC:	16
Total HP:	30



### OGRE HIGH MAGE

Alignment:	True Neutral
Creature Type:	Giant, Sorcerer
Fortitude Save:	15
Reflex Save:	9
Will Save:	15
Total AC:	11
Total HP:	167



**ORC DART MASTER**

Alignment:	Chaotic Evil
Creature Type:	Humanoid
Fortitude Save:	5
Reflex Save:	5
Will Save:	1
Total AC:	73
Total HP:	36

**ORC WARPRIEST**

Alignment:	Chaotic Evil
Creature Type:	Humanoid, Sorcerer
Fortitude Save:	5
Reflex Save:	1
Will Save:	5
Total AC:	18
Total HP:	44

**QUEEN SPIDER**

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	8
Will Save:	1
Total AC:	16
Total HP:	290

**RAGING OGRE**

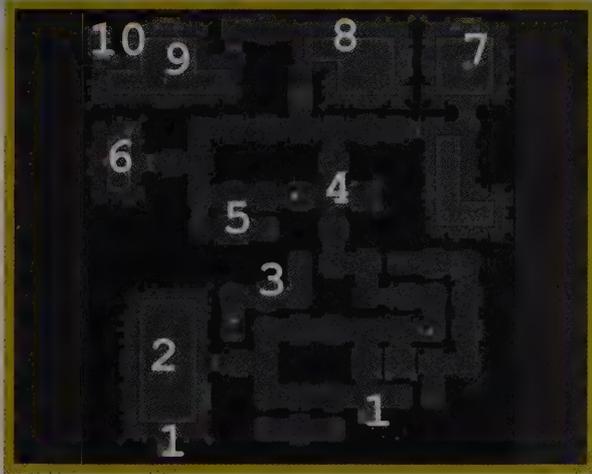
Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	19
Reflex Save:	4
Will Save:	5
Total AC:	16
Total HP:	66

**TROLL BODYGUARD**

Alignment:	Chaotic Evil
Creature Type:	Giant, Blackguard
Fortitude Save:	7
Reflex Save:	4
Will Save:	5
Total AC:	19
Total HP:	42

**WRATH SPIDER**

Alignment:	Chaotic Good
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	8
Will Save:	1
Total AC:	22
Total HP:	16



1	Doors to Central Area
2	Trapped Maze (Magic Missiles)
3	Spider Queen
4	Lightning Trap
5	Illusory Chests
6	Drow and Duergar Camp
7	Mummy Lord
8	Ogre Barracks
9	Ogre High Mage
10	Stairs to Level Two

As with the southern end of the level, there are a couple of ways to get into this area. The most basic way is to walk up to the northwest and pass through the door there. This standard entrance is somewhat dangerous, but you can handle it without too much trouble. The first major room is set to launch many magic missiles toward anyone who steps off of the faint paths that you'll soon spot. Because henchmen are fools when it comes to such things, line up toward the right edge of the path, and just cross over the traps and race to the door on the right. It's not perfect, but it won't get anyone killed.

If you want to loot the room but you're still worried about running around the maze, destroy the magic missile pillars directly. The traps can't be disarmed, but eliminating the source of the damage will do just fine.

Most of the area to the east wraps around through Orc- and Ogre-filled territory. The traps that line the hallways are far more of a threat than the actual battles, so take the fights slowly and disarm the traps on the floor when you're between skirmishes. This dramatically limits the damage your henchmen will take.

You soon come to the other door that leads to the north. (The other side of it is by the exit from the Hall of Kings.) Get the party together and forge north together.



A **Green Rod** is lying on an adventurer's corpse just one turn down the main corridor. There are various creatures to combat, and some of the southern Grigs have managed to infiltrate this area. They probably don't even know that their leader has fallen.

On the west end of the passage, a secret door opens into a hidden area where spiders have felled many warriors. Take the treasure, and fight the arachnids if they attack. Another interesting room north of there has illusory chests that mock the greed of adventurers with their presence.

The real fun in the peripheral areas is in the northwest, where the Duergar and Drow are hiding. They have a sensible watch sentry, so sneaking up on them isn't very easy to do. A flat-out rush will work well, however. Hurry into the room and pound their mage into the stone before the fireballs start to fly. After a sound victory, a **Red Rod** is yours for the taking. There's also some superb light armor (**Greenleaf**), a **Cowl of Warding**, and several other items.



In the easternmost room, there are some monk gloves and a side chamber that's useful to explore. The glowing coffin doesn't seem to bode well, but the Mummy Lord inside doesn't pose a deadly threat as long as you have several powerful magical items in the party. Kill the Mummy, or take his items and run, and have Deekin or someone above him identify the amulet you find.

It's a **Greater Amulet of Health**. This is stunningly useful for protecting party members from obnoxious magical effects, including level drain! Combined with the item's limited regeneration, this object can be put to good use by someone in your party.



The **Ogre High Mage** is hiding up in his lair at the very north end. Go through the main gateway in the center of the level, near the top, and fight the Ogres and Orcs in the main room. They don't have much treasure, but a **White Rod** is available in one of the chests.

Beyond the last Orc (a Warpriest who should be killed early in the battle if he comes forward) is the door to the High Mage's room. Although he's an Ogre, this creature is quite intelligent. Don't underestimate the magic that he'll throw at your party. Have everyone rush the mage, unless you have potent missile weapons to draw him out with. You'll also need the ability to detect invisible, because he'll most certainly hide in that manner.

Even after being badly injured, the High Mage will teleport himself to another part of the room. When he's confronted and near death, he surrenders and offers to give the party his full cooperation. It's a tough choice whether to kill the monster, gaining substantial experience and his items, or to be kind and give him another chance. It may sway you to know that the Ogre carries enchanted equipment of great value and a chosen weapon that probably corresponds with your own.



Elsewhere in the High Mage's room are chests and boxes with limited gold, a **Harp of Haunting**, and mixed smaller items. Boulders block the secondary entrance to the lower level from here, but they can be blown apart with the keg from the Fairy Sorceress's chambers. A spare **Red Rod** is here as well.

Head to the second level using either the powder keg or the rods. If you use the rods, walk to the hallway near the entrance to Undermountain. The pillars of light there are linked to the rods you've collected. Look at the levers stretching from south to north. Put a rod in each lever from the bottom to the top, with each color corresponding to the pillars in one of the columns.

For a party with only a couple of rods, use one Green Rod and one Red Rod. A person can cross the bridge in due time with this technique. Remove each rod from its lever once the pillar has completely fallen.



### STILL CONFUSED?

The puzzle of the pillars is hard to explain in writing, but it's very easy once you see it. If the puzzle is still troubling you after a moment's observation, simply walk from left to right along the pillars and do this:

Insert a Green Rod and pull lever one. Repeat this with a Red Rod at lever two, another green at three, and then a second red at the fourth and final lever. This will open the path down the left side of the bridge.

## UNDERMOUNTAIN: CENTER, LEVEL TWO



### DROW LOOKOUT

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	11
Will Save:	4
Total AC:	17
Total HP:	38



### BERGER

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	6
Reflex Save:	7
Will Save:	1
Total AC:	6
Total HP:	10



### DROW CAPTAIN

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	8
Will Save:	1
Total AC:	11
Total HP:	36



### DROW COMMANDO

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	8
Will Save:	1
Total AC:	11
Total HP:	48



- 1 Stairs up to Level One
- 2 Hapless Goblin
- 3 Illusory Chests
- 4 Treasure (Mummy Lord Trap)
- 5 Door to Southern Area
- 6 Puzzle of Chains
- 7 Stairs to Level Three
- 8 Door to Eastern Area
- 9 Door to Northern Area

The second level of Undermountain isn't quite as dangerous as the first, although there's just as much deception and eccentricity to contend with. From both entrances, you find your party on the west side of the level. A short scene reveals that there's a puzzle of chains that prevents the Drow from moving further into the dungeon. To thwart the dark elves and keep your own group going, you must find four chains. It shouldn't be too bad!



Near the stairs, in the first hallway, is a secret door. It looks like you've stumbled into a hidden treasure room, but all that glitters is not gold. Once again, Halaster has put out illusions of treasure to mock those of greed and haste.

Back in the hallway, a sound of panting and cranking crossbows gets your attention. Before you can do much, a terrified goblin pushes his way toward you and then collapses from a dark elf's quarrel. Kill the two Drow in the passage before they can reload and turn their fire on you. The hapless goblin has a **Small Key** and a **Yellow Chain**. There, you've already found one of the four items that you need! That was easy enough.



The main walkway around the center of the level is huge. Several piles of treasure are just to the north from where you enter, but this is another of Halaster's standard traps. When you try to take too much of the loot, two Mummies and a Mummy Lord arrive. Kill them if you want, or just avoid the treasure entirely. Remember to find items or spells to resist fear when fighting Mummy Lords and other such fell beasts, because it's hard to fight back when your character is running around wailing like a drunken orc.

The rest of the path around the center has statues of many infamous leaders from here and there. Read their descriptions for a good laugh, and beware of the traps in several places, but you won't find anything of greater importance inside them.

To get the other three chains, you need to investigate each of the doors around the central passage. Each one leads to another area of the level and further challenges. The key from the goblin unlocks the first of these doors, on the southern side.



## UNDERMOUNTAIN: SOUTH, LEVEL TWO



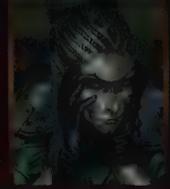
### DROW COMMANDO

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	11



### DROW DIVINER

Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	3
Reflex Save:	3
Will Save:	11
Total AC:	10
Total HP:	14



### DROW MAGUS

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	26



**DROW MARKSMAN**

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	1
Reflex Save:	1
Will Save:	3
Total AC:	16
Total HP:	60

**HOBGOBLIN**

Alignment:	Lawful Evil
Creature Type:	Humanoid
Fortitude Save:	3
Reflex Save:	1
Will Save:	3
Total AC:	11
Total HP:	5

**DROW SUB-COMMANDER**

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	6
Reflex Save:	4
Will Save:	7
Total AC:	13
Total HP:	73

**HOBGOBLIN SHAMAN**

Alignment:	Lawful Evil
Creature Type:	Humanoid, Sorcerer
Fortitude Save:	3
Reflex Save:	1
Will Save:	2
Total AC:	12
Total HP:	3

**DROW VETERAN SCOUT**

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	3
Reflex Save:	3
Will Save:	4
Total AC:	16
Total HP:	10

**DUERGAR BATTLE CLERIC**

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83

**DUERGAR HEAVY INFANTRY**

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	36

**DUERGAR SPELLBINDER**

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	3
Will Save:	3
Total AC:	12
Total HP:	61



1	Door to Central Area
2	Duergar Force
3	Drow Encounters
4	Drow Sub-Commander
5	Tom's Body

Whoever came through before didn't obscure their footprints, and tracks show that a number of creatures have gone into the southern area ahead of you. Make sure that everyone is rested properly and ready to cast, fight, and such, and then slip into the large room past the next door. It's quiet for a moment as several squads of Drow and Duergar turn toward you, and then everything explodes. Pause and note the location of all the casters for proper skunking. Use any area-of-effect blast items or spells to soften the party, and then harp on the casters while allies distract the grunts. Don't travel around to the left until that group is entirely defeated, because there are even more enemies just waiting to join in the fun.

Search the bodies of the Drow once you've killed the veterans and mages leading up to the final room in the southwest. Take a rest if needed, and then charge the Drow Sub-Commander. This dark elf has trained in magic and war, and he's no pushover. Use magic to keep him from concealing himself, and stick to the fiend. If you have a substantial healer in your group, it won't be too hard to win because the Drow is a survivor more than anything else. It just takes time to win the fight.

When everyone is dead and the room is silent, take the **Green Chain**.



There are several things you need to do before leaving the southern side of the level. Resurrect Tomi, who has died in the Sub-Commander's room. He tells you about both the **Djinni's Bottle** (found on the dark elf's body) and Linu's possible fate. She stayed with a group of slaves who were captured by the Drow. Tomi felt that something was wrong with the group and bugged off, leading to a cruel cut that sliced him down here. Tomi has died before and been brought back, so he's much more relaxed about the process than any of the others.

Use the Djinni Bottle whenever you wish. Make a good impression on the spirit and he'll be more than willing to identify, buy, and sell items when you call. Although the selection in his mystic shop is somewhat lacking for now, it will improve over time! Beyond that, you can already purchase a **Bag of Holding** at a very reasonable price, which is always useful.



## UNDERMOUNTAIN: EAST, LEVEL TWO



### RAKSHASA FIRST-BORN

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	13
Reflex Save:	10
Will Save:	9
Total AC:	21
Total HP:	67



### RAKSHASA

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	8
Reflex Save:	7
Will Save:	5
Total AC:	71
Total HP:	52



### RAKSHASA ADEPT

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	10
Reflex Save:	9
Will Save:	8
Total AC:	31
Total HP:	81



- 1 Door to Central Area
- 2 Rakshasa Encounter
- 3 "Slaves" Quarters
- 4 Sarcophagus with Linu's Body

Something smells a bit fishy on this side of the region. Following the rooms to the east, you're quickly assailed by a group of Rakshasa, famed for their ability to take on different forms. Although this first group is militant, they aren't crafty. Instead of deception, they lead with fireballs and a rush of blades. Charge to the back of their group and engage the Adepts who hold themselves out of melee combat. Once they fall, the rest of the group won't last.

Linu sure doesn't want you to look inside that evil, cursed Sarcophagus. Maybe it's best to take a look inside anyway and see what's hidden there. Oops, it's the *real* Linu's body. How embarrassing. The Rakshasa aren't willing to ignore your poor manners, and they attack you for exposing their clever scheme.



If you don't have enough hit points to survive a round of mage blasting *and* melee attacks, run out of the room after setting off the Rakshasa and let the melee attackers come to you. They won't offer much resistance, and the mages beyond are extremely soft when they have no allies to bolster their numbers.

### GO WITH YOUR HUNCH

For an easier time with the fight against the Rakshasa, attack them first, before they can change. Good guys sure wouldn't do this on their own, but anyone with a bit of courage will be willing to take the risk and possibly cut up some innocent slaves in the name of...safety.

Search the bodies for several pieces of magical treasure and a key, but look in the next room for a real laugh. Having just vanquished a party of Rakshasa, you're supposed to believe that a party of innocent human slaves has been surviving here for some time. Strange, but this is Undermountain. Before assuming too much, it's best to explore. Tell the old man who approaches to back off and let you look in the other rooms. In the south is a Sarcophagus. Linu, the cleric you met in Waterdeep, is there too.

Take the Red Chain and several magical items from Shareesh. He won't need them after the beating he just received. With that accomplished, the north is all that remains before you can solve the puzzle of the chains.

## UNDERMOUNTAIN: NORTH, LEVEL TWO



### GOBLIN ELITE

Alignment:	Chaotic Neutral
Creature Type:	Humanoid, Barbarian
Fortitude Save:	5
Reflex Save:	1
Will Save:	3
Total AC:	18
Total HP:	17



### ARGO BLACKTOOTH

Alignment:	Neutral Evil
Creature Type:	Sorcerer
Fortitude Save:	5
Reflex Save:	4
Will Save:	7
Total AC:	14
Total HP:	13



### GOBLIN PICKET

Alignment:	Chaotic Neutral
Creature Type:	Humanoid, Barbarian
Fortitude Save:	7
Reflex Save:	6
Will Save:	7
Total AC:	20
Total HP:	32



### GOBLIN BOMBARDIER

Alignment:	Neutral Evil
Creature Type:	Humanoid, Rogue
Fortitude Save:	3
Reflex Save:	7
Will Save:	7
Total AC:	17
Total HP:	18



### GOBLIN SHAMAN

Alignment:	Neutral Evil
Creature Type:	Humanoid, Cleric
Fortitude Save:	5
Reflex Save:	7
Will Save:	6
Total AC:	18
Total HP:	18



## GOBLIN SHAMAN

Alignment:	Chaotic Neutral
Creature Type:	Humanoid, Sorcerer
Fortitude Save:	7
Reflex Save:	4
Will Save:	8
Total AC:	16
Total HP:	16



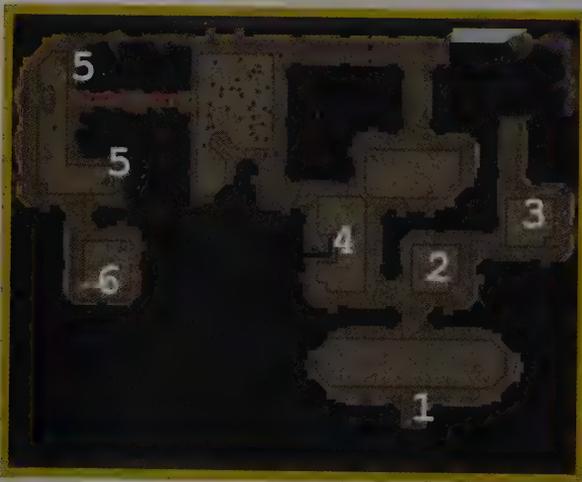
## STONEY

Alignment:	Chaotic Neutral
Creature Type:	Giant, Fighter
Fortitude Save:	17
Reflex Save:	4
Will Save:	1
Total AC:	72
Total HP:	172



The door on the right looks like it's been taken off its hinges and put back dozens of times. There are scrapes all around it. On the other side is a tall humanoid named Stoney who isn't so pleased with what just happened to all the little goblins. It's time for the tanks to slap on Expertise! After killing Stoney, look on his body for a magical club and some Boots of Speed.

The left side holds more goblins, and their mages are set to fry anything that comes into their territory. Archers and fellow casters will have the easiest time by staying behind the doorway and pelting the fragile creatures at range. All-tank parties will be at their worst, because area-of-effect spells will hit them from the moment they rush inside.



### GOBLINS ARE CRAFTY

There are plenty of mundane traps set around the goblins' lair, but that isn't the extent of their bright ideas. During your exploration, the goblins' traps will douse you in a thick paint that's hard to wash off (some of their arrows have it too). This substance is sympathetically linked to the casters' magic so that you can be targeted by long-range damage spells while in the goblins' area. If your party needs rest, sometimes it's safest just to retreat toward the center and hole up there for a time.

If you avoid all of the goblins' paint traps by going slowly, there's much less chance that you'll have to rest frequently. The sorcerer behind all of this will have to pay his dues eventually.

1	Door to Central Area
2	Goblin Warriors and Mages
3	Stoney the Giant
4	Many Goblins
5	Goblin Ballistae
6	Argo Blacktooth

There's a definite smell to an area with more than its fair share of goblins. Level two's northern section has just that odor, so it isn't a surprise to find that the little buggers are all over the place. Use a fireball or something equally as enjoyable to splatter the second room of the area. Or, send in your tanks to tie off the mages in back, and then wade in to meet them. The goblin casters make the fight interesting, but it shouldn't be too hard.

Across a bridge on the western side of the lair is a defensive gate that the goblins are ready to hold. Not only are the doors locked, but also there are siege ballistae and mages on the far side of the chasm. Use missile weapons to take down the siege engineers and any casters you can spot, and then pound through the gates to reach the vulnerable inside of the lair.

The final small room is home to several levers and one of the tougher goblins, a nutter named Argo Blacktooth. This experienced sorcerer loves Halaster's traps and methods, and has taken them to heart. Although you can rush the beast and cut him down, he seems to believe that the last laugh is his. That's doubtful at this point, but such is the way of things.

Look on Argo's body for the **Purple Chain** and a few items. The **Belt of Hill Giant Strength** is better for some characters than the common Belts of Agility that have been prevalent so far.



Return to the center of the level and place all four of the chains on the stands of their respective colors. You can't put any of the chains in the wrong settings, so don't worry about unleashing any horrible traps...for the moment.

After everything is set, look at the image formed in the haze above the pool. A sequence of colors begins to cycle. Six of these colors pass by, and you need to pull the chains that correspond to these colors once the sequence is done. If you fail, a weaker creature appears and attacks the party, and the puzzle is reset.



### TROUBLE WITH MEMORY GAMES?

Most people can handle a sequence of six like this without much difficulty, but here's a trick in case you do stumble. Say each color out loud as it appears, and then add to the chain each time: "Yellow, Yellow, Red, Yellow, Red, Yellow..."

This vocalization makes it much easier to extend such chains all the way into the teens, if need be.

Go through the newly opened door and talk to the Golem inside. The loyal servant is worried about Halaster for various good reasons, and he doesn't try to stop you from going down to level three. Undermountain still has secrets to unveil, but much of it is behind you now.

## UNDERMOUNTAIN: CENTER, LEVEL THREE



### DROW DIVINER

Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	8
Reflex Save:	7
Will Save:	11
Total AC:	10
Total HP:	34



### DROW COMMANDO

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	8
Will Save:	8
Total AC:	11
Total HP:	11



### DROW HEAD CURATE

Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	10
Reflex Save:	6
Will Save:	13
Total AC:	13
Total HP:	15



## DROW LOOKOUT

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	3
Reflex Save:	11
Will Save:	3
Total AC:	16
Total HP:	37



## DROW SUB-COMMANDER

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	3
Will Save:	18
Total AC:	18
Total HP:	15



## DROW MAGUS

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	26



## DROW TACTICIAN

Alignment:	Chaotic Evil
Creature Type:	Fighter, Rogue
Fortitude Save:	11
Reflex Save:	3
Will Save:	5
Total AC:	15
Total HP:	138



## DROW MAGUS CHAMPION

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	26



## DROW VETERAN SCOUT

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	3
Reflex Save:	3
Will Save:	4
Total AC:	6
Total HP:	39



## DROW MARKSMAN

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	8
Will Save:	4
Total AC:	15
Total HP:	40



## DROW WEAPON MASTER

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	10
Reflex Save:	6
Will Save:	6
Total AC:	11
Total HP:	66



## DROW MINE GUARD

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	25



## DUERGAR BATTLE CLERIC

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83



## DROW SKIRMISHER

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	3
Reflex Save:	11
Will Save:	3
Total AC:	16
Total HP:	37



## DUERGAR HEAVY INFANTRY

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	9
Reflex Save:	4
Will Save:	4
Total AC:	11
Total HP:	66



**DUERGAR SPELLBINDER**

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	8
Will Save:	9
Total AC:	12
Total HP:	34

**FORMIAN QUEEN**

Alignment:	True Neutral
Creature Type:	Outsider, Sorcerer
Fortitude Save:	22
Reflex Save:	17
Will Save:	27
Total AC:	24
Total HP:	73

**FORMIAN SLAVE**

Alignment:	Lawful Neutral
Creature Type:	Outsider
Fortitude Save:	5
Reflex Save:	4
Will Save:	4
Total AC:	16
Total HP:	36

**MINOTAUR BRUTE**

Alignment:	Chaotic Evil
Creature Type:	Monstrous, Barbarian
Fortitude Save:	12
Reflex Save:	7
Will Save:	7
Total AC:	14
Total HP:	39



1	Stairs to Level Two
2	Encounter with Nathyrra
3	Formian Slave Pen
4	Formian Queen
5	Formian Lair
6	Drow Encampment
7	Path to Northern Area

At the base of the stone stairway is an expansive set of chambers. The sense that the Underdark is suddenly close falls upon you, only strengthened by the clusters of dark elves that slip from the shadows to attack. Many are archers, lookouts, and the fairly weak commandos. This is a fun battle for everyone who isn't standing against you. Be ready for darkness and invisibility and try to counter them, as usual.

Once the militant Drow are dead, you prepare to leave the caverns through the southern door, but you're hailed by a dark elf that's been watching the fight without joining either side. Nathyrra, a female fighter, attempts to earn at least basic trust from you, and explains that she's part of a rebel Drow faction. You can ask her a number of questions and learn about the Valsharess, the Matron who's behind the invasion of Waterdeep. Nathyrra isn't much help yet, but she alerts you that a captured Formian Queen is being used by the dark elves to expand their operations here. If she's telling the truth, this is an opportunity to hamper the Drow and gain an ally in the process.



The marks of Drow passage in the adjoining chamber shouldn't shock even the unwariest gnome, but it's still fair advice to rest and save your game before going into the main rooms beyond. After a short cutscene, your party arrives to help the Formians (or to slay vile dark elves, at least). This battle is a very realistic one. Enemies have to come in and join the fight while it's in progress, so there isn't a concentration of force from round one.

Use the enemy's dispersed troop setup to your advantage. Stay mobile, and keep going after the archers and loners. The northern cavern hosts a Drow Magus and the Formian Queen, who's trapped in an electrically enchanted device. Kill the Magus, and pull the lever behind him to release the Queen from her plight. She's very grateful but has little to lend the party in terms of wisdom or items. Don't leave without searching the large Minotaur who assisted the Drow. Look on the other bodies for a few more items, including a few modest weapons and two suits of armor. The most important item is the Red Dragon Armor that many tanks have revered for quite some time.

Return to the initial caverns and walk east from there. Through the first door is a seemingly abandoned cavern, but the Formian Queen meets with you there. She offers to slip you past the Drow camp ahead, and you're free to do that. If you let the Formians take you past the Drow, you can avoid battle entirely. Or, if experience, treasure, and glory are more important to you, declare that you'll fight the Drow head-on. The Formians will be honored to help you. After all, the dark elves have been a problem to the Formian colony for some time.

The Drow encampment isn't very hard to overturn. Because the dark elves have spread themselves out, tanks and rogues can get in against whatever targets they wish. The mages fall very early, and the enemy clerics are unsupported. Only the Drow archers and such can survive, and their cowardice saves them only until more important targets are depleted. A passage to the north provides a route away from Undermountain and closer to the Underdark itself.



## UNDERMOUNTAIN: NORTH, LEVEL THREE



DROW CURATE	
Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	8
Reflex Save:	9
Will Save:	11
Total AC:	10
Total HP:	29



BEHOLDER	
Alignment:	Lawful Evil
Creature Type:	Abeerration
Fortitude Save:	4
Reflex Save:	3
Will Save:	1
Total AC:	21
Total HP:	0



DROW DIVINER	
Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	8
Reflex Save:	3
Will Save:	11
Total AC:	10
Total HP:	29



DROW COMMANDO	
Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	11



DROW EXPERT MARKSMAN	
Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	9
Will Save:	4
Total AC:	16
Total HP:	60



### DROW GUNNERY SPECIALIST

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	7
Will Save:	3
Total AC:	15
Total HP:	37



### DUERGAR BATTLE CLERIC

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	3
Will Save:	11
Total AC:	9
Total HP:	83



### DROW MAGUS

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	26



### DUERGAR HEAVY INFANTRY

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	56



### DROW MAGUS CHAMPION

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	6
Will Save:	6
Total AC:	13
Total HP:	26



### DUERGAR SPELLBINDER

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	7
Reflex Save:	3
Will Save:	3
Total AC:	12
Total HP:	34



### DROW VETERAN SCOUT

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	8
Will Save:	4
Total AC:	16
Total HP:	86



### DROW WEAPON MASTER

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	10
Reflex Save:	6
Will Save:	6
Total AC:	11
Total HP:	406



### DROW WIZARD CAPTAIN

Alignment:	Lawful Evil
Creature Type:	Wizard
Fortitude Save:	4
Reflex Save:	7
Will Save:	10
Total AC:	13
Total HP:	36



- |   |                         |
|---|-------------------------|
| 1 | Path to Central Area    |
| 2 | Encounter with Nathyrre |
| 3 | Wandering Beholder      |
| 4 | Secret Path             |
| 5 | Drow Ballistae          |
| 6 | Drow Encampment         |
| 7 | Path to Western Area    |

Another Drow encampment is tucked into the northern end of this level. The approach is across a dangerous chasm and is bottlenecked the entire way. It's a perfect place for an ambush. Since the Drow have archers and mages, it sounds like a daunting task, but Nathyrra warns you about the troubles ahead. Because the dark elves have also unpacked two siege ballistae, the direct approach is suicide. Your tentative ally tells you about a tiny corridor in the north that ends at a secret door. It's hard to trust someone who has revealed so little of herself, but it might be worth the risk.

A Beholder floats confidently along the route as you wind around to the top of the map and cross west. Although it's low on hit points, the Beholder can make a better showing for itself than many other creatures. Engage the beast quickly, and dispatch it before its magical nature shines through. Then go to the rocks at the end of the tunnel and move them to enter the secret passage.

Kill the Drow Gunnery Specialists to prevent the Ballistae from being an issue, and then fire the weapons down into the ranks of dark elves and grey dwarves below for good measure. Use area-of-effect blasts against the packs of archers and melee fighters beneath you, and then charge into the maelstrom with a joyous heart. This battle is a crescendo of criticals, spells, and deaths. If you rested ahead of time, there isn't too much danger, and coming from the back will severely hamper the Drow from coming at you properly.

Search all bodies for a heavy quantity of loot. Beyond finding many familiar and suspicious items in one chest, you find a suit that's identified as **Chainmail of Speed!** Although it's lacking a heavy enchantment (beyond the obvious), this is a decent suit of armor for medium-dexterity tanks.



Use the tunnel to the south to leave the encampment. Even the smell and feel of the air is beginning to change. With each step, Undermountain and Waterdeep feel farther away, and the enigma of the Underdark grows heavier on your shoulders.

## UNDERMOUNTAIN: WEST, LEVEL THREE



DROW MAGE	
Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	3
Reflex Save:	7
Will Save:	9
Total AC:	18
Total HP:	64



DROW COMMANDO	
Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	3
Will Save:	7
Total AC:	13
Total HP:	61



DROW MARKSMAN	
Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	3
Reflex Save:	7
Will Save:	3
Total AC:	15
Total HP:	58



DROW HANDMAIDEN	
Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	12
Reflex Save:	7
Will Save:	16
Total AC:	11
Total HP:	154



DROW SQUAD LEADER	
Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	7
Will Save:	3
Total AC:	19
Total HP:	88



## HALASTER

Alignment:	Chaotic Evil
Creature type:	Wizard
Fortitude Save:	14
Reflex Save:	15
Will Save:	23
Total AC:	14
Total HP:	128



Rush the mages when the dark elves spot you. Engage them directly, or cast your finest spells to put them out of action immediately. Ignore the temptation to deal with the archers on both raised platforms, because they're tough to kill and it's not worth your time. Herd the central warriors and clerics together, and use heavy melee techniques and spells to damage them in groups after their mages are down.



### QUICK AND DIRTY

If you don't like fighting the Drow directly, you can let Halaster do a lot of the work. Let Nathyrra catch the enemies' attention, and sneak around the side of the battle. Attack the stones around Halaster to set him free, and watch what happens to the poor Drow who are still alive. This doesn't earn you a ton of experience points, but it's good for a laugh at the dark elves' expense.

1	Path to Northern Area
2	Encounter with Nathyrra
3	Archer Vantage Points
4	Drow Warriors and Mages
5	Halaster's Dilemma
6	Portal to the Underdark

When all is quiet, search the bodies and destroy the power stones that are keeping Halaster in check. The mage will be able to defend himself after this, and the second wave of Drow will feel the full brunt of his wrath.

Sadly, Halaster isn't the grateful type. One thing leads to another, and very soon you're shoved into the Underdark, bereft of your closest companions. From here, the news only gets worse.

As your allies mirror your steps into the western area of the level, there's a stirring. Nathyrra appears a third time, and her customary greeting of wariness and tension follows. Halaster and the Drow who are holding him are only precious steps away, she declares. The danger is grave enough that the rebel dark elf is willing to aid you directly in the approaching attack. You'll appreciate her assistance before long.

After you open the large door to the next chamber, you have a few moments to observe the Drow that are torturing Halaster. The mage is resisting their compulsion to open the portal between Undermountain and the Underdark. If he yields, Waterdeep and the surrounding area will be doomed.

# Chapter Two: Horrors in the Darkness

A brilliant flash of light and sound gives way again to darkness. After a vague passage of time, the world returns and you burst into a room filled with Drow. The warriors draw their blades as they gather in front of you. But these dark elves are somehow different. They hesitate to attack, preferring to defend an older woman of their kind. Her age is shown only through the wisdom in her eyes. Even as you wonder what's going on, she asks them to hold and elegantly descends from her dais. She is the Seer.



## LITH MY'ATHAR



The Seer is a dark elf with both foresight and compassion. She doesn't want to see the Valsharess take over Faerun, and she understands what a threat this may become if something isn't done now. It's explained that the Valsharess has risen to unprecedented power because she found a way to control a greater devil of the Hells! She has cowed the great houses of the Underdark, and even brought new conscripts from other races into her armies in frightening numbers. Some of the Illithid even tolerate her for the moment. This is an extremely bad thing.

draw the Valsharess' attention. This gives you time to hamper other plans of the Drow Queen and prepare yourself for a strike against her directly. This is something that you'll feel "compelled" to do very soon. If you need more help, Valen Shadowbreath (the Tiefling) will leave the Seer's side to assist in your attacks, whether he trusts you or not.

Luckily, the Seer has enough of a resistance force gathered here to

## LITH MY'ATHAR: CITY CORE AND PORT



1	Temple of Lolth
2	House Maevir
3	Maevir Public House
4	Drow Merchant
5	Arcane Weaponsmith
6	Gate to Western Territory
7	Docks

After having a good chat with the Seer, it's time to look around the small city of Lith My'athar. The tradesmen of the Underdark cater to some of the most powerful beings that walk the lands above *and* below, so your money will be well spent.

The armory is up in the north, and no one should miss the master smith there. Instead of using mundane means to power a weapon, he can infuse even existing magical items with greater enchantments. If you're willing to spend enough gold, you can do almost anything to your equipment. *The importance of this cannot be overstated.* If you plan on fighting Golems on the Island of the Maker, be sure to raise the basic enchantment of your prime weapon by two or more points.

## DROW ENCHANTMENTS

### MELEE ENHANCEMENTS

Enchantment (Maximum of +10)	50,000 Gold Pieces
Add Damage, Acid	75,000 Gold Pieces
Add Damage, Cold	75,000 Gold Pieces
Add Damage, Fire	75,000 Gold Pieces
Add Damage, Electrical	75,000 Gold Pieces
Install Haste	150,000 Gold Pieces
Install Keen	50,000 Gold Pieces
Install True Seeing	30,000 Gold Pieces
Spell Resistance (+20)	75,000 Gold Pieces
Health Regeneration (2 HP/Round)	75,000 Gold Pieces

### MISSILE ENHANCEMENTS

Fire Rate (Maximum of +10)	30,000 Gold Pieces
Add Mighty: 1	50,000 Gold Pieces
Add Mighty: 10	100,000 Gold Pieces
Add Unlimited Ammo: 3	100,000 Gold Pieces



## A MOST UNCIVIL WAR

Everything else in town is there for your viewing pleasure, but you won't need to interact with the Drow unless you want to. However, there seem to be strange doings at the Maeviir household. Talk to the daughter, Zesyrr, in the public house of Maeviir. She gives you a Signet Ring to enter her mother's household.

If you kill the Matron, it will prevent the noble house from turning against the Seer in the grim days to come. Or, you can go against the daughter, betraying her confidence, and receive an **Amulet of Will+8** and **Tebimar's Scythe**. It takes moderate persuasion or intimidation to get the scythe from the Matron Mother, but she's on shaky ground already, so she won't have any recourse even if you fail.

After the job is done, Zesyrr gives you your "honorable" reward. The Drow promised you 20,000 gold pieces for your shady work. If you persuade her how useful you've been, she awards you **Tebimar's Scythe** as well.



## EVENING UP THE ODDS

Consider the goals of your new quests, and read up on the enemies associated with each area. Because Chapter Two can be handled in almost any order, you can go anywhere and do anything from this point forward.

Travel to the southwest to fight Beholders and Undead, or look in the northeast to seek Golems and go on a longer artifact quest. These missions can be done in any order, but different character types will have an easier time if you take the best route for their given skills.

Be aware that the Valsharess is on the move and won't give the rebels time to do whatever they want, and you're included in that. Although there are five areas you can visit to disrupt her activities, you're likely to miss one of them due to time restraints. Figure out which choice is the least interesting or rewarding, and leave that for the end.

Beholders serve the Valsharess and can be destroyed. Parties with substantial damage potential can do quite well against the Beholders and have a good time of it. The hunting in that area is very enjoyable. Characters gain more experience in a shorter time while fighting the Beholders than they do almost anywhere else. This is a very tough area for pure casters, for various reasons.



The Undead Cult aids the Valsharess with unliving servants. Killing the leaders of the cult will dramatically hamper this, and you will gain considerable treasure in the process. Characters who rely on sneak attacks and critical hits will face a harder climb here because of the high undead percentage.



Golems are a resource for either side, and you want to be there first. The Island of the Maker promises the ugliest fighting for characters that aren't prepared, but it acts as a gritty challenge for those who want to test themselves. Characters who haven't had time to upgrade their weapons heavily will be much worse off against the Golems. It will be better to court this faction later in the chapter.



An Ancient Artifact can be retrieved in the Strange Town. You can use this to turn the Illithids against the Valsharess, destroying her most powerful alliance in the Underdark. You can kill two birds with one stone by going to Shaori's Fell, although there are no significant rewards for aiding the Illithids beyond the assistance it lends to the rebellion.



## WEST OF LITH MY'ATHAR



### DRIDER

Alignment	Chaotic Evil
Creature Type	Aberration
Fortitude Save	8
Reflex Save	8
Will Save	8
Total AC	17
Total HP	43



### HARPY

Alignment	Chaotic Evil
Creature Type	Monstrous
Fortitude Save	9
Reflex Save	7
Will Save	7
Total AC	16
Total HP	30



### UMBER HULK

Alignment	Chaotic Evil
Creature Type	Aberration
Fortitude Save	8
Reflex Save	8
Will Save	8
Total AC	17
Total HP	43





- 1 Passage back to Lith Myathar Gates
- 2 Sinkhole Pits
- 3 Umber Hulks
- 4 Harpy Cave (with Treasure)
- 5 Path Toward Dreaming's Deep
- 6 Bridge Mechanism
- 7 Passage Toward Beholder Caves
- 8 Cave to Illithid Area
- 9 Entrance to Illithid Cavern

Tunnels lead from this region to the Beholders, Illithid, and Undead Cult. On the way across this no man's land, you come across a dark elven scout who tries to flee from your party. If you follow the scout, one of the best scenes in the entire game ensues. The "Sinkhole" subsection describes this.

Otherwise, go to the west tunnel for the Beholders, the north tunnel for the Illithids, or turn south to reach the Undead Cult.

In other parts of the levels are Driders, Harpies, and Umber Hulks, although there are few fights in total. Your party shouldn't have any problems going where they need to be. If you want to find some treasure here, look in the southeastern cave (a green area on the map) and search inside. Lord Nasher, the leader of Neverwinter, had a cloak of protection, and it's hidden inside this cave. Take Nasher's Cloak of Protection and head out. There's also a pile of bones near the Umber Hulk tunnel with a decent paladin helm and a set of Prismatic Dragon Boots.



## SINKHOLE



### DROW SCOUT

Alignment:	Chaotic Evil
Creature Type:	Rogue
Fortitude Save:	3
Reflex Save:	4
Will Save:	1
Total AC:	13
Total HP:	25



### HUGE GELATINOUS CUBE

Alignment:	True Neutral
Creature Type:	Ooze
Fortitude Save:	12
Reflex Save:	2
Will Save:	3
Total AC:	3
Total HP:	100



The Drow Scout is a haughty male, but you won't be the one to put him in his place. While he gloats over the weakness of the "good" dark elves, he fails to notice something slipping through the tunnels behind him. You *could* warn the guy and save him from a most embarrassing death...but why bother?

Slay the Gelatinous Cubes in the tunnels, and make your way to one of the drains that lead back up to the surface area of the caverns. The scout had very little on his body that could survive what he just went through, except for a Lesser Amulet of the Master. Equally as impressive, a Scarab of Protection+4 has survived in the second Cube for who knows how long.



## THE UNDEAD CULT

The southern tunnels take you into the realm of an old and secretive cult. Although the people who toil and serve the members of this group know very little about the rituals that take place inside these sacred halls, there's a sense that things are amiss.

### DREARING'S DEEP



- 1 Exit to Area West of Lihf My'athar
- 2 Duergar Merchant
- 3 Gong to Summon Cult
- 4 Temple Front Door (Guarded)

The small town of Drearing's Deep isn't much to feast your eyes upon. Dwarves, humans, and other slaves mill about the place between their jobs, and a single Duergar merchant stays on the west side, making few transactions. The main point of attention is the open area in front of the temple. It doesn't look like the slaves are allowed to go in on their own, and people are taken inside only during special ceremonies.

Ringing the Gong yourself is the simple way to get into the temple. The cultists are glad to grab you and bring you into their haven of worship.



### THE HARD WAY

If you don't like the cunning approach, slaughter the two gate guards and fight your way into the temple. Be ready to disable a horrid Sonic Trap (high damage and a long stun) just inside the next doorway.

The trap also alerts everyone on the first level to your presence, bringing Devourers and Cult Knights to attack you before you recover. This is a very hard fight that will likely kill your allies if you don't avoid the trap. Because the trap is quite hard to disable, it might be better to try the Gong.

## CULT TEMPLE, LEVEL ONE



## CULT KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	11
Reflex Save:	9
Will Save:	4
Total AC:	11
Total HP:	18



## SKELETAL DEVOURER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	3
Reflex Save:	7
Will Save:	8
Total AC:	25
Total HP:	85



- 1 Exit to Drearling's Deep
- 2 Dangerous Somic Trap
- 3 Guard Rooms
- 4 Body Experimentation Chamber
- 5 Stairs up to Level Two
- 6 Stairs down to Crypt

The Cult Knights inside the temple aren't powerful enough to resist your party. Fight them off and take their equipment for future sales. The front room of the temple has three doors. On the left is a special door, reinforced with steel, magic, and a bad attitude. The area ahead has more guards and opens deeper into the first level, while the stairs to level two are on the right.

Beyond the first few guards is a room on the right with another cultist and some Skeletal Devourers. Although this is still a simple fight, it shows that there are darker magicks afoot, just as everyone suspected.

Each Cult Knight has a **Greatsword+3** and a suit of magical **Hall Plate+3**. There's money to be made in this temple, and a bag of holding will be of great use in storing everything. Or use the Djinn's store to unload equipment if you don't want to cart everything around.

When the Djinn's store runs out of money, try to find a new suit of armor or a spare item to purchase, thus getting some cash back into the system. In this chapter, there are certainly a few new items that are worth looking into.



## CULT TEMPLE, LEVEL TWO



### CULT KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	11
Reflex Save:	5
Will Save:	8
Total AC:	11
Total HP:	100



### DOOM KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	10
Reflex Save:	7
Will Save:	8
Total AC:	16
Total HP:	100



### SHADOW FIEND

Alignment:	Chaotic Evil
Creature Type:	Undead
Fortitude Save:	4
Reflex Save:	12
Will Save:	10
Total AC:	26
Total HP:	90



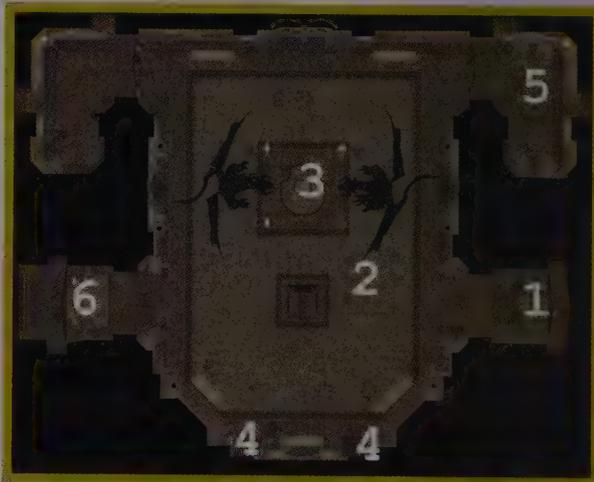
### SKELETAL DEVOURER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	7
Reflex Save:	7
Will Save:	8
Total AC:	9
Total HP:	80



### WEAPON UPGRADE

The altar in the center of the level is powered by Black Pearls, two of which are in one of the booby-trapped chests in the treasure room. Place a pearl on the altar to upgrade your primary weapon. Because you have two pearls, dual-wielders can upgrade both of their weapons! The upgrade is a Strength Drain On Hit (24 DC).



- 1 Stairs down to Level One
- 2 Devourers and Fiends
- 3 Altar
- 4 Bookcases of Occult Lore
- 5 Treasure Room
- 6 Stairs up to Level Three

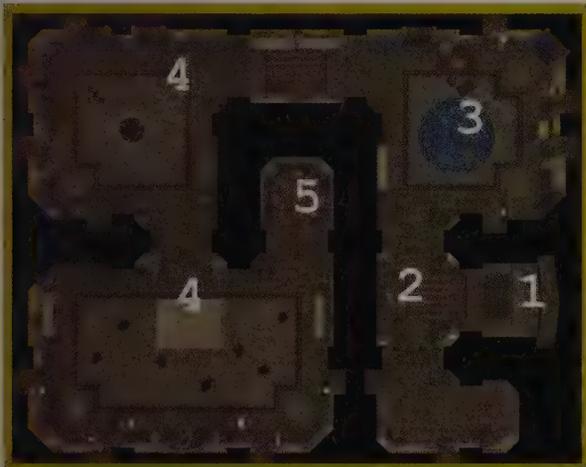
Knights, Devourers, and Shadow Fiends all wait on the next floor. As you step through the door, half a dozen creatures are ready to attack. Try to stay somewhat near the stairs. Flee if needed, and don't trigger the Shadow Fiends by going toward the far side of the room until all is otherwise safe.

The northeast room holds several treasure chests, with a Wand of Paralyzation, a Katana+4, a Kama+4, and a Suit of Studded Leather Armor+6. There are somewhat dangerous traps on a couple of these chests, so take the time to search and disable the mechanisms. Back in the main room are bookcases with several interesting books, including books from the cult itself that can be used to cast curses against non-believers.

The northwest room is a living area for more of the Skeletal Devourers. With only three of them to fight, this isn't a very difficult encounter. At higher levels, more may appear, so keep any vulnerable henchmen back if the Devourers pose a threat to them.



## CULT TEMPLE, LEVEL THREE



- 1 Stairs down to Level Two
- 2 Elite Guard
- 3 Sodal's Room (Trapped Door)
- 4 Statue Traps
- 5 Treasure Room

A single cultist who's equipped with a **Blade of Shadows**, **Greater Gloves of Discipline**, and a suit of enchanted half-plate patrols the landing on the third floor. This shouldn't make you feel any safer, and the room on your right holds the reason why. A Vampire named Sodal is waiting there to show you how deadly an immortal can be. With a full battery of spells, he can stop time and summon many allies to aid him in battle. This will soon get quite ugly.

Defeating Sodal is a tricky matter, and it's wise to save your game before the battle. A poor turn of luck will put you in an untenable position, even if your characters have a fine spread of saving throws. Be sure to disable the trap on his door, and be fully rested before doing anything at all.



## SODALIS

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	8
Reflex Save:	12
Will Save:	14
Total AC:	22
Total HP:	175



## BONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	9
Reflex Save:	9
Will Save:	9
Total AC:	18
Total HP:	115



## CULT KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	11
Reflex Save:	9
Will Save:	9
Total AC:	11
Total HP:	149



## DOOM KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	10
Reflex Save:	8
Will Save:	8
Total AC:	16
Total HP:	78



## SHADOW FIEND

Alignment:	Chaotic Evil
Creature Type:	Undead
Fortitude Save:	4
Reflex Save:	12
Will Save:	10
Total AC:	26
Total HP:	90



## SKELETAL DEVOURER

Alignment:	Chaotic Evil
Creature Type:	Abeirration
Fortitude Save:	8
Reflex Save:	7
Will Save:	8
Total AC:	25
Total HP:	88



## SLAYING SODALIS

The most important thing to do in the coming battle is to lessen the impact of his Time Stops. A powerful enough mage might be able to try counterspells and such, but most of the time, Sodalis is going to cast the spells he wants to cast.

Cast any Spell Mantles, and use everything at your disposal to banish Sodalis's creatures and disrupt his spells. Once the mage has you in his sights, he will be relentless in slinging high-level spells in your direction.

Open the door and trigger the battle, but duck away before Sodalis can cast. He'll wait his best barrage of spells (Time Stop, a huge summon, and more) while you're safe and sound. Let the Elementals that arrive come to you, and slay them before continuing.

Keep dogging Sodalis and goading him into coming after you. The rear areas of his quarters are heavily booby-trapped, so proceed with caution if you follow him there. Destroy the statues at range for maximum effectiveness.



Collect all of the treasure from Sodalis's quarters. There are many important pieces, including Epic Gloves of Spellcraft, a Cloak of the Bat, and an amulet. Sodalis himself leaves behind the Lower Crypt Key, a Cloak of Protection+4, Boots of Reflexes+5, a Ring of Major Fire Resistance, an Amulet of Power, Bracers of Armor+5, and the Staff of Sodalis.

Return to the base of the temple with these items, and use the key on the locked door.

## CULT TEMPLE, CRYPT



### BONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	8
Reflex Save:	4
Will Save:	4
Total AC:	14
Total HP:	115



The crypt is nearly barren, and the dry air feels like it's seldom disturbed. A massive pit dominates the area in the back of the crypt, and you can use the Rope from the nearby chest to lower yourself into it. First, however, take out the Bone



Golems that surround the area. They have enough magic to attack from range, and it won't do to have them pestering you the whole way.



- 1 Stairs up to Cult Temple Level One
- 2 Chest with Rope
- 3 Pit down to the Inner Sanctum
- 4 Bone Golems

## CULT TEMPLE, THE INNER SANCTUM



## BONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	5
Reflex Save:	4
Will Save:	4
Total AC:	19
Total HP:	118



## DROW ELITE WARRIOR

Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	11
Reflex Save:	6
Will Save:	6
Total AC:	17
Total HP:	167



## DROW HANDMAIDEN

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	10
Reflex Save:	8
Will Save:	13
Total AC:	14
Total HP:	116



## CULT ELDER MONK

Alignment:	Lawful Evil
Creature Type:	Monk
Fortitude Save:	13
Reflex Save:	18
Will Save:	16
Total AC:	22
Total HP:	167



## DROW WIZARD

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	9
Reflex Save:	5
Will Save:	8
Total AC:	18
Total HP:	72



## CULT KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Fighter
Fortitude Save:	11
Reflex Save:	6
Will Save:	4
Total AC:	11
Total HP:	149



## DRYAD

Alignment:	Chaotic Good
Creature Type:	Fey
Fortitude Save:	0
Reflex Save:	9
Will Save:	9
Total AC:	17
Total HP:	7



## CULT MONK

Alignment:	Chaotic Evil
Creature Type:	Monk
Fortitude Save:	10
Reflex Save:	14
Will Save:	14
Total AC:	21
Total HP:	124



## HOUND ARCHON

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	8
Reflex Save:	8
Will Save:	8
Total AC:	19
Total HP:	76



## DOOM KNIGHT

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	13
Reflex Save:	9
Will Save:	9
Total AC:	19
Total HP:	149



## LAVOERA

Alignment:	Lawful Good
Creature Type:	Outsider
Fortitude Save:	15
Reflex Save:	15
Will Save:	15
Total AC:	29
Total HP:	194



## SHADOW FIEND

Alignment:	Chaotic Evil
Creature Type:	Undead
Fortitude Save:	4
Reflex Save:	12
Will Save:	10
Total AC:	26
Total HP:	90



## SHADOW MASTER

Alignment:	Chaotic Evil
Creature Type:	Rogue, Assassin, Shadowdancer
Fortitude Save:	8
Reflex Save:	18
Will Save:	8
Total AC:	33
Total HP:	102



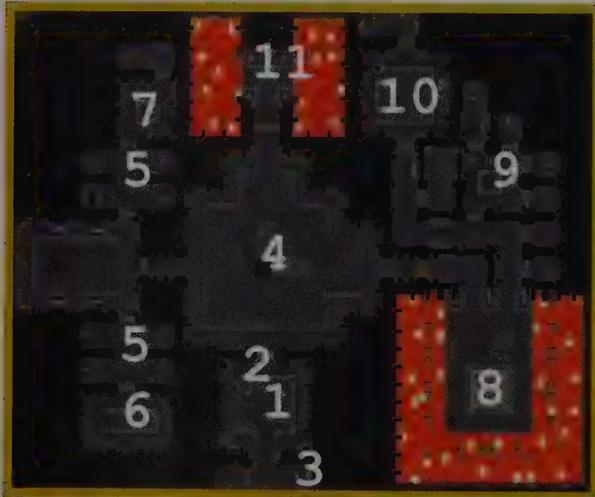
## SKELETAL DEVOURER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	1
Reflex Save:	7
Will Save:	8
Total AC:	15
Total HP:	85



Climbing down into the heart of a Vampire's den usually isn't the brightest thing to do, but being a hero has its demands. An Evil Monk and two Bone Golems are waiting at the bottom to find out what you're made of...literally! Kill the Monk first while the Bone Golems tick away at you and your allies. You'll take the **Energy Orb** from the scene when you return here in a moment.

As soon as you finish the fight, move to the south and pound down the door on the side of the corridor. Destroy the chest in there and take the splintered wood. You must use this on the nearby coffin to ensure the Monk's permanent rest!

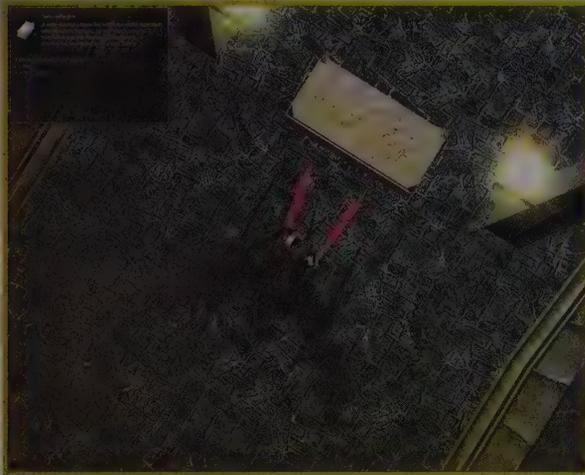


1. Rope up to Temple Crypt
2. Vampire with Energy Orb
3. Coffin with Key to Locked Door
4. Lightning Chamber
5. Vampire Crypts
6. Librarian
7. Elder Vampire Chambers
8. Deva Holding Room
9. Draw Guest Quarters
10. Shadow Master Lair
11. Passage down in Hall of the Sacred One



## FINDING THE BODIES

Throughout this level, you will face the challenge of defeating Vampires for more than a few moments at a time. They keep popping back up! To find the coffins where they go to regenerate, watch the wisp of smoke that leaves the body of a recently fallen Vampire. From there, it's only a matter of bashing a chest and using the splintered wood as a stake in the proper "Point toward enemy" fashion.



Underneath the Vampire's body is a Key that opens the northern door into the Sanctum. Although the next sight is a strange one, this new room has its purpose. A continual storm unleashes lightning periodically, damaging anyone who gets in the way of its fury.



To open the gate on the west side of the room, place the Energy Orb into the pillar on that side of the room (it's the only pillar off by itself). This forces the lightning to shoot against the closed door and open the portal for you.

Lightning continues to shoot at you after that, so it isn't wise to stick around for very long in this dangerous area.

Three to six more of the Vampires attack you in the next room. Many of them seek shelter in coffins on the right side, and a couple of them flee to the left. Try to get them all in one swoop by positioning yourself near the coffins during the fighting.



**Don't let the Vampires draw you over to their statue. It's enchanted to deal damage to the living and raise the health of the undead. Keep away from it. Also, focus on specific Vampires so that they can't keep going off to heal while others hold your attention.**

The southern rooms in this crypt lead to a library with many books. Some of these books cover the land above; others deal with matters mystic and foreign. Read them if you want, but there are more important matters.



On the north side is one of the Elder Vampires, an experienced female who resists even as she stands alone. Her nearby chamber has two chests and ample opportunity for a spiking. Search both of these rooms for the second Energy Orb, as well as some armor, a staff, and a pair of gloves.



With the second Energy Orb, return to the lightning room and retrieve the first orb. Place both of your Energy Orbs onto the twin pillars on the eastern side of the chamber. This opens another gate. Rest up, and make sure to save your game if you haven't recently.

The fighting on the eastern side is fierce and can be continuous unless you're willing to pull back and play games with your enemies. Golems and Vampires hold the initial room, but the hallway is filled with doors hiding visiting dark elves, no doubt fully loyal to the Valsharess. The Drow take arms alongside the undead, and there are many casters with them!

The end portion of the hallway has a side door with spare Bone Golems (and nothing of value), and then the large quarters where the Shadow Master lives. As for the Master himself, he uses his Shadowdancer levels to Hide in Plain Sight. If you can't kill the bugger quickly, he will dog your efforts for as long as he can. Which is quite a while, considering his metabolically challenged lifestyle. Be sure to have wood splitters ready. Rush to his chambers once he falls, and then stake him! On his body is the Nullifier Rod, needed for saving the Angel in the first room, and the final Energy Orb.



There's magical treasure all over the guest quarters. The Drow have several moderate warrior items to steal after their finest have lost the battle: Drow Full Plate+3, a magical katana, and a Belt of Fire Giant Strength.

The Shadow Master is laden with goodies, including a Cloak of Elvenkind, Crossbow of Murder, Natrad and Strife (two very powerful kukri), and Boots of Elvenkind. There's a magical dire mace in his room, as well as Lavoëra's Wrath, an enchanted mace with virulent properties against the undead.

There's even a magical ring in the second cell on the right as you enter the main hallway.

With the Shadow Master dead and the Drow ambassadors killed, there are only a few things left to do here, but they're all important. Using the Nullifier Rod, you can free the trapped Angel that the cult has been using to create their Golems. This directly limits the number of such beasts the Valsharess can throw against you, so it's a very wise duty to uphold.

If you're of a more sadistic nature, you can use the magical mechanism that the Vampires have created to drain more blood from the trapped Angel. Three rounds of this blood draining will kill the wounded Deva, -but the blood can be used to raise the piles of bones nearby. The resulting Bone Golems will be loyal pets that fight in your honor.

There's tremendous evil power in the crystal that powers the machine. This stone has the essence of undeath floating within it, and anyone who takes it will be touched by that darkness. You can take the **Crystal of Undeath** to hold its energy as your own, or simply to remove the evil from this place of necromancy. Either way, it must be used with caution.

With all three Orbs at your disposal, charge the three northern pillars from the central room and save your game. Another encounter with Sodalis occurs when you approach the lair of the cult's greatest creature. Sodalis doesn't have quite as much magic to defend himself with this time, so it shouldn't be nearly as bad as before. Pile on the tanks and watch him die! Again!

There isn't any new treasure because you've already looted just about everything that the cult holds dear. Now it's just a race to eliminate this Vixthra that everyone seems so afraid of. You've killed Vampires, Dragons, and Demons before. Vix can't be that impressive.



## CULT TEMPLE, HALL OF THE SACRED ONE



### BONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	6
Reflex Save:	4
Will Save:	4
Total AC:	19
Total HP:	100



### VIXTHRA

Alignment:	Chaotic Evil
Creature Type:	Dragon
Fortitude Save:	25
Reflex Save:	18
Will Save:	27
Total AC:	40
Total HP:	471



Of course, adventurers have been wrong before. Vixthra is neither Lich nor Dragon. He's a blend of both powers, a Dracolich. These beings are understood by only a few of the most educated scholars and adventurers in the world, but they're feared universally. It doesn't take much intelligence to know that an undead dragon is a bad enemy to make.

But you have little choice in the matter. Vixthra isn't in the mood to suffer apologies, so you must fight him! A direct approach won't be much more effective than it is against Liches or Vampires. The beast's essence is kept somewhere safe, and you can destroy its body only for a short time.

Keep a calm head, and ignore the animated dragon bones that are trying to get to you. Run to the right side of the cavern and look at the wall across from you. There's a secret door there that bypasses the evil traps on the way to **Vixthra's Phylactery**. Go through the door and bash that gem into oblivion! Now the dragon only has one final life to live.



Vixthra won't go silently into that good night. Indeed, the dragon has survived this long by being tenacious and vicious, and you can't expect to get away unscathed. If you need respite, search the wall again to find the other side of the secret door, and race back to the upper level. Although some Golems will follow you back up, Vixthra is unlikely to come after you. Use your time to cast healing spells and prepare buffs for the next confrontation.

Your best weapons should be enchanted enough to hurt the Dracolich. If not, you may need to use the Relic of the Reaper, and go back to the Drow City and talk to the armorer. With +3 or higher enchantments, you should be okay, and it's easy to get up to +5 or so by this point in the game. Use area-of-effect spells to destroy the Golems while blasting Vixthra. Tanks have a very rough task and must eat the Golem's damage while focusing on Vixthra.

1. Exit to Inner Sanctum
2. Dracolich Resurrection Points
3. Secret Doors
4. Treasure Hoard
5. Vixthra's Phylactery

One trick is to pop up and down between the levels, trying to pull one or two of the Golems away each time. After two or three runs, Vixthra will be alone and the fight will be more intuitive.

The Dracolich's ancient treasure hoard is notable to even an experienced looter. Gold is strewn from wall to wall, and there are many booby-trapped chests to pilfer. Be sure to rest before disarming everything just in case, and then take it all! There are many suits of armor and weapons, and most of their enchantments are around +5.

Leave the temple, carrying bags of loot and high spirits, and let the people outside know that they're free (assuming that you don't plan to hurt them). The Valsharess has lost her supply of Golems, and a malevolent force is forever gone from the world. The Valsharess won't be so happy about this.



## BEHOLDER CAVES

The Seer doesn't want a legion of nasty Beholders descending on her people anytime soon, and with the Beholder Caves so close at hand, something needs to be done. For the moment, it's impossible for anything that can't fly to get across the chasm to the caves. There's a puzzle that controls the bridge in the western caverns, and you must figure it out to span the gap.

### LEARNING A NEW LANGUAGE

Even if your character isn't brilliant, there's a quick way to learn the language used by the bridge mechanism. There are four pieces of the bridge, and each piece can move in two directions. There are eight normal buttons and one glowing one. (Probably to use when the bridge is ready, eh?)

You can figure out the puzzle on your own. If you like. Or, if you want some help instead of a quick answer, here's your hint.

*Bridge Translation*

Vikik means Left  
 Oring means Right  
 Galoon equals One

Snirk equals Two

Puckin equals Three

Zapp equals Four

Glowing Button Finishes the Bridge

And, if you don't like puzzles at all, here's the numeric sequence to use: 3, 5, 5, 7, 7, 7, 9.



The Beholder Caves are now accessible to anyone with enough brawn to make it this far.

## CHASM OF THE EYE TYRANTS



- 1 Exit to Area West of Lith My'athar
- 2 Drow Ambush Point
- 3 Entrance of Beholder Caves

### DROW WARRIOR

Alignment:	Neutral Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	4
Will Save:	7
Total AC:	12
Total HP:	33



### DROW WIZARD

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	4
Reflex Save:	7
Will Save:	9
Total AC:	13
Total HP:	20



### ELDRATHI

Alignment:	Neutral Evil
Creature Type:	Fighter, Weapon Master
Fortitude Save:	14
Reflex Save:	4
Will Save:	4
Total AC:	13
Total HP:	18



It's windy, but a heavy quiet falls over the rocks from time to time. An oppressive smell of some animal living or dead permeates the air, yet no tracks mar the dirt and grit under your feet.

Before you can make it through the void, a lone Drow named Eldrath reveals himself farther down the path. The cocky mercenary is willing to engage in some idle chat and intimidation, and he's a hard one to crack. It's obvious that there are nearby dark elves ready to assist him, so attack while he's still speaking for a moment's advantage.

The mages of the group are behind the warrior, and they're easy prey. One other mage appears behind you as well, but the rest of the Drow are food for a seasoned melee character. If you're a mage, use the time while the Drow is speaking to pull away and begin casting area-of-effect spells. The dark elves should enjoy appearing in the middle of a conflagration!

Take the Drow warrior's magical equipment, and continue down the ledges until you find the Beholder Caves. Many of the items are of lesser power, but they'll sell quite well back in town.



## BEHOLDER CAVES



### ANCIENT DIRE BEAR

Alignment:	True Neutral
Creature Type:	Animal
Fortitude Save:	12
Reflex Save:	8
Will Save:	8
Total AC:	17
Total HP:	300



### HIVE TYRANT

Alignment:	Lawful Evil
Creature Type:	Aberration
Fortitude Save:	12
Reflex Save:	8
Will Save:	19
Total AC:	38
Total HP:	286



### BEHOLDER

Alignment:	Lawful Evil
Creature Type:	Aberration
Fortitude Save:	5
Reflex Save:	4
Will Save:	10
Total AC:	26
Total HP:	35



### DEEP ROTHE

Alignment:	True Neutral
Creature Type:	Magical Beast
Fortitude Save:	4
Reflex Save:	5
Will Save:	8
Total AC:	13
Total HP:	12



### DROW EMISSARY

Alignment:	Chaotic Evil
Creature Type:	Wizard, Ranger
Fortitude Save:	4
Reflex Save:	8
Will Save:	11
Total AC:	13
Total HP:	19



### BEHOLDER MAGE

Alignment:	Lawful Evil
Creature Type:	Aberration, Wizard
Fortitude Save:	7
Reflex Save:	9
Will Save:	18
Total AC:	26
Total HP:	160



### DROW WARRIOR

Alignment:	Neutral Evil
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	8
Will Save:	7
Total AC:	12
Total HP:	80



## DROW WIZARD

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	4
Reflex Save:	4
Will Save:	9
Total AC:	13
Total HP:	35



## MINOTAUR

Alignment:	Chaotic Evil
Creature Type:	Monstrous
Fortitude Save:	7
Reflex Save:	1
Will Save:	7
Total AC:	19
Total HP:	39



## FIRE GIANT

Alignment:	True Neutral
Creature Type:	Giant
Fortitude Save:	14
Reflex Save:	4
Will Save:	4
Total AC:	18
Total HP:	142



## OGRE MAGE

Alignment:	Lawful Evil
Creature Type:	Giant
Fortitude Save:	7
Reflex Save:	1
Will Save:	8
Total AC:	14
Total HP:	32



## GRAY RENDR

Alignment:	True Neutral
Creature Type:	Beast
Fortitude Save:	14
Reflex Save:	7
Will Save:	4
Total AC:	19
Total HP:	125



## UMBER HULK

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	6
Reflex Save:	3
Will Save:	8
Total AC:	17
Total HP:	88



## HOOK HORROR

Alignment:	Chaotic Neutral
Creature Type:	Aberration
Fortitude Save:	4
Reflex Save:	4
Will Save:	6
Total AC:	17
Total HP:	31



## KOBOLD SLAVE

Alignment:	Lawful Evil
Creature Type:	Humanoid
Fortitude Save:	2
Reflex Save:	1
Will Save:	0
Total AC:	11
Total HP:	3



## MIND FLAYER

Alignment:	Lawful Evil
Creature Type:	Aberration
Fortitude Save:	3
Reflex Save:	4
Will Save:	9
Total AC:	15
Total HP:	44



1. Exit to Chasm of the Eye Tyrants
2. Atiz, Kobold Slave
3. Petrified Victims
4. Drow Guest Quarter
5. Pit to Lower Tunnels
6. Hive Mother's Room
7. Treasure Chamber

Three common Beholders roam the first hallway, making it impossible for intruders to enter without alerting the whole cave. They have few hit points, but their immunity to critical hits makes them resistant to certain character templates, especially if the characters don't have weapons with added elemental damage and similar upgrades to rapidly slash apart the creatures.

Equip an item like the Dragon Slippers. Beholders love to knock people into the walls with their magic and grease traps, and the Dragon Slippers will prevent that.

#### PETRIFICATION CAN WEAR OFF (SOMETIMES)

If you're having trouble getting through the Beholder Caves because of Petrification effects, turn the game's difficulty down to easy just for a short time. Petrification wears off in easy mode. Otherwise, using items and spells to raise your saving throws is the best idea.

The western passage looks somewhat safe. Walk through the strange doors, and hold back your spells and blades when you see the first sign of movement. A Kobold Slave named Attiz lives there. He can tell you about many of the creatures in the area, and he's heard that a Drow Emmissary is staying in the caves. This could be a very useful coincidence to exploit.

The next room has many statues of various beings that have fallen to the Beholders' magicks. Even Mind Flayers are victims of the Eye Tyrants' powers when fortune turns against them. More Beholders live here, but they cannot form a solid resistance. Continue to buff, though, to keep spell resistance and saves as high as possible and prevent mishaps.



Before going any further, run around the hallways and see what there is to see. Try not to fry any of the Kobolds who are milling about, unless you really want to hurt the helpless fellows. Every time your character stops suddenly, a Beholder or two fall from the ceiling. Clearing all of these guard Beholders will give you a free run of the lair from this point forward.

There are a couple of holding and living areas in the northwest. More simple Beholders guard the way, and the final room has a box with several magic items in it. All of them should be weapons of moderate power.

Near the upper right is a living room with several Beholders and a few containers. There are magical weapons here, perhaps taken from other denizens of the Underdark who tried to enter the Beholder Caves in search of glory.

Just above that, in the final room on that side, are many of the visiting Drow. Break through the door and antagonize the warriors. Run away, let the warriors follow you to their doom, and then return for the mages as they cower! There are three casters, but they aren't of very high level. Spell Mantles and elemental resistance buffs will negate almost everything they can do.

Search the corpses for gold, potions, an **Ironskin Ring**, and more information about the Valsharess and her plans for the Beholders. The Valsharess isn't very diplomatic. She has threatened to destroy the Hive Tyrant if it doesn't send more of its kin to aid in the attack on the Lith My'athar. Time is of the essence, because the Hive Tyrant's warning implies that an attack on the rebel city is imminent.



From the northern end of the lair, there's a single door that leads toward the center of the map. The charge of energy and magic in the air is more than enough warning that the Hive Mother is close at hand. Rest and save your game before moving on.

There are at least eight Beholders in the Hive Tyrant's room, and it's one of the largest and most powerful Tyrants that anyone has ever seen. With its massively powerful spells to de-buff and disable targets, you'd be foolhardy to go against it directly. Instead, fire missile weapons and spells to anger the Hive Tyrant and lure it away from its allies. Some of them will likely follow, but not the entire host.

The Hive Tyrant shouldn't be able to defeat a cautious attacker with enough spell resistance and buffs. Spell Mantles and enchanted weapons from the dark elven smith are great assets in this fight.

If the Hive Tyrant and its host manage to defeat you once or twice, go into the deadly lower levels of the lair. Climb down the pit that your character passed just two rooms back, and complete that area. When you return, a powerful anti-magic item will be yours to use against the Beholders.

The treasure chests in the back have three potent artifacts: Spellsmasher, Mantle of Great Stealth, and Amulet of Divine Radiance.



## BEHOLDER CAVES, LOWER TUNNELS



### DIRE SPIDER

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	8
Reflex Save:	6
Will Save:	3
Total AC:	17
Total HP:	55



### BEBILITH

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	15
Reflex Save:	12
Will Save:	13
Total AC:	30
Total HP:	198



### ETTERCAP

Alignment:	Chaotic Neutral
Creature Type:	Aberration
Fortitude Save:	4
Reflex Save:	6
Will Save:	7
Total AC:	18
Total HP:	46



### BEHOLDER

Alignment:	Lawful Evil
Creature Type:	Aberration
Fortitude Save:	5
Reflex Save:	4
Will Save:	10
Total AC:	26
Total HP:	93



### SWORD SPIDER

Alignment:	True Neutral
Creature Type:	Vermin
Fortitude Save:	7
Reflex Save:	3
Will Save:	2
Total AC:	20
Total HP:	52





- 1 Tunnel Entrance
- 2 Ettercap/Spider Encounters
- 3 Secret Door
- 4 Babilith
- 5 Obelisk of Anti-Magic



You wouldn't expect an area of magical emptiness so close to a Beholder Lair, but something is causing this to occur. Apparently, Beholders that fall down into this area are being devoured. Without their magic, the creatures are easy prey for larger predators, and the webs that litter the walls, ceiling, and floor give testament to the victor.

On the right side of the map are a number of lesser spiders and an Ettercap. Take the offensive position you want as soon as possible, because the monsters will try to limit your options with web attacks and spells.

Here and to the west, the Ettercaps and spiders have taken Beholders captive in their webs and feasted on them. The fights here are simple, but the scrambling of agile legs over silk will accompany every move.

### NO MAGIC AT ALL

With all magic gone, your best items are worthless. There's no Haste, Freedom, or Poison Immunity to aid you against these foul adversaries. That makes this place all the worse for most characters. Because clearing the lower levels isn't required by any of the friendly NPCs, you may just want to avoid the danger, especially if your character is a caster.

On the western edge of the map, there are more of the same enemies. There's not much treasure, because few creatures dare to tread here. Rest often, especially if you're an equipment-dependent class or a caster. Rogues and mages will hate this place even more than warriors.

A booby-trapped and sturdy door is just a step ahead when the corridor bends back to the east. Ignore the ghosts that continue to pass by, and search for a secret door near the impassable door.

For the sake of thoroughness, you're entitled to clear the spiders along the east tunnel, but there's no treasure to reward your efforts. It might be better to come back and kill these pests later, once magic has been restored to the region.



A religious obelisk was built by the humanoids that once lived in this dungeon. That's the source of the "anti-magic" that pervades the area. Use the secret door in the west to get to this obelisk without facing the demonic Babilith in her northeastern lair.

### THE STONE OBELISK

This puzzle is very simple, so it won't take long to complete. There are four stones leading away from each side of the obelisk. Your part is to turn the three lower stones on each side to match the first stone. This will create a line of four identical runes and unlock that part of the structure. When all four lines are unlocked, magic will return to the area.

You can also steal the Core of the Obelisk. This is a unique item that you can use three times to negate magic in the area around you without harming your own equipment. The Beholders above will have a lot to worry about if you use this against them!



Bebilith is a powerful demon-spider, but she can't defeat you once the magic floods back into your weapons and armor. Rest up, and then go after her in the large cavern. Now that you're fully prepared, she won't be able to slow you down for long.



Just to make things interesting, the Beholders rally for one more attack when you climb from the depths of the lower levels. A substantial force of Beholders and Beholder Mages surrounds the pit. For the best chance of survival, flee to the north and make them come after you in the corridors. There it will be two to one instead of eight to one. The experience you gain from this battle is stellar.

## ISLE OF THE MAKER



### DAHANNA

Alignment:	Neutral Evil
Creature Type:	Fighter
Fortitude Save:	15
Reflex Save:	6
Will Save:	7
Total AC:	11
Total HP:	164



### DUERGAR MERCHANT

Alignment:	Neutral Evil
Creature Type:	Cleric
Fortitude Save:	9
Reflex Save:	2
Will Save:	10
Total AC:	9
Total HP:	71



### DUERGAR WARRIOR

Alignment:	Neutral Evil
Creature Type:	Fighter
Fortitude Save:	8
Reflex Save:	3
Will Save:	1
Total AC:	11
Total HP:	71



- 1 Docks
- 2 DuerGAR Campsite
- 3 DuerGAR Merchant
- 4 Entrance to Upper Ruins

An expedition of Duergar is living on the Isle of the Maker temporarily. They scavenge the parts from various Golems and rework them into various valuable items. The gray dwarves have long since scooped up any treasure that was on the outside, so there isn't anyone to fight or anything to steal from the area around the boat. Leaving the Duergar unharmed is a good idea for now, especially since they offer a place to identify and sell items.

Enjoy the outer parts of the island, where the Duergar are friendly enough and the air is calm. For a few moments it seems like this place is going to be a stroll in the park. Unfortunately, things change once you get inside. Unless you have a good eye and a heck of a blade, the pleasant stroll becomes a chase over rough terrain, with a legion of Golems dogging your every step. And here we go.



## ISLE OF THE MAKER, UPPER RUINS



### GUARDIAN GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	6
Reflex Save:	6
Will Save:	6
Total AC:	41
Total HP:	320



### CLAY GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	22
Total HP:	60



### IRON GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	6
Reflex Save:	6
Will Save:	6
Total AC:	30
Total HP:	80



### DUERGAR ROGUE

Alignment:	Chaotic Good
Creature Type:	Rogue
Fortitude Save:	9
Reflex Save:	17
Will Save:	7
Total AC:	15
Total HP:	132



### MINOGON

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	7
Reflex Save:	4
Will Save:	5
Total AC:	26
Total HP:	100



### GOLDEN ARMOR SUIT

Alignment:	Chaotic Neutral
Creature Type:	Commoner
Fortitude Save:	2
Reflex Save:	0
Will Save:	3
Total AC:	10
Total HP:	56



### SCAVENGER GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	38
Total HP:	48



## SKELETON

Alignment:	Neutral Evil
Creature Type:	Undead
Fortitude Save:	11
Reflex Save:	0
Will Save:	2
Total AC:	14
Total HP:	11



## STONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	4
Reflex Save:	3
Will Save:	4
Total AC:	26
Total HP:	11



## WEAPON SPIRIT

Alignment:	True Neutral
Creature Type:	Fighter
Fortitude Save:	12
Reflex Save:	6
Will Save:	6
Total AC:	32
Total HP:	200



A barred door is the first thing you see along the corridor by the stairs. You won't be able to break the door down because it's reinforced. Ignore it for the moment, and keep searching down the length of the passage. A dead Duergar is lying in the room to the north, reminding all who pass that this isn't a place for the faint of heart.

Cast any buffs you have to limit physical damage against your character and to raise your constitution/hit points. Almost everything in this area deals melee damage, so your damage reduction abilities will be working overtime.



- 1 Passage to the Outside
- 2 Barred Room (Accessible from Sanctum)
- 3 Resetting Trap
- 4 Work Tables
- 5 Control Room
- 6 Guardian Golem
- 7 Stairs down to Lower Ruins
- 8 Weapon Animation Chamber
- 9 Library
- 10 Hidden Lever to Disable Trap

## GOLEMS ARE DURABLE

A Scavenger Golem wanders the main loops of the level and automatically brings downed Golems back to life. This is a very bad thing, but the Scavenger can't be killed normally. It teleports away from danger at the slightest hint of trouble.

Chase the Scavenger away from groups of Golems that you've already killed, and just leave them alone otherwise. Missile weapons are great for this because even a missed shot will frighten the Scavenger away.

For the best and longest-lasting kills, lure the Golems into the rooms off the hallway and slay them there. When you leave the chambers, close the doors to discourage the Scavenger from getting inside quickly.



The first two rooms around the west loop of the level contain Minigons and Clay Golems aplenty. There are books, blue powder, and other items in the chests, and the creatures aren't as dangerous as the Golems that are made from more precious materials. You can find **Blue Powder** and a **Mithral Statue** in these rooms.

The next room has the most gratuitous trap to be developed in the last 200 years of gnomish research. A splendid-looking suit of armor is arrayed on a pole in the middle of the room. There also happen to be half a dozen dead bodies surrounding this armor. There's a magical ring in a pile of treasure on the far side of the room. This is one of those traps that resets, so you'll have to soak up the damage if you want that armor! Or, if you want to be clever, search for a lever by the pile of items on the other end of the chamber. The hidden lever deactivates the trap! Pick up the **Searing Armor**, a **Searing Helm**, and a **Ring of Spell Battle**.

A **Golem's Right Hand** is in the adjoining chamber to the north. A single Golem guards this rare item.



If you have a weapon with a very high level of enchantment and a great attack bonus, you can charge down to level two without delay. The northwest door reveals a narrow corridor with just enough space for an Adamantium Golem, a guardian of the deeper levels. Moderate and weak magical weapons are useless against this construct, and it has enough hit points to survive a crude assault. It takes a character with sublime spells or ideal weaponry to destroy this masterpiece. Or, you can complete several tasks and return here later for an easier victory.

A room in the center of this level has a complex control panel and a squad of Iron Golems to protect it. These behemoths aren't much of a threat by themselves, but four of them together can rip many warriors to shreds. It's wise to let them bottleneck in the doorway while you attack them during their approach. If you position yourself well enough a bit back from the door, only one of them will attack at a time, and the others won't be able to use their breath weapons effectively.



### DISABLE THE SCAVENGER AND THE GUARDIAN

Scavenger Golems shout their model numbers when they're forced to flee. Although they're speaking a language you don't understand, you can find a **Lexicon Arcana** in the west hall. This book tells you that the Golem is shouting "54!" Enter this number into the Console in the center chamber to disable the Scavengers.

The Guardian Golem has a number as well. He shouts "79." Shut that big guy down if you're afraid to face him directly.

An even greater threat is found in an experimental lab on the northeast end. The sign in front of the lab warns that anything dangerous shouldn't be brought into inside. Save your game before walking in, and see what happens. It's especially funny (in a bad way) if you're a dual-weapon user. The runes on the floor animate your weaponry. Even sheathing your weapons isn't enough to protect them from this enchantment. Tossing them aside won't keep them safe either.

The weapons you have to fight are determined by what you equipped when you entered this level of the dungeon. Thus, you have to find something weaker and leave the area entirely to make the fight easier.

For a few extra items and a fun encounter, use Tab to highlight the weapons in the room. Rush in and equip the weapon that you like most out of the bunch, and use that to destroy the **Weapon Spirit** that forms. When it dies, your own weapons are returned. Inside the room are many magical items, including a very powerful hammer to use against constructs, a decent set of armor for gnomes and halflings, and an **Amulet of the Master**.



**Yellow Powder** and **Red Powder** are in a chest to the right of the weapons lab, only a few steps down the hall. This room is booby-trapped, and the average prowler can't disable the mechanism. To the south are more Golems, but another room has a **Golem Head** and a **Golden Rod** for the collector in all of us. Also in this library are books that explain some of the items in the Upper Ruins.



Keep going south down the passage, and explore each room to complete your collection of odd items. A Magical Crystal is in the next room.



## THE MAKER'S RECIPES

A Mithral Statue and two doses of Blue Powder are needed to create a Golem Crasher. This artifact has 10 charges that will ravage a Golem at medium range. If there are snags while you're fighting the Guardian Golem, use the Crasher against it!

A Golden Rod and one Blue Powder will form a Golem Binder. This creation will slow down the Scavenger Golem to a hesitant crawl, thus limiting its ability to repair the other Golems.

One Magical Crystal, one Blue Powder, and one Red Powder will make a Golem Attractor like this, in conjunction with the electric station in the center of the level, to attract the Golems.

When you're ready to make one of these items, go to one of the rooms with a worktable. (The one on the west side, near the Golden Armor, is easiest to use.) Place the needed items on the worktable, and then take the completed object off it.

## ISLE OF THE MAKER, LOWER RUINS



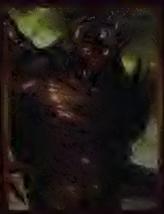
### CLAY GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	22
Total HP:	68



### AGHIAAZ

Alignment:	Neutral Evil
Creature Type:	Construct
Fortitude Save:	8
Reflex Save:	7
Will Save:	9
Total AC:	35
Total HP:	172



### FLESH GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	23
Total HP:	66



### BRONZE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	3
Reflex Save:	2
Will Save:	3
Total AC:	24
Total HP:	65



### GREATER MINOGON

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	8
Reflex Save:	5
Will Save:	6
Total AC:	34
Total HP:	150



### IRON GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	8
Reflex Save:	8
Will Save:	8
Total AC:	36
Total HP:	36



### STONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	4
Reflex Save:	4
Will Save:	4
Total AC:	28
Total HP:	77



### SILVER GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	4
Reflex Save:	4
Will Save:	4
Total AC:	26
Total HP:	26



A curious sight meets you as you descend the stairs into the Lower Ruins. There are two factions of Golems that are starting to tear each other to pieces. This isn't what you'd expect Golems to do. One side is made up of soft, fleshy Golems, and the other side is made up of metal Golems. Different creators? Perhaps.

Ravage the entire enemy force by attacking the winning side and then switching every time the other faction starts to get the upper hand. This will keep your party from sustaining damage for most of the encounter.

Through the northern door is a hallway where you can hear another fight beginning. More Golems are waiting to meet their end here. When they're dead, disable the booby-trapped chest and take the **Golem Torso** and lab notes from inside. The notes explain that the famed Maker has been trying to raise sentient Golems. This is also intriguing. There are problems with the process, and the Maker believes it's troublesome to complete it without giving the Golems a reason to exist.



- 1 Stairs to Upper Ruins
- 2 Golem Bodyparts
- 3 Aghaaz's Room
- 4 Greater Minions (Trapped Room)
- 5 Secret Door
- 6 Power Source
- 7 Ferron's Quarters
- 8 Stairs down to the Maker's Sanctum

To the west of that room is a flesh Golem that's not interested in attacking you. This creature asks for you to meet its master, Aghaaz, who's quite an impressive being. Talking to the creature of sentient demonflesh is disconcerting, but it has a lot of information to convey.

The two factions both protect this level from the thieves above, but they're engaged in a religious war against each other. Aghaaz and Ferron are split by their differing beliefs about the Maker, and they have no great urge to settle their dispute. These sentient constructs can't be swayed through normal means, and peace may be possible only through the death of one leader.

For now, agree to aid Aghaaz, and tell the Golem about the Valsharess. This Priest of the Maker seems willing to send his kind to deal with the threat to Lith My'athar, as long as you kill his rival. Retreat to the center of the level, and go into the south, where Ferron resides.



The two chests in each Golem leader's chambers have magical items. There's one good item in each chest of this sort. Although the items are generic, such as a Small Shield+6 or a Longsword+6, they're of high value and will help in killing highly resistant Golems if you don't already have a well-enchanted set of equipment.



Ferron's people make the same offer of peace as the northern Golems. Accept this offer to hear the other leader's side of the story (unless you don't care). Ferron is a rebel and readily admits that he doesn't serve his creator any longer. He believes that the Maker has abandoned his people and that they must look out for each other. It sounds like he would be willing to leave the Isle if his people had a chance, but their sentience is controlled by a power source that Aghaaz holds.

You now have many choices. Kill Ferron if you disapprove of rebellious spirits. Slay Aghaaz if his sense of order and duty sounds more like tyranny. Or get the power source without conflict and save as many Golem "lives" as possible.

Whichever faction you decide to destroy directly will swarm to protect

their leader. This entails many lesser Golems, two of the stronger ones for that area, and the leader itself. A great deal of the damage is still physical, so continue to rely on damage reduction and constitution buffs for your edge.

## TURNING THE TABLES WITHOUT FIRING A SHOT

You can steal the power source from Aghaaz by looking for the secret door near his Clay Golem on the right. This door takes you to the power source without angering Aghaaz or forcing you to fight four of his Greater Minogons, which guard the normal route on the left.

Taking this passage to Ferron will complete the quest to gain Golem allies without forcing you to kill any more of them. Even Aghaaz's forces will stay friendly toward you, not realizing the nature of your treachery.

Also, if you want to fight Aghaaz and get a leg up on him, come out through the main door from the other side. This will force the sentient Golem's army of creatures to come over to you one at a time through that door. It makes the battle much easier.

There are two Golem Legs on the eastern side of the level. Look in those two rooms, and let the Golems from both factions pound on each other while you steal these large Golem pieces. The final piece of this mysterious Golem is in the southwest, off of Ferron's room. This second Golem Arm will complete the set.



To find out what has happened to the Maker and to put the special Golem together, look for the stairs leading down in the southeast.



## ISLE OF THE MAKER, THE MAKER'S SANCTUM



- 1 Stairs up to Lower Ruins
- 2 Dangerous Lightning Trap
- 3 The Keeper
- 4 Mithral Golems
- 5 Sealed Doors (Require Stones)
- 6 Aisgard, The Maker
- 7 Golem Creation Table
- 8 Portal to Upper Ruins

## THE KEEPER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	3
Reflex Save:	12
Will Save:	9
Total AC:	20
Total HP:	40



## THE MAKER

Alignment:	Neutral Evil
Creature Type:	Wizard
Fortitude Save:	5
Reflex Save:	3
Will Save:	18
Total AC:	44
Total HP:	111



## MITHRAL GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	14
Reflex Save:	18
Will Save:	14
Total AC:	39
Total HP:	390

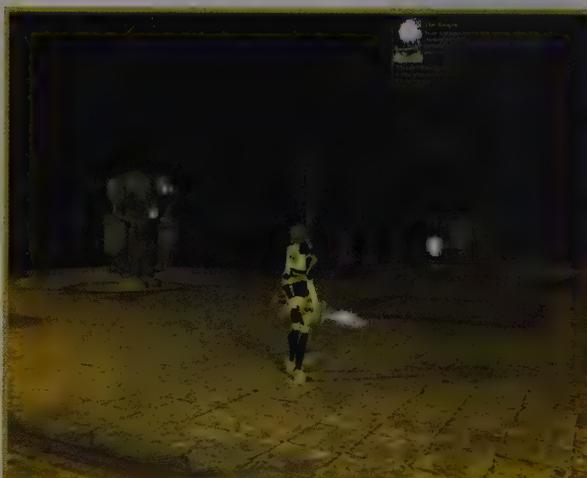


The Maker didn't want anybody following him into the depths, including his own children. Not far into the level, a magical field traps your character on a ledge while charging itself. When it's fully charged, it blasts you back to the beginning of the area, doing heavy damage in the process.

Luckily for you, one poor chap has already fallen into this trap. Look on the nearby body for a sling and some stones. Equip them, and hurl the stones at the four pulsing mirrors off in the distance. If you damage all four mirrors quickly enough, the magical field fails, saving your life!



The next trial comes at the hands of the Keeper. A floating creature of light accosts you and asks for the word of passage. You don't have it, so dodge the pest and go after the two Mithral Golems on the sides of the room. (The Keeper summons them to attack you anyway when you don't answer correctly.) They possess the two stones of passage that can be placed on the pillars by the next doorway. Although these Golems hit very hard and have substantial hit points, they can be killed individually. If you have the Golem Crasher with a few charges, use that to help during the fight. Search the bodies for the seals, and take them to the far side of the room to open the way.



At last, you face Alsigard, or what's left of him. The Maker has turned himself into a Demi-Lich, a being of mind and magic without any solid manifestation. He scorns all things of the flesh and desires to create the perfect being. Although he talks to you about this for some time, eventually he attacks no matter what you do. Alsigard was practically mad long before he came down here, and that was a long time ago.

The Demi-Lich isn't an easy opponent to battle. He's immune to almost every trick, so it's a slugfest where you're often at a disadvantage. Bring both henchmen, if possible, and summon any allies that you can. Buff up melee characters for maximum damage to penetrate the creature's amazing resistance, and only use damaging spells because almost all effects will be negated. Even then, the Demi-Lich's resistance to magic is very high. It's better for casters to buff allies and counter incoming spells.



Take Alsigard's Golem Machine Activator and search the rest of his room. There are books and scrolls on the shelves, and one of them explains how to create the perfect Golem. Another book details the abilities that a talented arcane mage can instill in a Golem. There are four spell conduits on the creation table that the Maker built here, so casters with the right lineup of spells can decide what type of Golem to make. This requires all six body pieces from the upper two levels, the Maker's Machine Activator, and the Controlling Amulet you find when you unlock the creation table.

### BUILDING A DREAM

Unlock the creation table in Alsigard's room by using the power of the Golem Machine Activator. Then, place the six pieces of the Golem into the machine along with the Controlling Amulet. This prepares the conduits for their spells. Cast the appropriate spells, as determined by the list in the Maker's book, and then retrieve the Controlling Amulet. Now you can summon a Golem with special powers. Such a shame that Alsigard isn't here to see it. You must be a Wizard or a Sorcerer to be able to create this mighty being, so those of more prosaic classes will be out of luck following the Maker's footsteps.

### Alsigard's Book of Golem Enchantments

Greater Spell Mantle improves magic resistance.

Bigby's Crushing Hand increases strength.

Greater Sanctuary adds protection against physical attacks.

Time Stop increases regeneration of health.

Premonition adds improved damage reduction.

Mass Haste adds the Haste effect to Golems.

True Seeing adds the True Seeing effect.

Chain Lightning adds a defensive Lightning Bolt effect every time the Golem is struck.

Mordenkeinen's Disjunction grants a Dispel effect every time the Golem hits an enemy.

There are potions on a table to the left of the entrance, near a row of booby-trapped chests. Disable these traps and look inside the chests. There are Epic Gloves of Concentration, a Lichskull, and a magical staff for Pale Masters.

Take all that you need, create a Golem if you can, and then use the portal to teleport all the way up to the barred door by the entrance to the ruins. It's time to return home.

Of course, they're doomed if they do. With your levels and equipment, your only worry is if you came out of the ruins without getting a chance to rest first. You may even want to try out your new Golem against them if the bloodlust is heavy upon you. Otherwise, it's time to ride back across the black waters and into Lith My'athar.



Oh yes, the Duergar. Hmmmm, it seems that they cared about their continued livelihood, and you've just ended it by disrupting the ruins and taking all of the best salvage. Well, they want their cut of the booty. You can pay them 10,000 gold pieces, barter them down with a mix of persuasion and intimidation, or just plain tell them no and force them to leave (or die). While they're pondering your ability to walk in and out of the ruins at will, they won't be likely to attack.

## SHAORI'S FELL, THE STRANGE TOWN

There's a strange town on an island in this river. Shaori's Fell has some type of spell or curse upon it, but few people know what happened there. The rumor is that something of tremendous power rests in that area. Perhaps it's a magical artifact that could turn the tide of the war against the Valsharess. Even as the Drow Queen gathers her forces, there's still time to move against her interests!



### SHAORI'S FELL



#### DRIDER CLERIC

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	8
Reflex Save:	8
Will Save:	9
Total AC:	17
Total HP:	66



#### DROW WARRIOR

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	4
Will Save:	2
Total AC:	20
Total HP:	10



#### DRIDER WIZARD

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	3
Reflex Save:	4
Will Save:	9
Total AC:	17
Total HP:	66



#### DRIDER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	3
Reflex Save:	8
Will Save:	11
Total AC:	19
Total HP:	61



#### RED SISTER CLERIC

Alignment:	Chaotic Evil
Creature Type:	Rogue, Cleric, Assassin
Fortitude Save:	8
Reflex Save:	10
Will Save:	8
Total AC:	13
Total HP:	65



## RED SISTER ROGUE

Alignment:	Chaotic Evil
Creature Type:	Rogue, Assassin
Fortitude Save:	3
Reflex Save:	13
Will Save:	1
Total AC:	15
Total HP:	60



## RED SISTER WARRIOR

Alignment:	Chaotic Evil
Creature Type:	Rogue, Fighter, Assassin
Fortitude Save:	3
Reflex Save:	13
Will Save:	1
Total AC:	16
Total HP:	60



## ZEPHID

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	11
Reflex Save:	12
Will Save:	8
Total AC:	20
Total HP:	100



- 1 Path to Docks
- 2 Drow Sonic Trap
- 3 Drow Camp
- 4 Winged Elf Towncenter
- 5 Merchant (Compass)
- 6 Dark Elf Gauntlet Ambush
- 7 Castle
- 8 Temple
- 9 Wizard's Tower
- 10 Library
- 11 Hidden Mirror Shard
- 12 Queen's Cave

Leave the docks and walk through the cave into the next region. The cliffs are narrow and foreboding as you walk down the path to the town. A familiar quiet falls over the area, and something about your time in the Underdark screams *Drow*. Sure enough, there's a sonic trap not very far into the map. A dark elven warrior spots you, and he rushes off to warn his fellows.

When you've recovered, or if you avoided the trap, rush through the line of Drow warriors. Don't let them bottle you into the narrow passage. Hit the mages (who are all in a cluster, just as you hoped) with a few sneak attacks or a barrage of normal melee strikes. Casters can stay back and lob a few area-of-effect spells at the mages before the warriors can react.

The battle itself is quite enjoyable, as a dozen Drow feebly try to repel your assault. If you're looking for a reward, steal the magical light crossbow and bolts from the dark elves' chest. They also have some treasure in another chest, and healing equipment for anyone who needs it.



A battle against ambushing Drow fiends is no surprise, but the next encounter is more disconcerting. Just inside the village are a number of winged elves. These creatures have a reputation for loving freedom and the skies. Seeing them in the Underdark is odd enough, but hearing them speak is worse. Skaa and Nairow are two of the first such elves you meet, and they're badly confused. Something has gotten into the creatures' minds, because they seem at odds with everything they tell you.

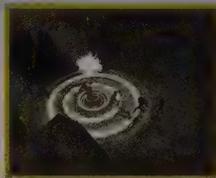
At the very least, you learn that the Driders and Drow are both in the city, with the Driders concentrating near the Queen's old palace. The Queen herself has long since left her castle and moved into some caves east of town, although the elves aren't sure why (but they trust their Queen implicitly).

Farther north is a merchant who's trying to drive himself out of business. This expands on the notion that people in this village are behaving counter to their previous interests. You still don't know why, but the merchant tells you to give him something of lesser value than the **Broken Mirror Shard**, which is all that's left of his inventory. Bluff him into taking a gold piece by telling him it's cursed. He gives you a compass to find the mirror piece. This could be of consequence later. If you have trouble bluffing the man, or you just don't want to, take a **Burned Book** from the Library and exchange that for the Compass.



As you travel to the southeastern cave, seeking the elves' leader, a group of Drow crosses your path. As luck would have it, you've come upon the cave just as they're about to leave. This gives your character a major opportunity to lay an ambush with area-of-effect spells, traps, sneak attacks, and so forth. Although many dark elves come out of the cave, they're unaware of you until they've spent a few moments out in the open. Use this advantage to its fullest, and destroy this large cluster before they can hurt anyone in the town.

Search the dark elves to find a very interesting book. This historic tome tells the story of how the gods of Faerun were cast out of the heavens and forced to live as mortals on the Material Plane. Several of them were slain during this period. It's an intriguing read, whether you already know their history or simply have a curious mind.



Talk to Queen Shaori inside the cave. The Drow came to see her about one of those mirror shards. The Queen says that she gave her only piece of the mirror to the dark elves, but she insists that the shard is worthless without the frame. It's still in the palace, she believes, and you should search the throne room if you want to find it. This mirror is likely to be the cause of the strangeness that has overcome these elves, so you need to retrieve it.

Return to the merchant and keep walking north. Veer west along the path to reach the castle. A number of Drow are up on the cliffs, and they can make your life difficult during your approach. If you lack missile weapons and spells, rush into the castle to avoid the lengthy assault. To kill the elves outside, go to the north when you come back out and move up the hill to eliminate them. The southern elves come down to assist their compatriots, but they're easy to take out as well.

The temple to the south of the castle is guarded by Driders. Kill them, and make sure the entire area is safe and sound. It makes for a cursed but comfortable town environment.

From here forward, all of the major locations in Shaori's Fell are open to you. The Castle, Temple, and Wizard's Tower are all accessible from the corridor of cliffs in the northwest. The Library is on the east side of town, and the Queen is in the southeast. To retrieve all of the mirror shards, you must look in all these places.



## SHAORI'S FELL CASTLE



### DRIDER

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	7
Reflex Save:	8
Will Save:	11
Total AC:	13
Total HP:	81



### DRIDER CLERIC

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	8
Reflex Save:	9
Will Save:	8
Total AC:	12
Total HP:	86



### DRIDER WIZARD

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	8
Reflex Save:	8
Will Save:	9
Total AC:	17
Total HP:	88



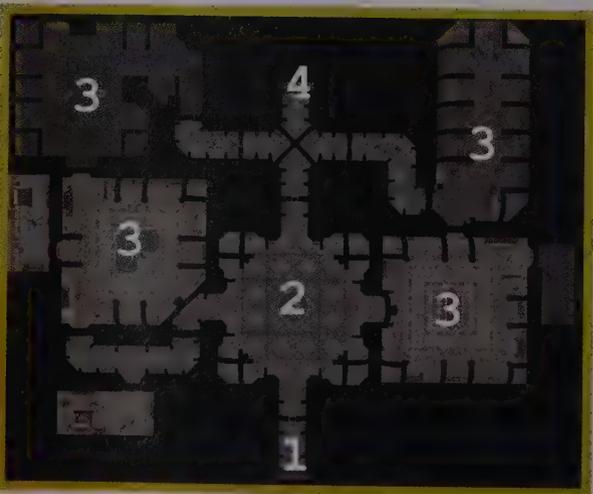
### DRIDER ASSASSIN

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	8
Reflex Save:	10
Will Save:	9
Total AC:	21
Total HP:	154



### DROW ASSASSIN

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	8
Reflex Save:	20
Will Save:	8
Total AC:	16
Total HP:	52



- 1 Door to Town of Shaori's Fell
- 2 Drider Ambush
- 3 Clusters of Driders
- 4 Doors to Castle Throne Room

When you take on the castle, make sure you're rested and buffed to survive spells and missile attacks. Driders have covered the entire place, and the battle goes from room to room as many of the tainted creatures attack from range. The clerics and mages are the most dangerous, as always. Watch out for the well-equipped assassins too, because their arrows can sting.

One of the Driders is carrying a bow named *Assanti*. Take this shortbow and treasure it. *Assanti* has terrific stats, and its unlimited supply of arrows with lightning properties cannot be matched without heavy expense. The assassin in the east room has two magical daggers as well. Search the other bodies for a couple of wands. Get those daggers identified as soon as possible, because one is *Risktaker*, a +8 assassin's dagger that's stunningly nifty.

The side rooms have more Driders, but far less treasure of any importance. Only look in these rooms for thoroughness and more money/experience. The central hall to the throne room is where you'll find the frame for the mirror.



Talk to the Queen's Fool in the throne room. Because of the curse, he's smart enough to accomplish almost anything, but he can't leave the throne room without the Queen. He asks that you bring the pieces of the mirror back to him so that the town can be restored. He also explains where all of the pieces are, so your search won't be nearly as difficult.

Exit the castle, take a rest, and go south to the temple.



## SHAORI'S FELL TEMPLE



- 1 Exit to Town of Shaori's Fell
- 2 Priest of Temple
- 3 Chains to Summon Monsters
- 4 Arena

### DIRE SPIDER

Alignment:	True Neutral
Creature Type:	Vermis
Fortitude Save:	10
Reflex Save:	4
Will Save:	4
Total AC:	20
Total HP:	11



### DISEASED TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant
Fortitude Save:	12
Reflex Save:	4
Will Save:	4
Total AC:	20
Total HP:	28



### GHOUL RAVAGER

Alignment:	Chaotic Evil
Creature Type:	Undead
Fortitude Save:	7
Reflex Save:	4
Will Save:	4
Total AC:	17
Total HP:	30



### LOMYLITHRAR

Alignment:	Chaotic Evil
Creature Type:	Cleric
Fortitude Save:	11
Reflex Save:	6
Will Save:	13
Total AC:	18
Total HP:	125



The gloomy inside of the temple should make anyone a bit nervous. Like the rest of the town, this temple has been turned toward another purpose. The priest of the temple, Lomylthar the Rotting, became a servant of disease when the curse came over the town. You can be sure he wasn't such a foul person before the curse, but don't underestimate him now.

Lomylthar places a vile pox on you as soon as you draw near. The only cure is the antidote that he carries on his person. It would be easy to kill the twisted soul and take the antidote, his magical items, and a **Mirror Shard**. However, there might be another way.

If you're brave beyond reason, agree to fight in an arena and prove yourself while poisoned and diseased. With substantial penalties, you fight to the death against half-crazed vermin and humanoids, including a Ghoul Ravager, a Dire Spider, and a Diseased Troll. Inside the arena is a body with a magical halberd and a potion of Cure Critical Wounds. You'll need this after a few rounds of pain and disease. Beat the creatures for five rounds, and the priest gives you the shard and his antidote. He's more than happy to see you leave the temple alive. This is an incredible act of kindness on your part, preventing the death of a man who's not in his right mind.



### SURVIVING IN THE ARENA

The best tactic is to do everything you can to keep up your strength and damage. Use any spells, natural abilities, and feats you have. These monsters aren't very tough, but characters with a naturally low strength will have a rough time keeping up with them and will lose damage and attack bonuses very quickly. Avoid this and the fight will be over shortly.

Also, clerics, paladins, and other anti-undead characters can focus on the Ghoul Ravager, since that fight is the easiest for them.

## SHAORI'S FELL LIBRARY



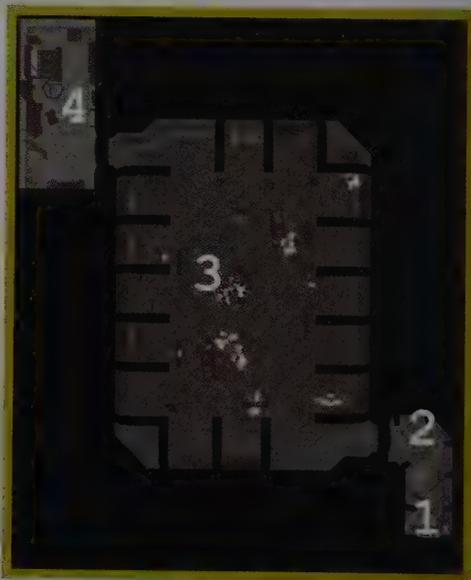
### QUATHALA

Alignment:	Lawful Neutral
Creature type:	Humanoid
Fortitude Save:	6
Reflex Save:	4
Will Save:	3
Total AC:	15
Total HP:	10



### ULITHAR

Alignment:	Chaotic Good
Creature Type:	Commoner
Fortitude Save:	0
Reflex Save:	1
Will Save:	0
Total AC:	11
Total HP:	2



- 1 Door to Town of Shaori's Fell
- 2 Ulithar (Guard)
- 3 Quathala (Medusa)
- 4 Potion of Diminished Sight

For two more shards of the mirror, walk over toward the library. Use the compass that you received from the merchant to locate the next piece. Go behind the library on its right side and look along the cliff wall. You see a pile of bones with the **Mirror Shard** inside. Simple and safe!

Talk to Ulithar, who watches over the library. This noble winged elf is trying to keep people from being turned to stone. His wife was once quite beautiful, but the curse turned her into a Medusa. There's a shard in the library somewhere, so you must face her.

Tell your henchmen to wait out in the hallway. This keeps them from killing Quathala and protects them from being turned to stone.

If you're playing at normal or higher difficulty, Quathala poses a threat. Her Petrification gaze can kill you if you roll poorly (this counts as a fortitude save). Luckily, the DC isn't very high. The Medusa is carrying the next **Mirror Shard** that you need, but you need to get it without being turned to stone.

Rush through the stacks and open the door to the couple's bedroom. Take the Potion from the dresser, drink it, and then talk to Quathala. The potion lets you look at her without being petrified. Persuade her to give up the shard, kill her to obtain it, or you can play a riddle game with her.



#### Answers to Quathala's Riddles

"Forget the Darkness, look to me for light. Burning, blazing, I am always bright."

The answer is mud, of course. Mud burns more brightly than...chickens. Remember that this is Strange Town, a place cursed by opposites.

"Color and hue, I'm endless and blue."

Lava is the answer. It has the shade of azure that cannot be reproduced by mankind.

After this point, you should have a fair idea what to expect. Since you only need one "correct" answer anyway, the riddles are easily dispensed with.

After you've taken Quathala's mirror shard, whether it's through riddles, persuasion, or violence, you must walk north to the Wizard's Tower.

## SHAORI'S FELL WIZARD TOWER, LEVEL ONE



- |   |                               |
|---|-------------------------------|
| 1 | Exit to Town of Shaori's Fell |
| 2 | Massive Battle                |
| 3 | Balor                         |
| 4 | Storage Rooms                 |
| 5 | Stairs to Level Two           |

## BALOR

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	8
Will Save:	12
Total AC:	36
Total HP:	150



## RED SISTER CLERIC

Alignment:	Chaotic Evil
Creature Type:	Rogue, Cleric, Assassin
Fortitude Save:	6
Reflex Save:	16
Will Save:	6
Total AC:	13
Total HP:	65



## DROW WARRIOR

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	4
Will Save:	7
Total AC:	27
Total HP:	76



## RED SISTER WARRIOR

Alignment:	Chaotic Evil
Creature Type:	Rogue, Fighter, Assassin
Fortitude Save:	7
Reflex Save:	7
Will Save:	7
Total AC:	32
Total HP:	88



## HELL HOUND

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	5
Reflex Save:	5
Will Save:	4
Total AC:	20
Total HP:	21



## VROCK

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	4
Reflex Save:	8
Will Save:	8
Total AC:	25
Total HP:	30



Talk to Petyr outside the wizard's tower. Petyr is a casual guy about town, so you can imagine that before the curse, he was a very driven wizard! The curse has made him lazy, just as it drove his former apprentice to blind ambition. That apprentice now has the fourth shard, and there are three booby-trapped levels of arcane dangers between the two of you.

There isn't a moment to spare when your character enters the first floor of the tower. A group of Drow is apparently after the shard here too, and they're fighting with a host of summoned creatures. A Balor is the worst of the lot, but there's enough chaos that you can focus on any target you want. Mages who have banishment spells should go exclusively for the Drow at first, and then simply cast away the planar and elemental creatures (or try to).

There's little of interest in the peripheral rooms, although a few more of the wizard's beasts are eating the meat and dry goods that are stored in there. Take the stairs at the back to reach level two.



### MAGIC IS STRANGE HERE (WHAT A SHOCK)

Nothing works quite right in the town of Shaari Fell, and the tower is no different. Magic is extremely erratic. Random spell effects occur when spells and items misfire. The wizard's apprentice must be having a horrible time focusing on his magic.

Mages who are getting ravaged by this effect can at least bypass the first two floors with a delt Haste spell and a bit of dodging. It's not the bravest thing, but it works.

## SHAORI'S FELL WIZARD TOWER, LEVEL TWO



- 1 Stairs down to Level One
- 2 Balor and other Outsiders
- 3 Succubus Companion
- 4 Balor Lord
- 5 Stairs up to Level Three

## BALOR LORD

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	16
Reflex Save:	13
Will Save:	17
Total AC:	40
Total HP:	200



## DROW WARRIOR

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	1
Will Save:	7
Total AC:	12
Total HP:	86



## QUASIT

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	3
Reflex Save:	4
Will Save:	4
Total AC:	17
Total HP:	11



## SUCCUBUS

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	6
Reflex Save:	6
Will Save:	7
Total AC:	30
Total HP:	33



## BALOR

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	8
Will Save:	13
Total AC:	30
Total HP:	110



## VROCK

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	9
Reflex Save:	8
Will Save:	8
Total AC:	26
Total HP:	66



Another romp begins. Some more Drow are fighting against another Balor and some minions. This isn't as bad as the fight downstairs, and you can always run back down there if you need some rest. Go around to the southwestern room for a better skirmish!

A Balor Lord and his cadre of Vrocks are relaxing here. Nothing says "bad boy on the block" like slicing apart a Balor Lord. Use missile attacks to bring down some of his allies, and then see who comes calling. Or, if you've leveled enough to be foolish, rush into the middle of the group and try Whirlwind Attacks against the entire cluster.

If your buffs have run out by now, exit the tower, rest, and renew summons, buffs, etc. Then go up to level three.



## SHAORI'S FELL WIZARD TOWER, LEVEL THREE



### GREEN SLAAD

Alignment:	Neutral Evil
Creature Type:	Outsider
Fortitude Save:	1
Reflex Save:	1
Will Save:	4
Total AC:	26
Total HP:	60



### DEATH SLAAD

Alignment:	Chaotic Neutral
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	13
Will Save:	13
Total AC:	25
Total HP:	112



### JANSIL

Alignment:	Chaotic Good
Creature Type:	Wizard
Fortitude Save:	4
Reflex Save:	6
Will Save:	8
Total AC:	13
Total HP:	19



### GRAY SLAAD

Alignment:	Neutral Evil
Creature Type:	Outsider
Fortitude Save:	10
Reflex Save:	8
Will Save:	8
Total AC:	11
Total HP:	11



### ZOMBIE

Alignment:	Neutral Evil
Creature Type:	Undead
Fortitude Save:	0
Reflex Save:	0
Will Save:	1
Total AC:	1
Total HP:	14





- 1 Stairs down to Level Two
- 2 Slaad Dens
- 3 Zombie Funhouse
- 4 Tower Treasury
- 5 Jansil's Room

The stink of Slaads covers the hallway like a tarp, and the door on the right side of the passage opens into a room with many of them. Fight these beasts out in the corridor, where they cannot swarm.

The prison cells in the southern tip hold basic, run-of-the-mill Zombies, and they're just begging for someone to use Whirlwind Attacks and Great Cleave on them. This isn't a fight, it's a new form of relaxation. The northeast room has more weak Slaads, so race up there for added slashing.

Up at the top are several moderate traps that can be disabled. The apprentice's quarters are up there, as is a treasure room with gold, gems, potions, and a couple of magical items (the gauntlets have **Hin Fist+7**). Jansil waits in his room, looking slightly off. (The dark, consuming shadows are more of an autumn fashion.)



Jansil has almost no hit points, so even a mild attack will put him in real trouble. He doesn't want to die in battle either, so he's quick to surrender. Whether you spare him or not, the **Mirror Shard** is yours either way.



## SHAORI'S FELL CASTLE, THRONE ROOM



## RED SISTER CLERIC

Alignment:	Chaotic Evil
Creature Type:	Rogue, Cleric, Assassin
Fortitude Save:	6
Reflex Save:	10
Will Save:	3
Total AC:	13
Total HP:	65



## RED SISTER ROGUE

Alignment:	Chaotic Evil
Creature Type:	Rogue, Assassin
Fortitude Save:	3
Reflex Save:	11
Will Save:	1
Total AC:	15
Total HP:	60



## RED SISTER WARRIOR

Alignment:	Chaotic Evil
Creature Type:	Rogue, Fighter, Assassin
Fortitude Save:	7
Reflex Save:	1
Will Save:	1
Total AC:	12
Total HP:	60



## SABAL

Alignment:	Chaotic Evil
Creature Type:	Cleric, Assassin
Fortitude Save:	12
Reflex Save:	8
Will Save:	16
Total AC:	10
Total HP:	110



Return with the four shards and show them to the Fool. He requires the fifth and final shard to begin changing things back, but the Drow named Sabal holds it. This female dark elf has been hampering your efforts to save the town since you arrived, and she's here in the throne room to take what you've assembled.

A fight cannot be avoided, so it's best to prepare, save your game, and then begin. Sabal has many allies, so you need to use the four shards to even up the match. Use the shards on the pillars that line the room. They will harm your enemies or strengthen you in some way. They can turn you into a Mithral Golem, heal you fully, or blast your enemies with powerful magicks.

When Sabal is dead, her **Mirror Shard** is yours. She also has a **Belt of Fire Giant Strength**, a nice flail, an amulet, and a **Ring of Major Electrical Resistance**. The Fool takes the pieces of the mirror from you and attempts to end the curse. Although this will damn him to a lifetime of idiocy, it's the only way for others to be free, and the Fool accepts this.

When the ritual is done, you meet with the Queen and receive the **Mirror of All-Seeing**. This great artifact has brought enough troubles to her people, and she dare not risk its temptations again.



## BREAKING THE ILLITHID ALLIANCE

The arrogant Mind Flayers aren't interested in having a long-term relationship with the Valsharess, but her current state of power and influence has made them temporary bedfellows. With the Mirror of All-Seeing as a bartering chip, your party should be able to convince the Overmind of the Illithids that there are benefits to remaining neutral in the continued conflict.

### ZORVAK'MUR ENTRANCE CAVERN



#### DUERGAR RAIDER

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	7
Reflex Save:	3
Will Save:	3
Total AC:	11
Total HP:	62



#### DUERGAR ROGUE

Alignment:	Lawful Evil
Creature Type:	Rogue
Fortitude Save:	3
Reflex Save:	7
Will Save:	1
Total AC:	13
Total HP:	30



#### ILLITHID ABYSMAL

Alignment:	Lawful Evil
Creature Type:	Aberration
Fortitude Save:	6
Reflex Save:	6
Will Save:	11
Total AC:	16
Total HP:	11



#### UMBER HULK

Alignment:	Chaotic Evil
Creature Type:	Aberration
Fortitude Save:	6
Reflex Save:	9
Will Save:	6
Total AC:	17
Total HP:	69



- 1 Passage to Area West of Lith My'arhar
- 2 Illusory Waterfall
- 3 Quiet Town
- 4 Stairs down to Zorvak'Mur



- |   |                                       |
|---|---------------------------------------|
| 1 | Stairs up to Surface                  |
| 2 | Door to Sleeping Chamber              |
| 3 | Observation for Fighting Pits         |
| 4 | Ilathid Merchant                      |
| 5 | Entrance to the Poison Chalice Palace |
| 6 | Slave Auction Block                   |
| 7 | Portal to Grand Hall                  |
| 8 | Entrance to Slave Pens                |



- |   |                             |
|---|-----------------------------|
| 1 | Stairs up to Zoryak'Mur     |
| 2 | Jailor                      |
| 3 | Drow/Duergar Slave Quarters |
| 4 | Umber Hulk Pen              |



- 1 Exit to Zorvak'Mur
- 2 Chest (Wakes Illithids)
- 3 Sleeping Mind Flayers



Enter the northern cave in the area west of Lith My'athar. This cave leads to a bridge and a stone path into Mind Flayer territory. After a few minutes, you arrive at the entrance to Zorvak'Mur. A charming party of Duergar slavers bumps into you while they're moving out of the area. Parley ensues, ending before long with the screams of unwise grey dwarves and a Helm of Shielding to protect you from the Mind Flayers' psionics.

Don your new helm before passing through the illusory waterfall in the side of the canyon. This area leads down to a quiet village of thralls. None of these people are worth talking to, and it's a very sad sight when you stop to consider it. They seem content enough, though.

Umber Hulks and an Illithid Abysmal guard the entrance to the inner ring. Talking your way inside isn't very

hard. Just say that you're looking to buy some slaves, even if bartering for the artifact is your true goal.

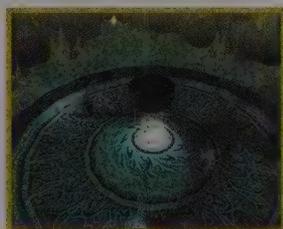
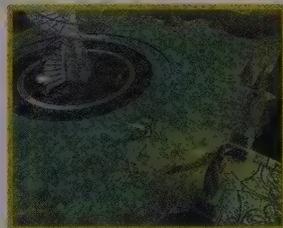
There are many small things you can do around the Illithid Colony, but most them will get you into trouble if you want to help the rebel cause. For a genuine success, go directly to the Grand Hall portal. An Illithid stops you from taking this route. Explain your business with the Elder Brain, and agree (reluctantly) to take your helm off for a short time.

On the other side of the portal, the Elder Brain communicates with you. There isn't any bartering or diplomacy to it. This Elder Brain wants the Mirror of All-Seeing, and it will convince the concord of Illithid pods to withdraw their support from the Valsharess in return. It's a fair deal; no more and no less. Take the deal, and the brain returns you to the main floor of the colony. The Seer will understand the ends and the means in this circumstance.



One pastime in this area is to place wagers on the brutal fighting and death of slaves and thralls. In the southwest part of the main compound, talk to the Mind Flayer Pit Boss. The wagers aren't very high, and this is more of a diversion than a way to make it rich.

If chaos and freedom is your cup of tea, go into the Slave Pens and kill the Duergar that holds the cell keys. Release the enslaved Drow and Duergar, giving them a chance to riot and escape. The Illithids won't be happy with you after this, but the deal with the Elder Brain remains intact.



## THE SIEGE OF LITH MY'ATHAR

After you've completed four of the greater quests and returning to the city of Lith My'athar, the Seer has you brought to the temple. The Valsharess is ready for her attack, and you have just one evening to rest before the war comes to a head. It's time to see if your hard labor pays off in a victory for the rebels.

### SIEGE AT THE LITH MY'ATHAR ENVIRONS



- 1 Exit toward Lith My'athar
- 2 Inner Gate
- 3 Outer Gate
- 4 Inner Towers
- 5 Outer Towers
- 6 Enemy Caster Base
- 7 Enemy Army Spawn Point

#### BALOR

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	9
Will Save:	13
Total AC:	30
Total HP:	110



#### BONE GOLEM

Alignment:	True Neutral
Creature Type:	Construct
Fortitude Save:	4
Reflex Save:	3
Will Save:	4
Total AC:	11
Total HP:	77



#### DROW BATTLE PRIEST

Alignment:	Lawful Evil
Creature Type:	Cleric
Fortitude Save:	8
Reflex Save:	8
Will Save:	11
Total AC:	46
Total HP:	56



**DROW SCOUT**

Alignment:	Lawful Evil
Creature Type:	Fighter
Fortitude Save:	6
Reflex Save:	10
Will Save:	3
Total AC:	45
Total HP:	29

**DROW WIZARD**

Alignment:	Chaotic Good
Creature Type:	Wizard, Fighter
Fortitude Save:	11
Reflex Save:	8
Will Save:	8
Total AC:	11
Total HP:	21

**DUERGAR WARRIOR**

Alignment:	Chaotic Good
Creature Type:	Fighter
Fortitude Save:	13
Reflex Save:	8
Will Save:	4
Total AC:	11
Total HP:	30



During your night of rest and mental preparation, the Valsharess visits your mind as more than a vision but less than a presence. She offers wealth, power, an alliance, and more...physical progression. The offer is as sincere as a Drow Queen can make, and you're free to accept it if honor, duty, and goodness mean nothing to you. If you accept, Faerun will soon fall under the heel of her dark elven boot.

If you join the Valsharess, the siege isn't very troublesome. She merely asks you to lower the gates for her forces and let them have their way. The outer walls will fall as soon as you lower the gate. Just keep striking at it even as the rebels realize what's happening. Once the Valsharess is inside the core of Lith My'athar, she gives you the honor of killing the Seer personally. Heed the orders of the Valsharess and attack the Seer. She and her forces are in their darkest hour, and there isn't anything they can do to disrupt this assault.



If you refuse the Valsharess' offer, place the archers up on the inner towers and tell the Drow swordsmen to guard the inner gates. This is a conservative plan that will prevent the Valsharess' forces from outflanking your allies. It leaves the majority of the early defense up to you, but that's the way it will end up anyway. Be ready for enemies to dart into the courtyard through spellcraft. Balors come in from time to time and make life very difficult for the defenders. Try to help them against the Balor, especially before the outer gate has fallen. Because these enemies can come from either side, don't rely too much on previous experience, and stay in the center until you know where to dedicate your efforts.

Once you have free rein to get outside, make a short rush and wreak havoc on the siege casters there. This will help quite a bit!



Casters and archers can use the doors along the outer wall to get to a firing position over the battlefield below. Doing this in the early defense puts clerics and mages on the other side at a major loss. They suffer heavy casualties just for stepping forward, and the first sucker to start waving his arms is going to get it!



This allows for a much more brutal defense, and the Valsharess' army won't be able to muster enough troops to destroy the inner gate. Just have one of the archer groups join you for added attack power and a bit of a screen.

Whether or not the gates hold won't alter the next step. The Valsharess has many plans in motion; and you have to fall back with the other loyal rebels to ensure the Seer's survival. If the Maeviir Matron wasn't assassinated, she chooses this very moment to make a play for power. Your character arrives at the last second, helping to push back the assassins and then kill the traitorous Matron. Even as the Maeviir leader breathes her last, you must take the field again to repel the next wave of Drow and Duergar.

Wait to see which direction the attackers are approaching from, and hurry to intercept them. Try not to fight at the Seer's feet. It's too easy for her to get hurt, and she has paper-doll hit points.

### WHIRLWIND ATTACK AT THE GATES

When you bottleneck the Duergar by the outer gate, they can form into heavy ranks. Using Whirlwind Attacks, your character can hit at least six or seven Duergar with every swing. With the criticals that come every time you swing, this knocks them out of the fighting almost as fast as a heavy nuker.





Even after your victory, there's more work to do. The Valsharess is bereft of defenders after such a slaughter, and this is the critical moment. You're sent to eliminate her, and the battle won't be a challenge compared with some of the trials you've already overcome while eroding her power base. It's almost as if something has been helping you out the whole way through.



Expect the Valsharess' special allies to jump in as well. Illithids and their UMBER Hulks are waiting in the wings, unless the Elder Brain agreed to your deal and severed ties with the dark elves. If the Isle of the Maker wasn't taken, you'll be facing Golems!

# Chapter Three: Survival, Beyond All Reason

You come to consciousness in a place that's all too familiar, yet subtly different. You've been to the Gatehouse before and used it to travel between areas, but this time there's a distinct chill in the air. Your last memory is of a violent battle, the outcome of which is probably the source of your foreboding. There's only one other inhabitant of this place, so you prepare to once again converse with the Reaper, the Gatekeeper of this realm.



## THE GATEHOUSE



As before, the Gatehouse has five Planar Gates on one side and two Planar Gates to the south. In the past, you've always been able to control where the five Planar Gates lead you. The other Gates have been sealed. This time, though, the Reaper informs you that things are outside of your control.

### THE REAPER

Alignment:	Chaotic Evil
Creature Type:	Unlead
Fortitude Save:	1
Reflex Save:	1
Will Save:	1
Total AC:	13
Base HP:	12

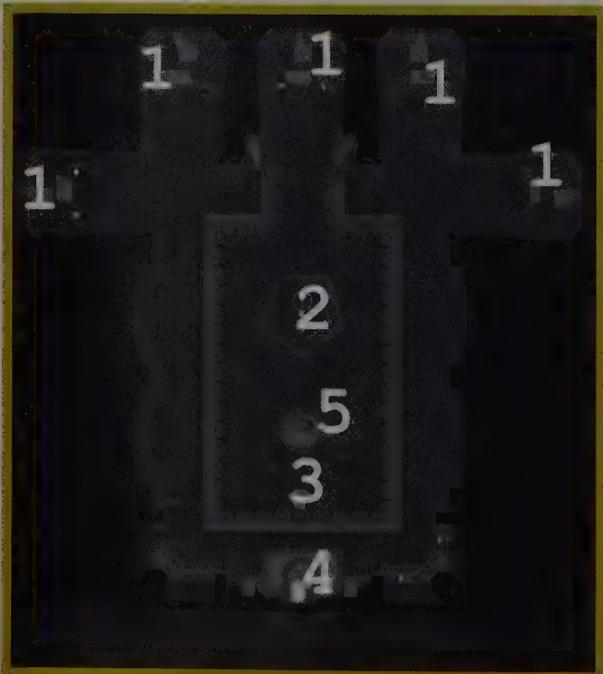


The only Gate available to you now is one that was previously sealed. It leads to the City of Lost Souls in Cania, in the Eighth Hell. The Reaper tells you that it appears unlikely you survived your last encounter. In any event, you're now barred from the Material Plane, and not through the Reaper's choice. It appears you weren't the only pawn in an interdimensional game.

The one who has always pulled the strings is Mephistopheles, the Archfiend once summoned by the Valsharess and who now holds you prisoner. The Reaper tells you that there was some sort of pact made between you and the devil that allowed Mephistopheles to gain access to the Material Plane, where he now exists. To keep you alive and move you closer to where he could enact his plans Mephistopheles had the Reaper provide you with access to the Planar Gates. Now, however, Mephistopheles has taken away this access from you by compelling the Reaper using its True Name.

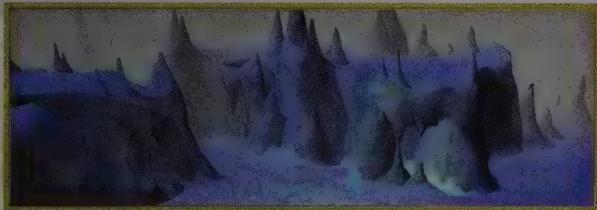
If you had the Gatekeeper's True Name, you could also force it to send you back to the Material Plane. However, such names are difficult to come by, and Mephistopheles has forbidden the Reaper to share its own name or even who would know it.

The only option now is to go through the gate to the City of Lost Souls. Perhaps there you can find the answers you seek, and possibly a way to get home or avenge yourself upon Mephistopheles.



1	Binding Points
2	The Reaper
3	Pool of Lost Souls
4	Sealed Portal/Portal to Cania
5	Portal to Gatehouse

## CITY OF LOST SOULS



1	Portal to Garghousa
2	Ice Quarry
3	Hellbrooth Tavern
4	Temple of the Sleeping Man
5	Ice Cave
6	Scrivener
7	Pillar
8	Ice Crystal

With the harsh whispers of the Reaper still in your ears, you venture outside into the blinding cold of Cania. Almost immediately, you recognize that all is not right. In front of you, you see a shadowy wisp of a soul disintegrate with a small flash of light.



## A COLD RECEPTION

Cania's ice and cold can damage you physically. Without strong resistances to the weather, you slowly lose your energy and will to survive. The only other way to combat this is to warm yourself at the fires that the Spirits of the Dead have started around the city. The warmth of the flame is a temporary but welcome relief from the biting chill of the weather.

The other Spirits of the Dead confide to you that Mephistopheles is devouring the souls of the inhabitants of Cania, and that it's only a matter of time before it happens to every last spirit. Unless, of course, the soul becomes one of the Lost, who've given up all hope and are slowly becoming part of Cania, trapped in the ice. Only in this final ending are the Spirits of the Dead given names, as the Scrivener, a mysterious creature, inscribes their names upon pillars in the city.

The Spirits tell you that one of their number tried to stand against Mephistopheles. Her rebellion was crushed, however, and she fled after her confrontation with the Archfiend. Now her spirit has taken refuge in a cave near the city, and she's becoming one of the Lost.

Apart from the Spirits of the Dead, there are two other groups that live in the City of the Dead. The first are the Devils, who make a living by mining ice from a nearby quarry. The second are a small enclave of planar Pilgrims, who've made their way here to worship at a shrine dedicated to the Sleeping Man. Who or what the Sleeping Man is remains a mystery, but the Spirits agree that he has slept for eons, even as a temple was constructed around his resting place. Now Pilgrims travel from various dimensional planes to pay homage to him, and they congregate in the Hellbreath Tavern when not in the temple itself.



## THE QUARRY OFFICE



### ERINYES QUARRY WORKER

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	6
Reflex Save:	6
Will Save:	7
Total AC:	26
Total HP:	31



### GRU'UL

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	31
Reflex Save:	27
Will Save:	30
Total AC:	39
Total HP:	427



1	Entrance
2	Gru'ul the Quarry Boss
3	Helpful Erinyes Quarry Workers
4	Exit to Ice Quarry

Traveling to the south takes you an ominous metal building. This marks the entrance to the quarry, where the devils mine ice to be shipped to the capitol of Cania. The first creature that you encounter is Gru'ul, the Quarry Boss. His most distinguishing feature is definitely his temper. Although he's not a nice guy by any stretch of the imagination, Gru'ul is a decent enough employer and has earned a fair amount of loyalty from his employees. Thus, if you kill him, the rest of the quarry workers will attack you on sight.



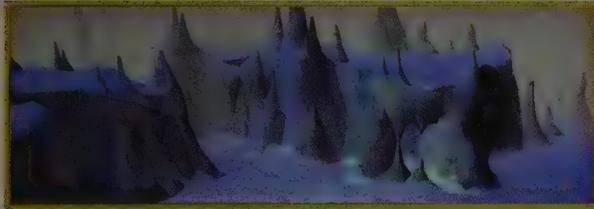
Gru'ul is responsible for the running of this ice quarry, and the shipments of ice have slowed due to a malfunction in Grinder No. 5. He's unwilling to discuss the matter further, but you can investigate on your own.

### A DEVIL'S BARGAIN

The devils, and the quarry, drive the economy of the City of Lost Souls. If you solve Gru'ul's problems at the Ice Quarry, you can gain access to the city's store. You can buy something with cold resistance, if you don't already have such an item.) However, Gru'ul would never ask an interloper for help. It would be a sign of weakness. If you want a market for your goods, a place to identify any items you acquire, and purchase some of Gru'ul's inventory, you'll have to take the initiative.

Moving to the rear parts of the building reveals an entryway down into the quarry proper.

## ICE QUARRY



## ERINYES QUARRY WORKER

Alignment	Lawful Evil
Creature type	Outsider
Fortitude Save	7
Reflex Save	6
Will Save	7
Total AC	26
Total HP	33



## IMP QUARRY WORKER

Alignment	Lawful Evil
Creature type	Outsider
Fortitude Save	8
Reflex Save	6
Will Save	9
Total AC	18
Total HP	13



## SLAAD QUARRY SLAVE

Alignment	Chaotic Neutral
Creature type	Outsider
Fortitude Save	27
Reflex Save	22
Will Save	22
Total AC	40
Total HP	440



The quarry workers are all general inhabitants of the Hells: Imps, Slaads, and Erinyes. They have varying temperaments and degrees of willingness to help you in your search. Most are generally hostile, but not aggressive.

Grinder No. 5 is in the southeast corner of the quarry, and the reason for its malfunction becomes obvious very quickly: it has an imp stuck in it. Lazy the Quarry Imp has his arm stuck in the machine, and it doesn't seem to bother him overmuch because he's managed to fall asleep through the ordeal. When you report this back to Gru'ul, he suggests that you simply feed the imp through the grinder. This reactivates the grinder, and Gru'ul can proceed on schedule. As your reward, Gru'ul then opens his store and charges you obscene prices.



If you're extremely charismatic, you can convince Gru'ul to declare a holiday because his workers are so tired. He doesn't really prefer this method, though. Paid vacation time isn't on the list of quarry employee benefits. The other way to solve the problem, if you don't want to mess up your clothes with imp blood, is to untangle Lazy by disassembling the grinder (Dex check). Then you have to reassemble the machine (Int check). If you fix the grinder, everything is fine and Gru'ul is relatively pleased. If you get the imp out but cannot put the grinder back together, you must pay Gru'ul to have the machine repaired if you want access to the store. This costs 30,000-50,000 gp!



- 1 Entrance/exit to Quarry Office
- 2 Grinders 1-4
- 3 Grinder 5

## HELLBREATH TAVERN



### ARDEN SWIFT

Alignment:	Chaotic Evil
Creature Type:	Bard
Fortitude Save:	10
Reflex Save:	16
Will Save:	14
Total AC:	12
Total HP:	134



### ERINYES QUARRY WORKER

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	6
Reflex Save:	6
Will Save:	7
Total AC:	20
Total HP:	33



### GITZERAI PILGRIM

Alignment:	Pure Neutral
Creature Type:	Outsider, Monk
Fortitude Save:	13
Reflex Save:	15
Will Save:	15
Total AC:	17
Total HP:	51



### IMP QUARRY WORKER

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	3
Reflex Save:	6
Will Save:	4
Total AC:	19
Total HP:	11



### SLAAD QUARRY SLAVE

Alignment:	Chaotic Neutral
Creature Type:	Outsider
Fortitude Save:	27
Reflex Save:	22
Will Save:	22
Total AC:	40
Total HP:	115



### TAVERN KEEPER

Alignment:	Chaotic Evil
Creature Type:	Dragon
Fortitude Save:	23
Reflex Save:	17
Will Save:	26
Total AC:	42
Total HP:	37



1	Entrance
2	Arden Swift
3	Tavern Keeper

In the southwest corner of the area lies Hellbreath Tavern, where you can finally find a break from the cold, a warm drink, and companionship if you so desire. This is the favorite relaxation spot of the Githzerai Pilgrims, when they're not participating in the contemplation of the Sleeping Man. It's also where the quarry workers take some relief from the pressures of their jobs. Although many of the tavern's customers don't have the nicest dispositions, the place is fairly peaceful, owing mainly to the Dragonish nature of the proprietor.



### PREPARING FOR WINTER

Traveling in the frigid weather without resistance to cold causes physical damage. As the Githzerai Berry Picker outside tells you, you can start a fire by gathering Velox berries and enough wood (or debris) to feed the fire. Depending on how many berries you have, you can make a small, medium, or large fire. You can buy the berries from Grul or the Tavern Master, or you can gather them around town. No matter how you obtain the berries, make sure that you keep several with you while traveling in Cania. You want to be prepared in times to come.



The Githzerai Pilgrims in the tavern have become disenchanted with their chosen spiritual pathway. For one thing, most of them have never even seen the thing that they came to Cania to pay homage to: the Sleeping Man. Their teacher, Sensei Dharvana, will allow them to visit the Sleeping Man only if they're able to understand the mysteries of his existence. The best of the Pilgrims only got as far as the Third Mystery before they gave up.

Therein lies the root of their problem: they can't move forward spiritually without hope, and they can't leave the city because Mephistopheles has cut off all contact between Cania and the rest of the universe. The Githzerai are as trapped in the City of Lost Souls as you are, so they spend their time whining and sulking in Hellbreath Tavern.

The Quarry workers are a somewhat negative lot as well. Made up of Erinyes, Slaads, and Imps, the quarry workers keep mostly to their fellow workers. Most of them don't care to interact with a curious passerby such as you. Although some of them may chat a bit regarding the nature of the city, they're not the friendliest folk. The only other creature of interest in the Tavern is a Tiefling who goes by the name of Arden Swift. He hooked up with the Githzerai Pilgrims as a lark, but soon found that they're very dull and humorless, particularly their Sensei. Out of boredom, Arden approached Dharvana with a plan to wake the Sleeping Man, and this led to an enormous row. Currently, the prankster is comforting himself with a great deal of alcohol while scamming as many of the patrons as he can. There's little else for him to do, especially because he cannot leave Cania while the portals are closed.

## THE TEMPLE OF THE SLEEPING MAN



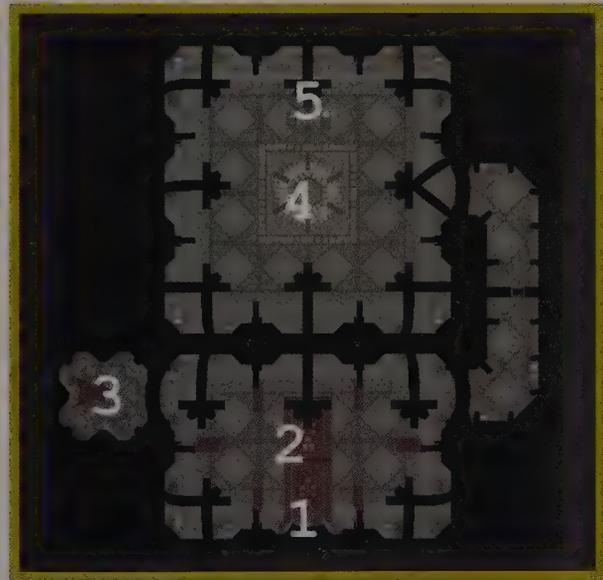
### SENSEI DHARVANA

Alignment:	Neutral Good
Creature Type:	Monk
Fortitude Save:	19
Reflex Save:	19
Will Save:	23
Total AC:	12
Total HP:	198



### THE SLEEPING MAN

Alignment:	Chaotic Good
Creature Type:	Outsider, Fighter, Champion of Fate
Fortitude Save:	25
Reflex Save:	18
Will Save:	14
Total AC:	0
Total HP:	273



1	Entrance
2	Library
3	Sensei Dharvana's study
4	The Sleeping Man
5	Astral Door to Chamber of the Three Rings

The temple itself lies in the northwest. This unattractive building was constructed around the Sleeping Man's resting place. It houses literature devoted to him, as well as Sensei Dharvana, who cares for the shrine.



### ROUSING THE SLEEPING MAN

By now, you should recognize that the Sleeping Man might hold the key to finding the Reaper's True Name. The sleeper has rested for hundreds of years and is one of the oldest creatures in Cania. If you can interact with him, he may help you escape this place. However, Sensei Dharvana guards his rest most zealously. You must get past her if you want to succeed.

There are several ways of doing this. The most difficult way is to take up the mantle of a Pilgrim and solve the mysteries of the Sleeping Man. At that point, Sensei Dharvana will give you entry and help you to interact with her mentor. The second option is to join forces with Arden Swift and carry out his plan to wake the Sleeping Man, with or without Dharvana's permission. The final way, and the most brutal, is to kill the Sensei and take what you can from her corpse, particularly her amulet. Although this way is certainly easy, you lose a valuable opportunity to gain some information about the nature of the Sleeping Man, and why he's so important to your mission of escaping from the Hells.

## THE MANIFOLD MYSTERIES OF THE SLEEPING MAN

Solving the mysteries of the Sleeping Man requires you to talk with the various inhabitants of the City of Lost Souls. The information you need hasn't been lost, but it has been scattered, and few people know the whole of it. The questions are: Who is he? From where did he come? Why did he leave? Who did he seek? What was the answer?

Sensei Dharvana herself begins the journey by revealing the answer to the first question. The Sleeping Man is a Pilgrim, a Planetar from another realm, seeking something.



The Quarry workers know very well what the Sleeping Man is (or was). Being creatures of evil, they know a Planetar when they see one. The various Imps, Slaads, and Erinyes want nothing to do with such a celestial being from Elysium.

Most of the Pilgrims were able to progress to the Third Mystery. That's why they came to this place to begin with: their hearts wanted to know about love. The Sleeping Man wished for the same, and that's why he came to Cania.

The answer to the Fourth Mystery can be found in the library of the Temple (in Dharvana's dream journal, the *Large Tome*), or through Arden Swift. Both of these people have a great talent for determining people's motivations. Dharvana uses mystical means, and Arden can read people and come to his own conclusions. In any event, the Sleeping Man came here to look for the Knower of Places, to help him in his quest to find his true love.

The Fifth Mystery is the most difficult. There are few beings alive who hold the answer to this. The Lost Leader might know, but you have to persuade her to share it. All things considered, it's probably best to go right to the source, someone for whom time holds little meaning.

The Reaper may not be able to tell you much on the matter of True Names, but it remembers a time before there was even a city to hold all the lost souls. When the Sleeping Man first lay down to rest, all those years ago, around his bed were carved these words: "She will find you by the Gates of Cania." With this information, you return to the Temple to Sensei Dharvana, knowing the secrets of the Sleeping Man's existence.

## ARDEN SWIFT'S PLAN

Arden, who has a penchant for trickery, has his own plan to wake the Sleeping Man. He has in his possession a **Trumpet of Pandemonium**, a musical instrument linked to a dimension of mythical noise. One small sound from the horn will wake even the soundest of sleepers.

Sensei Dharvana discovered the Tiefling's idea before he could put it into action. However, he's willing to let you carry out his plan, provided that you provide him with some entertainment as well. He proposes a simple card game designed to test your logical and perceptive abilities, with the Trumpet at stake. In return, you must be willing to put up 5,000 gp or items of equivalent value



If you become frustrated with Arden's games, simply kill the Tiefling and loot his corpse to obtain the horn. Arden's practical jokes and swindling have gained him few friends in the Tavern, and no one will come to his aid. But if you're more patient than that, try to deduce the card that Arden pulls from the deck. (Definitely save your game before playing so that you don't lose too much money.) You can ask five questions to determine the card. After each question, Arden will answer either yes or no. You have to watch him very closely to determine whether he's lying to you or not (Wis check).

## GUESSING THE CARD

There's a long series of questions you need to ask relating to the card game, but the essential thing to remember is that this is a logic puzzle. Your primary aim is to exclude choices rather than simply guess at the values. Ask questions that remove the greatest number of possibilities first, like asking if the card is odd or even. Identifying the suit takes two questions: "Is the card black?" and "Is it one of the given colored suits?" Finally, try to judge whether the card is greater or less than a certain value (seven is a good choice). When all else fails or Arden deceives you, fall back to an earlier saved game so that he doesn't completely bankrupt you.

If you correctly guess the card, Arden will give you the horn, even if he has lied to you during the guessing process. With the Trumpet in hand, you can now wake the Sleeping Man.

## THE SLEEPING MAN'S DREAMS



Sensei Dharvana has an amulet that allows her to interact with the dreams of the Sleeping Man. This amulet can be taken from her corpse once you've killed her, or she'll give it to you if you can successfully recite the mysteries. Either way, fasten the chain around your neck and go through the doorway to where the Sleeping Man lies.

## THE ICE CAVE AND THE SCRIVENER



### ARIBETH

Alignment:	True Neutral
Creature Type:	Paladin
Fortitude Save:	4
Reflex Save:	5
Will Save:	7
Total AC:	9
Total HP:	16



### SCRIVENER

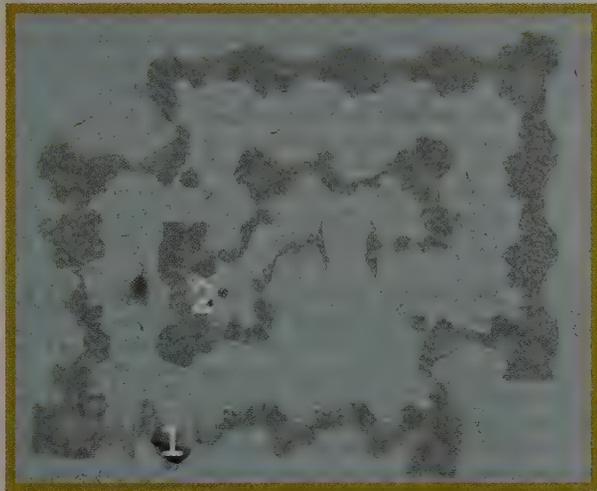
Alignment:	True Neutral
Creature Type:	Magical Beast
Fortitude Save:	14
Reflex Save:	16
Will Save:	3
Total AC:	21
Total HP:	31



Prematurely waking the Sleeping Man using the horn, or using violence against him, sends the Sensei into a frenzy. She attacks you, and you must kill her in self-defense (or whatever you want to call it).

Through the Sleeping Man, you learn of the great battle between devils that led to Mephistopheles becoming Lord of Cania. The only one who can stop him and give you what you need to free yourself is the Knower of Names. However, her resting place is another mystery. To find her, you must retrace the footsteps of the Sleeping Man using his ring as a guide.

Before you go through the portal that was opened in your exchange with the Sleeping Man, retrace your steps through the city and try to solve the last great mystery still open to you: the Lost Leader.



- |   |                       |
|---|-----------------------|
| 1 | Entrance              |
| 2 | Aribeth de Tylmarande |

There's only one more matter to clear up before you leave the city: What fate befell Mephistopheles' only adversary among all the Spirits of the Dead?

To the west of the Planar Gate to the Gatehouse is a small cave, the entrance to which is magically blocked by some sort of mystical energy. Outside this cave is a small doglike creature that's whining and pawing at the cave's barrier. From inside the cave, a woman's voice can be heard tearfully commanding any who disturb her to leave her in peace.



The Scrivener, however, has a task to do. It must transpose the name of any spirit that becomes Lost upon the pillars of the city. This woman, whoever she is, had a name at one point, and the Scrivener's responsibility is to record who she was. When you approach, it latches onto you as an ally to help it complete its mission.

### UNDERSTANDING THE SCRIVENER

The Scrivener speaks in a series of images, which roughly correspond to the words written on pillars throughout the city. You have two chances to correctly determine what the creature is trying to tell you before it returns to the cave entrance to reorient itself. Each image corresponds to a syllable of the word on the pillar.



The Scrivener attempts to communicate with you the only way it can, through various images. The first pillar shows a large, verdant oak tree and a man holding a young male child, which corresponds to the pillar marked *Treason (tree/son)*. The second pillar shows a dying man, two men standing side by side, and part of another man's leg, which relates to the *Dimension* pillar (*die/men/shin*). The final pillar shows a traveler's resting house, a shark, a close-up of a winking face, and a steaming drink, which stands for *Infinity (inn/fin/eye/tea)*.

When you escort the Scrivener to the last pillar, it begins scrawling a name into it: *Aribeth de Tylmarande*. This name may be familiar to you. Then the spell upon the entrance to the cave is broken, indicating that the woman has given up everything, becoming one of the Lost. Its task complete, the Scrivener wanders off contentedly.

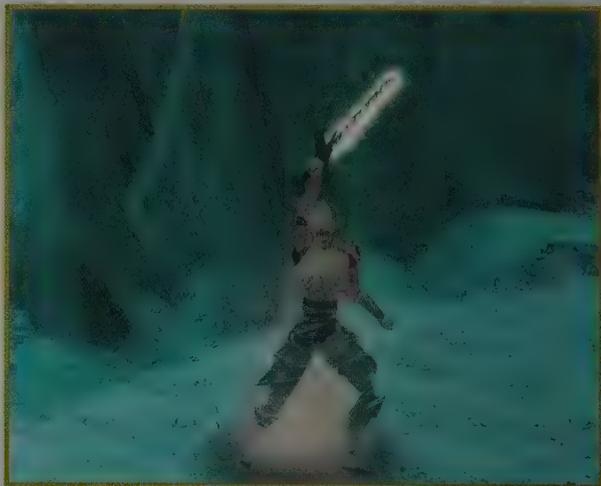
### A GLIMPSE OF THE PRESENT

By peering into a crystal in the center of the City of Lost Souls, you can see what's happening to the spirits of this place and what Mephistopheles is planning. As the crystal shows you, this may be the fate that will befall you if you cannot escape.



You can now enter the cave. Inside, you find the last trace of the only Spirit that tried to rebel against Mephistopheles. *Aribeth* is nothing but a statue of ice, but there's enough wood in front of her for you to start a fire. This bonfire must be substantial if it's going to melt *Aribeth* free, so use three *Velox* berries to make a large blaze.

The moment *Aribeth* is released, she attacks you. This woman isn't a pushover, but you must defeat her if you're to gain any respect from her. Once you've vanquished *Aribeth*, she asks not for mercy, but for oblivion. Question her to gain some insight into her previous life, as well as a bit of her nature. She's trapped between lives and between moral imperatives, neither alive nor dead, good nor evil. To help her, you must help her decide whether to fully embrace being a blackguard or return to being a paladin of Tyr. You can also give her some measure of peace if you convince her to join you on your journey.



### ARIBETH'S QUANDARY

*Aribeth's* tale is told in full detail in the original *Neverwinter Nights*, and it's a sad and bitter story. She tells you the parts of it that affected her the most. Helping her to decide her path pushes you toward good or evil alignment, depending upon the final result. But no matter what she chooses you've accomplished a great deed by soothing her tortured soul.

## SUBTERRANEAN VAULT



## SKELETAL MINION

Alignment:	Chaotic Evil
Creature Type:	Undead, Fighter
Fortitude Save:	9
Reflex Save:	6
Will Save:	7
Total AC:	14
Total HP:	167



To gain the Sleeping Man's ring, you must prove your worthiness to hold it through battle and creativity (yes, there's a small puzzle). At the very front of the vault, on a small altar, read the Prayer Card written by the Sleeping Man. Walk past the gargoyle statues in the main hall to confront the glowing bones, and then chop apart the Skeletal Minions that rise against you.

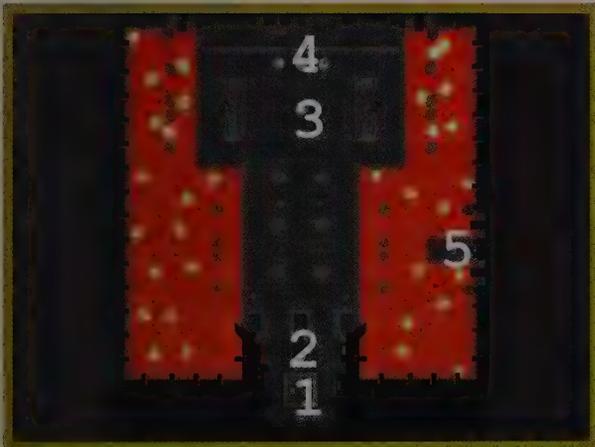
When one group has been destroyed, the bones coalesce into a larger skeletal beast, the Walking Bone Mass. When you obliterate that, the pedestals behind the bones glow with an image dedicated to the Sleeping Man's love. Once you've taken care of all the skeletal beasts, you can walk up to the pedestals to retrieve the three pieces of the Sleeping Man's Ring.

## WALKING BONE MASS

Alignment:	True Neutral
Creature Type:	Construct, Monk
Fortitude Save:	15
Reflex Save:	13
Will Save:	12
Total AC:	15
Total HP:	209



Now that you have the ring, you must put the pieces together using the self-only spell on each ring piece. They correspond to the Sleeping Man's prayer. Start with the piece marked "H" (Hope), then attach "F" (Faith), and finally "L" (Love). With the Ring of Guidance now whole once again, place it on your finger. It guides you with the same light it used to guide its Master.



## INNER GLOW

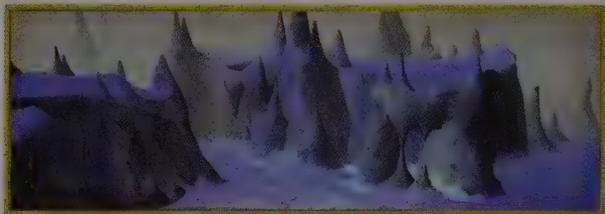
Wearing the Ring of Guidance gives you a different type of vision than walking around normally. Not only does it show the way to the Knower of Places, but it also reveals treasure chests that were invisible before.



Leave the chamber and the Temple, and then follow the arrows to a second Astral Door.

1	Entrance/Exit
2	Sleeping Man's Prayer
3	Skeletal Minion/Walking Bone Mass Puzzle
4	Pedestals of the Three Rings
5	Chain Platform with treasure chest

## WASTES OF CANIA



### REBEL GENERAL

Alignment:	True Neutral
Creature Type:	Outsider
Fortitude Save:	20
Reflex Save:	23
Will Save:	25
Total AC:	38
Spell DC:	20



- 1 Astral Door Entrance
- 2 Rebel General
- 3 Exit blocked by fallen ice

The Astral Door takes you outside the City of Lost Souls. Gather up the Velox berries near the door and follow the arrows. Up ahead is a Rebel General, a remnant of the wars fought between the devils. It rushes forward to attack you, and a strange feeling comes over you. Pull back for a moment so that the transformations that rip through your body don't kill you. If necessary, run through the portal back to the city.

Once you realize what's happening, you can better control your newfound magical abilities and attack the Rebel General on more even footing. For all its fierceness, this beast has been out in the wastes far too long to perfect many surprise attacks. It won't be able to stand up to concerted melee damage (including Knockdown) or strong flame spells. Kill the creature and move past it to the blocked ravine.

### BECOMING LESS HUMAN

The Sensei's Amulet has the ability to change you into a Pixie, an Elemental, and a Wolf. However, the fight with the Rebel General isn't a good time to spontaneously turn into a pixie. Fortunately, the transformations don't last long, and you should be able to defeat the creature before it does too much damage to you.



There has been a great shift in the ice around the cave entrance that you must break through. It takes enormous force to move that much ice. Use the Sensei's Amulet and transform into the Earth Elemental to break through, and then move deeper into the Wastelands.

### THE SENSEI'S AMULET

You can control which creature you transform into by examining the light along the sides of the crystal. The light along the height turns you into the Pixie, the width into an Elemental, and the length into a Wolf.



## DEEPER WASTES OF CANIA



## ALPHA WINTER WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	25
Reflex Save:	30
Will Save:	19
Total AC:	24
Total HP:	35



## ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	26
Reflex Save:	15
Will Save:	17
Total AC:	36
Total HP:	220



## ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Sorcerer
Fortitude Save:	22
Reflex Save:	15
Will Save:	21
Total AC:	36
Total HP:	220



## FROST GIANT HUNTING WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	15
Reflex Save:	15
Will Save:	12
Total AC:	20
Total HP:	30



## OUTCAST SLAAD

Alignment:	Chaotic Neutral
Creature Type:	Outsider
Fortitude Save:	26
Reflex Save:	21
Will Save:	21
Total AC:	40
Total HP:	314



## FROST GIANT RANGER

Alignment:	Chaotic Evil
Creature Type:	Giant, Ranger
Fortitude Save:	20
Reflex Save:	16
Will Save:	20
Total AC:	33
Total HP:	270



## WINTER WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	18
Reflex Save:	19
Will Save:	14
Total AC:	20
Total HP:	164



- 1 Entrance
- 2 Crystal
- 3 Astral Door
- 4 Alpha Wolf
- 5 Wolf Den

Follow the arrows through the ravine. Up ahead lies a campsite, but the unfortunate traveler in this area has met a cold fate. The Ice Trolls that attacked him engage you both in melee and by using ice spells, but they're not much of a threat to a seasoned adventurer such as yourself. Use area-of-effect fire spells to hit the lot of them before they can rush you, or simply grab your blade and take the fight to them.

The Outcast Slaads of the area aren't as aggressive, but they recognize the danger you pose to them. It's easier for you to gain the initiative against them and get in a few choice whacks or spells before they focus on you. Take them down quickly, before they can summon additional Slaads to aid them.



In contrast, the Ice Wolves in this area are a wary breed and don't attack you. They prefer not to satisfy their curiosity, giving you as wide a berth as possible. Your real problem is that boulders block the way ahead.

### DANCING WITH THE WOLVES

Using the Sensei's Amulet, you can transform into a wolf and communicate with some of the Ice Wolves in the area. To the far west is the Alpha Wolf. Remember to take a subservient position in the hierarchy if you want information. The Alpha tells you that there are Giants in the area that have stolen the pups of the pack. You can do a good deed in the future by returning these pups.

The Wolf Den behind the Alpha Wolf isn't accessible to humans, but you can squeeze between the rocks in wolf form. Inside is a collection of bones. Another poor traveler, perhaps? This person was better prepared for the cold weather, carrying 2 Velox Berries and The Taliman of Pure Good (usable only by Good; Cha +3, Wis +3, spell resistance 12).

For a brief look at what Mephistopheles has been up to in your absence, glance into the crystal near the chasm. It seems that he's been a busy boy, and the citizens of the Realm are feeding him with chaos and terror. If you can ever get free of this cursed place, you'll put an end to that.

With the way blocked, the only place to go now is through the Astral Door nearby.



## THE MIMIC'S NEST



### SCAVENGER RAT

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	4
Reflex Save:	4
Will Save:	7
Total AC:	13
Total HP:	4



### AZAR GEM MINER

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	14
Reflex Save:	17
Will Save:	14
Total AC:	23
Total HP:	100

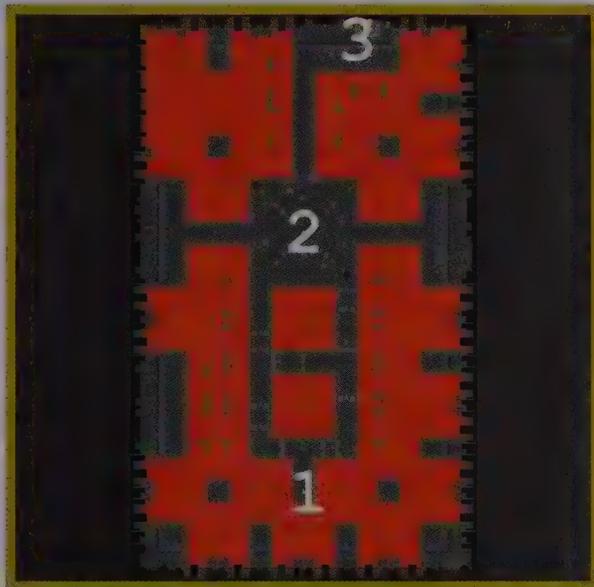


As soon as you enter the cave, your armor is stolen off your body by a bizarre creature shaped like a common treasure chest. The creature then uses some sort of grappling device to fly away. Without your equipment, you're at a severe disadvantage! Fortunately, you removed the Ring of Guidance before the thievery, so press on and use the powers of the ring to find the creature, trap it, and make it pay for what it did.

The way forward is blocked by a series of blue barriers. These exist in different places depending on whether you've equipped the Ring of Guidance. Removing the ring will remove some barriers and reveal new ones. Switch back and forth until you make it to the central section decorated with levers and statuary.

It seems that this area isn't entirely uninhabited, but these creatures aren't friendly at all. The fight with the Azar Gem Makers is a fairly difficult one for warriors without armor. These guys can hit pretty hard. Mages may be used to running around without a shell encasing them, but there are also ranged weapon users in the mix to make their lives difficult.

Area-of-effect spells work wonderfully to take out the group, but melee characters just have to suck up the damage. Try to use buffs that raise your AC and standbys such as Haste to winnow down the ranks of your enemies.



1	Entrance
2	Lever Puzzle/Gem Maker Fight
3	Exit

Once all the creatures in the central section and on the ledges on either side are dead, you can fully explore the area. Your attackers aren't carrying too much of value, but there's a club +6 and dagger +6. The nice stuff is found in a treasure chest on the left. It has a fair amount of gold, a Potion of Lore, and Casiel's Soul. This suit of heavy armor gives regeneration +1 and immunity to bludgeoning weapons, but it's for Evil people only. If you're a bad guy, it may not be your best armor, but it's better than walking around nearly naked.

Return to the middle area, push all the levers that you can, and then use the Ring of Guidance to push the others. This triggers a magical blast that exposes another Astral Door. Unfortunately for you, the mimic escapes before you can catch it, but it can't outrun you forever.

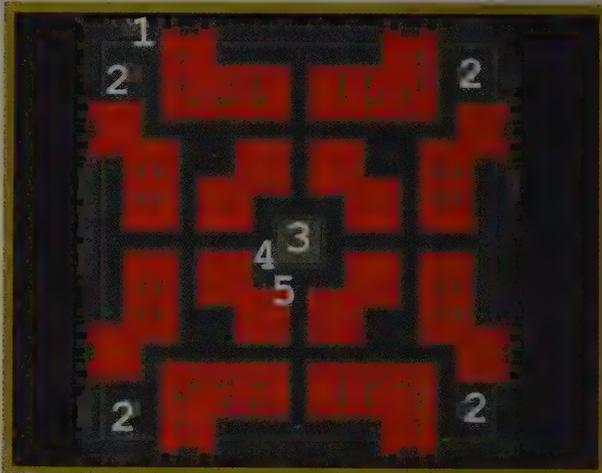


# HALL OF GEMS



## MIMIC

Alignment:	Chaotic Evil
Creature Type:	Shape Changer
Fortitude Save:	20
Reflex Save:	17
Will Save:	17
Total AC:	12
Total HP:	590



## SCAVENGER RAT

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	1
Reflex Save:	0
Will Save:	2
Total AC:	11
Total HP:	1



- 1 Entrance
- 2 Gem Piles
- 3 Fire Conductor
- 4 Conductor Lever
- 5 Astral Door Exit

The mimic grapples away again, but this time it gives you a small clue regarding its motivations: it goes for gems. With this in mind, you notice that there are machines around the area that spit out piles of gemstones. In addition, there's a strange fire contraption in the middle of the floor. Pushing the **Conductor Lever** nearby causes a huge blast of fire to jet down from the top and incinerate anything within the circle. You now have the beginnings of a devious plan to get back your belongings.

To bait your trap, pick up 3-5 piles of gemstones from the outer edges of the room and place them in the circle of the **Fire Conductor**. Leave one pile slightly outside the circle to draw the mimic close. You have to guard your gems carefully, because the Scavenger Rats in the area will also try to steal them. Wait until the mimic spies the gems and moves into range. This may take some time, as the mimic isn't the most observant creature. Once it's within the circle, blast it by pulling the lever.

With the mimic dead, something leaps out of the chest and into your pack. It seems to be a living hand! You have little chance to ponder the nature of this strange beast. Almost immediately you're interrupted by a demon. Your new acquaintance wants the hand back, and he isn't willing to negotiate or discuss any type of payment plan.





Your assailant has a **Robe of the Demon Lord** (monk only, AC +7, Str +2, and regeneration +1!), **Radiant Death** (a katana with a nice massive critical and wicked AC decrease, usable only by weapon masters), and a **Potion of Heal**. His death also opens an Astral Door out of the area. Before you leave, though, don't forget to see what else the mimic has been hoarding away: **Boots of Striding +10**.



### HOW TO USE THE DEMONIC HAND

The Demonic Hand works very simply. If there's a chain or object to grab, simply orient yourself in that direction and use the **Unique Power Self Only** option on the hand. The Demonic Hand reaches out and pulls you to that object. Or, if the object is light enough, the hand grabs it and tosses it in front of you. The hand then returns to your backpack to be used again later.



Once again, you find yourself in the snows of Cania, standing on the other side of ledge that was blocked by collapsed boulders. You can see a torch directly across from you. Use the Demonic Hand to grab the torch and grapple to the other side.



Before proceeding any further, head back to the Subterranean Chamber. Put on the **Ring of Guidance**, and go toward the left ledge as you enter the chamber. There's a chain on a platform that's separate from the rest of the chamber. Use the Demonic Hand to get across. Open the chest on the platform to receive the **Shroud of Kings** (+5 AC deflection modifier, 100% cold damage immunity, all stats +2).

You can also revisit the first floor of the mimic area and use the Demonic Hand to get some loot from the otherwise-unreachable treasure chests.

Destroy any enemies that you encounter. When you're ready to proceed, follow the arrows and go through the Astral Door.

## ABANDONED ENTRYWAY



### SCAVENGER RAT

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	1
Reflex Save:	0
Will Save:	7
Total AC:	50
Total HP:	1



### GRIMGNAW

Alignment:	Lawful Evil
Creature Type:	Monk
Fortitude Save:	16
Reflex Save:	17
Will Save:	16
Total AC:	15
Total HP:	214



### BALPHERON

Alignment:	Chaotic Evil
Creature Type:	Wizard
Fortitude Save:	9
Reflex Save:	10
Will Save:	14
Total AC:	17
Total HP:	183



### KOTH UTH-KALIN

Alignment:	Chaotic Evil
Creature Type:	Barbarian/Fighter
Fortitude Save:	17
Reflex Save:	9
Will Save:	8
Total AC:	18
Total HP:	204



### CRIMSON

Alignment:	Neutral Evil
Creature Type:	Rogue/Assassin
Fortitude Save:	9
Reflex Save:	20
Will Save:	6
Total AC:	16
Total HP:	141



### MAUGRIM

Alignment:	Chaotic Evil
Creature Type:	Cleric/Fighter
Fortitude Save:	16
Reflex Save:	9
Will Save:	16
Total AC:	10
Total HP:	193





- |   |                   |
|---|-------------------|
| 1 | Entrance          |
| 2 | Door Behind Skull |
| 3 | Gargoyle Statues  |
| 4 | Lever             |
| 5 | Rat's Nest        |

You enter a room whose only decoration is a skull-headed door blocked by a series of glowing red gargoyle statues. There must be some trick to getting past this door. The answer lies behind a door in the southern part of the room. Inside is a glowing stack of boxes, behind which is a lever.

A balanced party of enemies waits for you on the other side of the tunnel. This is a difficult fight because the evil assortment of characters deals damage in several ways (arcane, divine, sneaky, and direct). No matter what your party is fashioned around, this battle demands some give and take.

Have any monsters summoned before entering the region, and add every buff that is available to your character and any henchmen. Upon entering, look for Balpheron and bring him down immediately. Use area-of-effect attacks while doing so, if possible, then turn against Maugrim. Use monsters and henchmen to block the deadly trio of attackers that come forward, and hurry to aid your blockers once the magical threats have been eliminated. Keep your Rod of Resurrection on the quickbar in case it is needed to bring anyone back during the engagement.



The boxes cannot be destroyed, but there's a small hole between them. Use the Sensei's Amulet to turn into a Pixie, and then fly through the hole. Pull the lever to destroy the gargoyle statues, and then return to the skull room. At this point, you have no idea what awaits you on the other side. To prepare yourself, cast any defensive buffs that aid in direct combat, especially ones that strengthen your attacks or make you more difficult to hit. Then go through the door.

Search the rat's nest to find **Soulrinker**, a bastard sword+5 (on hit: level drain (dc = 16) with vampiric regeneration +1). While the idea of a small rodent wielding such a weapon may be entertaining, you can make much better use of it.

# PUZZLERS' SEPULCHER



## FALLEN ONE (CLERIC)

Alignment:	True Neutral
Creature Type:	Outsider, Cleric
Fortitude Save:	15
Reflex Save:	7
Will Save:	18
Total AC:	9
Total HP:	100



## FALLEN ONE (FIGHTER)

Alignment:	Chaotic Evil
Creature Type:	Outsider, Fighter
Fortitude Save:	15
Reflex Save:	11
Will Save:	15
Total AC:	15
Total HP:	169



## FALLEN ONE (ROGUE)

Alignment:	True Neutral
Creature Type:	Outsider, Rogue
Fortitude Save:	14
Reflex Save:	19
Will Save:	11
Total AC:	19
Total HP:	90



## FALLEN ONE (SORCERER)

Alignment:	True Neutral
Creature Type:	Outsider, Sorcerer
Fortitude Save:	20
Reflex Save:	19
Will Save:	26
Total AC:	16
Total HP:	130



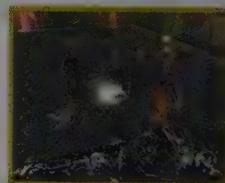
## HELL HOUND

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	13
Reflex Save:	17
Will Save:	14
Total AC:	20
Total HP:	148



1	Entrance
2	Switch Platform
3	Lightning Puzzle
4	Arrow Room
5	Guardian of the Portal

The area beyond the door is the home of the Fallen Ones, and they don't like visitors much. They also do a fair amount of damage, and they've perfected the art of the ambush. Mages should pull back to the edges of the room so that there's a bit of space between them and their attackers, while warriors can ready their Knockdowns or stunning attacks. For the moment, concentrate any attacks on the cleric first to keep her from casting some nasty spells. Then finish off her accomplices, the dogged fighter nipping at your heels and finally the rogue, who tends to hang back and use missile weapons.



You're standing on a large ledge overlooking a lava river. Beside you is a lever. The gargoyle statue nearby bears an inscription: "Stone to stone, the stone turns. Lightning to lightning, the lightning fades." Ahead of you is a group of platforms with moving arrows on them and either one or two levers per platform. Pressing one of the levers teleports you to the next platform in the direction of the arrow. If the arrow faces a wall, you return to the beginning. If there are two levers, the larger lever triggers a beam of colored light. You must keep switching the lever until the light glows blue and you hear a scream.

There are three lights that you must trigger. Two are on the first column of platforms to the left (platform 2 and 4). The final switch is on the second platform of the third column (the rightmost series of platforms). As you travel between the platforms, several Fallen Ones fly over to meet you or drop from the sky. If you need to get some distance from them, press a lever to escape to another platform or return to the starting ledge. In addition, there are several Fallen Ones that take advantage of their positioning and fire arrows at you from afar. You can return the favor using ranged attacks, or simply absorb the damage until you can make it over to them.

Once all the lights have been activated, travel over to the large ledge on the other side of the room.



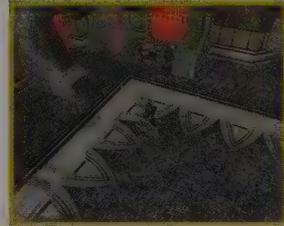
Kill the two Fallen Ones firing arrows from this ledge and examine the gargoyle statues. They can be shifted. Arrange them so that they all face the nearby door blocked by lightning. When all the gargoyles are in position (you'll hear another scream), walk up the ramp. You see a lever near an obelisk. Press the lever to cause an enormous blast of lightning that opens the way forward.



Inside is a chamber with a locked door, two locked treasure chests, and a moving arrow on the floor. Anything that the arrow points toward opens up. Get the treasure, especially the **Belt of Cloud Giant Strength** (Str+8) from the western chest, and then walk through the door, fighting your way past the Fallen Ones that try to stop you. If they didn't want anybody looting their treasure, they shouldn't have kept such nice things!

The room ahead has a few more Fallen Ones. As before, they take full advantage of their mobility. They fly in and out of close combat with you, making targeting difficult. If possible, kill the mage first. She prefers casting Web spells, and you don't want to be stuck on the floor at the mercy of her kin.

Once you've vanquished the Fallen Ones, move forward through the door and into the hallway. From here on out, the Fallen Ones have constructed a fairly organized defense consisting of ambushes from above and ranged missile attacks. They're using the series of platforms and the partial bridge and ledge work to their advantage. You have to move carefully between the platforms using the chains hanging from the ceiling and your Demonic Hand.



The first platform that you encounter is square shaped and has a piece of treasure on it, but you cannot grapple onto it. Simply direct the Demonic Hand toward it. The hand takes the treasure and deposits it at your feet. It's a **Potion of Heal**. Pocket this for later use.

Continue moving between the platforms using the Demonic Hand to the east. From there, travel north until you encounter some bridgework. The Fallen Ones attack you at range; return fire using your own missile weapons or spells, or grapple over to their position and engage them directly. You can then move onto the large ledge and explore that area. Almost immediately, you find a large gargoyle statue that's missing its ears. If you can find the ears, it will open up the way forward.

Through the doorway to the north, you move across several platforms until you see a treasure pile on top of a hand-shaped dais. Use the Demonic Hand to pull it to you, and retrieve a second **Potion of Heal**.

Proceed past another gargoyle statue to encounter a hideous creature. All around it lie the bodies of Fallen Ones. This is obviously not a monster of trivial abilities. Before you engage it, cast any damage resistance or attack buffs you have, and prepare yourself for battle.

Mephistopheles has placed this Guardian here, and it knows full well who you are and the danger you represent. However, he doesn't move to engage you until he recognizes you. This means that you get to decide when to start the fight. Get in a few good shots or spells at range before he moves to attack, and use the open space of the ledge to position yourself (or your traps) to your best advantage. This guy can take a fair amount of damage, but you must defeat him if you hope to find the Knower of Places.

With the Guardian's demise, a portal opens. Take some time to rest and loot his treasure. Much of it is fairly small... gems, a few spells, and the odd potion. It's not like the Guardian got out much. However, he did carry the **Shield of Demons**. This item gives +6 AC and has a ton of resistances to just about every type of damage, including spell resist 14. This isn't a bad piece of equipment for a cleric, druid, fighter, or paladin.

With this business taken care of, take a deep breath and walk through the portal.



## KNOWER OF PLACES

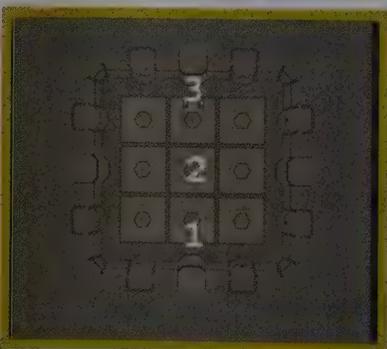


The realm of the Knower of Places is a surreal place, and the creature itself is also strange but wondrous. This winged being is deeply lonely, consumed by longing and love. She has fallen for the Sleeping Man, and she mistakes you for him because you wear his ring.

You can't convince her that you're not the Sleeping Man, but you can still get her to help you. Apart from answering some of your questions, she does two things. The first is to change the Ring of Guidance slightly, adding a black metal band that will show you the way to the Knower of Names. The second thing that she shares is a riddle, one that hopefully will give you the vital clue you need to find and free the Knower of Names. And with that cryptic remark, she opens another Astral Door for you. There's nothing more that she can give you.

### KNOWER OF PLACES

Alignment	Chaotic Good
Creature Type	Wizard
Hit Points	12
Reflex Save	14
Will Save	18
Total AC	43
Total HP	106



1	Entrance
2	Knower of Places
3	Astral Door Exit



## DEEPEST WASTES OF CANIA



## FIRE ELEMENTAL

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	12
Reflex Save:	17
Will Save:	14
Total AC:	29
Total HP:	230



## FROST GIANT RANGER

Alignment:	Chaotic Evil
Creature Type:	Giant, Ranger
Fortitude Save:	25
Reflex Save:	16
Will Save:	23
Total AC:	23
Total HP:	270



## GREATER ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	26
Reflex Save:	15
Will Save:	17
Total AC:	18
Total HP:	221



## FROST GIANT

Alignment:	Chaotic Evil
Creature Type:	Giant, Fighter
Fortitude Save:	26
Reflex Save:	16
Will Save:	13
Total AC:	23
Total HP:	220



## GREATER ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Sorcerer
Fortitude Save:	22
Reflex Save:	15
Will Save:	21
Total AC:	18
Total HP:	200



## FROST GIANT GUARD

Alignment:	Chaotic Evil
Creature Type:	Giant, Fighter
Fortitude Save:	26
Reflex Save:	16
Will Save:	13
Total AC:	23
Total HP:	220



## WINTER WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	18
Reflex Save:	19
Will Save:	14
Total AC:	24
Total HP:	111



## FROST GIANT HUNTING WOLF

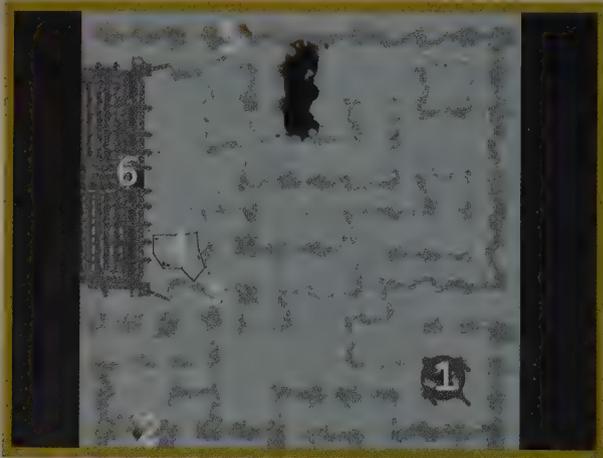
Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	15
Reflex Save:	16
Will Save:	12
Total AC:	25
Total HP:	99



## WINTER WOLF PUP

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	12
Reflex Save:	13
Will Save:	11
Total AC:	14
Total HP:	63





1	Entrance
2	Den of Ice
3	Splintered Gate
4	Wolf Pen
5	Den of Fire
6	Ice Prison Fortruss Entrance

The chill that freezes your blood is even stronger here. Hopefully, you won't have to be here long. Buff yourself against any cold attacks and ready the weapons at your disposal. Once again, place the Ring of Guidance on your finger and follow where it leads you. It's not long before you find what awaits you.

Soon after you leave the dubious safety of the entrance shrine, Ice Giants, Ice Wolves, and Ice Trolls, all inhabitants of this frozen realm, attack you. You can even up the odds with a well-aimed area-of-effect fire spell before the Giants rush you. Both the Ice Wolves and Ice Trolls have fearsome ice breath or spell attacks, and the Ice Giants are powerful melee fighters. You may want to attack the trolls or wolves first so that you can then concentrate on the giants, who have far greater hit points. However, if the giants are bearing down on you and everyone else is hanging back, deal with the most immediate threat. None can stand against you when you're so close to your goal.



Follow the narrow ravine for another fight with several more Ice Giants. For such big creatures, they flank you very fast and attack very quickly. If you have to, pull back a bit to keep yourself from being completely surrounded. The narrow walls behind you will limit the movement of these enormous foes.

Along the path, you glimpse another crystal. This shows you more visions of Mephistopheles' actions, as he moves into Waterdeep itself. If only you were there, you would show him the error of his ways. With renewed vigor, push on through the ice and enemies.



The arrows lead to a fortress in the northwest. Inside, you will discover the resting place of the Knower of Names.

If you don't want to forge ahead yet, travel away from the arrows to the far southwest. There you discover a cave of ice, decorated by skulls and guarded by two Ice Trolls. You don't need to kill them, but no one likes trolls and the countryside would be better off without them.

By the same token, to the north you find two Fire Elemental Scouts. These guys can take a beating, and they have strong flame attacks. The lava river has eaten away at the layer of permafrost in this region and formed another cave at the surface. You must use the Demonic Hand to grapple across to the cave's entrance, and you must equip the Ring of Guidance to find the torches that you must use.

## ICE-BOUND LAIR



## GREATER ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Barbarian
Fortitude Save:	36
Reflex Save:	13
Will Save:	17
Total AC:	13
Total HP:	221



## GREATER ICE TROLL

Alignment:	Chaotic Evil
Creature Type:	Giant, Sorcerer
Fortitude Save:	22
Reflex Save:	15
Will Save:	21
Total AC:	18
Total HP:	221



This den of ice is a set of three cave rooms linked in a trefoil design. Greater Ice Trolls are the only creatures here, and they aren't much of a threat to you. Just move quickly and engage them as soon as you can, before they cast ice-based spells on you. Fortunately, they're spread out throughout the rooms, with only two or three per area.



- 1 Entrance/Exit
- 2 Treasure Chests

There's a locked treasure chest in the southeast room that holds a nice Dwarven Blatfeaxe. Where the Greater Ice Trolls got this weapon is a mystery, but they have little use for it now.

## BENEATH THE ICE



If you have henchmen with you, make sure to remove them from the group before you enter this den of fire, or leave them in the first room. There are some places where henchmen will follow you to their death. While such loyalty is commendable, it just isn't necessary here.

### FIRE ELEMENTAL

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	12
Reflex Save:	17
Will Save:	14
Total AC:	23
Total HP:	230

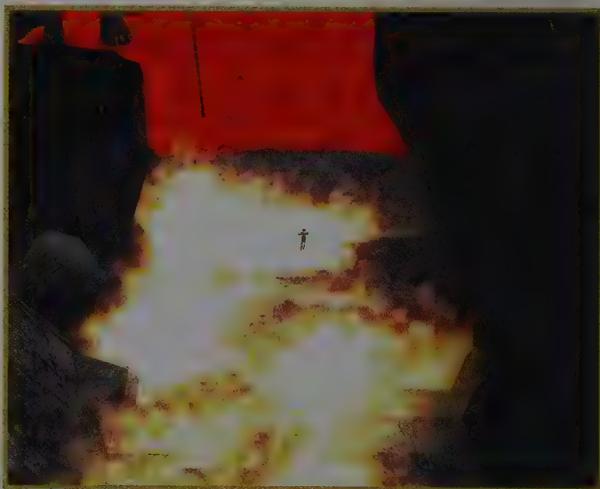


The first room of the fire cave has a flow of lava to the north. To the east is a platform you can grapple to. This platform is home to another Fire Elemental, and the next one over has 3 Potions of Heal. The lava flow is far too hot to walk across and leads only to a messy death. Instead, use the Sensei's Amulet to transform into a Pixie and fly over the lava. At the end of the flow, grapple over to the next section.

Past the next ledge, you see a curious sight. Someone has been suspended from the ceiling by a set of magical beams coming from a central platform. Around the area are smaller platforms with chains on them, as well as several ledges along the wall. Use the Demonic Hand to grapple onto the smaller platforms, and then send the hand to the central platform to crush the Prison Anchors emitting the magical beams. When all of the beams are destroyed, the creature falls to the floor. Unfortunately, you were too late to save whoever it was, but their last, treasured possession is yours.



- |   |                         |
|---|-------------------------|
| 1 | Entrance                |
| 2 | Chain Platform          |
| 3 | Treasure                |
| 4 | Lava Flow               |
| 5 | Prison Puzzle Platforms |
| 6 | Prisoner's Treasure     |



**BY HOOK OR BY CROOK**

Solving the puzzle of the prisoner earns you the Ring of Fire and Frost. This beautiful item not only provides Freedom, but gives you 50% Immunity to Fire and Cold and an armor bonus. This ring is definitely a keeper, especially against the freezing weather!

**FORTRESS COURTYARD****BALOR LORD**

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	17
Reflex Save:	9
Will Save:	13
Total AC:	30
Total HP:	110

**FROST GIANT GUARD**

Alignment:	Chaotic Evil
Creature Type:	Giant, Fighter
Fortitude Save:	26
Reflex Save:	16
Will Save:	20
Total AC:	23
Total HP:	220

**FROST GIANT**

Alignment:	Chaotic Evil
Creature Type:	Giant, Fighter
Fortitude Save:	26
Reflex Save:	16
Will Save:	20
Total AC:	23
Total HP:	220



## FROST GIANT HUNTING WOLF

Alignment:	Chaotic Neutral
Creature Type:	Magical Beast
Fortitude Save:	15
Reflex Save:	16
Will Save:	12
Total AC:	20
Total HP:	99



As soon as you enter the fortress, you hear an enormous crash. It sounds like huge creatures are battling in the courtyard. With this in mind, buff yourself against flame and ice attacks. Fight your way past the Ice Giants and Ice Wolves that notice your intrusion into their castle, and follow the arrows to the source of the disturbance: a creature of wings and flame.

This Balor Lord attacks you immediately and may be joined by a couple of Ice Giants. Keep your wits about you, and don't be afraid to retreat after you kill one of these monsters, heal up, and come back. No one said that devils would be easy to kill.

Once you're past this fight, follow the arrows through the passageway through the wall.

## FROST GIANT RANGER

Alignment:	Chaotic Evil
Creature Type:	Giant, Ranger
Fortitude Save:	26
Reflex Save:	16
Will Save:	20
Total AC:	23
Total HP:	776



1	Entrance
2	Ice Giants
3	Wolf Pen
4	Entrance made by Balor Lord



# WINDSWEPT BATTLEFIELD



## BALOR LORD

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	9
Will Save:	13
Total AC:	30
Total HP:	110



## PIE FIEND

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	13
Reflex Save:	9
Will Save:	13
Total AC:	31
Total HP:	123



## BEBILITH

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	12
Reflex Save:	9
Will Save:	8
Total AC:	26
Total HP:	102



## SUCCUBUS

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	6
Reflex Save:	6
Will Save:	7
Total AC:	20
Total HP:	33



## VROCK

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	9
Reflex Save:	8
Will Save:	6
Total AC:	25
Total HP:	60



## ERINYES

Alignment:	Lawful Evil
Creature Type:	Outsider
Fortitude Save:	6
Reflex Save:	6
Will Save:	7
Total AC:	20
Total HP:	33



## FIRE IMP

Alignment:	Neutral Evil
Creature Type:	Outsider
Fortitude Save:	10
Reflex Save:	16
Will Save:	11
Total AC:	23
Total HP:	90



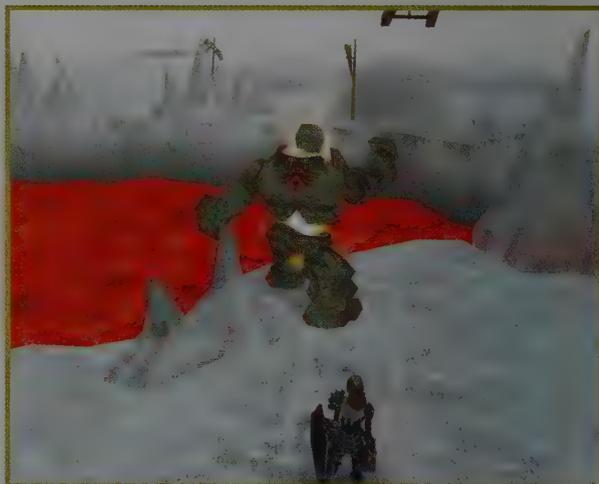
1	Entrance
2	Enormous Battle
3	Frozen Pits
4	Knower of Names
5	Torch
6	Intact Catapult

You find yourself in the midst of a huge battle between two forces of evil. You cannot distinguish between the two sides, so you have no idea who's winning or if it even matters. Anything that gets within range will attack you. Considering that every participant is a horrible monster, you can feel completely justified in killing everything in your path. Unload any area-of-effect spells you want, and slaughter these creatures indiscriminately.

The arrows show you across a river, where there are 12 holes dug in the snow. There's no way you can dig out these holes on your own. A bit more exploration is necessary. Follow the river until you see a torch on the other side that you can grapple to. There you find the wreckage of siege machines, probably mechanical casualties of the battle you witnessed earlier.

On the ledge against the river, you find a functional catapult. Use the Sensei's Amulet to turn yourself into an Earth Elemental, and throw the catapult across the river. Follow it by grappling to the torch on the other side.

To find out which hole imprisons the Knower of Names, think about the riddle told to you by the Knower of Places. The solution of this riddle tells you exactly where the prisoner is held: in the ice hole at the direct north position. Aim and fire the catapult at this hole. If you choose the wrong hole, a Pit Fiend is unleashed. Opening the correct prison frees the Knower of Names.



The Knower of Names gives you the name of the Gatekeeper, who you know as the Reaper, in exchange for the Sensei's Amulet and the Puzzle Ring. All other names require a payment in gold pieces. Choose the names you want to know wisely, because your gold supply is finite. Knowing the True Name of a creature gives you a great deal of power over it.

Name	Price	Result
Mine	Free	Your curiosity is appeased.
Aribeth	200,000	Possible true love of you or the Sleeping Man. Can be sold to Gru'ul for Gru'ul's Bracer.
Headman	200,000	Possible true love of you or the Sleeping Man. Can be sold to Gru'ul for Gru'ul's Bracer.
Sleeping Man	100,000	Compel the Sleeping Man.
Sleeping Man's True Love	300,000	Completion of the quest (there are several possible answers).
My True Love	300,000	Your curiosity is appeased.
Arden Swift	300,000	Possible true love of you.
Gru'ul	100,000	Compel him to give you Gru'ul's bracer. Compel him to do only good. Compel him to declare a holiday.
Youn	200,000	Compel the Knower to give you additional names, such as Mephistopheles' name.
Mephistopheles	500,000	Compel him to obey your commands. (You must know the Knower of Names' True Name.)
The Reaper	Quest Items	Allows you to leave Cania.

Gru'ul's Bracer is a special item that's you can get through by trafficking in True Names (the best currency in the world). It has +7 AC vs. Evil, 50% Fire Immunity, and +4 Dex/Str, but you must be evil to use it. Once you've forced Gru'ul to comply with your wishes, he leaves as quickly as he's able.

Now that you've released the Knower of Names and the name of the Gatekeeper is ringing in your mind, you leave the Ice Prison and return to the City of Lost Souls. There, you appear in the Temple of the Sleeping Man, directly in front of the awakened Planetar. He tries to contain his excitement and gently presses you for information regarding his true love. You can choose to help him, or you can completely mislead him. It's up to you.

With that business concluded, you know your imprisonment in Cania is at an end, and you can return to the Gatehouse.

## THE GATEHOUSE



With a simple command using the Reaper's True Name, you can control the Gatekeeper. It opens a portal back to the world of Toril. Knowing the horrible conflict that awaits you back in Waterdeep, you leave Cania behind and return to your home. Mephistopheles awaits.

# WATERDEEP



## ICE BEAST

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	9
Reflex Save:	14
Will Save:	10
Total AC:	21
Total HP:	136



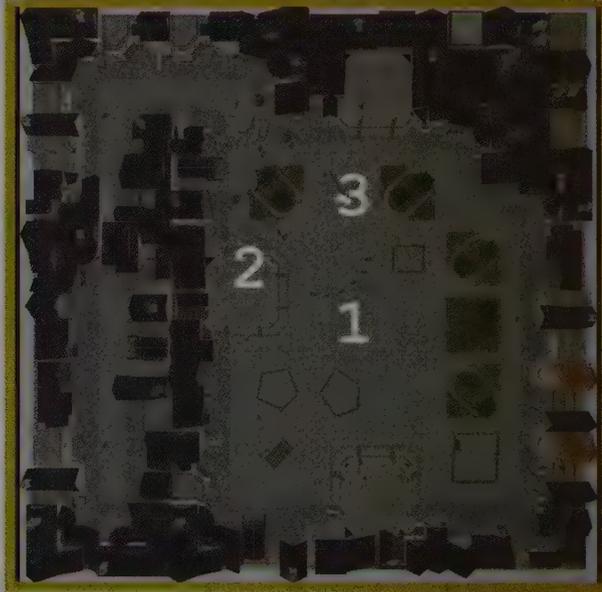
## LAVA BEAST

Alignment:	True Neutral
Creature Type:	Elemental
Fortitude Save:	10
Reflex Save:	14
Will Save:	12
Total AC:	22
Total HP:	178



## MEPHISTOPHELES

Alignment:	Chaotic Evil
Creature Type:	Outsider
Fortitude Save:	21
Reflex Save:	20
Will Save:	23
Total AC:	33
Total HP:	171



- 1 Astral Entrance
- 2 Observatory Ledge
- 3 Mephistopheles' Entrance

You enter the city of Waterdeep in the midst of a pivotal battle. All around you, the defenders of the city are fighting against Mephistopheles' forces. The archdevil himself approaches, and you have little choice but to meet him head-on.



If you have Aribeth in your party and she has become fully evil, she may attempt to betray you at this point. If you can't convince Aribeth that she's better off with you, be prepared to fight both her and Mephistopheles.

### TRUTH IN NAMES

If you have Mephistopheles' True Name, you can force him to surrender to you without a fight. That's how powerful True Names are. With power such as this, violent confrontation seems such a trivial waste of your great talents.

However, learning his True Name costs you about 700,000-800,000 gp. You may have to sell everything you own and confront him naked to afford it.

To protect yourself against Mephistopheles, make sure that you have some strong resistances to both fire and ice. (Items such as the **Ring of Fire and Frost** are wonderful.) As a devil, Mephistopheles has a strong connection to fire, and being that he controls Cania, he's also linked with the cold. He uses both against you. Cast buffs such as Divine Favor and Prayer, so that you can hit him as much as possible. Also, pull out buffs like Haste and Stoneskin to cope with big guy. Remember, this is the final showdown, so use everything you've got.

Mephistopheles fights you for a while, and then he retreats and coats the region with elemental effects. He does this twice, once



with ice and once with fire. At that point, he summons three elemental beasts, which you have to defeat. They don't appear all at once, so attack them as soon as they're summoned, before all three of them gang up on you. You can tell where they're about to gate in by the bursts of ice or fire that herald their approach.

You can use the observation ledges to avoid damage caused by the ice or lava during the elemental battles, or to retreat temporarily. These ledges have torches on them, so you can use the Demonic Hand to grapple over to them. Eventually the elementals will float up to you, so you can't avoid them forever. Mephistopheles has the power of teleportation and doesn't bother chasing you. He brings you back down to him.



After you've disposed of his beasts, Mephistopheles fully commits himself to battle with you. Just keep attacking him as much as you can, and don't give him a chance to regroup. If you're a mage, this is a good opportunity to allow a summoned creature or henchman to absorb damage for you while you attack Mephistopheles at range. This fight continues until Mephistopheles is near death. At that point, he surrenders to you.

It's up to you whether to accept his surrender. You'd be fully within your rights to attempt to destroy him. You can also banish him yet again, either to Cania or to some unreachable place, never to return to Toril. Or, you can try to make him repent of all his evil. Without his True Name to compel him, though, this might not work.



Now that you've defeated Mephistopheles, you have full freedom to explore your own destiny. The choices you've made during this adventure will have ramifications in the future. You've made many decisions in the course of this journey, and you've played a crucial role in the lives of many people.

#### Events That Are Important to the Endings

- Which fate you decided for Mephistopheles.
- Whether you chose to help Waterdeep.
- Whether you were true to your alliance with the Seer.
- Whether you let the alliance between the Drow and Illithids continue.
- Who controls the land of Cania.
- Who controls the fate of the Knowers.
- Whether you informed the Sleeping Man of the identity of his true love.
- Whether Aribeth stayed with you until the end of the battle.
- Your final alignment and the choices you made while dealing with Mephistopheles.
- Whether you knew Mephistopheles' True Name and bound him with it.

FORGOTTEN REALMS

NEVERWINTER  
NIGHTS

# Hordes of the Underdark

Official Strategy Guide



By  
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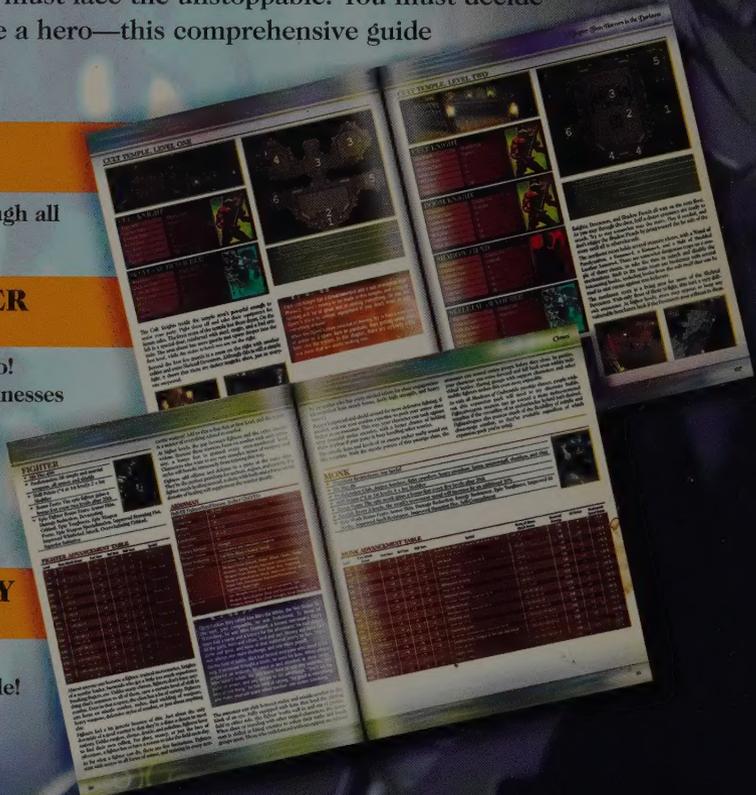
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