

BDK6-07

Love Letter

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

Version 1.0

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A charming man with strange red eyes needs your help delivering a note to his beloved. Where does she live? Somewhere deep in the Fellreev, near Lake Aqal. To get there, you'll have to avoid the patrols of Fleishchriv, the dangers of Dahlvier's County, and the various denizens of the Fellreev. Who are you to say no to a man in love? Members of Fellreev Factions meta-organizations and Old Faith druids are encouraged to participate in this adventure. Having a wilderness oriented PC at the table will prove beneficial during this adventure. A Bandit Kingdoms Regional Adventure set in the Rift Barrens, the Kingdom of Johrase, the formerly mighty Freehold, and the western Fellreev for APLs 2 to 6.

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

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For questions specific to this document and your region, please e-mail your triad point of contact (POC) at poc@bandit-kingdoms.net; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2007.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars, paladin's mounts) or the warhorse of a character with the

CR	1	2	3	4
1/4	and 0	0	0	1
1/6				
1/3	and 0	0	1	1
1/2				
1	1	1	2	3
2	2	3	4	5
3	3	5	6	7
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.

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

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the Bandit Kingdoms. Characters native to the Bandit Kingdoms pay one Time Unit per round; all others pay two Time Units per round.

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

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

least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

Adventure Background

Despite the death of Roche Brighteagle several years ago, the town of Ankheg Springs has flourished since a band of adventurers freed the town from the clutches of a local tyrant in 592 CY.

To celebrate the end of the summer and the beginning of autumn, Ilyena Michelson Brighteagle, widow of Roche Brighteagle, community leader of Ankheg Springs and an Aspirant of the Old Faith Druids of the Northern Circle, has declared that Ankheg Springs will celebrate the druidic festival known as Lammas on the 14th of Patchwall, something the town has not been able to do since before the Wars and Iuz's occupation of the Combination. With the Iuzians busy with their own problems, the time is ripe to renew the ancient Flan druidic tradition.

The festival has captured the attention of a powerful denizen of the Rift Canyon, Morginstaler. Normally, Morginstaler would be just as inclined to kill everyone at the festival and steal away the comeliest maidens, but recent matters have forced him to curb these impulses. Disturbing rumors from Groucester and the Bluff Hills have him worried about an ancient evil that has been awakened (see *BDK6-01 That Which Slept*), one powerful enough perhaps to kill even him. In addition, some kobolds in the Rift Canyon itself are acting strangely (see *Iuz6-02 Blue Scales, Red Secrets*), and have him worried about matters close to home. To top it all off, Morginstaler's in love...well, as much in love as any chaotic evil red dragon can be.

In 594CY, Maurgoroothyx, a female adult green dragon, moved from her home in the Fellreev to the Tangles Forest at the behest of Gerland, a powerful elven druid. Dragons, due to their long life spans, can often take years to decide how to approach a problem, and Morginstaler is no different. During 595 CY, he pondered how to meet Maurgoroothyx without her fleeing or attacking him, or Gerland arriving to spoil things.

Just as Morginstaler thought he had figured out a solution, he received an invitation from the Boneheart Cranzer to participate in an attack of the Tangles during the spring of 596 CY. Morginstaler's desire for destruction got the better of him, plus he thought that he might be able to impress Maurgoroothyx if she could see him in action, so he agreed to participate in the attack.

What Morginstaler did not count on was the fact that Maugoroothyx had become quite attached to her new home in the two years since she had arrived. When Cranzer's demons arrived to spread their vile deforestation concoction on the forest, she flew up to fight them. It was then that Morginstaler fell in love.

Just as he was about to slaughter the adventurers defending Borjed's (now Thunk's) Hunting Lodge, he spied Maugoroothyx valiantly fighting off a score of vlocks. Enraged that the demons would dare to attack a dragon, Morginstaler forgot all about the adventurers, Cranzer, and even his own desire for destruction, and flew to the green dragon's aid. Vlocks fell from the sky as he slaughtered them wholesale, which allowed the green dragon to flee. Morginstaler cried out to her to stay as she flew off to the northwest, but the green dragon ignored his pleas. Having seen Gerland killed by Cranzer, and the forest devastated by the deforestation concoction, she decided to return to the safety of the Fellreev Forest.

Several months later, Morginstaler learned of the Festival of Lammas being celebrated in Ankheg Springs. He has decided to attend the festival to see if he can "hire" some adventurers to take a letter to Maugoroothyx in the Fellreev. He would take the letter himself, but he is wary of leaving his Rift undefended for so long, plus he has heard that Maugoroothyx's mother is *very* cantankerous when disturbed. Hopefully, she will not eat the adventurers, as he would like to hear about Maugoroothyx's reaction to his letter...

Adventure Summary

Introduction

The PCs are in the thorp of Ankheg Springs, enjoying a festival that has attracted a small gathering of local farmers, traders and Rift Barrens nomads. At the end of a long evening of revelry, they are approached by Morginstaler, Red Dragon of the Rift, who is currently *polymorphed* into human form. Curbing his normal desires for destruction and procreation, Morginstaler is there seeking help in getting a letter delivered deep into the Fellreev Forest. Refusing Morginstaler could spell destruction for the small village and all its inhabitants.

Encounter 1

The PCs are free to explore Ankheg Springs before they leave, possibly learning some rumors and meeting some local personages. A powerful druid, Bellamoh Galanmion, Druid of the Northern Circle and highest-ranking Old Faith Druid in the Combination, is in attendance to celebrate the festival and to evaluate Ilyena. She is also aware of Morginstaler's presence and needs to keep an eye on him.

When a local farmer runs into town talking about a demon in his barn, she asks the PCs to do her a favor.

Encounter 2

The PCs leave Ankheg Springs, going through the newly liberated capital of the Kingdom of Johrase, Kinemeet. There they encounter a Johrase patrol, and perhaps do some shopping.

Encounter 3

As the PCs skirt Fleischshriver, they encounter an Iuzian patrol. The composition of the patrol depends on whether the PCs are traveling by day or by night.

Encounter 4

The PCs enter the southwestern Fellreev Forest. Shortly after entering the forest, they run into a strange creature, a half-fey centaur that is quite curious about what they are doing in the forest. Diplomacy may allow the PCs to learn more about the forest, and the person to whom they are delivering a letter.

Encounter 5

The PCs skirt Dahlvier's County, encountering some of the lich's free roaming undead.

Encounter 6

The PCs approach the mysterious Lake Aqal, where Morginstaler had told them the letter's recipient lives. The recipient, Maugoroothyx, a female adult green dragon, arrives to eat the PCs. She relents if the PCs make it clear that they are there to deliver a letter, not to cause trouble. However, her mother is none too happy, and chases the PCs all the way out of the Fellreev.

Conclusion

The PCs either deliver Maugoroothyx's reply to Morginstaler, or decide that they have had enough of being Morginstaler's couriers, condemning the thorp of Ankheg Springs to being destroyed by Morginstaler.

Preparation for Play

- Yes, Appendices Three and Five are missing. This was done on purpose to make finding the appropriate Appendices easier. Appendix One is for NPCs, Two is for APL 2, Four for APL 4, and Six for APL 6.
- Familiarize yourself with forest terrain rules (DMG pg. 87) and with the new rules items in Judge Aid Three.
- Find out if anyone is Wanted by the Church of Iuz and, if so, what their Disguise check is (they may

NOT take 20 on this). If anyone has a Wanted! score of Malcontent or higher, be sure to make an ominous “hmmmmm” noise, and roll a few d20s behind a screen. Cackle evilly for effect.

- During the nights, the sky will be relatively free of cloud cover, and the light from the moons will provide enough light to give the equivalent of sixty feet of shadowy illumination.

Regional Warning

Please remember that things are different in the Bandit Kingdoms; heroes can be made, bought or sold, all in the same day and all depending on the situation and the price. The question isn't 'What is the right thing to do?' in a given situation, but rather 'What will be the ramifications of any decisions I make? Whose bad side do I not want to be on?', and 'When will I need to call in a favor?' Remember, everything is negotiable, and some things are more negotiable than others.

Introduction

It is a beautiful fall evening in the small thorp of Ankheg Springs. The air is crisp and dry, and the sounds of celebration and trading are as precious as fresh water in this small town situated deep in the Rift Barrens.

The town's residents, numbering a mere half-a-hundred, are openly celebrating the ancient Old Faith druidic holy day known as the Festival of Lammas. For the first time since the Wars, the town's residents have dared to celebrate the ancient Flan festival. It seems that the Old One's grip is no longer as strong in this area as it once was. The fact that the Johrase once again control their own capital and kingdom, albeit without their king, bears this out.

Merchants from Kinemeet, Hallorn, and Dimre have converged to create a traders' bazaar. Each merchant has a gaudily decorated wagon or table, and there are plenty of items to peruse. Even Keladon, proprietor of Lookout Point Trading Post, is here with a wagon of goods. In addition, a contingent of Nebjanow Gnome craft masters has ventured from their mines in order to trade. While their booths are not overly decorated, the dour gnomes do appear to be enjoying the haggling.

The heroes should take this opportunity to introduce themselves to each other. Ask each player if their character belongs to any BK meta-orgs and, if so, which one(s). *Have them write this information on slips of paper to maintain in-character secrecy.*

They should also take this opportunity to peruse the merchants' wares and meet the locals (see Judge Aid One). A DC 15 Knowledge (religion) check, or asking any NPC in attendance, will explain the significance of the Festival of Lammas (see below).

Festival of Lammas: Celebrated annually on the 14th of Patchwall, this Old Faith Druidic Festival celebrates the transition of summer to autumn. 'Lammas' means 'loaf-mass', for this is the day on which loaves of bread are baked from the first grain harvest and laid on the Old Faith altars as offerings. It is a day representative of 'first fruits' and early harvest.

Lammastide is also the traditional time of year for craft festivals. The merchants create elaborate displays of their wares, decorating their shops and themselves in bright colors and ribbons, marching in parades, and performing strange, ceremonial plays and dances for the onlookers.

In addition, the PCs can pick up some rumors while wandering the bazaar (as Gather Information). Assume that they learned the following while talking to a friendly local, so feel free to play up the accent (similar to West Texas).

- DC 5 That druid lady (points to her), Bellamoh, is a very high-ranking member of the Old Faith. She's even taken time from her efforts at healing the Tangles, damn dirty Cranzer, to celebrate Lammas with us, which is a great honor!
- DC 8 Apparently that Gerland elf-fellow has recovered enough from his recent brush with Cranzer to oversee the efforts for a few days. I'd heard that Gerland was a right 'bast...beg yer pardon...a right git, but if he went toe-to-toe with Cranzer then he's ok by me!
- DC 10 I also think that the Druidess is here to test our leader, Ilyena, who is an aspir...er, asperon? asparaunt?...anyhow, she wants to be a druid of the Old Faith. Ilyena's powers have grown quite a bit since her husband died, as she's had to do the work of two helping to keep this town going. Our crops sure have done better lately!
- DC 15 Hundreds, if not thousands, of orcs moved south from Kinemeet several months ago! They appeared to be fleeing the city and heading for Riftcrag. Luckily, they stuck to the road and didn't even come close to our thorp.
- DC 20 A purple-armored giant was seen on the road a few hours later. Some sort of dog-man was traveling with him! They were heading for Riftcrag as well, so I hear tell.

DC 25 (In a whisper. Be sure to modify for younger or more sensitive players)

I talked to a merchant who said he had been to Dorakaa recently. He described the most horrible thing I have ever heard; it still gives me nightmares to this day! An elf, hanging high in the air in chains against a tower wall, all mutilated, demons eating him...and he was still alive! Suddenly, a flock of gargoyle demons, I think he called them "nabassu", flew to where the elf was hanging in his chains and ripped him bodily from the chains! They carried his moaning body over Dorakaa's walls and disappeared as other demons gave chase! I don't know whether the poor bastard was lucky, or not.

Once the PCs have met the locals and perused the merchants' wagons, they can find an empty table to share at the Rusty Nail. Once they have done so, proceed with Morginstaler's entry:

The Rusty Nail is crowded as evening falls, the various merchants and townsfolk take a break from haggling. Hiram, the inn's owner and the local constable, has the town's teenagers running ragged in his kitchen, so there isn't much of a wait for food or ale. The babble of pleasant conversation makes for a nice change of pace.

As you are relaxing, perhaps anticipating the bardic troupes that will entertain the crowd later this evening, the inn's door opens and a very unusual man walks in. Nearly naked but for a leather loincloth and sandals, he is tall, muscular, clean-shaven, and strangely handsome. His long red hair almost hides angular, almost elven, facial features, but his hair can't hide his eyes, which are a bright, blazing red. As those same red eyes scan the inn, conversations come to a screeching halt, literally, because one of the serving girls screeches when she sees him.

After eyeing the girl as if she were a tasty morsel on his plate, the strange man chuckles. In a deep, melodic voice he says, "Don't worry girl, I'm not here for you. I'm here for them." He motions towards your group while the girl nearly faints.

Many of the merchants, still unsure what to make of the odd man, return to their ales, clearly happy that it is not them that he wishes to speak with. The strange man approaches your table.

Development: The PCs might wish to flee before hearing Morginstaler out. Should they do so, they have proven themselves unworthy of serving the dragon so he lets them go. The event is over for the PCs. They earn

only the discretionary role-playing xp, 0 gp, and only gain the access provided by the **Festival of Lammas Bazaar** entry on the AR.

Due to his *mask of lies*, he does NOT detect as evil. All of his possessions are hidden by the *mask's* glamor. A DC 37 Spot check will allow a PC to see through this disguise.

Allow the PCs a DC 24 Spellcraft check to recognize an ongoing spell effect (*polymorph*). At the same time, Morginstaler is looking at them with *detect magic* and to see if any of the PCs has his Enmity (from *BDK5-02, Trouble at Dragon Rift*). He is not taking the time to study each aura, just confirming that the PCs are the best equipped in the bar to go on a "mission" for him.

The PCs may attempt to alter his attitude via Diplomacy (his initial attitude is Indifferent, Unfriendly towards PCs with his enmity or dragon disciples of a metallic heritage, or Friendly towards female PCs with a Charisma of 14 or higher). As he is Chaotic and Evil, and generally a "kill first, ask questions later" kind of dragon, all Diplomacy attempts suffer a -10 Circumstance penalty unless the Diplomacy attempt specifically appeals to him as a chaotic evil dragon.

PCs who are female and/or speak Draconic to him receive a +2 Circumstance bonus to Diplomacy (these bonuses stack). Female PCs who flirt with him receive an additional +2 Circumstance bonus. PCs who flatter him receive a +2 Circumstance bonus. PCs who provide information about the location, age, and size of other true dragons that they have encountered (other than Maugoroothyx) gain a +5 bonus (if they are lying, this is opposed by Morginstaler's Sense Motive check). For every 100 gp worth of magic items given to him, the PC receives a +1 Circumstance bonus (max +10, as the PCs have not earned any treasure yet this may not come out of "over-the-cap" gold). PCs who say that they have never heard of Morginstaler, Red Dragon of the Rift, suffer a -10 Circumstance bonus.

Morginstaler will only be Friendly or Helpful towards the PC who altered his attitude, not towards the rest of the party. Remember, a Helpful chaotic evil creature really is not less of a threat than an Indifferent one. Chaotic evil creatures often kill family and friends if the mood strikes them to do so.

The PCs cannot lower his attitude unless they attack, or say something really foolish to him (such as a direct insult). He will attack if he is disrespected.

If a PC casts a spell, Morginstaler will attempt to Spellcraft it. If the spell is defensive in nature, he says nothing (other than to chuckle). If he fails to Spellcraft it, or Spellcrafts that it is offensive in nature (or an offensive combat buff spell), he will give the PC one warning, saying "I wouldn't do that if I were you!" Ask the PC if

they wish to complete the spell. If they say “yes”, roll initiative and see Tactics.

Note: Paladins need not worry about losing their paladinhood if they agree to cooperate with the dragon, as the only way to prevent the destruction of Ankheg Springs is to do as the dragon asks.

Having chosen the PCs to serve as his personal couriers, Morginstaler approaches them to inform them of his decision.

Below is a list of expected questions that the PCs might ask Morginstaler, and his responses. He's not whispering, so as he talks you should have Hiram and the patrons flee the inn, especially if they hear his name. Morginstaler is VERY well known in these parts, even if they didn't recognize him at first (it's been generations since he's appeared in Ankheg Springs in human form). Several of the townsfolk go to seek Bellamoh, who arrives at the conclusion of the Encounter.

The only NPC who stays in the inn is the young bard, who quietly sits in a corner to listen to the conversation with a look of awe on his face, too young and foolish to realize the danger. Morginstaler does not mind his presence. Remember, you, the judge, should roll any Sense Motive checks that the players ask for, to prevent meta-gaming. Be sure to play up Morginstaler's arrogance. He knows that he is looking at unseasoned adventurers based on their gear, so he will intimidate them to the fullest. While PCs may be immune to the Intimidate skill, it is important to remember that Morginstaler is very scary and very good at sounding scary (Intimidate +36). Do not be scared to be rude and mocking to the PCs who do not make him Friendly.

“What do you want with us?”

“I wish to ‘hire’ you, in a manner of speaking, for a small job.”(true)

“What's your name? Are you really Morginstaler?”

“As some of you might have guessed, I am Morginstaler. Have you heard of me?”(true)

“Yes, I have!”

He chuckles darkly.

“What kind of job?”

“You will be my courier service.”(true)

“And if we don't want to be your couriers?”

“Then I will kill you and everyone else in this pathetic excuse for a town.”(true)

“What are we delivering? And to whom?”

“Why, a love letter to my true love, of course! She lairs, I mean lives, on the southern shore of Lake Aqal, in the Fellreev Forest.”(true)

“That's rather vague.”

“Oh, I'm sure that if you arrive at the lake's shore, she will manage to find you. Try not to get eaten by any of the Fellreev's oversized monsters before delivering my letter.”(true)

A DC 15 Knowledge (local – Iuz Border States) check will reveal the following information about Lake Aqal:

A deep, island-filled lake, and the source of the Artonsamay River, Lake Aqal is rumored to be an enchanting place of otherworldly beauty and calm. However, this area is given a wide berth by the elves and rangers as many creatures found near the lake are nearly double their normal sizes. Water nagas, strange lizards, and greenhags are reportedly abundant in the unnaturally warm waters. (Source: *Living Greyhawk Gazetteer*, pg. 147)

“What does she look like? What's her name?”

“She is beautiful and sleek, green as the dewy grass. Her name is not for you foolish humanoids to know.”(true)

“How old is she?”

“None of your business, fool!”

“Can we read the letter, in case it gets stolen, so that we can still relay its contents to her?”

“No! Protect the letter with your lives, if you wish for this town to survive.”(true)

“Is it trapped?”

“You have got to be the dumbest humanoid ever, and trust me, I've eaten my fair share of dumb humanoids. Perhaps you'll be the next.”

“Is your love the big green dragon I saw in the Tangles during Cranzer's attack?” (*BDKI6-01 The Great Hunt 596 CY*, Owlcon Interactive, 2006)

“Oh, you saw her? Isn't she magnificent? The audacity of those demons to dare to attack a magnificent dragon such as her! I slaughtered them! Demon blood rained from the sky that day! It was glorious!”(true)

“Aren't you worried that Cranzer will be mad that you killed his demons?”

“Bah. I suffer that fool to rule his petty city at the edge of MY rift. What angers him concerns me not.”(true, because that is how he sees things)

"What's the pay?"

"How about I allow you all to live, so you may tell the tale of how you talked to Morginstaler, the Red Dragon of the Rift, and lived. In addition, I won't destroy this village if you do as I ask."(true)

"Promise not to hurt anyone in this village and we'll help you."

"I promise."(Bluff +24)

"How can we trust you?"

"Have I eaten you yet?"(true)

"Oh, but we can get eaten afterwards?" or "Then what?"

"I shall be awaiting my love's response, brought to me from her by yourselves. If you fail to return by this time next month, I shall dine on Ankheg Springs."(true)

"How do we get to Lake Aqal?"

"Buy a map."(true. See Judge Aid Four for a map that the PCs can buy for 10gp. If they buy it, they can look at it. A better, color version is available via the BK website)

"What aren't you telling us?"

- If the PCs improved Morginstaler's attitude to Friendly: **"If I were you, I'd be careful going past Fleischriver. Greater Boneheart Null likes to populate that area with demons. Typically, Iuzians patrol the area during the day, leaving the demons to hunt at night."**(true)
- If the PCs improved his attitude to Helpful, as above plus: **"Very well. I tell you this only because I like you. My love's mother is a bit...testy. Try not to anger her."**(true)

"Where should we meet you once we have the response?"

"Meet me in this same inn in one month's time."(true)

"You're not going to double-cross us, are you?"

He chuckles darkly again. "If you return with a response from my love, I shall be so happy that I will let you, and everyone in this town, go on with your lives. I swear. Unless of course you anger me by reading either my letter or her response."(true)

"I'd like to go on the tour of the rift with you!"

"Maybe some other time."

"Do we have to leave right now?"

"No. Stay the night here and enjoy the festival. You can leave tomorrow. I myself shall be enjoying the festival...So, shall you undertake this task for me, or shall I dine on the peasants tonight?"

Morginstaler: Male mature adult red dragon Bbn1/Ptemp1 (*polymorphed* into human form); hp 274; Cha 21; Bluff +24, Diplomacy +9, Intimidate +36, Sense Motive +22, Spellcraft +6, Spot +32; see *Appendix One*.

Tactics: If only one PC decides to attack him, he pummels that PC into unconsciousness and warns the others to keep better control of their friend.

If most or all of the PCs decide to attack Morginstaler, he kills them all, even if they surrender (after all, he is chaotic evil). During the first round, he uses a standard action to return to his normal form, then he quickens his breath weapon. At APLs 2 to 6, it is safe to assume that he can kill all of the PCs, plus everyone in the thorp, despite Bellamoh's efforts. The event is over, all the PCs are dead, their bodies destroyed by dragon fire.

Development: Once Morginstaler has finished coercing the PCs into serving him, he makes each of them promise to "deliver Morginstaler's letter unopened to Lake Aqal", in case any of them are lawful or paladins. If a PC bluffs, this is opposed by his Sense Motive skill.

He then hands over the letter to the PC he most trusts, sealed with wax, before leaving them to their thoughts. By now the inn is empty, with the townsfolk and merchants having scattered, expecting Morginstaler to begin stealing away their daughters at any moment.

Morginstaler has inscribed an invisible *arcane mark* on the wax seal (a stylized claw over a flame), as he knows that Maugoroothyx will surely study the letter via *detect magic*, looking for traps, before opening it. Remember, a PC cannot replicate another spellcaster's arcane mark because the spell only lets you scribe "one personal mark or rune" and Morginstaler's mark is unique to himself.

Should the seal be broken, the *arcane mark* will not line back up properly even if the seal is later magically repaired. Clever PCs might *erase* his mark, and then *erase* the portion of his letter that tells Maugoroothyx to check to see if the mark has been tampered with, then reseal the wax, or they might just rip the paper around the seal, read the letter, and then use magic to repair the paper.

Morginstaler has also put an *alarm* spell, mental version, on the inside of the letter. The alarm will only last 18 hours, and only has a range of one mile, but if the PCs are stupid enough to open the letter while still in Ankheg Springs then he will know about it. If this happens, he will track them down, take his letter back,

and tell them that they are too stupid to be trusted. Anyone rash enough to open the letter while still in Ankheg Springs is unlikely to make it all the way to Lake Aqal alive. The adventure is over for the PCs. The PCs earn 0 gp and only the discretionary role-playing xp.

Give the PCs Player Handout One, folded up so that they cannot read it. This will serve as a temptation for them to read it, much as the letter would tempt the PCs. The letter itself is written in Draconic with human blood for ink.

Once the disposition of the letter has been determined, continue with the following:

Just as Morginstaler is opening the inn's door, it flies open on its own. Standing there, with a greatsword held high, is a scar-faced human woman, Bellamoh the Druid. Her form fairly crackles with power, a defiant look on her face as she prepares to take a swing at the dragon in human-form. "You'll not take any of the girls under my watch!" she shouts at the dragon.

This is a surprise round, as neither the PCs nor Morginstaler were aware of Bellamoh. Bellamoh's surprise round action is opening the door. If a PC plays a Feign Surprise card, they may act during the surprise round.

Ask the acting PCs if they wish to do anything. If they request to do anything combat oriented (cast a spell, draw a weapon, get up and approach Morginstaler, etc.), they must roll initiative. If they just wish to shout out that Morginstaler's not going to destroy the town, yet, they may do that as free actions.

Unless the PCs directly attack Morginstaler (in which case, see Tactics), proceed with the following during the next round (assume that Bellamoh rolled a lower initiative):

Morginstaler stares at her, clearly shocked that she is attacking him, before bursting out into laughter while raising his hands in an oddly placating gesture.

"Bell! It's been years! Put that thing down before I have to kill you. I was merely enlisting the aid of those chaps over there in taking a letter to my beloved. You know, the one you and Gerland helped to hide in the Tangles. And where'd you get those scars? They mar your pretty features."

The woman eyes him warily for a few seconds, then her gaze shifts to your table, then slides over to the young bard hiding in the corner.

It's likely that the PCs will corroborate Morginstaler's story. If they don't, then the young bard does.

Suddenly, she relaxes just a bit, her battle-ready stance shifting to a less aggressive one, the sword coming down to rest point-first in the dirt outside the door.

"Hrmph. It was Gerland's idea to offer Maurgoroothyx a home in the Tangles, not mine! The only good that came of it is that when Cranzer attacked, you actually helped to defend the Tangles instead of destroying it."

It should be pretty clear now to the players that Bellamoh is not going to attack. Ask the players if they wish to attack. If yes, see Tactics. In this event, Bellamoh dies trying to save them and the town.

If the PCs do nothing foolish, proceed with the following:

Moving smoothly past the druid, Morginstaler replies, "A glorious day! I bathed in the blood of demons!"

"But come, Bell, and let us rouse the bards and feast our eyes on their plays. Isn't this a festival? Where have all your townsfolk gone?"

Still warily eyeing the dragon in human-form, the druid calls out, "It's ok. You can come out now! He's not going to steal away your daughters. I'll make sure to that!"

Slowly, the townsfolk and merchants trickle out of their hiding places and the festival is soon back in full-swing, albeit with everyone keeping a wary eye on the strange red-haired man with the blazing red eyes.

Bellamoh Galanmion, Old Faith Druid of the Northern Reaches: Female human Drd14.

Proceed immediately to Encounter One.

Encounter One: A Dragon in Sheep's Clothing

As Morginstaler saunters off into the re-forming crowd, Bellamoh's eyes follow him, going back and forth from you to him. She has a worried look on her face.

"Come here! I need to ask a favor!" she says while motioning for you to join her, her eyes still on Morginstaler, who is easy to see because everyone else is giving him a wide berth and trying to stay out of his way.

Assuming the PCs agree, continue with the following:

"Listen," she whispers. "You lot look like adventurers. One of the farmers came in hollering about some sort of demon terrorizing his barn right before Hiram told me that Morginstaler was in his inn. Now, I can't very well go and sort things out at the barn with you-know-who wandering around the festival. I've got to keep my eye on him in case he changes his mind and decides to eat the bards! Can you lot go check out the barn and take care of whatever it is that has the farmer all riled up? I'll owe you one if you can, especially since doing so means missing most of the best performances by the bard."

If the PCs try to question her regarding anything other than helping the farmer, she impatiently tells them that she will speak to them after they return from helping the farmer.

Assuming that the PCs agree, she gives them the farmer's name, description, and points him out in the crowd. The farmer, clearly upset that Bellamoh herself isn't going to deal with the problem but understanding because of the ruckus Morginstaler has caused, leads the PCs to his farm, which is two miles west of the thorp.

Remember, it's dark. The farmer encourages them to light a torch. He just doesn't want them taking it into the barn in case they set it on fire.

Darin, terrorized farmer: Male human (Flan) Com3.

Just as you can begin to make out the dark barn's open doors ahead, you hear a horrible braying noise from inside the barn.

"My mule!" the farmer shouts. "Quick, before it kills my mule!"

Creatures: Morginstaler has a penchant for producing a variety of offspring. One of the farmer's prized ewes was the object of Morginstaler's affections several months ago. Its offspring has since gone on to kill her, some chickens, a cat, two dogs, and an ankheg before the farmer realized what was going on and found it in his barn terrorizing his best mule.

The barn is a simple affair, 30 ft. wide, 40 ft. long, and with a hayloft, connected to the floor by a ladder along the back wall, along the back 20 feet. Four stalls line each long wall, each stall 10 ft. by 10 ft. In the back right stall, the mule has been reduced to -1 hit points and it is bleeding out when the PCs arrive (assume that it never stabilizes on its own). The half-dragon sheep is standing in the back of the aisle, next to the mule's stall, when the PCs arrive.

The barn doors are open, and the barn is totally dark inside due to cloud cover and lack of windows. Start the PCs 60 feet away from the open barn doors and roll initiative. If any of them are in heavy armor, or mounted, the sheep has heard them coming, otherwise give the PCs a surprise round as it is focused on the mule.

APL 2 (EL 4)

Elite Half-red Dragon Sheep: hp 14; see *Appendix Two*.

APL 4 (EL 6)

Elite Advanced Half-red Dragon Sheep: hp 52; see *Appendix Four*.

APL 6 (EL 8)

Elite Horrible Half-red Dragon Sheep: hp 124; see *Appendix Six*.

Note: At APLs 2 and 4, the monster's breath weapon has been lowered from 6d8 to 2d8 and 4d8 respectively as it has not yet fully developed.

Tactics: As soon as the sheep sees new prey, it attempts to charge it. It is in a bloodlust, so it fights to death. It saves its breath weapon until it is surrounded by multiple opponents.

Setting the barn on fire: Due the amount of dry hay inside the barn, there are several ways in which the PCs might set the barn on fire: dropping a lit torch anywhere inside the barn will start a fire, if the monster uses its breath weapon on targets that are *inside* the barn, if a PC uses fire magic inside the barn, or if PCs use alchemists fire inside the barn. One round after the triggering event, the barn will be ablaze.

Should the barn catch on fire, the PCs might as well. For each round that a PC is in the burning barn, they must succeed on a DC 15 Reflex save or catch on fire. In addition, they will be breathing in smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it. See DMG pgs. 88 and 303.

Assume that it takes only 1 minute for the barn to be destroyed by fire, due to the dry hay it contains.

Development: Once the PCs kill the monster, they are free to spend the rest of the night with the farmer at his farm (who plans to shear the "demon-sheep" to prove to the town that he was not drunk), unless they somehow managed to burn his barn down. If they saved the mule, the farmer gifts them a chicken, a pig, and a basket of

vegetables. In addition, he gives some of the wool to Bellamoh, who crafts it into *scarves of warmth*. These are not available to the PCs until the end of the adventure.

He does NOT have any daughters.

The PCs are also free to return to the thorp to enjoy the rest of the night. If they do that, they will see Bellamoh keeping a watch on Morginstaler the entire evening. Morginstaler finally leaves, on foot, at daybreak, heading towards the rift. Several minutes later, a huge red form can be seen flying south.

If the PCs wish to speak with Bellamoh before leaving town, they can easily find her to do so. Below is a list of expected questions that the PCs might ask her, and her responses.

“What the heck was that thing we just fought?”

“Based on the descriptions, I’d say that it sounds like it was one of Morginstaler’s offspring.”

“Why the heck would he mate with a sheep?”

“Because he’s sick, twisted, and thought it would be funny?”

“Did we earn a reward?”

“You have earned my favor, which is to say that I carry no gold. I lost much of what I hold dear during Cranzer’s attack on my forest, but perhaps I can aid you in some other way. Take this, along with my gratitude. It’s a potion that will make your skin harder, like the mighty bronzewood tree. It’s very potent.”

“What is your rank in the Old Faith?”

“I am one of the nine Druids of the Northern Circle. I am responsible for the central portions of the Combination. Alas, the land weeps for attention due to the damned Old One’s minions. At least the Johrase retook Kinemeet! With the help of their new Marischal Arcana, Slayer of Hedgehogs, who is one of my order, we shall pray for a bumper crop next year.”

“What can you tell us of the dangers of our journey to Lake Aqal?”

“Well, I’d stick to the roads if I were you. Also, you’re going to need to purchase horses to make the journey there and back in one month.”

Once past the Midlands, circle west of Fleischshriver because the lands between the citadel and the forest are more heavily patrolled. Watch out for the Old One’s demons at night.

As for the Fellreev, I can’t tell you too much other than to watch out for undead and other

monsters. Did you get a map yet? Can someone in your group navigate a trackless forest?”

“It seems like Morginstaler and you know each other.”

“I’ve run into him from time to time over the years.”

“How were you able to stop Morginstaler from killing anyone?”

“I wasn’t. He wasn’t interested in bloodshed, Beory be praised! There’s no doubt that he would have killed me had we fought. I merely hoped to buy the townsfolk enough time to flee if it came to that.”

“Would you like to see what’s in this letter he’s given to us?”

“Not at all. It’s probably some draconic drivel. He fancies himself in love with the green dragon who used to live in the Tangles, Maurgoroothyx.”
(true)

“Why doesn’t he just take the letter to her himself?”

“Probably because he doesn’t want to be away from the Rift for that long, and also because Maurgoroothyx’s mother is reported to be very difficult to approach. She’d probably just attack him on sight. She could probably kill him, too.”

“Is Maurgoroothyx’s mother that powerful?”

“The Archdruid whom I report to once told me that Maurgoroothyx’s mother is somehow connected to the Fellreev’s mystical weave due to the magic of Lake Aqal’s water. Such a connection would make an already powerful dragon nearly immortal.”

“How old is the mom?”

“Very old. Maybe ancient.”

“How old is Maurgoroothyx?”

“I believe that she is an adult dragon, which makes her very formidable indeed.”

“Why do you wield a greatsword? Isn’t that odd for a druid?”

“I took it from a cleric of the Old One’s that I killed when I escaped from mad Earl Aundurach’s dungeons in Hallorn years ago. It’s very sharp.”

“Were you at the Battle of the Tangles?”

“I was, but I was in the southern portion of the forest, trying to combat the first wave of vrock. It was hopeless, and I nearly died during the fighting before refocusing my efforts on helping those who call the forest home to survive.”

Once the PCs are nearly done speaking with her, read the following:

"Thanks again for the help! Oh, if you do come back next month to give Morginstaler a letter, be sure to find me. I'll be here to keep an eye on him, so I'll go grab a few items from home that I think you might want to buy from me."

Treasure:

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 100 gp – *potion of barkskin* +5 (100 gp).

Development: The PCs might need to purchase mounts. Standard mounts are available in Ankheg Springs at the standard prices due to the influx of merchants. PCs who like to rely on shank's mare are not going to be able to walk to Lake Aqal and back in a mere month.

Encounter Two: Revival

Note: The following encounter is for flavor and background, and pertains mostly to PCs interested in Kinemeet, such as Citizens of the Kingdom of Johrase. As such, feel free to skip it if crunched for time.

The road to Kinemeet has been thankfully uneventful. Ever since the Johrase recaptured Kinemeet, the entire central Combination seems to have stabilized somewhat. Patrols from the city regularly can be seen guarding the roads near the capital, although few of them wear the livery of the Southern Province. Johrase merchants at the trading bazaar had mumbled, quietly, about Viscount Jorn Brerse being a disgrace to the Johrase as he didn't even show up for the Tournament of Crowning.

After several days of travel, the city itself comes into view. Work is clearly being done on the city's walls as fortifications are being added a frantic pace. Clearly, the Johrase never intend to lose their capital again.

Just then, a Johrase mounted patrol approaches you from the city's gates. The sergeant stops them sixty feet away, and while their lances are not yet lowered, you know that they are just a command away from charging.

Creatures: The patrol team is lead by Sergeant Hoyle, who distinguished himself during the Tournament of Crowning by fighting well. His initial starting attitude is Indifferent towards non-orcs and half-orcs, Unfriendly towards the orc-blooded. To get past the patrol and into Kinemeet, the PCs will have to make Sgt. Hoyle Friendly.

If made friendly, and if asked about the Tournament of Crowning, Sgt. Hoyle will recount the events in great

detail. Refer the interested player to Bandit_Kingdoms yahoo group message #17682.

Sergeant Hoyle: Male human Ftr4.

Johrase Soldiers (8): Male human Ftr1.

Development: Once Sgt. Hoyle has been made Friendly, the PCs will be escorted to the city's walls. From there, they are free to roam the city after they sign into the ledger and peace-bond their weapons.

Kinemeet is a hive of activity. Homes are being rebuilt and refurbished. Catapults and other siege engines can be seen on the roofs of many residences and businesses, most of them pointing south.

While gathering information, or spending any time in any of Kinemeet's inns, the PCs will hear that the most pressing topic of conversation amongst the Johrase is "How can they get their missing king back?" As soon as Lord Hind had placed the crown upon King Ramiki's head after the Tournament of Crowning, the young king's body disappeared, leaving behind all of his possessions, including the crown.

The crowd was then surprised by the appearance of the Boneheart Cranzer, who appeared flying above them with a large, pulsating diamond in his hand. Laughing insanely, the Boneheart taunted the crowd and teleported away before anyone could react, the soul of the young king trapped in the gem.

Alas, recovering the gem was beyond anyone's power, as even a drunken Khazibul the Archmage knew that to try to *wish* it back might merely take him to Cranzer's estate in Riftcrag, a fight for which he was not yet ready.

Ever since that day, the Johrase efforts have been directed towards fortifying Kinemeet in case Cranzer counter-attacks, training the young men to be ready for war, and speculating on methods of attacking Riftcrag.

None of the Johrase know who the purple-armored giant or his dog-man companion are. They only know that the pair apparently drove thousands of orcs out of Kinemeet all by themselves, and have since followed them south on the road to Riftcrag.

Encounter Three: Fleischshriver Patrol

Once again, the road has been fairly uneventful. As you left Kinemeet behind and headed through the Midlands, the land became more desolate and wild. From time to time, Johrase patrols approached to keep an eye on your party, just to ensure that you were not bandits or orcs. However, you stopped

seeing Johrase patrols as you approached the road from Rookroost to Hallorn.

Once past the barren Midlands, where High Lord Tadorinal used to rule, you crossed a small stream as you continued north-west towards the western Fellreev. With an open road, and no Iuzian patrols in sight yet, now is the time to decide how you wish to avoid the dangers of Fleischshriver, the monstrous castle where Bonehearts experiment on demons and undead and from where they unleash vile monsters into the Fellreev. To get too close to Fleischshriver is to ensure your death.

A DC 15 Knowledge (local – Iuz Border States) check will reveal the following information about Fleischshriver:

The citadel formerly called the Mighty Freehold had its forces slaughtered during the massacre at Steelbone Meadows in 584 CY. As soon as the Iuzians occupied Mighty Freehold, it was remolded by fiendish hands becoming the citadel known as Fleischshriver. Greater Boneheart Null has been known to visit the citadel, conducting ghoulish and extraplanar experiments. The beasts created or summoned are then often let loose into the Fellreev, to torment the elves and humans who hold out against the Old One. Forces from Fleischshriver are outside the Northern Alliance chain of command, but have been known to cooperate with High Lady Xavendra and High Lord Tadorinal from time to time, most notably during the Battle of the Bazaar in 595 CY. (Source:

In order to make it back to Morginstaler within a month, the PCs will need to enter the Fellreev to the north-west of Fleischshriver. To enter the forest anywhere else will add weeks to their journey.

Thus, the PCs must decide how they want to avoid Fleischshriver as they travel to the Fellreev Forest. They could go by it by traveling during the day or night, and they could circle around it to the south and west (left) or to the east and north (right). Regardless of the distance they choose to circle around it (24-30 miles would be reasonable, as that's one day's travel away from the citadel), at least one of the two patrol types will be encountered. However, their choice determines which patrol, and how many. The following chart will explain:

Day + Left	1 Iuzian patrol
Night + Left	1 demon patrol
Day + Right	2 Iuzian patrols
Night + Right	2 demon patrols

If the PCs choose to go right, and thus encounter two patrols, be sure to space out the encounters by a day, as it takes the Iuzians a while to realize that a patrol team has gone missing and to pick up the PCs' trails.

Iuzian Patrol

Creatures: For the normal daytime Iuzian patrol encounters, the encounter start distance during the day will be 840 ft. (see Stealth and Detection in Plains, DMG pg. 92). This is the distance at which either party can see the other on the open plain during the day.

Once the Iuzians have seen the PCs, they begin running towards the PCs, covering 60 feet per round until 200 to 300 feet away from the PCs, at which time they slow down to twenty feet per round so that the favored soul and the necromancer can start casting buff spells. Try to ensure that the favored soul has enough time to get all of her buffs up before combat begins, as the encounter start distance allows the PCs to get ready in a similar manner. Naturally, both casters save the short duration spells for last, unless PC tactics dictate otherwise.

If the PCs flee, the Iuzians do not give chase, but rather they return to Fleischshriver. In this event, each PC earns an Asking for Trouble WCI point. A day later, the same patrol team is teleported 60 ft. away from the PCs, fully buffed. They do not hesitate to attack.

Once the Iuzians can see the PCs, give the humans a Spot check to recognize Wanted PCs. Remember, they get bonuses to Spot based on how Wanted the PC is. See the PC's WCI AR for details.

Special: There are several ways in which the PCs can avoid a fight other than by fleeing. If the PCs calmly allow the Iuzians to approach, the Iuzians do not attack (although they still buff themselves, just in case). If the Iuzians do not recognize any of the PCs as Wanted, then they will merely want a bribe of 10 gp per PC and 5 gp per animal to let them pass (they call it a "future Road of Skulls tax"). Paying this bribe DOES NOT earn the PCs any xp, as cowardice should not be rewarded. PC attempts to negotiate a lower price results in the Iuzians raising the price as they feel then that they are in a position of strength. Feel free to play this out for as much gp as you can get from PCs willing to pay. A PC may expend one Influence Point with the church of Iuz to get the PCs past the patrol without a fight and without having to pay a bribe.

If the PCs are Wanted, they must first get the Iuzians to Friendly via the Diplomacy skill (and remember, Wanted PCs suffer penalties to Diplomacy against Iuzians. Iuzians are automatically Unfriendly to Dissenters, Hostile to Malcontents and higher, and Indifferent to everyone else. See the PC's WCI AR). The Iuzians WILL NOT sit around for a minute and listen to a speech if they are Hostile, so any Diplomacy attempt made against Hostile Iuzians suffers a -10 penalty (see

PHB pg. 71). If successful, the PCs must offer at least half of what the Wanted PC would be worth if captured or killed. See the PC's WCI AR for details.

The PCs might even try to Intimidate their way out of a fight. This is possible, albeit hard. The favored soul is the nominal leader of the patrol, so she must be intimidated for the patrol to back off. In addition to her normal modified level check (see PHB pg. 76), she receives a +2 Circumstance bonus to her modified level check for each of her allies that successfully aids her by making a DC modified level check. Remember, the PCs can also attempt to aid the character doing the intimidating. In addition, if the Iuzian leader is Hostile, she will not sit around and let a PC try to intimidate her for a minute. In this case, the PC can still try to Intimidate her, albeit quickly. Like a quick Diplomacy check, a quick Intimidate check suffers a -10 penalty. If the PCs fail by five or more, the Iuzians immediately attack, seeking to kill every PC.

If the Iuzians think the PCs are just stalling for time, hoping for their buffs to run out, the Iuzians will just attack. See the favored soul's Sense Motive score.

The PCs might even try to Hide from the Iuzians by going up a *rope trick*, or using similar tactics. If the Iuzians see them climbing a rope and disappearing, they'll have some idea what is going on, and will either cast *dispel magic* or wait the PCs out. The land is pretty barren, there are not a lot of places to hide. Adjudicate odd situations like this to the best of your ability.

Note: Remember, if the PCs don't fight the Iuzians, they do not get the access based on that treasure. However, they still get full xp if they use skills or feats to avoid a fight, as that should be hard to do if any of the PCs are Wanted (which at least one of them should be).

APL 2 (EL 4)

Iuzian Female Human Favored Soul 1: hp 8; see *Appendix Two*.

Iuzian Male Human Necromancer 1: hp 12; see *Appendix Two*.

Goblin Warri (6): hp 6 each; see *Monster Manual* pg. 133.

APL 4 (EL 6)

Iuzian Female Human Favored Soul 3: hp 21; see *Appendix Four*.

Iuzian Male Human Necromancer 3: hp 21; see *Appendix Four*.

Hobgoblin Footsoldier Ftri (2): hp 11 each; see *Appendix Four*.

Hobgoblin Archer Ftri (2): hp 10 each; see *Appendix Four*.

APL 6 (EL 8)

Iuzian Female Human Favored Soul 5: hp 33; see *Appendix Six*.

Iuzian Male Human Necromancer 5: hp 32; see *Appendix Six*.

Gnoll Bbni (4): hp 29 each; see *Appendix Six*.

Tactics: They focus their attacks on the PC whom they recognize to be the most Wanted. The humans seek to use the humanoids as meat-shields. The favored soul, if not already fully buffed, tries to buff herself before entering combat. All of the combatants will use effective flanking tactics when possible, and none will hesitate to coup d' grace a downed opponent if they have nothing better to do with their action that round. The Iuzians fight to the death, knowing that it is likely that a Boneheart might be watching the fight for fun.

Treasure:

APL 2: Loot: 40 gp; Coin: 5 gp; Magic: 322 gp – +1 *half-plate* (146 gp), *hand of the mage* (75 gp), *pearl of power 1st* (83 gp), *potion of cure light wounds* (2 @ 4gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 gp), *scroll of magic missile* (2 @ 2 gp each), *scroll of nightshield* (2 gp).

APL 4: Loot: 482 gp; Coin: 13 gp; Magic: 552 gp – *headband of intellect +2* (333 gp), *potion of cure light wounds* (8 @ 4 gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 @ 2 gp each), *scroll of curse of impending blades* (13 gp), *scroll of nightshield* (2 gp), *vest of resistance +1* (2 @ 83 gp each).

APL 6: Loot: 326 gp; Coin: 23 gp; Magic: 1,086 gp – +1 *fullplate* (220 gp), *headband of intellect +2* (333 gp), *potion of cure light wounds* (13 @ 4 gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 @ 2 gp each), *scroll of curse of impending blades* (13 gp), *scroll of curse of impending blades, mass* (31 gp), *scroll of lesser spell immunity* (13 gp), *scroll of nightshield* (2 gp), *vest of resistance +1* (83 gp each), *vest of resistance +2* (333 gp).

Note: A PC CANNOT wear captured full-plate armor without spending 2d4x100 gp to have it resized by a master armorsmith. The PCs are unlikely to find one at this stage of the scenario without heading back to Kinemeet, Rookroost, or Hallorn. See PHB pg. 124.

Development: Once the PCs have defeated or avoided the patrols, they are free to continue to the Fellreev.

Demon Patrol

Creatures: For the normal nighttime demon patrol encounters, the encounter start distance will require Listen checks, as the demons are lazily flying 30 ft. off the ground while using the Move Silently skill. Either the demons will hear the PCs first, or the PCs will hear the demons first. Determine the encounter start distance based on the Listen check results.

For purposes of a nabassu's Camouflage ability, a nighttime plains environment counts as a barren environment.

APL 2 (EL 4)

Quasits (2): hp 18 each; see *Monster Manual*/pg. 46.

APL 4 (EL 6)

Quasit: hp 18; see *Monster Manual*/pg. 46.

Thrice-fed Juvenile Nabassu: hp 67; see *Appendix Four*.

APL 6 (EL 8)

Quasit: hp 18; see *Monster Manual*/pg. 46.

Thrice-fed Juvenile Nabassu (2): hp 67 each; see *Appendix Six*.

Tactics: At APL 2, the quasits are *invisible* and Moving Silently, hoping to infiltrate the party and both use their cause fear spell-like ability to try to scatter the PCs. After that, they seek to sting any unarmed or lightly armored PC. Remember, they are tiny, so they have no reach and they have to enter a PC's square to attack him.

At APLs 4 and 6, assuming that the nabassu hear the PCs before the PCs have heard or seen them, they will land and send the quasit in to investigate *invisibly*. The quasit has other plans, however. Once it is in the midst of the party, and flying about 15 feet above their heads, it will use its *cause fear* spell-like ability, making it visible, while cackling insanely. After that, it will attempt to go invisible again, seeking to taunt the PCs. It will NOT want to melee with the PCs, but it might try to sting an unarmed PC if it can avoid Attacks of Opportunity while doing so.

During the commotion, the nabassu will seek to Hide and Move Silently to get as close to the PCs as possible. If they surprise the PCs, or flank them, they can sneak attack. Once the nabassu attack, the quasit will flee, hoping that the PCs kill it. The nabassu fight to the death, spurred on by their desire to feed.

Remember to keep the quasit away from the nabassu, as it knows to avoid the death-stealing gaze.

Treasure: None. If the PCs decide to go look for a patrol during the day, let them. They cannot earn xp over the cap for doing this, but it might help them make the

treasure cap, if they are successful. In this event, each PC earns an Asking for Trouble WCI point.

Development: Once the PCs have defeated or avoided the patrols, they are free to continue to the Fellreev.

If the PCs want to play hardball, and want to march right up to Fleischshriver, then they will trigger an untiered encounter. The Iuzians, via various scrying methods, will be aware of the PCs. Once the PCs are a mere mile away from Fleischshriver, an overwhelming force will be teleported 60 ft. away from the PCs, between the PCs and Fleischshriver. That force will consist of two APL 6 Iuzian patrol teams, two quasits, and four thrice-fed nabassu. Remember, the Iuzians are aware of the range of the nabassu's death-stealing gaze ability.

Should the PCs somehow manage to defeat that force, and should they not flee, another similar force will arrive every hour after that until the PCs are either dead, captured, or have fled. Fleischshriver is home to some of the most powerful evil experiments on Oerth, and the Bonehearts will not allow agents of Good anywhere near the place.

Encounter Four: What a fey

Please study Judge Aid Two before running the rest of the scenario.

Having safely made it into the Fellreev, you found your progress slow. The forest is thick with ancient oak and birch trees, even at its perimeter. Sounds seem muted under the canopy, and you could swear that you've seen the very shadows themselves moving. After two tiring days of travel, you've nearly reached a sizeable stream.

The PCs are 90 feet south of the stream. Drinking from the edge of that stream is Jeb. He has just now heard the PCs clanking through the forest (assuming at least one PC is in heavy armor), unless they are being very cautious. If so, see Jeb's skill modifiers to determine appropriate encounter start distance.

Assuming that Jeb hears the PCs at the same time that they Spot him, continue with the following:

Maybe your eyes are playing tricks on you, but you see what appears to be a horse with large, butterfly-like wings drinking from the stream ahead. You're not sure where it's master is, but it probably has one seeing as how it is wearing studded leather barding with a large sword in a scabbard lashed to its side. There doesn't appear to be a saddle, though.

Just as that sight registers, you see a man's back torso and head appear in front of the horse. It's not a

horse after all, but some sort of winged horse-man! In his left hand is a green, scaly shield, and in his right is a lance tipped with a shiny metal head.

Allow the PCs a DC 14 Knowledge (nature) check to recognize that the creature is some sort of centaur. Naturally, if there is a PC centaur in the party, skip that check. A DC 15 Knowledge (arcana) check will reveal that the centaur is half-fey.

The creature has apparently heard you, and his torso whips around to reveal an odd looking face with small horns sprouting from his forehead. His horse's legs churn up mud as he pivots to fully face you. You hear it say something in a strange language as it readies its lance and shield, and looks at you inquiringly.

Ask if any of the PCs speak elven. If so, continue with the following. If not, he switches to Sylvan. If the PCs can't understand either language, eventually he grows bored and flies off. If a PC moves slowly towards him like they want to touch him, he lets them (but he shouts, "Boo!" at them, right as they are touching him, and laughs. He's half-fey, after all). He's seen a *comprehend languages* spell cast by the elves before.

He is a brave lad. If attacked by bloodthirsty PCs, he will kill them if he can. If not, he will flee.

If the PCs can understand him, continue with the following:

You hear a gruff voice with a rough accent ask, "ere now! Who in the blue 'ells is you lot, and whatcha doin' in me ferest?"

You can also make out a composite bow and some arrows in a quiver mounted in a harness on its left side. Even more curious, you catch a reflection of light now and again from the bottom of the creature's hooves...it appears to be wearing mithral "horse" shoes!

The half-fey centaur is curious as to what a party of adventurers is doing in this part of the Fellreev, so he starts with an attitude of Indifferent, or Friendly towards elves. He also starts off Friendly towards anyone who played *BDKM5-03 A Stroll in the Woods*.

After a few quick exchanges and introductions, it should be made clear to the PCs that he means them no harm, being rather a curious fellow. He only speaks Sylvan and Elven.

Once the PCs have initiated peaceful contact, have the PC doing the most talking roll a Diplomacy check. Give a +2 Circumstance bonus if the speaker is an elf, +4 if a member of the Fanlareshen Elves meta-org.

The strange creature continues in Elven, "A'ight then, me name's Jeb-ada, Jeb-ada Sassilionintoofucklesworth. Ye can call me Jeb fer shert. Pleased to meets ya. Where ya' headed?"

"We're headed towards Lake Aqal."

"Ahhhh. Yer goin' to want to be careful if yer heading towards Lake Aqal. Stupid name fer a lake.

Anyhow, you lot should be careful. Damn near got me'self bushwhacked a few days ago by some stupid ghost-thing! Sneaky bugger came right out of a tree at me! Gave it the ol' whatfor with me lance and hightailed it out of there! Comes to think of it, it flew pretty darn fast for a little while before I left it behind. I'm pretty fast in the air, despite me size.

Anyhow, I reckon it was one of that leech's durned pets."

A DC 10 Knowledge (religion) check will reveal that Jeb is describing an encounter with some sort of incorporeal undead.

"Leech's?"

"Yeah, you know, leech. Dead spellcaster. Lives forever. Leech."

"Oh, lich!"

"Right. leech. That's what I said. His name's Dahlver, or some such. Rules the ferest to the west of here. Been a lot more undead in these parts ever since last winter, come to think of it."

PCs who played *BDKI5-07 Dawn's End* (BKCC 2005 Interactive) might recall that a lich named Dahlvier guided them to Nerull's Bane. For all others, a DC 20 Knowledge (local – IBS) check will reveal that a powerful lich named Dahlvier, ruler of Dahlvier's County, used adventurers to protect Nerull's Bane from both High Lady Xavendra and from remnants of the Horned Society. After the battle, Dahlvier reportedly stayed behind in the mystical city to help protect it from further incursions. The undead he left behind in his County are apparently free now to roam wild.

"Plus, the dragons live in the lake."

"DragonS?"

"Yup. At least two of them, mebbe three. Green 'uns. Like me shield. Bloody big ones. Never seen 'em meself, but every once in a while you can find a good scale like this. The big one's supposed to be the biggest dragon this side of the Nyr Dyv, stupid name fer a lake. I 'ear she puts that red one in the Rift to

shame! I'd rather not find out, me'self. Don't want her seeing me using one of her scales for a shield, neither."

PCs who played *BDKA5-02 Of Men and Beasts* might recall a huge dinosaur being dragged into Lake Aqal by something enormous in the water.

"How'd you get the shield?"

"The elves that live in the western parts of the ferest turned the scale into a shield for me. Their way of saying thanks for the time I protected one of their youngun's, who had gotten himself lost, from some crazy devil-worshipping humans."

Why are you wearing Mithral shoes?

"Gift from the same elves. They wanted to give me cold iron shoes, to help fight demons they said, but I'm allergic to cold iron thanks to me mum. These shoes are real light and durable, pretty comfy in fact."

Can I borrow your lance?

"Sure, if I can borrow your – NO, OF COURSE YE CANT BORROW ME LANCE YOU STUPID GIT OF A TWO-LEGGER!"

What manner of creature are you exactly?

"Well, me dad is a centaur, and me mum is a dryad. Don't be calling me dryadaur, or centyad. I'm half-fey, I love both me parents, and I'll whollop the first one of you who sniggers!"

After enjoying a meal and conversation, Jeb leaves for home. If the PCs are having trouble finding game trails heading towards the lake, Jeb locates them one if they succeeded in making him Helpful. The PCs will still need to find another one the following hour.

Note: Attacking Jeb without provocation is an Evil act that must be notated on the PCs' ARs. If this occurs, please email the BK POC the offending players' names, RPGA numbers, and their characters' names.

All APLs

Jeb-adaa Sassilionintoofhicklesworth: Male half-fey centaur Rgr3; hp 47; AL CG; Knowledge (nature) +8, Knowledge (geography) +6, Listen +14, Spot +14, Survival +14 (+2 vs. lost and hazards, +2 in aboveground natural environments); see *Appendix One*.

Encounter Five: Evolution

Please study Judge Aid Two before running the rest of the scenario.

It has been several days since your encounter with the strange centaur. His warnings encouraged vigilance. At night, every shadow seemed a ghost, and every distant howl that echoed through the trees seemed a lost soul's lament. This forest is definitely not for the faint of heart.

Have the PCs set up camp for the night. They could have found a small clearing (no trees, no undergrowth), up to 30 ft. in diameter, to camp in if so desired (or they can spend time to make one themselves). If they insist on marching at night, that is fine as well. Once you are ready, begin the undead attack. The creatures attack the PCs during the witching hour, midnight.

Creatures: Ever since Dahlvier left his County to oversee Nerull's Bane, his undead have started to wander more freely throughout the western Fellreev. They mercilessly attack the PCs, and they focus their attacks on one PC at a time when hasted, in order to either kill a PC, or to spawn a new undead.

Give the PCs each a Spot check to see the Hiding undead as the undead approaches the camp. The undead seeks to use the undergrowth as it approaches to give it concealment to hide in, and is not just relying on the darkness as they understand that some creatures have darkvision. If the PCs have a fire lit, then the undead will sink into the ground and approach their camp before attempting to surprise the PCs.

At APLs 4 and 6, because of the wraith's or spectre's unnatural aura, it is possible that the PCs' animals might give them some warning. The unnatural aura will cause any normal animal to be awakened once the undead is within 30 ft. of it.

APL 2 (EL 4)

Evolved Allip: hp 33; Hide +8; see *Appendix Two*.

APL 4 (EL 6)

Evolved Wraith: hp 40; Hide +11; see *Appendix Four*.

APL 6 (EL 8)

Evolved Spectre: hp 54; Hide +13; see *Appendix Six*.

Tactics: If the PCs are camped, the undead attempts to attack any sentries first, especially anyone displaying a holy symbol of Pelor or Pholtus. They then focus their attacks on clerics who attempt to turn them, anyone with a *ghost touch* weapon, or anyone casting spells that actually manage to harm them.

At APL 2, the evolved allip will first attempt to use its *hold person* spell-like ability on one of the PCs before

moving in to attack the rest. Remember, its *babble* can be heard at a range of sixty feet.

At APLs 4 and 6, the undead can *haste* itself. It does so immediately before attacking the PCs. This gives it a tremendous movement rate, so even if the PCs manage to Spot it before it attacks, it will be on them before they know it.

Note: The EL for this encounter has NOT been raised even though it is occurring at night. The PCs' armor would avail them little against creatures with incorporeal touch attacks. Plus, Jeb's warnings about an incorporeal undead threat in the area should have allowed them to prepare appropriate spells during the previous day.

Encounter Six: Big Momma

After nearly a week of traveling through the Fellreev, you are finally nearing the famed and mystical Lake Aqal, which you estimate to be roughly one mile further down the game trail that you have been following.

The trees in this area are massive, their trunks reaching nearly one-hundred feet into the air. The forest's canopy completely blocks out the sun's rays. The air is heavy and still, and the sounds and signs of nature are abundant. Even the foliage and insects are larger here. You have seen ants the size of kittens, butterflies the size of a hin, and spiders the size of a horse.

Generally, green dragons are likely to attack anything that they see, especially adventurers or elves. However, ever since being run out of the Tangles by Cranzer's demons, Maurgoroothyx is a bit "gun-shy", so to speak. In addition, she wishes to learn more of the goings on in the outside world. During her years in the Tangles, she regularly enjoyed having conversations with Gerland. Here, deep in the Fellreev, she only has her mother to talk with. Since her mother jealously guards the lake from most other intelligent creatures, she has grown lonely and bored. Thus, she'd prefer talk with adventurers before she eats them, so her initial starting attitude is Unfriendly instead of Hostile. Once the PCs mention Morginstaler's letter, she becomes curious so her attitude shifts to Indifferent.

Give the PCs a DC 23 Spot check. Hiding in a patch of heavy undergrowth 40 ft. away next to the game trail is Maurgoroothyx (the distance modifier is already included in the Spot DC). Unless the PCs are taking pains to Hide and Move Silently, she will have seen and/or heard them coming.

If Maurgoroothyx gets the drop on the PCs, she attempts to use *suggestion* (DC 18, the DC has been

raised by 2 because this is a particularly reasonable suggestion to someone who has been tromping through the Fellreev for a week in heavy armor) on the three most heavily armored PCs that are not displaying a holy symbol that it is too hot and humid to be wearing heavy armor and that they should take it off.

Naturally, the PCs will hear her suggesting this in Common and they might react in a variety of ways. If they mention Morginstaler's letter, she stops attempting to use her *suggestion* ability on the PCs, curious as to what they are saying.

It is also possible that the PCs will Spot her before they get within range of her *suggestion* ability. In this case, they would be wise to promptly mention Morginstaler's letter to her.

A DC 30 Knowledge arcana check will reveal that she is an adult dragon.

Below is a list of expected questions that the PCs might ask her, and her responses.

"Are you Maurgoroothyx?"

"How do you know my name?"

"We've heard of you for you are magnificent and powerful!"

The dragon smiles, revealing razor sharp teeth. Give the PCs a +5 Circumstance bonus to Diplomacy.

"Morginstaler sent us with a letter for you!"

"Really? He did?" She then casts a spell and appears to study your group.

A DC 17 Spellcraft check will reveal that she had cast *detect thoughts* (DC 15). She then spends several rounds attempting to pick up the PC's surface thoughts. Should any of the PCs fail, it is safe to assume that she will realize that the PCs were indeed sent by Morginstaler. It's also possible that she will realize if they tampered with the letter or not. If so, she will ask them how they tampered with it, using her Sense Motive skill combined with the *detect thoughts* spell to figure out what the PCs are up to.

Once she is satisfied, continue with the following:

"Now, bring it forth and place it on the ground!" she says. Once the letter is on the ground in front of her, she casts another spell while peering at the letter intently. A moment later, she deftly opens the letter and reads it, apparently completely absorbed by its contents.

A DC 15 Spellcraft check will reveal that she had cast a *detect magic* spell prior to opening the letter.

"Can I put my armor back on?"

"You may."

Regardless of how long the PCs talk to her, the PCs have enough time to put their armor back on while she reads the letter and ponders its meaning.

"We were told to bring your response to Morginstaler."

"How thoughtful of him! Alas, I am not as adept at writing with human tools and paper as he is. Can you write down my response to him?"

"Yes."

"Excellent. Do you speak draconic?" If a PC speaks draconic, she dictates her response to in draconic. If not, she does so in Common. Be sure to read it slowly, as she is dictating it on the spot.

"Write this down:

Morginstaler,

I have received your letter, carried to me by the adventurers. As per your wishes, I did not eat them so that they could instead bring to you my response.

The things you mentioned are indeed worrisome. We too have heard rumblings that the Legend had awakened and has settled in the hills to the east. Perhaps we should meet to discuss the threat that she poses, and to discuss other things such as your incredible display of power as you slew those vile tanar'ri! You were magnificent, and now I am sorry that I did not stay to talk with you! I am sure that you understand why I fled, since my home in the Forest North of the Rift was destroyed during their atrocious attack.

To discuss these events, please meet me in the small thicket that lies inside the triangle of roads that the humans have built south of my forest when Luna is again full. I believe that the humans call that area the Midlands."

At this, she stops dictating and looks at your group before saying, "Be sure that you return this to him before then!" She then continues:

"Until then, know that I look forward to seeing you again!"

Maurgoroothyx

She then looks at you and says, "Did you get all of that?"

Once a PC has transcribed her letter, she tells them to seal it with wax. She then casts her *arcane mark* upon the wax seal (a combination of the runes for oak tree, water, and air) and tells the PCs to get going. She is eager for them to deliver her response to Morginstaler.

Should the PCs attempt to ask her more questions, such as about Cranzer's attack on the Tangles, she grows impatient with them and refuses to discuss it with them.

Maurgoroothyx: hp 340; female adult green dragon; AL NE; Bluff +20, Sense Motive +11; see *Monster Manual* pg. 75.

Tactics: If the PCs are foolish enough to attack her, let them. Perhaps they fancy themselves as dragon-slayers. Maurgoroothyx will seek to slay every single PC if any of them attack her. The only exception is if a PC turns on his comrades, then she will spare that PC's life, but she will not allow them to take their comrades' bodies with them. Not even the "Your Work Must Continue" benefit from various levels of the WCI meta-ARs will be able to recover their bodies. The dead PCs are removed from the campaign, having been eaten by Maurgoroothyx.

Development: Once the PCs have re-donned their armor and transcribed her letter, proceed with the following:

Just then, you hear a massive crashing sound coming from the direction of the lake to the north! Maurgoroothyx's head snaps around, a draconic frown on her face.

"Oh no!" she says in dismay, "Mother is coming! If she sees you, she will surely eat you! I'll try to slow her down, you must flee now!"

As she finishes saying that, a truly monstrous creature appears in the forest to the north. Gargantuan in size, this dragon's maw looks like it could snap a fully-grown oak tree like a twig. Claws the size of greatswords dig into the forest's loam, supporting a body the size of a small manor house. Yellow, baleful eyes focus on your group as the stench of chlorine hits you.

Maurgoroothyx's mother is roughly 180 feet away from the PCs, which puts them well within range of her frightful presence ability (DC 33 Will negates). On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. This includes the PCs mounts, animal companions, familiars, etc.

If any of the PCs are not panicked, allow them one round worth of actions. Ask them what they do. Any answer other than "Run!" or "Flee!" will likely result in disaster. Continue with the following:

Maurgoroothx flies up the trail and interposes her body in front of her mother. Her huge form looks dainty compared to that of her monstrous mother.

If the PCs can speak draconic, they understand the following exchange:

"Mother, stop! I need them to take a letter to Morginstaler for me!"

"Morginstaler?!" her mother roars the name out like it leaves a vile taste in her mouth.

"Foolish child! What would we have to do with that fool of a red? Get out of my way! I'm going to save you from yourself!" she says as she attempts to fly around her daughter. Luckily, the massive trees and her daughter's presence hinder her efforts and she is unable to cut you off.

As she settles to the ground some twenty yards behind your group, you watch in horror as she rears up onto her rear legs, inhaling air. With a sudden rush, her head snaps forward, releasing a noxious cloud of yellow vapor into the air. As it rushes forward, you can see the foliage of the forest dying, droplets of acid turning the forest into ash!

If a PC had not at least double-moved away when previously given the chance to flee (obviously panicked PCs had to flee, so they are in no danger), then they are caught by the cone of acid (60 ft. cone, 20d6 acid, DC 35 Reflex half). Otherwise, the cone falls *just* short of the PCs.

Green Dragon of Lake Aqal: female ancient green dragon.

Tactics: If the PCs are foolish enough to not flee from Maurgoroothyx's mother, then they are all killed and eaten. Not even the "Your Work Must Continue" benefit from various levels of the WCI meta-ARs will be able to recover their bodies. The PCs are removed from the campaign.

Development: As the PCs flee, be sure to play up the fact that they can hear the dragons arguing loudly, with the mother apparently disparaging Morginstaler and her daughter's desire to see him. Maurgoroothyx responds by telling her mother how bravely Morginstaler had fought off the demons that had been attacking her, how he has sent them a warning about the Legend, etc.

Eventually, the PCs are able to relocate their mounts and flee the forest, returning to Ankheg Springs if they desire. Unless they dawdle or somehow lost their mounts, they should make it back within the month time frame allocated by Morginstaler.

On their way out of the forest, the PCs run into Jeb. If the PCs defeated the evolved undead, Jeb rewards them (see the AR).

Conclusion A (Success)

Read the following if the PCs return to Ankheg Springs with Maurgoroothyx's reply:

The journey back to the small thorp of Ankheg Springs was thankfully uneventful. Arriving back just before a month has passed, you notice that the village is still there...for the time being.

Making your way to the Rusty Nail, you notice that every villager is watching you, as if they know that the fate of their village is in your hands.

After stabling your mounts, you enter the Rusty Nail. Immediately you see Bellamoh, sitting alone at a table. She looks at you inquiringly as her eyes flicker over to another table. There, sitting at the same table you yourselves had sit at a month ago, is the red-haired human form of Morginstaler. Hiram's son, the young bard, is sitting across the table from him, apparently keeping the dragon entertained by regaling him with tales and by raptly listening to the dragon's tales of destruction and terror. Hiram is behind the bar, but otherwise the tavern is empty.

As you enter, Morginstaler smiles and motions for you to join them at his table before saying, "Did you deliver my letter? Did you read it? Did she reply? What did she say? How did she look? Tell me everything!" He then pulls a scroll out of a scroll case and casts a spell. From across the tavern, Bellamoh gently says, "Tell him the truth."

A DC 19 Spellcraft check will reveal that Morginstaler just cast *discern lies* (DC 19 Will negates) from his scroll. He targets the party's two dumbest PCs (based on his Sense Motive skill and his interactions with them earlier), and he concentrates on maintaining the spell for four rounds in addition to using his Sense Motive skill against them. Be sure to note if he believes that the PCs did not open his letter to Maurgoroothyx as that impacts whether or not they earn his Gratitude on the AR.

Once the PCs hand him Maurgoroothyx's reply letter, Morginstaler casts *detect magic* to verify that Maurgoroothyx had placed her *arcane mark* on the wax seal before reading it. Continue with the following:

The dragon in man form smiles broadly, and you can only imagine what his real teeth look like.

"You have done well!" he shouts out, clearly happy with the green's reply. "I shall spare this insignificant village for one human generation as a reward for your diligence!"

Hiram visibly relaxes, his relief creating a small trail of tears from the release of a month's worth of worry. His son quickly rises to his feet, bows deeply

to Morginstaler, and runs outside to share the good news with the rest of the village.

"He's an interesting fellow," the dragon says while watching the teen-ager run from the tavern. "A bit of dragon blood somewhere in his lineage. Must be from his mother's side," he adds as he leaves his seat and begins making his way towards the door.

Looking towards the clearly relieved druidess, he merely smiles and says, "I've got a lady to meet!" before heading out the door.

The End

Conclusion B (Failure)

Read the following if the PCs do not return to Ankheg Springs to deliver Maugoroothyx's response:

Working for Morginstaler is a sucker's game. It seems unlikely that anything you did would have prevented him from destroying Ankheg Springs. After all, if Bellamoh can't stop him, how could you?

A few weeks later, you hear through the rumormongers that a small village in the Rift Barrens was utterly destroyed by a huge red dragon. Apparently a loan druid tried to hold him off before falling to the dragon's claws. The sole survivor was said to be a young lad that the dragon left alive for some reason...

The End

Allocation of Special AR items

Enmity of Morginstaler []: This enmity is only earned if the PCs fail to deliver his letter to Maugoroothyx and/or fail to deliver her response. Reading either letter does NOT earn this enmity.

Gratitude of Morginstaler []: This gratitude is only earned if the PCs deliver his letter to Maugoroothyx and deliver her response to him AND if he believes that they did not read either letter.

Favor of Jeb-adaya, half-fey centaur of the Fellreev: If the PCs defeated the evolved undead, then they earn this favor and gain access to some items that Jeb has collected over the years.

Festival of Lammas Bazaar: All PCs who play this event gain this access.

Influence Point with the Old Faith Druids of the Northern Reaches []: This IP is earned if the PCs killed the half-red dragon sheep.

Experience Point Summary

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

Encounter One

Kill the half-red dragon sheep

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Three

Defeat the patrol or demons

APL2 120 xp

APL4 180 xp

APL6 240 xp

Encounter Five

Defeat the evolved undead

APL2 120 xp

APL4 180 xp

APL6 240 xp

Story Award

Return to Ankheg Springs to give Morginstaler the reply letter

APL2 45 xp

APL4 68 xp

APL6 90 xp

Discretionary roleplaying award

APL2 45 xp

APL4 67 xp

APL6 90 xp

Total possible experience:

APL2 450 xp

APL4 675 xp

APL6 900 xp

Treasure Summary

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

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

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

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

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

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

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

Encounter One

All APLs: Loot: 0 gp; Coin: 0 gp; Magic: 100 gp.

Encounter Three:

APL 2: Loot: 40 gp; Coin: 5 gp; Magic: 322 gp – *+1 half-plate* (146 gp), *hand of the mage* (75 gp), *pearl of power 1st* (83 gp), *potion of cure light wounds* (2 @ 4gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 gp), *scroll of magic missile* (2 @ 2 gp each), *scroll of nightshield* (2 gp).

APL 4: Loot: 482 gp; Coin: 13 gp; Magic: 552 gp – *headband of intellect +2* (333 gp), *potion of cure light*

wounds (8 @ 4 gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 @ 2 gp each), *scroll of curse of impending blades* (13 gp), *scroll of nightshield* (2 gp), *vest of resistance +1* (2 @ 83 gp each).

APL 6: Loot: 326 gp; Coin: 23 gp; Magic: 1,086 gp – *+1 fullplate* (220 gp), *headband of intellect +2* (333 gp), *potion of cure light wounds* (13 @ 4 gp each), *scroll of backbiter* (2 gp), *scroll of cure light wounds* (2 @ 2 gp each), *scroll of curse of impending blades* (13 gp), *scroll of curse of impending blades, mass* (31 gp), *scroll of lesser spell immunity* (13 gp), *scroll of nightshield* (2 gp), *vest of resistance +1* (83 gp each), *vest of resistance +2* (333 gp).

Total Possible Treasure

APL 2: Loot: 40 gp; Coin: 5 gp; Magic: 422 gp; Total: 467 gp (17 gp over-the-cap).

APL 4: Loot: 482 gp; Coin: 13 gp; Magic: 652 gp; Total: 1,147 gp (472 gp over-the-cap).

APL 6: Loot: 326 gp; Coin: 23 gp; Magic: 1,186 gp; Total: 1,535 gp (635 gp over-the-cap).

Special

Enmity of Morginstaler []: The next time that you encounter the mighty red dragon, he will attack you on sight unless that scenario specifically over-rides the text of this enmity. Cross out when killed by Morginstaler.

Gratitude of Morginstaler []: The next time that you encounter the mighty red dragon, you receive a +10 Circumstance bonus to Diplomacy checks made against him. Cross out when used.

Favor of Jeb-adaya, half-fey centaur of the Fellreev:

The PCs gain Freq: Adventure access to the following items: *boots of striding and springing*, masterwork composite longbow (+5 Str bonus), forestwarden shroud (RW), *quaal's feather token (tree)*, *survival pouch* (RW).

In addition, members of the Defenders of the Greenkeep, Fanlareshen Elves, or Fort Hendricks may ignore the time required to advance to the next tier in their meta-org, as Jeb puts in a good word for them.

Festival of Lammas Bazaar:

The following items were available in the Bazaar. Where appropriate, masterwork versions were also available: alchemist's arrow, animal call, armor maintenance kit, blade-fire, brigandine armor, candle mold, candlewick, flight arrows, forester's cloak, framed pack, gnome crossbow sight, gnome golden light, holy text (Beory, Pholtus [Ebongleam]), instant rope, lamellar armor, miner's helmet, pestle and mortar, restful candle, ring armor, shriek rock, verminbane (A&EG), slipcase, spellbook construction materials (wood or metal

[soft, hard] covers, linen or metal foil pages) (CA), animal training kit, barbed bolas, barbed dagger, focusing candle, healer's balm, nature's draught, masterwork saddle (CV), dire pick, greatspear (CW), blister oil, gnome battlecloak, rider's shield, great crossbow, riding straps (RS), blunt arrow, 20 sq. ft. tent (RW), hide shield, oleum (SS).

Influence Point with the Old Faith Druids of the Northern Reaches []: This IP may be spent to gain access to the following items (Freq: Adv): *boots of woodland striding*, *druid's vestments*, *elixir of animal senses*, *sapling club*, *summoning arrow* (A&EG), *scarf of warmth* (CV). Used AR # __

Members of the Old Faith Druids of the Northern Reaches gain Regional access to the items listed above and may instead spend the IP to ignore the time required to advance to the next tier of the org.

Items for the Adventure Record

APL 2:

- Combination of Free Lords regional map (Regional; BK website; 10 gp)
- *Hand of the mage* (Adventure; DMG)
- Holy text of Iuz (Regional; A&EG; 10 gp)
- *Pearl of power, 1st-level spell* (Adventure; DMG; Limit One)
- *Potion of barkskin +5* (Adventure; DMG; Limit One)
- *Scroll of backbiter* (Adventure; SpC; 25 gp; Limit One)
- *Scroll of nightshield* (Adventure; SpC; 25 gp; Limit One)

APL 4 (all of APL 2 plus the following):

- *Scroll of curse of impending blades* (arcane) (Adventure; SpC; 150 gp; Limit One)
- *Vest of resistance +1* (Adventure; CA; 1,000 gp)

APL 6 (all of APLs 2-4 plus the following):

- *Scroll of curse of impending blades, mass* (arcane) (Adventure; SpC; 375 gp; Limit One)
- *Scroll of lesser spell immunity* (Adventure; SpC; 150 gp; Limit One)
- *Vest of resistance +2* (Adventure; CA; 4,000gp)

Appendix One – NPCs

Jeb-adaya Sassilionintoothficklesworth: Male half-fey centaur Rgr3 (Skerrit); CR 7; Large Fey; HD 4d6+8 plus 3d8+6; hp 47; Init +7; Spd 50 ft., fly 100 ft. (good); AC 21, touch 12, flat-footed 18 (+3 armor, +3 Dex, +3 natural, +3 shield, -1 size); BAB: +7; Grp +17; Atk +14 melee (2d6+7/x3, +1 *large mithral lance*) or +10 ranged (2d6+6/x3, masterwork large composite longbow [+6 Str bonus]); Full Atk +14/+9 melee (2d6+7/x3, +1 *large mithral lance*) and +7 melee (1d6+3/x2, 2 hooves) or +8/+8/+3 ranged (2d6+6/x3, masterwork large composite longbow [+6 Str bonus]); Space/Reach 10 ft./5 ft. (10 ft. with lance); SA Spell-like abilities, favored enemy +2 (magical beasts); SQ Darkvision 60 ft., low-light vision, immune to enchantment spells and effects, wild empathy +4, acid resistance 5; AL CG; Fort +6, Ref +10, Will +9; Str 23, Dex 16, Con 15, Int 10, Wis 18, Cha 12.

Skills and Feats: Concentration +3, Knowledge (nature) +8, Knowledge (geography) +6, Listen +14, Move Silently +10, Spot +14, Survival +14 (+2 vs. lost and hazards, +2 in aboveground natural environments); Weapon Focus (lance), Improved Initiative, Track^B, Rapid Shot^B, Hover, Endurance^B.

Languages: Elven and Sylvan.

Mounted Charge (Ex): A centaur employing a lance deals double damage when it charges, just as a rider on a mount does.

Spell-Like Abilities (Sp): At will—*charm person*; 3/day—*detect law*, *protection from law*; 1/day—*hypnotism*, *glitterdust*, *sleep*, *tasha's hideous laughter*, *confusion*. Caster level 7th; DC 11 + spell level.

Possessions: +1 *large heavy green dragoncraft shield*, +1 *large mithral lance*, mwk large longsword, masterwork large studded leather armor, dagger, masterwork large composite longbow [+6 Str bonus], 20 large arrows, mithral horseshoes, *survival pouch*.

Morginstaler, Red Dragon of the Rift (*polymorphed into human form*): Male mature adult red dragon Bbn1/Pious Templar1 (Garyx); CR 19; medium humanoid (human); HD 25d12+75 plus 1d12+3 plus 1d10+3; hp 274; Init +5; Spd 40 ft; AC 14, touch 14, flat-footed 13 (+1 Dex, +3 deflection); BAB: +27; Grp: +29; Atk: +30 melee (1d6+2, unarmed); Full Atk: +30/+25/+20/+15/+10/+5 melee (1d6+2, unarmed); SA Spells, rage 1/day; SQ Mettle, spell-like abilities; AL CE;

Fort +24, Ref +18, Will +23;

Str 15, Dex 12, Con 16, Int 16, Wis 18, Cha 21.

Skills and Feats: Bluff +24, Concentration +33, Diplomacy +9, Disguise +17, Intimidate +36, Jump +36, Knowledge (arcana) +29, Knowledge (dungeoneering,

geography, nature, religion) +10, Listen +33, Search +31, Sense Motive +22, Speak Language (3 languages), Spellcraft +6, Spot +32; Improved Critical (claw), Improved Initiative, Improved Multiattack, Improved Rapidstrike (claw), Multiattack, Power Attack, Quicken Breath, Rapidstrike (claw), True Believer (Garyx), Weapon Focus (claw).

Languages: Common, Draconic, Giant, Orc.

Spell-Like Abilities: 7/day—*locate object*. Caster level 9th.

Spells: As 9th level Sorcerer.

Sorcerer Spells Known (5/6/7/7/5; base DC = 15 + spell level): 0—*detect poison*, *detect magic*, *read magic*, *mage hand*, *message*, *arcane mark*, *prestidigitation*, *cure minor wounds*; 1st—*alarm*, *charm person*, *cure light wounds*, *fist of stone*, *true strike*; 2nd—*invisibility*, *resist energy*, *scintillating scales*, *silence*; 3rd—*dispel magic*, *protection from energy*, *slow*; 4th—*blinding breath*, *polymorph*.

Pious Templar Spells Prepared (1; base DC = 14 + spell level): 1st—*divine sacrifice*.

Spells in effect: *alarm* (entrance to lair), *disguise self* (*mask of lies*; used to appear unarmored, hides the ioun stone, etc.), *undetectable alignment* (*mask of lies*).

Possessions: *phylactery of change*, *ring of protection* +3, *ioun stone pink rhomboid*, *mask of lies*, *cloak of displacement* (minor), *vest of resistance* +3, *divine scroll of* (*spike growth*, *command plants*, *discern lies*), *scroll of dispelling breath* (CL 10), spell component pouch.

Physical Description: Attractive middle-aged human with red hair, freckles, and red eyes.

Note: CR lowered by 1 due to being *polymorphed* into human form.

Appendix Two – APL 2

Encounter One

Elite Half-red Dragon Sheep: CR 4; Medium dragon (fire); HD 1d10+4; hp 14; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural); BAB: +0; Grp +5; Atk +5 melee (1d4+5/x2, claw); Full Atk +5 melee (1d4+5/x2, 2 claws) and +3 melee (1d6+2/x2, bite); SA Breath weapon; SQ Darkvision 60 ft., immune to fire, immune to *sleep* and paralysis, low-light vision, scent; AL CE.

Fort +6, Ref +4, Will +1;

Str 21, Dex 15, Con 18, Int 4, Wis 12, Cha 4.

Skills and Feats: Spot +2; Multiattack.

Languages: Draconic.

Breath Weapon (Su): 30-ft. cone, once per day, damage 2d8 fire, Reflex DC 14 half. The save DC is Constitution-based.

Physical Description: This sheep has red eyes, red wool, small horns, clawed feet, and nasty teeth.

Encounter Three (day)

Iuzian Female Human Favored Soul 1: CR 1; Medium humanoid (human); HD 1d8+1; hp 8; Init -1; Spd 20 ft. (x3); AC 17, touch 9, flat-footed 17 (+8 armor, -1 Dex); BAB: +0; Grp: +2; Atk +3 melee (2d6+3/19-20, mwk greatsword); SA Spells; AL CE;

Fort +3, Ref +1, Will +3;

Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +8, Sense Motive +7, Spellcraft +4; Heavy Armor Proficiency, Skill Focus (Concentration)^B.

Languages: Common.

Spells Known (5/4; base DC = 11 + spell level): 0—*detect magic*, *detect poison*, *guidance*, *read magic*; 1st—*bless*, *divine favor*, *shield of faith*.

Possessions: explorer's outfit, +1 halfplate, mwk greatsword, scroll case (*scroll of cure light wounds*, *scroll of nightshield**), dagger, spell component pouch (2), silver holy symbol of Iuz, signal whistle, holy text of Iuz, belt pouch (*potion of cure light wounds*, 10 gp).

Weapon and Armor Proficiency: Favored Souls are proficient with all simple weapons, their deity's favored weapon, light and medium armor, and shields (except tower shields).

Spells: A favored soul casts divine spells. He can cast any spell he knows without preparing it ahead of time the way a cleric must. To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a favored's soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier. Unlike a cleric, a favored soul need not prepare her spells in advance.

She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Iuzian Male Human Necromancer 1: CR 1; Medium humanoid (human); HD 1d4+1 plus 7 *false life*; hp 12; Init +6; Spd 30 ft. (x4); AC 16, touch 12, flat-footed 14 (+4 mage armor, +2 Dex); BAB: +0; Grp: -1; Atk: -1 melee (1d4-1/19-20, dagger) or +2 ranged touch (spell); SA Spells; SQ Summon familiar; AL CE;

Fort +1, Ref +2, Will +3.

Str 8, Dex 14, Con 13, Int 15, Wis 12, Cha 10.

Skills and Feats: Bluff +2, Concentration +8, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6; Improved Initiative, Scribe Scroll^B, Skill Focus (Concentration)^B.

Languages: Common, Draconic, Abyssal.

Typical Spells Prepared (3/3; base DC = 12 + spell level): 0—*ray of frost* (2), *touch of fatigue*, 1st—~~mage armor~~, *magic missile*, *ray of enfeeblement*.

Schools of Opposition: Illusion and Enchantment.

Possessions: explorer's outfit, *hand of the mage*, scroll case (*scroll of backbiter**, *scroll of magic missile* [2]), dagger, spell component pouch (2), belt pouch (*potion of cure light wounds*, 10 gp).

Encounter Five

Evolved Allip: CR 4; Medium Undead (incorporeal); HD: 4d12; hp 33; Init: +5; Spd: fly 30 ft. (perfect); AC 17, touch 17, flat-footed 16, (+1 Dex, +6 deflection); BAB: +2; Grp: -; Atk: +3 incorporeal touch (1d4 Wis drain); SA: Babble, madness, Wisdom drain; SQ: Darkvision 60 ft., fast healing 3, incorporeal traits, spell-like ability, +6 turn resistance, undead traits; AL: NE;

Fort +1, Ref +2, Will +4;

Str —, Dex 12, Con —, Int 11, Wis 11, Cha 20.

Skills and Feats: Hide +8, Intimidate +8, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Turn Resistance*, Improved Initiative.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 17 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Wisdom Drain (Su): An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

Spell-Like Ability: 1/day – *hold person* (DC 17).
Caster level 4th.

Appendix Four – APL 4

Encounter One

Elite Advanced Half-red Dragon Sheep: CR 6; Large dragon (fire); HD 4d10+24; hp 52; Init +2; Spd 30 ft., fly 60 ft. (average); AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 Size); BAB: +3; Grp +17; Atk +12 melee (1d6+9/x2, claw); Full Atk +12 melee (1d6+9/x2, 2 claws) and +9 melee (1d8+4/x2, bite); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., immune to fire, immune to *sleep* and paralysis, low-light vision, scent; AL CE.

Fort +10, Ref +6, Will +2;

Str 29, Dex 14, Con 22, Int 4, Wis 12, Cha 4.

Skills and Feats: Spot +5; Multiattack, Weapon Focus (claw).

Languages: Draconic.

Breath Weapon (Su): 30-ft. cone, once per day, damage 4d8 fire, Reflex DC 18 half. The save DC is Constitution-based.

Physical Description: This winged sheep is the size of a horse and has red eyes, red wool, small horns, clawed feet, and nasty teeth.

Encounter Three (day)

Iuzian Female Human Favored Soul 3: CR 3; Medium humanoid (human); HD 3d8+3; hp 21; Init -1; Spd 20 ft. (x3); AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex); BAB: +2; Grp: +4; Atk +6 melee (2d6+3/19-20, mwk greatsword); SA Spells; AL CE; Fort +5, Ref +3, Will +5;

Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 15.

Skills and Feats: Concentration +10 (+14 in combat), Diplomacy +4, Sense Motive +9, Spellcraft +6; Combat Casting, Heavy Armor Proficiency, Skill Focus (Concentration)^B, Weapon Focus (greatsword)^B.

Languages: Common.

Spells Known (6/6; base DC = 11 + spell level): 0—*create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, 1st—*bless*, *divine favor*, *entropic shield*, *shield of faith*.

Possessions: explorer's outfit, mwk halfplate, *vest of resistance* +1, mwk greatsword, scroll case (*scroll of cure light wounds* [2], *scroll of nightshield*^{*}), dagger, spell component pouch (2), silver holy symbol of Iuz, signal whistle, holy text of Iuz, belt pouch (*potion of cure light wounds* [2], 20 gp).

Weapon and Armor Proficiency: Favored Souls are proficient with all simple weapons, their deity's favored weapon, light and medium armor, and shields (except tower shields).

Spells: A favored soul casts divine spells. He can cast any spell he knows without preparing it ahead of

time the way a cleric must. To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a favored's soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier. Unlike a cleric, a favored soul need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Iuzian Male Human Necromancer 3: CR 3; Medium humanoid (human); HD 3d4+3 plus 9 from *false life*; hp 22; Init +6; Spd 30 ft. (x4); AC 16, touch 12, flat-footed 14 (+4 mage armor, +2 Dex); BAB: +1; Grp: +0; Atk: +0 melee (1d4-1/19-20, dagger) or +3 ranged touch (spell); SA Spells; SQ Summon familiar; AL CE; Fort +3, Ref +4, Will +5;

Str 8, Dex 14, Con 13, Int 17, Wis 12, Cha 10.

Skills and Feats: Bluff +3, Concentration +10, Knowledge (arcana) +9, Knowledge (religion) +9, Spellcraft +11; Craft Wondrous Item, Improved Initiative, Scribe Scroll^B, Skill Focus (Concentration)^B.

Languages: Common, Draconic, Abyssal.

Typical Spells Prepared (4/4/3; base DC = 13 + spell level): 0—*disrupt undead*, *mage hand*, *ray of frost*, *touch of fatigue*, 1st—~~mage armor~~, *magic missile*, *ray of enfeeblement*, *shield*, 2nd—~~false life~~, *scare*, *summon swarm*.

Schools of Opposition: Illusion and Enchantment.

Possessions: explorer's outfit, *vest of resistance* +1, *headband of intellect* +2, scroll case (*scroll of backbiter*^{*}, *curse of impending blades*^{*}), dagger, spell component pouch (2), belt pouch (*potion of cure light wounds* [2], 20 gp).

Hobgoblin Footsoldier Ftri: CR 1; Medium humanoid (goblinoid); HD 1d10+3; hp 11; Init +3; Spd 20 ft. (x4); AC 20, touch 13, flat-footed 18 (+5 armor, +3 Dex, +2 shield); BAB: +1; Grp: +2; Atk: +6 melee (1d6+1/18-20, mwk rapier) or +5 ranged (1d8+1/x3, mwk composite longbow [+1 Str bonus]); SQ Darkvision 60 ft.; AL LE;

Fort +5, Ref +3, Will +1;

Str 13, Dex 17, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Move Silently +3, Profession (soldier) +3; Weapon Finesse, Weapon Focus (rapier)^B.

Languages: Common, Goblin.

Possessions: explorer's outfit, mwk breastplate, mwk rapier, mwk heavy wooden shield, mwk composite longbow (+1 Str bonus), dagger, 40 arrows,

signal whistle, waterskin [3], belt pouch (*potion of cure light wounds*, 10 gp).

Hobgoblin Archer Ftr1: CR 1; Medium humanoid (goblinoid); HD 1d10+2; hp 10; Init +3; Spd 20 ft. (x4); AC 18, touch 13, flat-footed 16 (+5 armor, +3 Dex); BAB: +1; Grp: +3; Atk: +3 melee (1d6+2/18-20, rapier) or +5 ranged (1d8+2/x3, mwk composite longbow [+2 Str bonus]); SQ Darkvision 60 ft.; AL LE; Fort +4, Ref +3, Will +1; Str 14, Dex 17, Con 15, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Move Silently +3, Profession (soldier) +3; Point Blank Shot, Precise Shot^B.

Languages: Common, Goblin.

Possessions: explorer's outfit, mwk breastplate, rapier, mwk composite longbow (+2 Str bonus), dagger, 40 arrows, signal whistle, waterskin [3], whetstone, belt pouch (*potion of cure light wounds*, 10 gp).

Encounter Three (night)

Thrice-fed Juvenile Nabassu: CR 6; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 5d8+30 plus 15 temporary (treat as 6HD for level dependent effects); hp 67; Init +7; Spd 40 ft., fly 60 ft. (average); AC 19, touch 12, flat-footed 17, (+2 Dex, +7 natural); BAB: +5; Grp: +12; Atk +12 melee (1d8+8, bite); Full Atk +12 melee (1d8+6, bite) and +7 melee (1d4+3, 2 claws); SA Death-stealing gaze, feed, sneak attack +2d6, spell-like abilities; SQ Camouflage, darkvision 60 ft., DR 5/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 16, telepathy 100 ft.; AL CE; Fort +11, Ref +7, Will +9; Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

Skills and Feats: Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local: Iuz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13 (all others receive a +1 profane bonus); Improved Initiative, Iron Will.

Languages: Abyssal, Common.

Camouflage (Ex): A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, grey, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su): 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's

death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

Feed (Su): A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu *plane shifts* back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Spell-like Abilities: At will – *darkness*, *obscuring mist*. CL 5th.

Note: This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

Description: *The demon's body is tall and sinewy. The head is long, with small horns and ears like a bat's. Its teeth are practically tusks, set in a mouth that seems too large for its head. Its eyes glow with a hateful yellow light. Its long fingers end in equally long talons, and scales cover its wings and skins. Tufts of black fur stud the tops of its shoulder. The demon's back and arms are dull black, while the chest and belly are a sickly dirty grey.*

Source: FC1, pg. 48.

Encounter Five

Evolved Wraith: CR 6; Medium Undead (incorporeal); HD: 5d12; hp 40; Init: +7; Spd: fly 60 ft. (good); AC 17, touch 15, flat-footed 12, (+3 Dex, +4 deflection); BAB: +2; Grp: –; Atk: +5 incorporeal touch (1d4 plus 1d6 Constitution drain); SA: Constitution drain, create spawn; SQ: Darkvision 60 ft., daylight powerlessness, fast healing 3, incorporeal traits, spell-

like ability, +6 turn resistance, undead traits, unnatural aura; AL: LE;

Fort +1, Ref +4, Will +6;

Str –, Dex 16, Con –, Int 14, Wis 14, Cha 17.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness^B, Blind-Fight, Improved Turn Resistance*, Improved Initiative^B.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Unnatural Aura (Su): Animals whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spell-Like Ability: 1/day – *haste* (self only). Caster level 5th.

Hasted: Spd: fly 90 ft. (good); AC 18, touch 16, flat-footed 12, (+1 *haste*, +3 Dex, +4 deflection); Atk: +6 melee touch (1d4 plus 1d6 Constitution drain); Full Atk: +6/+6 melee touch (1d4 plus 1d6 Constitution drain); Ref +5.

Appendix Six – APL 6

Encounter One

Elite Horrible Half-red Dragon Sheep: CR 8; Large dragon (fire); HD 10d10+60; hp 124; Init +2; Spd 30 ft., fly 60 ft. (average); AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 Size); BAB: +7; Grp +21; Atk +17 melee (1d8+10/x2, bite); Full Atk +17 melee (1d8+10/x2, 2 claws) and +14 melee (1d8+5/x2, bite); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., immune to fire, immune to *sleep* and paralysis, low-light vision, scent; AL CE.

Fort +13, Ref +9, Will +6;

Str 30, Dex 14, Con 22, Int 4, Wis 12, Cha 4.

Skills and Feats: Spot +5; Multiattack, Weapon Focus (claw), Improved Natural Attack (claw), Iron Will.

Languages: Draconic.

Breath Weapon (Su): 30-ft. cone, once per day, damage 6d8 fire, Reflex DC 21 half. The save DC is Constitution-based.

Physical Description: This winged sheep is the size of a horse and has red eyes, red wool, small horns, clawed feet, and nasty teeth.

Encounter Three (day)

Iuzian Female Human Favored Soul 5: CR 5; Medium humanoid (human); HD 5d8+5; hp 33; Init -1; Spd 20 ft. (x3); AC 18, touch 9, flat-footed 18 (+9 armor, -1 Dex); BAB: +3; Grp: +5; Atk +7 melee (2d6+3/19-20, mwk greatsword); SA Spells; SQ Sonic resistance 10; AL CE;

Fort +6, Ref +4, Will +6;

Str 14, Dex 8, Con 13, Int 10, Wis 12, Cha 16.

Skills and Feats: Concentration +12 (+16 in combat), Diplomacy +5, Sense Motive +11, Spellcraft +8; Combat Casting, Heavy Armor Proficiency, Skill Focus (Concentration)^B, Weapon Focus (greatsword)^B.

Languages: Common.

Spells Known (6/7/5; base DC = 11 + spell level): 0—*create water, detect magic, detect poison, guidance, read magic, resistance*, 1st—*bless, divine favor, doom, entropic shield, shield of faith*; 2nd—*bull's strength, living undeath*, spiritual weapon*.

Possessions: explorer's outfit, +1 fullplate, vest of resistance +1, mwk greatsword, scroll case (*scroll of cure light wounds* [2], *scroll of lesser spell immunity**, *scroll of nightshield**), dagger, spell component pouch (2), silver holy symbol of Iuz, signal whistle, holy text of Iuz, belt pouch (*potion of cure light wounds* [2], 30 gp).

Weapon and Armor Proficiency: Favored Souls are proficient with all simple weapons, their deity's

favored weapon, light and medium armor, and shields (except tower shields).

Spells: A favored soul casts divine spells. He can cast any spell he knows without preparing it ahead of time the way a cleric must. To cast a spell, a favored soul must have a Charisma score of 10 + the spell's level. The Difficulty Class for a saving throw against a favored's soul's spell is 10 + the spell's level + the favored soul's Wisdom modifier. Unlike a cleric, a favored soul need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Iuzian Male Human Necromancer 5: CR 5; Medium humanoid (human); HD 5d4+5 plus 11 from *false life*; hp 32; Init +6; Spd 30 ft. (x4); AC 16, touch 12, flat-footed 14 (+4 mage armor, +2 Dex); BAB: +2; Grp: +1; Atk: +1 melee (1d4-1/19-20, dagger) or +4 ranged touch (spell); SA Spells; SQ Summon familiar; AL CE;

Fort +4, Ref +5, Will +7;

Str 8, Dex 14, Con 13, Int 18, Wis 12, Cha 10.

Skills and Feats: Bluff +4, Concentration +12, Knowledge (arcana) +12, Knowledge (religion) +12, Listen +2, Spellcraft +14; Craft Wondrous Item, Improved Initiative, Scribe Scroll^B, Skill Focus (Concentration)^B, Spell Focus (Necromancy)^B.

Languages: Common, Draconic, Abyssal.

Typical Spells Prepared (4/5/4/3; base DC = 14 [15 for Necromancy spells] + spell level): 0—*disrupt undead^N, mage hand, ray of frost, touch of fatigue^N*; 1st—*chill touch^N, ~~mage armor~~, magic missile, ray of enfeeblement*, shield*; 2nd—*false life^N, scare^N, spectral hand^N, summon swarm*; 3rd—*dispel magic, ray of exhaustion^N, vampiric touch^N*.

^NNecromancy spell.

Schools of Opposition: Illusion and Enchantment.

Possessions: explorer's outfit, vest of resistance +2, headband of intellect +2, scroll case (*scroll of backbiter**, *scroll of curse of impending blades, scroll of curse of impending blades, mass**), dagger, spell component pouch (2), belt pouch (*potion of cure light wounds* [3], 30 gp).

Male gnoll Bbn1: Medium humanoid (gnoll); CR 2; HD 2d8+6 plus 1d12+3; hp 29; Init +1; Spd 40 ft. (x4); AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 natural); BAB: +2; Grp: +6; Atk: +7 melee (1d12+6/x3, mwk greataxe) or +3 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SQ Darkvision 60 ft., reckless rage 1/day, fast movement, illiteracy; AL CE;

Fort +8, Ref +1, Will +1;

Str 19, Dex 13, Con 16, Int 8, Wis 12, Cha 6.

Skills and Feats: Intimidate +0, Spot +4, Survival +3; Power Attack, Reckless Rage*.

Languages: Common, Gnoll.

Reckless Rage (Ex): hp 38; AC 13, touch 7; Grp: +9; Atk: +10 melee (1d12+10/x3, mwk greataxe); Fort +11; Will +3. Str 25, Con 22.

Possessions: explorer's outfit, mwk chain shirt, mwk greataxe, composite longbow (+2 Str bonus), 20 arrows, dagger, waterskin [3], belt pouch (*potion of cure light wounds* [2], 20 gp).

Encounter Three (night)

Thrice-fed Juvenile Nabassu: CR 6; Medium Outsider (Chaotic, Evil, Extraplanar, Tanar'ri); HD 5d8+30 plus 15 temporary (treat as 6HD for level dependent effects); hp 67; Init +7; Spd 40 ft., fly 60 ft. (average); AC 19, touch 12, flat-footed 17, (+2 Dex, +7 natural); BAB: +5; Grp: +12; Atk +12 melee (1d8+8, bite); Full Atk +12 melee (1d8+6, bite) and +7 melee (1d4+3, 2 claws); SA Death-stealing gaze, feed, sneak attack +2d6, spell-like abilities; SQ Camouflage, darkvision 60 ft., DR 5/cold iron or good, immune to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 16, telepathy 100 ft.; AL CE; Fort +11, Ref +7, Will +9;

Str 22, Dex 14, Con 22, Int 14, Wis 15, Cha 17 (all ability checks not covered by this stat block receive a +1 profane bonus).

Skills and Feats: Bluff +12, Concentration +15, Diplomacy +6, Hide +11 (+19 in underground or barren environments), Intimidate +14, Jump +17, Knowledge (Local: Iuz's Border States) +11, Listen +11, Move Silently +11, Spot +11, Tumble +13 (all others receive a +1 profane bonus); Improved Initiative, Iron Will.

Languages: Abyssal, Common.

Camouflage (Ex): A juvenile nabassu has the ability to change the coloration of its flesh between various shades of black, grey, and brown. As a result, it gains a +8 circumstance bonus on Hide checks made in underground or barren environments.

Death-Stealing Gaze (Su): 30 feet, Fort DC 15 negates, bestows 1 negative level. Any humanoid creature drained to 0 levels by the juvenile nabassu's death-stealing gaze dies and is immediately transformed into a ghoul (*MM* 119) under the nabassu's permanent command. The death-stealing gaze has no effect on creatures that are not humanoids. The save DC is Charisma-based.

Feed (Su): A juvenile nabassu can feed on the body of a helpless living humanoid, devouring both its

flesh and life force. To do so, the nabassu makes a coup de grace attack against the humanoid creature; this provokes an attack of opportunity from any creatures that threaten it. If the victim is slain by the coup de grace, a significant physical portion of its body is eaten by the nabassu while the remaining portions quickly rot away to a foul-smelling paste. This prevents any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* can restore a devoured victim to life.

For every three humanoids the juvenile nabassu devours in this fashion, it gains the following benefits: +1 profane bonus to its natural armor, attack rolls, saving throws, skill checks, and ability checks; +5 hit points, +1 effective level.

A juvenile nabassu that devours 30 humanoids in this fashion loses the above benefits and instantly transforms into a mature nabassu. On its next turn, the newly matured nabassu *plane shifts* back to the Abyss with any items currently in its possession, abandoning its ghoul minions.

Spell-like Abilities: At will – *darkness*, *obscuring mist*. CL 5th.

Note: This juvenile nabassu has fed on three victims. Its stats and CR have been adjusted accordingly (see Feed).

Description: The demon's body is tall and sinewy. The head is long, with small horns and ears like a bat's. Its teeth are practically tusks, set in a mouth that seems too large for its head. Its eyes glow with a hateful yellow light. Its long fingers end in equally long talons, and scales cover its wings and skins. Tufts of black fur stud the tops of its shoulder. The demon's back and arms are dull black, while the chest and belly are a sickly dirty grey.

Source: FC1, pg. 48.

Encounter Five

Evolved Spectre: CR 8; Medium Undead (incorporeal); HD: 7d12; hp 54; Init: +7; Spd: 40 ft., fly 80 ft. (perfect); AC 17, touch 17, flat-footed 14, (+3 Dex, +4 deflection); BAB: +3; Grp: –; Atk: +6 incorporeal touch (1d8 plus energy drain); SA: Energy drain, create spawn; SQ: Darkvision 60 ft., fast healing 3, incorporeal traits, spell-like ability, sunlight powerlessness, +6 turn resistance, undead traits, unnatural aura; AL: LE; Fort +2, Ref +5, Will +7;

Str –, Dex 16, Con –, Int 14, Wis 14, Cha 17.

Skills and Feats: Hide +13, Intimidate +13, Knowledge (religion) +12, Listen +12, Search +12, Spot +12, Survival +2 (+4 following tracks); Blind-Fight, Improved Turn Resistance*, Improved Initiative.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Spell-Like Ability: 1/day – *haste* (self only). Caster level 5th.

Hasted: Spd: 70 ft., fly 110 ft. (perfect); AC 18, touch 18, flat-footed 14, (+1 *haste*, +3 Dex, +4 deflection); Atk: +7 melee touch (1d8 plus energy drain); Full Atk: +7/+7 melee touch (1d8 plus energy drain); Ref +6.

Ankheg Springs (Thorp): Conventional; AL NG; 40 gp limit; Assets 100 gp; Population 51; Mixed (human [Flan] 48, halfling 1, gnome 1, half-elf 1).

Authority Figures: Ilyena Michelson of the Brighteagle Clan (NG female human Drd3 of Berei; Cha 14; Aspirant of the Old Faith Druids of the Northern Reaches, mother of three-year old twins Roche and Marvak).

Important Characters: Hiram (LN male human War5, town constable/judge).

Others: Adp1 (midwife), Brd1 (Milam), Clr1 of Berei (healer), town elders: [Com10, Com5 (2)], Com3 (4), Com1 (11), Drd1 (Ilyena's apprentice), Exp8 (gnome), Exp4 (2), Exp2 (4), Exp1 (8), Ftr2 (half-elf), Ftr1 (2), Rog2 (halfling), Rog1 (2), War3 (2), War1 (4).

Ilyena Michelson of the Brighteagle: Ilyena is the determined leader of this small community. The widow of Roche Brighteagle, and mother of twin sons, Ilyena's tireless efforts over the past few years have finally allowed Ankheg Springs to thrive. Her druidic powers continue to grow, and she constantly strives to maintain a balance between her peoples' needs and the needs of the land.

While Ilyena's wisdom is valued by the folk of Ankheg Springs, she is often unavailable for days at a time due to her wanderings as she looks over the crops, keeps an eye on the spring, visits her kin in the Brighteagle clan, etc. As a result, Hiram is the local authority whenever Ilyena is not present.

Hiram: The owner of the Rusty Nail is a somewhat dour man. Hiram was "elected" constable and judge by the other farmers of the area after they realized that they were continually going to him whenever a dispute needed to be settled and Ilyena was not available to help. At these times, the Rusty Nail becomes a civic center where disputes can be debated, often over a hearty meal and with a strong mug of ale.

A middle-aged man, Hiram is an able warrior and often leads the other fighting-men on forays to ensure that the thorp remains safe. He has become quite adept at hunting ankhegs as a result.

Exploring Ankheg Springs

Rusty Nail: A pleasant surprise, the food is good, plentiful and cheap. The ale is decent, and strong. A large hearth dominates one wall, while several wooden benches and tables crowd the common room. On most nights, Hiram's teen-aged son, Milam, entertains the locals with stories, songs, and poems. Some even say that soon he will be a better singer than Roche was.

Judge Aid One – Ankheg Springs

Bellamoh Galanmion, Druid of the Northern Circle: Captured by Earl Aundurach's soldiers in 590 CY, Bellamoh was tortured for weeks before she escaped. She wears the marks of her torture with a bitter pride as scars crisscross her face and body, and she wields the greatsword she took from an Iuzian cleric with gusto when called to battle. If it weren't for the scars, this mid-30's woman would be quite attractive, despite wearing drab foresters' gear.

A friend and ally of Gerland, Bellamoh is not really a merchant, but she does have a few items available for sale: animal call, forester's cloak, holy text (Beory), verminbane (A&EG), animal training kit, nature's draught (CV), blunt arrow (RW).

Dimre Merchants: The merchants from Dimre are mainly looking to purchase grain, weapons, and armor to help supply their army during the current conflict with the Northern Alliance. However, they do have a few non-Core items available for sale: armor maintenance kit, bladedfire, brigandine armor, flight arrows, holy text (Pholtus [Ebongleam]), lamellar armor, restful candle (A&EG), focusing candle, healer's balm (CV).

Johrase Merchants: The Johrase merchants appear to be shopping for things that will help restore Kinemeet to its former glory (paint, cleaning supplies, etc.). In addition, they have a few items available for sale: flight arrow, ring armor (A&EG), masterwork saddle (CV), rider's shield, riding straps (RS), 20 sq. ft. tent (RW).

Keladon: The owner of Lookout Point Trading Post has the following items for sale: framed pack, miner's helmet (A&EG), barbed bolas, barbed dagger (CV), dire pick, greatspear (CW), great crossbow (RS), hide shield, oleum (SS).

Nebjanow Merchants: The gnomes from Nebjanow are mainly looking to purchase fruit, mining equipment, and water rights as they are still settling into their new homes. However, they do have a few non-Core items available for sale: alchemist's arrow, gnome crossbow sight, gnome golden light, instant rope, pestle and mortar, shriek rock (A&EG), blister oil, gnome battlecloak (RS).

Taureen: Taureen (N female human Div5; Cha 14) is the twenty-five year old apprentice of Menfri Rauveen, an eccentric explorer of the Rift Canyon. He periodically sends her "to the surface" to gather news and supplies. Normally mousy and straight laced, she is

ready to let her hair down during the festival. She's already sold (quietly) any magical scrolls and potions that she brought with her to sell.

She has the following items available: candle mold, candlewick (A&EG), slipcase (CA), spellbook construction materials (wood or metal [soft, hard] covers, linen or metal foil pages, CA).

She knows nothing of, and has no interest in, Hellstone Tower.

Judge Aid Two – The Fellreev Forest

The section of Fellreev Forest detailed in this event is a trackless, medium forest, per DMG pg. 87. As such, the PCs will be traveling at half their normal overland movement rate unless they find a game trail. It should take anywhere from several days to one week to reach the lake after they have entered the forest.

Being in the forest's environment has specific effects:

1) The PCs may become lost. To avoid getting lost, the PCs need to make a Survival check DC 15 once per hour of travel. Party members may aid, DC 10. Should the party be unable to take 10 to make a DC 15 Survival check, there is a distinct chance of the party becoming lost.

In this eventuality, the PCs need to make a Survival check for each hour of travel, to avoid becoming lost. **You, the GM, should make this roll as the party would not know whether or not they were lost.** Refer to DMG pg. 86 for how to deal with a party that has become lost in the Fellreev.

If the PCs succeed at making a DC 25 Survival check, then they have located a 5 ft. wide game trail heading towards the lake. Overland movement is not impaired on these trails. Smart PCs will think to mark the trail for their return journey home.

2) For each 5' square of forest not otherwise designated as a clearing, there is a 70% chance that a typical tree resides in that square. A creature standing in the same square as a typical tree receives a +2 cover bonus to Armor Class and a +1 cover bonus to Reflex saves. Typical trees are 30 ft. tall.

3) For each 5' square of forest not otherwise designated as a clearing or home to a typical tree, there is a 10% chance that a massive tree resides in that square. Massive trees take up an entire square and provide cover to anyone behind them; a creature larger than Tiny may not occupy the tree's square. Massive trees are 60 ft. tall.

4) For each 5' square of forest not otherwise designated as a clearing, there is a 70% chance that it is covered with light undergrowth. These squares cost 2 squares of movement to move into (but may be left normally), and provide 20% concealment. Light undergrowth increases the DC of Tumble and Move Silently checks by 2.

5) For each 5' square of forest not otherwise designated as a clearing, massive tree, or home to light

undergrowth, there is a 20% chance that it is covered with heavy undergrowth. These squares cost 4 squares of movement to move into (but may be left normally), and provide 30% concealment. Heavy undergrowth increases the DC of Tumble and Move Silently checks by 5, and grants a +5 circumstance bonus on Hide checks. Running and charging are impossible.

6) The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet instead of the usual 1.

7) The maximum distance at which a Spot check can succeed in a medium forest is 2d8x10 feet.

8) PCs might desire to climb the trees. Typical trees are climbable only by Small or smaller PCs, and have 5 ft. long branches at heights of 10 ft. and 20 ft. off the ground. Massive trees have 10 ft. long branches capable of supporting Large or smaller PCs at heights of 20 ft. and 40 ft. Both types of trees have a Climb DC of 15.

While on the branch of a typical tree, the PC is considered to be in light undergrowth. While on the branch of a massive tree, the PC is considered to be in heavy undergrowth (and movement is affected accordingly).

Prepping the battle-mat: Mark off a 100 ft. x 100 ft. section of battle-mat (20 squares x 20 squares). With your marker, randomly place O's in 10% of the squares (40, 2 per row should work). These are the massive trees. Around each tree, mark two squares randomly with X's for heavy undergrowth (80). All other squares are occupied by a typical tree AND light undergrowth. Feel free to toss in a fallen log or a small creek, as the mood suits you. For a clearing, simply leave some squares empty.

If the PCs have discovered a game trail, mark a 5' wide, slightly curvy path down the center of the section (be sure to have massive trees and heavy undergrowth adjacent to it in a few locations). This is the game trail, free of trees and undergrowth. Large creatures may move un-hindered down the path when not engaged in combat.

Judge Aid Three – New Rules Items

Deity

Name: Garyx

Gender: m

Rank: Lesser Deity

Area of Concern/Portfolio: Fire, Destruction, Renewal

Titles: Firelord, All-Destroyer, Cleanser of Worlds

Holy Symbol: Reptilian eye superimposed over a flame

Alignment: CE

Origin of Worship: Dragon

Core Worshipers: Dragons

Favored Weapon(s): Sickles (s) or claw

Weapon of the Deity Spell: *+1 flaming sickle or claw*

Domains: Chaos, Destruction, Dragon, Evil, Fire, Renewal

Source: Draconomicon, page 33.

Description: Garyx the All-Destroyer symbolizes the sheer power and destructive force of dragonkind. Some argue that Garyx is actually insane, as a result of his long occupation of the Windswept Depths of Pandemonium. He appears much like a great wyrm red dragon.

Feats

Improved Turn Resistance [Monstrous] (LM p27)

You have a better than normal chance to resist turning.

Prerequisites: Undead type.

Benefits: You are less easily affected by clerics or paladins than you normally would be (see Turn or Rebuke Undead, p. 159 of the *Player's Handbook*). When resolving a turn, rebuke, command, or bolster attempt, add +4 to your character level (monster Hit Dice plus class levels) to determine your Hit Dice for turn, rebuke, command and bolster attempts. For example, a 4 HD wight with this feat is treated as an 8 HD undead for the purposes of resolving a turn, rebuke, command or bolster attempt even though it is a 4 HD creature for any other purpose. A vampire that already has +4 turn resistance adds an additional +4, for a total of +8.

Reckless Rage [General] (RS pg. 143)

You are considered extreme even among other barbaric warriors, and you enter a deeper state of rage than others.

Prerequisites: Con 13, rage ability

Benefits: Whenever you activate your rage ability, you take an additional –2 penalty to your armor class, but you gain an additional +2 bonus to Strength and

Constitution. These bonuses and penalties stack with the effects of rage.

True Believer [General] (CD p86)

Your deity rewards your unquestioning faith and dedication.

Prerequisites: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefits: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

Magic Items

Mask of Lies: This black, featureless mask has only slits for eyes and mouth. The wearer can use *disguise self* on herself at will and is continually under the effect of *undetectable alignment*. In addition, she gains a +5 competence bonus on Bluff checks.

A mask occupies the same space on the body as eye lenses or goggles.

Faint abjuration and illusion; CL 5th; Craft Wondrous Item, disguise self, undetectable alignment; Price 17,000 gp.

Phylactery of Change: The wearer of this item can invoke a polymorph ability with an indefinite duration (or until the phylactery is removed, destroyed, or dispelled). A new form can be adopted once per day. The wearer can assume his natural form without limitation, however.

Moderate transmutation; CL 7th; Craft Wondrous Item, *polymorph*; Price 11,200 gp.

Vest of Resistance (CA p150): These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws.

Faint abjuration; CL 5th; Craft Wondrous Item, *resistance*, caster level must be three times that of ioun stone's bonus; Price: 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), 25,000 gp (+5).

Spells

Backbiter (SpC p23)

Necromancy

Level: Sorcerer/wizard 1

Components: V, S, F

Casting Time: 1 standard action

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

Target: One weapon

Duration: 1 round/level or until discharged

Saving Throw: Will negates; see text

Spell Resistance: Yes (object)

You cast this spell on any melee weapon. The next time that weapon is used to make a melee attack, its shaft twists around so that the weapon strikes the wielder instead. The weapon hits automatically, and no attack roll is made.

The wielder gets no warning or knowledge of the spell's effect on his weapon, and although he makes the attack, the self-dealt damage can't be consciously reduced (though damage reduction applies) or changed to nonlethal damage. Once the weapon attacks its wielder (whether successfully or not), the spell is discharged.

Magic weapons targeted by this spell receive a Will save. An item in a creature's possession uses its own Will save bonus or its wielder's bonus, whichever is higher.

Focus: A dagger.

Curse of Impending Blades (SpC p56)

Necromancy

Level: Bard 2, ranger 2, sorcerer/wizard 2

Components: V, S, M/DF

Casting Time: 1 standard action

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

Target: One creature

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

The target of the spell has a hard time avoiding attacks, sometimes even seeming to stumble into harm's way. The subject takes a -2 penalty to AC.

The curse cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish spell*.

Arcane Material Component: A nail through a piece of leather.

Curse of Impending Blades, Mass (SpC p56)

Necromancy

Level: Bard 3, ranger 3, sorcerer/wizard 3

Targets: Enemies in a 20-ft. radius burst

This spell functions like *curse of impending blades*, except that it affects multiple enemies.

Living Undeath (SpC p134)

Necromancy

Level: Cleric 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell imparts a physical transformation upon the subject, not unlike the process that produces a zombie. While the subject does not actually become undead, its vital processes are temporarily bypassed with no seeming ill effect. The subject is not subject to sneak attacks and critical hits for the duration of the spell, as if it were undead.

While the spell is in effect, the subject takes a -4 penalty to its Charisma score (to a minimum of 1).

Nightshield (SpC p148)

Abjuration

Level: Cleric 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 minute/level (D)

This spell provides a +1 resistance bonus on saving throws; this resistance bonus increases to +2 at caster level 6th and +3 at caster level 9th. In addition, the spell negates magic missile attacks directed at you.

Spell Immunity, Lesser (SpC p199)

Abjuration

Level: Cleric 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell protects one creature from a single 1st- or 2nd-level spell. The creature effectively has unbeatable spell resistance regarding the chosen spell. *Lesser spell immunity* can't protect a creature from a spell to which spell resistance doesn't apply. This spell works against other spells, spell-like effects, and innate spell-like abilities. It does not protect against supernatural or extraordinary abilities, such as breath weapons or gaze attacks. Only a particular spell can be protected against, not a school of spells or a group of spells with similar effects; thus, a creature given immunity to *inflict light wounds* is still susceptible to *inflict moderate wounds*.

A creature can have only one *lesser spell immunity* or *spell immunity* (PHB 282) in effect at a time.

Template

Evolved Undead (LM pg 99)

“Evolved undead” is an acquired template that can be added to any undead with an Intelligence score (referred to hereafter as the base creature). An evolved undead uses all the base creature’s statistics and special abilities except as noted here. This template does not alter the creature’s type.

Note: Unlike most templates, an evolved undead can potentially acquire this template more than once, evolving more with each application.

Armor Class: The base creature’s natural armor bonus improves by 1. If the creature is incorporeal, its deflection bonus to AC improves by 1.

Special Attacks: An evolved undead retains all the special attacks of the base creature and gains one spell-like ability from the following list. You can choose this ability from the list below, or roll randomly. The spell-like ability gained herein can be used once per day. If the undead already has the indicated ability, it gains another use; if it already has the ability as an at-will ability, choose another ability. The spell-like ability has a caster level equal to the evolved undead’s HD (if the caster level is too low to cast the spell in question, choose another). The save DC’s are Charisma-based.

d12 Spell-Like Ability

- | | |
|----|-----------------------------|
| 1 | <i>circle of death</i> |
| 2 | <i>cloudkill</i> |
| 3 | <i>cone of cold</i> |
| 4 | <i>confusion</i> |
| 5 | <i>contagion</i> |
| 6 | <i>creeping doom</i> |
| 7 | <i>greater dispel magic</i> |
| 8 | <i>greater invisibility</i> |
| 9 | <i>haste</i> |
| 10 | <i>hold monster</i> |
| 11 | <i>see invisibility</i> |
| 12 | <i>unholy blight</i> |

Special Qualities: An evolved undead retains all the special qualities of the base creature and gains the one described below.

Fast Healing (Ex): An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

Abilities: An evolved corporeal undead gains +2 Strength and +2 Charisma. An evolved incorporeal creature gains only +2 Charisma.

Organization: An evolved undead usually becomes a leader among those of its base kind..

Challenge Rating: Same as the base creature +1.

Level Adjustment: Same as the base creature +1.

Judge Aid Four – Regional Map

Special thanks to Eric Anondson, formerly of the Shield Lands Triad, for allowing us to use, and modify, the map that he created. This map costs 10 gp and weighs 1 lb.



Player Handout One

The following letter is written in Draconic. If the PCs are unable to read Draconic, please do not read this letter. The letter also appears to be inked in human blood with bold and smooth character strokes.

My dearest Maurgoroothyx,

How beautiful you looked as we slaughtered those pitiful excuses for tanar'ri, demons' blood raining from the heavens as my love rains down for you. I must admit, the depth of my feelings surprised even myself, but as soon as I saw you in glorious battle, I knew what it was to love.

I swear, had I but known beforehand that the fool Cranzer had meant for the entire forest to be destroyed, instead of just some annoying adventurers, I would never have agreed to partake in the attack. I imagine that you felt the same way about your forest as I do about my Rift Canyon. That is why I flew to your aid, (unasked for, it is true). I know what it means for a home to be threatened!

Alas, this letter cannot only contain my affections, but it must contain a warning as well. The Legend has awakened. I myself have spoken with humans who saw her firsthand when she razed a town called Groucester the night of the red moon. Some gnomes even claim that she has settled into the hills east of your forest.

I fear for you, my love, because your lake and forest are so close to the Legend's new lair. The Legend could bring doom to this entire area, from your forest to the Nyrinia Dyvinia. I know that your mother is powerful and wise, but not even she could stand up to the Legend. I doubt that the One in the Mountain could even stand up to her!

This is why I wish to tell you about an empty lair I know of just off the coast of the Nyrinia Dyvinia. Suffice to say that it used to belong to an arrogant Topaz (Nistrasstiranian, I believe that your mother knew him) who was slain sometime last year. While I myself am not fond of the water, there are enough hot vents in the area to keep me comfortable while we ride out the storm that the Legend will surely create. We can even bring your mother along as long if she promises not to eat me, although I doubt that she will leave her mystical lake. Perhaps we can meet when Luna is again full to discuss this?

My love, I have sent this note with several humanoid. They have been instructed to bring your reply to me. Please do not eat them.

As I am sure you noticed, my Mark was on the wax seal. Please seal your response likewise so that I know that they have not tampered with it. I eagerly await your reply!

Burning for you,

Morginstaler